

AN ADVENTURE FOR YOUR TABLE

The Midnight Memory Express

A passenger wakes aboard a night train unable to recognize the child beside her, while the conductor insists no crime has occurred. The characters must locate stolen memories being smuggled as sealed glass recordings before the train reaches a private terminal. The thief hides behind legitimate sales of voluntarily surrendered memories, and several passengers have reasons to obstruct an investigation. Interviews, compartment searches, a moving-train pursuit, and a contested transfer offer distinct routes to the cargo. Recovering it raises a final choice about consent and ownership. A carriage map, passenger timeline, and separate evidence handouts keep the mystery runnable.

Inside the adventure

- A spoiler-filled introduction for the Dungeon Master
- Six developed encounters and multiple ways forward
- Keyed maps, complete opponent rules, and separate handouts
- Concrete rewards and endings shaped by player decisions

Four level 6 characters • 5E compatible

FAMILIAR • Original adventures by bandolek

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A mystery of stolen memories aboard a midnight train



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