

The Encounter

This small encounter is designed for a group of up to 6 players who are on a journey in the middle of nowhere. There are no level requirements for this little in-between puzzle.

The Inn

The heroes discover a lonely Inn made of stone directly on the path they are on. The two-story building looks well kept and a cosy light shines through the windows. A sign outside tells the name 'Travelers Rest'.

The ground floor has a front door, one window on each side and consists of only one room. Inside there is a bar with a few stools, two empty sitting areas and a larger round table for about 6 people. The only person in the room is an elderly human man with grey hair who is reading a book behind the bar. A staircase to the right of the entrance leads to the second floor, where there are only 6 bedrooms, each with one bed.

The bartender – who introduces himself as 'Gus' – is friendly and enjoys talking to the group. He tells that he doesn't have many guests, but that the few who do come by here enjoy his stew, ale and clean, comfortable beds.

Prices:

Stew: 7cp / Ale: 2cp / Bed for the night: 5sp

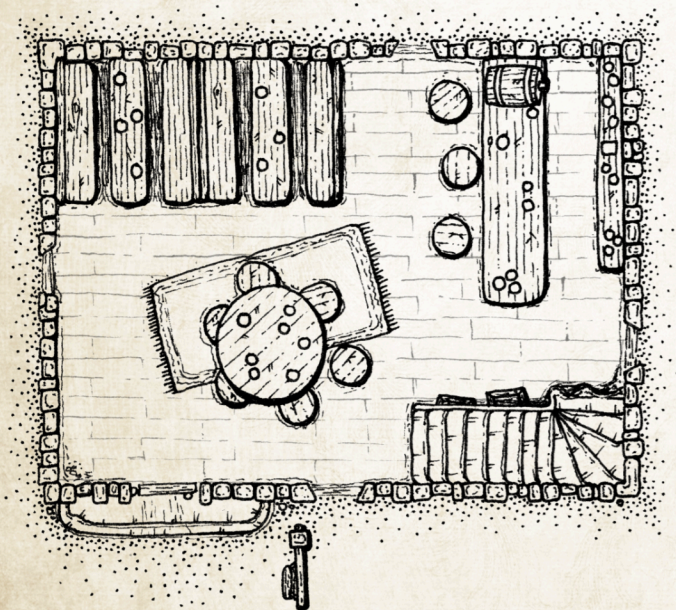


Figure 1: The 'Travelers Rest' Inn - 1st Floor

The Morning

In the morning – after an extraordinarily restful night – the group finds that everything suddenly looks different. The bartender has disappeared, some stools are shattered, the wood and the carpet are rotten, cobwebs are hanging everywhere and moss has formed around the windows. The door to the outside is hanging crooked in the hinges and when someone tries to open it the door falls apart completely.

Everything looks as if the building hasn't been touched by a soul for several decades. The group can find nothing else that would give a clue to what happened here.

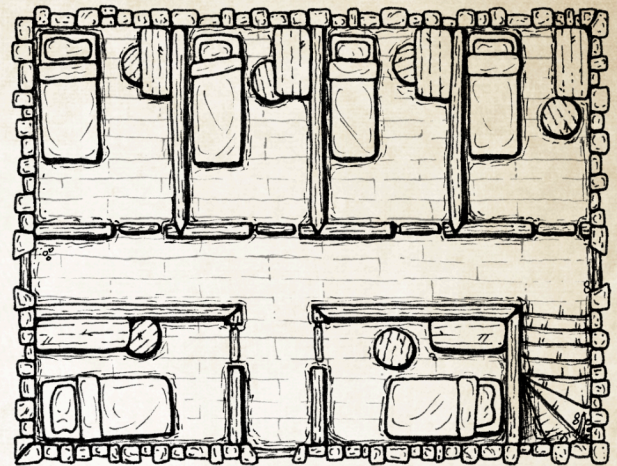


Figure 2: The 'Travelers Rest' Inn - 2nd Floor

The Curse

Whenever the heroes go to sleep now, they wake up the next morning in the rotten 'Travelers Rest' inn. In the same place and in the same beds as the first night. If the group tries to continue without sleep, the heroes faint from exhaustion after a few days and wake up again in the 'Travelers Rest'. And after each night every group member who initially slept in the inn is missing 5 silver coins.

Breaking The Curse

The curse is broken when the heroes have no more gold with them. It doesn't matter if it's been spent, stolen or just stashed away somewhere. In order to find out, the group could stay at the inn until nightfall. Then they see that the rotten walls suddenly turn back into the pristine building. The lights come on and Gus appears out of nowhere. Reading his book as if nothing happened.

When the group questions the bartender, he admits with a tired voice that he paid an old witch to cast the curse. Actually, he just wanted the guests to leave all their money with him. But the witch changed the wish a little bit and made sure that the inn would look like new at sunset and show its true age at sunrise. And Gus – as the owner – as well. Besides, anyone who has paid once for a bedroom must use it forever. All who have been caught in this trap so far have gone crazy after some time and have taken their own lives. Gus still remembers the words of the curse the old witch spoke.

!! An eternal place for the tired. When paid – not to be left. When broken – always to be restored. !!

Final Words

If your group won't find the solution you can accept alternatives or give more hints. This is supposed to be a short encounter.

P.S.: If you have any feedback I would love to hear it.