

The Inn with Two Dawns

120-minute plan | 4 players | No combat

Every guest sees dawn twice. A breakfast cup remembers its old crack, and the innkeeper is keeping somebody's departure letter locked away.

Content notice: Separation and time loops; use a departing friend, and retain all player discoveries.

Use the public map and keep unrevealed cards face down. Your GM will give each card when it is discovered.

Player route map

Public route map: Inn porch connects to Breakfast room and Stable yard; either reaches Guestbook nook, then East window. Routes work in both directions. Retrace the route to return. No hidden information is marked.

Player handouts - cut along dashed borders

Timeline record Scratches and player notes remain even when breakfast resets. h-order 1 copy	Fallback instruction Unhooking the charm stops new resets but leaves the sealed farewell unread. h-fallback 1 copy
Method diagram The charm releases when the intended reader willingly opens the farewell letter. h-method 1 copy	Destination note Mara's room slate: guestbook nook, before the second dawn. h-note 1 copy
Physical trail Ink drips from the breakfast receipt toward the guestbook nook. h-trail 1 copy	Witness statement Ina saw Mara tuck a letter into the guestbook. h-witness 1 copy

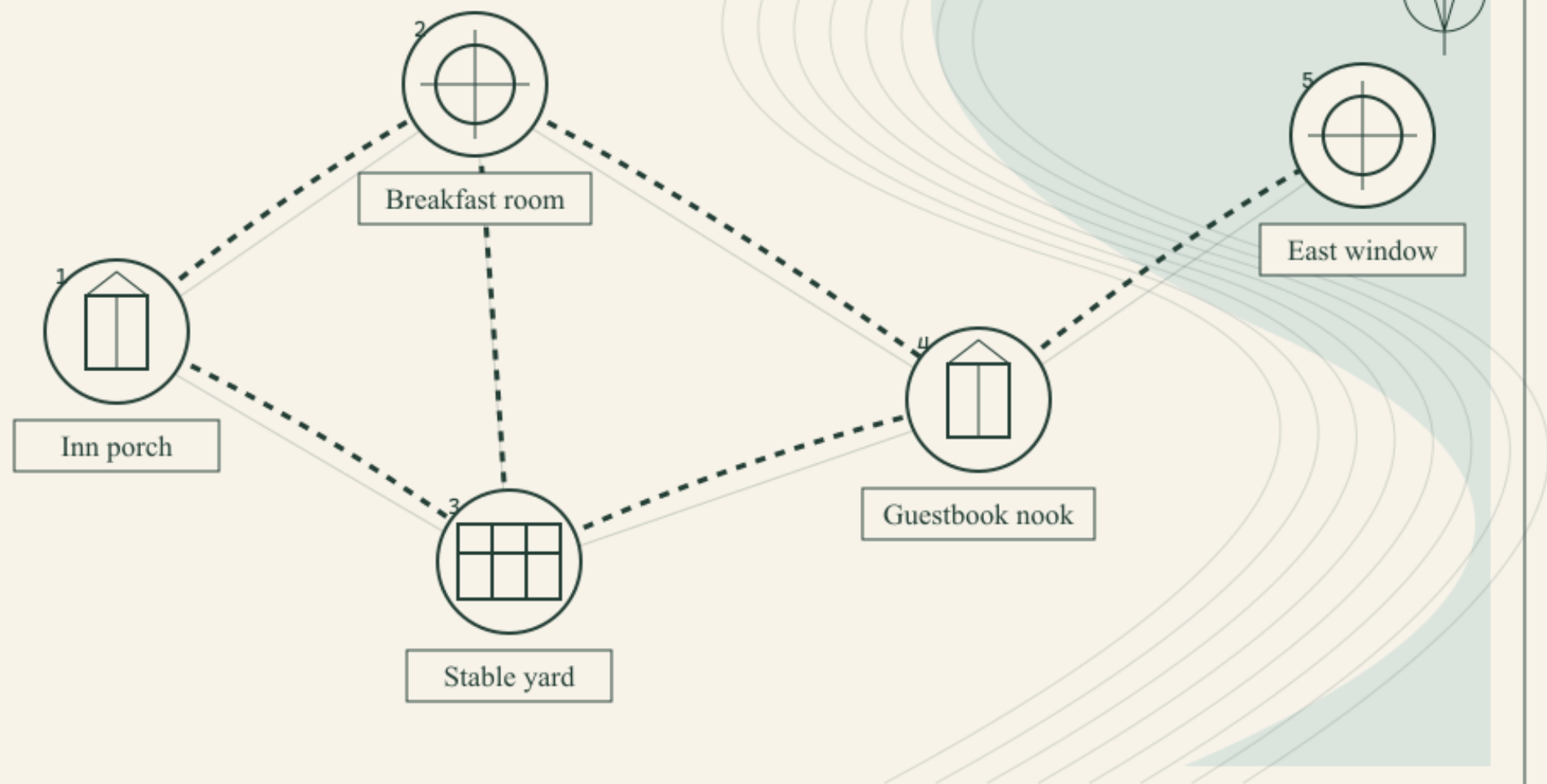
Player handouts

Safety marks

PAUSE unhooks the charm; RELEASE follows a willing reading. Do not repeat more than one dawn at the table.

h-safe | 1 copy

Player route map



PUBLIC ROUTES · CONNECTIONS ARE BIDIRECTIONAL · NOT TO SCALE · 1.0.0