

Letters from the Empty Train

120-minute plan · 4 players · Follow the evidence

A train arrives with no passengers and a drum of sealed, undelivered letters. Its sorting carriage is booked for dismantling at dawn.

Content notice: Regret and private correspondence. Only envelope exteriors appear in play; players never need to invent or disclose intimate letter contents.

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.

Arrival platform

An empty train waits at a lit station.

Parcel office

A staffed counter holds the town's forwarding register.

Signal cabin

Two levers overlook the turntable and scrap siding.

Fourth sorting carriage

A lit fourth carriage contains three sorting slots.

Station turntable

Selectors marked POST, LOOP, and YARD face a locked rail.

Post-office ramp

A broad ramp joins station storage to the parcel counter.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

Letters from the Empty Train - known places

