

The Courier with an Empty Satchel

120-minute plan | 4 players | No combat

A courier insists her empty satchel contains a parcel. The recipient's bell rings whenever she turns away, and the dispatch office has no visible entry.

Content notice: Privacy and delivery trust; no real addresses or player names are requested.

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: Dispatch arch connects to Seal desk and Wrong doorstep; either reaches Courier shelter, then Recipient door. Routes work in both directions. Retrace the route to return. No hidden information is marked.

Player handouts - cut along dashed borders

Timeline record The satchel has weight and a square shadow although nothing is visible. h-order 1 copy	Fallback instruction A RETURN seal sends the unopened parcel back to dispatch. h-fallback 1 copy
Method diagram The surviving route seal matches the recipient door, not the smudged number. h-method 1 copy	Destination note Miri's route tally marks COURIER SHELTER after the mistaken door. h-note 1 copy
Physical trail The parcel's square shadow follows the satchel into the courier shelter. h-trail 1 copy	Witness statement Biri saw Miri sit in the shelter after trying the wrong door. h-witness 1 copy

Player handouts

Safety marks

Only the named recipient's YES opens the veil. Waiting or returning leaves it intact.

h-safe | 1 copy

Player route map

