

Letters from the Empty Train

120-minute plan | 4 players | No combat

An empty train arrives with letters addressed to people who have left town. Tonight its last carriage will be sent to the scrap yard.

Content notice: Private letters and regret; do not read invented intimate messages aloud without table agreement.

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: Station platform connects to Parcel office and Signal cabin; either reaches Sorting carriage, then Turntable. Routes work in both directions. Retrace the route to return. No hidden information is marked.

Player handouts - cut along dashed borders

Timeline record All postmarks are from the final week of Ada's route. h-order 1 copy	Fallback instruction Remove the drum to a staffed post office and the route bell falls silent. h-fallback 1 copy
Method diagram The forwarding register matches old house numbers to new street names. h-method 1 copy	Destination note Maintenance slip: Ada is checking the fourth carriage. h-note 1 copy
Physical trail A trail of folded sorting tags leads to carriage four. h-trail 1 copy	Witness statement Ren saw Ada climb into the fourth carriage with the register. h-witness 1 copy

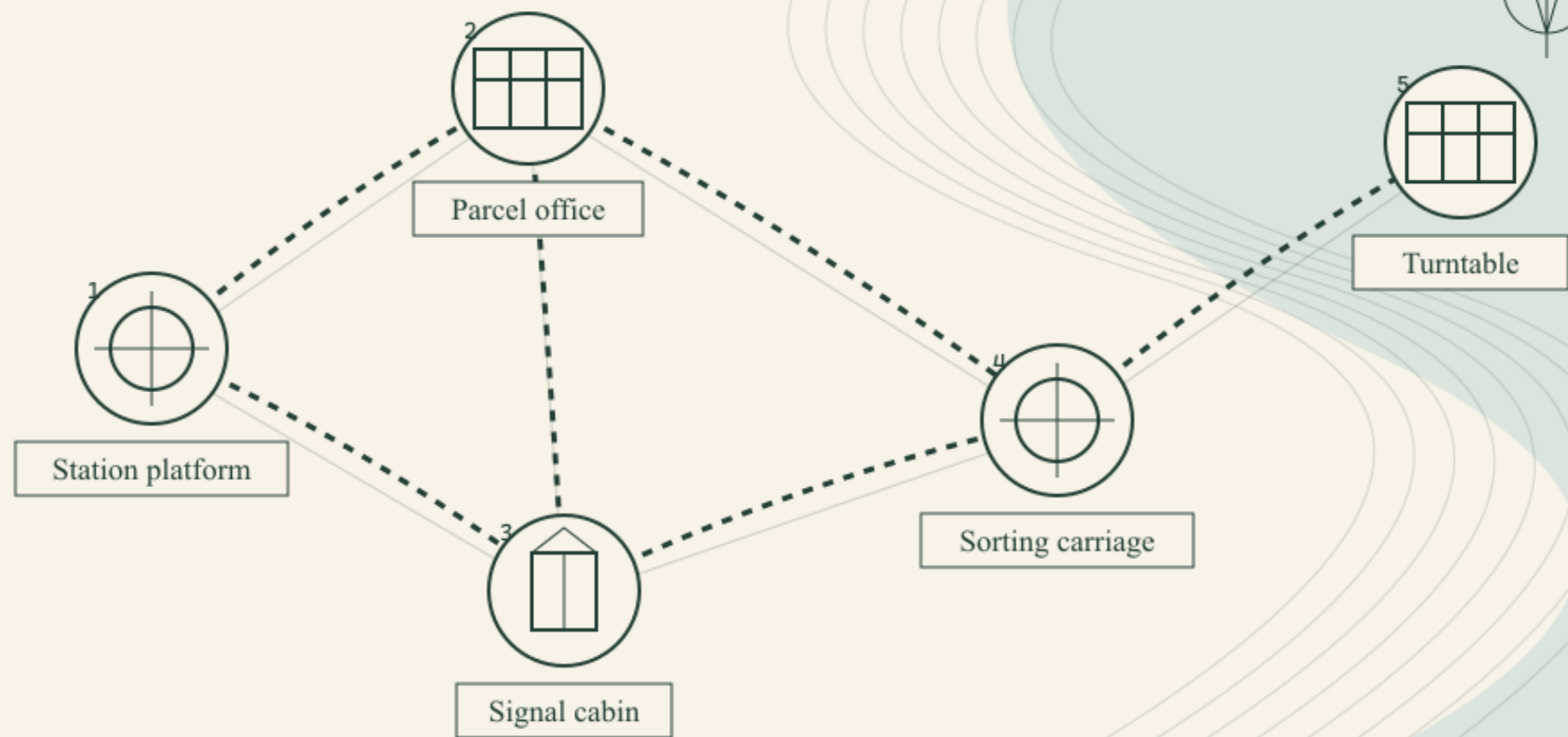
Player handouts

Safety marks

POST reaches the station ramp; YARD reaches scrap. Hold the turntable lock while moving the selector.

h-safe | 1 copy

Player route map



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