

1926 / ASHGLASS NIGHTS

THE NIGHT TRAIN

A robbery with an ending the players can prevent.

2014 fifth edition · a moving-train mystery

GM PREVIEW / OPENING SCENE ONLY

Full adventure and GM kit on itch.io

Dinner on the move

Celia makes her entrance on the carriage's sway and nearly bows into the soup cart. Rell catches the slipping bread basket with one hand without ceasing to count her timing with the other. Siva quietly removes a chair from the aisle. "I said eight counts," says Rell. "You got seven," Celia replies. "The eighth was the chair," says Siva.

ASK, DO NOT DRAG

Ask who steadies the basket, who disputes Rell's count and who stays out of it. If helped, Celia offers a seat and remembers who laughed with her; if interrupted, she ends the act and eats. Rell will play the short eight-count ending for anyone curious. These are social outcomes even if nobody notices a crime. Cards require agreed stakes; a lost hand does not become a debt quest.

THE SMALL DISTURBANCE

A traveller wearing a flat cap interrupts the conductor: "When we take water, is the goods ramp on the side with the lamps?" The conductor asks why he needs to know. The traveller says he has luggage. A player observing may ask him, follow him or ignore it. The suspicious detail is the specificity of the question, not his clothing.

RESPONSES

If confronted politely, he says his case is heavy and withdraws. If aggressively accused without evidence, he moves the tag inside his pocket, and the conductor is less willing to repeat rumours. If watched, he leaves toward the coach after dessert. If a character offers to help, he refuses too quickly and may abandon the attempt.

BUT / THEREFORE

The party may make a joke of the encounter, but the traveller learns he has been noticed; therefore he switches to a quieter approach or retreats. The scene does not advance unchanged after their choice.

Read the complete adventure ($4.99 USD minimum):
templeofeden.itch.io/the-night-train

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SRD material adapted for Temple rules; excerpt from the adventure.