

The Archive of Small Promises

120-minute plan | 4 players | No combat

Promises have become little objects in a civic archive. Its shelves are full, and a librarian cannot return the promise she made to her sister.

Content notice: Commitment, family disappointment and consent; nobody must share a real promise.

Use the public map and keep unrevealed cards face down. Your GM will give each card when it is discovered.

Player route map

Public route map: Archive lobby connects to Card desk and Delivery steps; either reaches Promise vault, then Renewal shelf. Routes work in both directions. Retrace the route to return. No hidden information is marked.

Player handouts - cut along dashed borders

Timeline record

Every overflowing shelf is stamped
PERMANENT; no owner has a renewal card.

h-order | 1 copy

Fallback instruction

Closing new intake stops the shelves growing
while old deposits stay safe.

h-fallback | 1 copy

Method diagram

A willing owner may mark KEEP, CHANGE
or RELEASE and sign a renewal card.

h-method | 1 copy

Destination note

Rhea's duty card places her in the promise
vault.

h-note | 1 copy

Physical trail

A trail of garden leaves falls from the model
toward the vault.

h-trail | 1 copy

Witness statement

Gus saw Rhea carry her garden model into the
vault.

h-witness | 1 copy

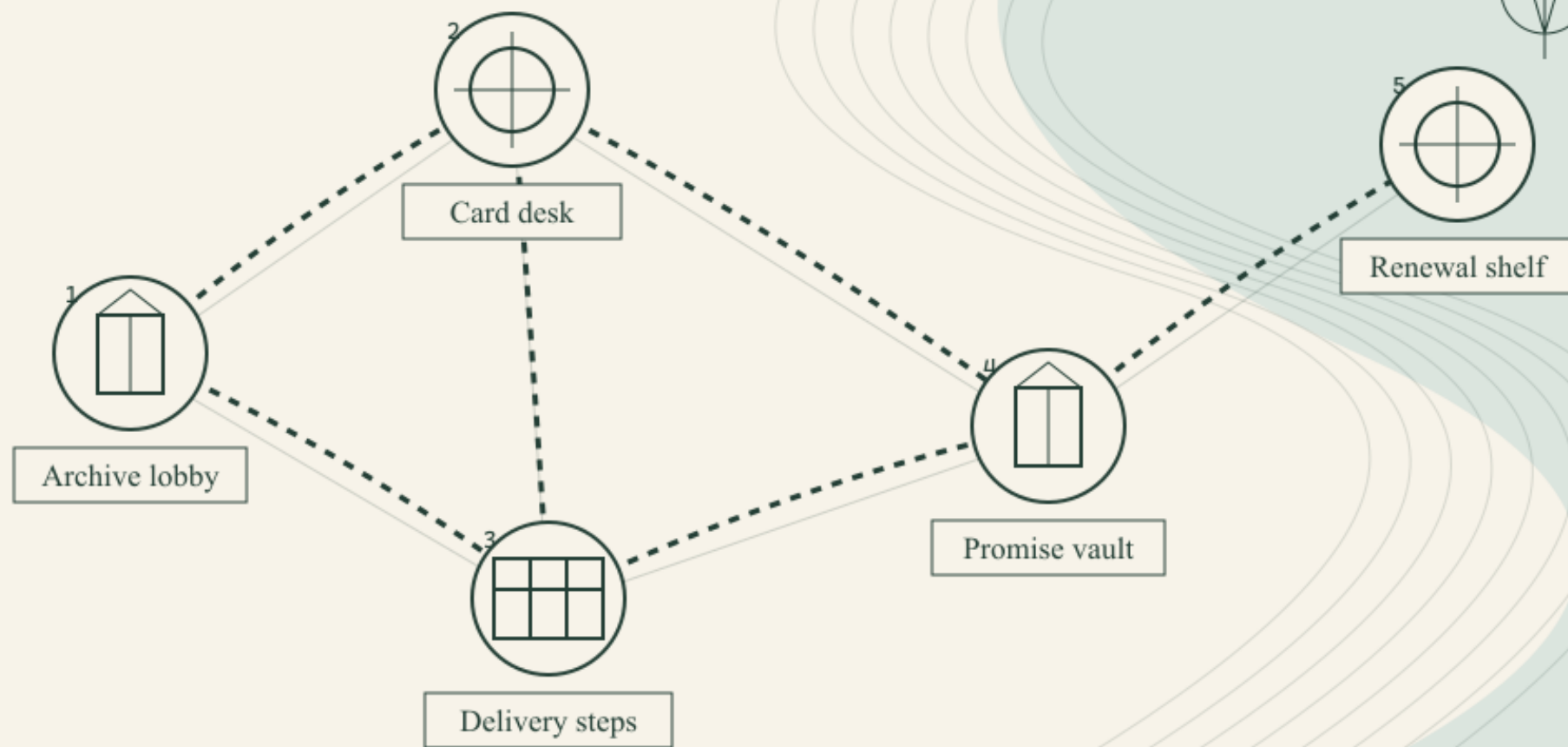
Player handouts

Safety marks

No one may sign for another owner. A missing owner's token goes to WAITING, not RELEASE.

h-safe | 1 copy

Player route map



PUBLIC ROUTES · CONNECTIONS ARE BIDIRECTIONAL · NOT TO SCALE · 1.0.0