

The Station of Three Mornings

120-minute plan · 4 players · Break a repeating day

A tiny station repeats the same departure three times. A parcel ramp opens too late for an accessibility bridge, while two platform crews follow contradictory versions of the timetable.

Content notice: Missed connections and repeating time. All passengers remain safe on the platform; nobody is stranded in danger.

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.

Prism station hall

A three-faced prism hangs above a repeating clock.

Signal office

An original timetable lies under glass.

Parcel ramp

A luggage cart stands in a painted bridge lane.

Express platform

An access bridge waits beside the express doors.

Sheltered local platform

A later local service is posted beside benches and tea.

Transfer counter

Two group transfer stamps sit below a shelter map.

Three recorded mornings

First [] Second [] Third []. Retain notes and understood schedules. Reset tickets, carts, crew assignments, boarded passengers and gate status. After the third, the station returns to ordinary time.

Try this: Choose how many more attempts to spend and name a final fallback.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Station of Three Mornings - known places

