

The Banquet's Empty Seat

120-minute plan · 4 players · Follow the evidence

Place cards have been moved at a five-seat civic supper. Four guests have practical seating needs, and a fifth setting seems to belong to someone nobody invited.

Content notice: Social awkwardness and access needs. Treat every guest's stated need as ordinary and credible; no character must justify a personal condition.

At the table

Describe what your character tries and the help they offer. Ask the GM what a choice will cost before committing. The group may pause, change a detail or stop. Write names, promises and unanswered questions on paper.

Supper foyer

Four guests wait beside a list of names and practical requests.

Five-chair table

A straight table runs from serving door to window.

Pantry hatch

A crew meal rota is pinned above the serving hatch.

Linen alcove

A wet runner hangs beside an unnumbered stack of place cards.

Window recess

A quiet recess overlooks the table and holds a spare drawing board.

Host's notice stand

A blank supper notice stands beside an unlit speech candle.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Banquet's Empty Seat - known places

