

The Courier with an Empty Satchel

120-minute plan · 4 players · Follow the evidence

Miri's apparently empty satchel pulls heavily at its strap. A smudged street number keeps sending her to a door whose resident says the bell is not theirs.

Content notice: Delivery trust and privacy. Use fictional household seals and titles; no player needs to give a real name, address, or personal keepsake.

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.

Dispatch arch

Miri waits under the public dispatch sign.

Seal desk

Ona keeps household seal impressions in a public route book.

Hazel Hill doorstep

A two-dot crescent hangs over a politely closed door.

Courier shelter

A covered junction has a bench and an unopened-parcel return box.

Hazel Court door

A three-dot crescent marks a door with a knock-and-wait sign.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Courier with an Empty Satchel - known places

