

The Archive of Small Promises

120-minute plan · 4 players · Bring people together

Promises have become little objects in an overflowing archive. Owners, clerks and delivery volunteers disagree about what may leave the shelves.

Content notice: Commitment and family disappointment. Nobody must share a real promise; a fictional household repair is enough.

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.

Archive lobby

Small promises tap on their display jars.

Card desk

KEEP, CHANGE and RELEASE cards sit beside a permanent-only index.

Delivery steps

Uncollected tokens wait in a shallow basket.

Promise vault

A model garden brushes leaves against a glass wall.

Renewal shelf

Three empty bays wait beneath a blank sign.

Three empty bays

Bay A ____ . Bay B ____ . Bay C ____ . Clerks need one working bay. Absent owners need one waiting bay. Present renewals need one service bay. A closed-intake service may keep the last bay for stored appointments. Try this: Allocate the bays and show which service will be offered today.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Archive of Small Promises - known places

