

The Inn with Two Dawns

120-minute plan · 4 players · Break a repeating day

Breakfast resets at dawn while Mara hides a departure letter in the guestbook. You have this morning and one repeated morning to let the coach leave.

Content notice: Separation and repeated time. Use a departing friend if preferred. A private letter stays private; players only learn whether it was willingly read.

GM overview

Run at most two mornings and never replay discovered dialogue word for word. Each morning has four beats (three in the short route). Inspecting the cup, hearing Mara, checking the coach, arranging privacy and inviting the reader each use one. At one remaining beat the coach door closes and the reader cannot be newly invited. The first morning teaches persistent facts; reset returns everyone to the porch, replenishes breakfast and closes temporary permissions, while the knowledge flags and revealed cards remain. On morning two, request privacy at the nook before inviting the reader in the stable yard; finish at the east window. Reading means the intended reader privately chooses to open the letter, not players extracting its contents. Players may instead unhook the charm after learning its latch. If they spend both mornings exploring, the exhausted charm produces a definite partial ending, never a third round.

What is really happening

Mara used a farewell charm to delay her brother's departure by one breakfast. Its remaining charge can rewind once. Scratched marks and remembered discoveries persist; hay, cups, people's positions, permissions and the sealed letter return to their dawn state. A willing reading releases the charm. Unhooking it preserves the sealed farewell, and exhaustion stops it automatically after the second morning.

Opening agreement and read-aloud

Agree on subjects to soften or skip. Each player names an ordinary skill and a reason to help. Evidence does not require a successful roll; uncertainty changes time, cost or obligations.

A rooster repeats the same wavering note. Wes sets down a freshly mended cup whose underside still bears yesterday's scratch. Cole's coach ticket says only "this morning."

Time and preparation

120 minutes: Learn the first morning, change the second

Opening agreement: 10 minutes

Investigate breakfast, letter and coach: 35 minutes

Record retained facts and reset once: 20 minutes

Make a private choice or unhook the charm: 45 minutes

Closure and debrief: 10 minutes

Players earn all three observations. Reset after the first morning's three discovery actions; the fourth beat makes one optional stop possible in morning two, but the one-beat door closure still applies.

Starting information: Discover cards in play

Starting state: Morning = 1; Beats before the coach shuts = 4; Scratches survive dawn = false; Letter and latch located = false; Reader's waiting place known = false; Private reading agreed this morning = false; Reader beside the window = false; Coach door closed = false; Hay baskets = 1

With 4 players: share the roles of mapper, evidence keeper, speaker and timekeeper.

If the group gets stuck

A missed invitation window can be retried only in the one remaining morning. When no rewind remains, unhook the known latch with the letter sealed, or accept the exhausted charm. Never require reading against the reader's will.

Inn porch

Read aloud: The same pink cloud waits above the roof.

GM: State the two-morning limit openly. Reset puts everyone here. Remembered routes need no roll; offer a quick recap instead of replaying breakfast.

Breakfast room

Read aloud: Wes turns a cup over: three scratches remain under a fresh glaze.

GM: The cup action establishes persistence. Offer the record card and let players write a future reminder. Real player notes always persist, even without this action.

Choice: Compare the cup with its scratch

Ask: Which mark will you use as a reminder?

Requires: Available. Spend 1 Beats before the coach shuts. Scratches survive dawn: true. Reveal A mark beneath the cup

Result: Wes records the scratch in the margin you can remember.

Stable yard

Read aloud: Ina watches the coach door while the horses finish a fresh basket.

GM: The coach action identifies the intended reader and spends the basket. Inviting them needs a private room agreement and two beats remaining before the action. The reader can refuse a public spectacle; the privacy offer ensures a willing private choice.

Choice: Feed the horses and ask about departure

Ask: Who is waiting, and when will the door close?

Requires: Available. Spend 1 Beats before the coach shuts; Spend 1 Hay baskets. Reader's waiting place known: true. Reveal Coach keeper's morning tally

Result: Ina identifies the waiting reader and the final invitation beat.

Choice: Invite the willing reader before the door closes

Ask: Offer the quiet window and accept the reader's decision?

Requires: Private reading agreed this morning is true and Coach door closed is false and Reader beside the window is false and Beats before the coach shuts at least 2. Spend 1 Beats before the coach shuts. Reader beside the window: true

Result: The reader chooses to step to the window. Only their decision will be shared.

Guestbook nook

Read aloud: A corner of an envelope presses through the book's pages.

GM: Listening reveals the letter and PAUSE latch, not its contents. Privacy must be arranged anew after reset because NPC commitments are transient. Mara agrees when the players explain what their durable marks taught them.

Choice: Listen to Mara about the sealed letter

Ask: Can she name what she hopes to postpone without reading it aloud?

Requires: Available. Spend 1 Beats before the coach shuts. Letter and latch located: true. Reveal A closed letter and two latch words, Two fading beads

Result: Mara points out the latch and the private letter.

Choice: Arrange a private reading

Ask: Offer privacy and the right to keep the letter sealed?

Requires: Scratches survive dawn is true and Letter and latch located is true and Private reading agreed this morning is false and Beats before the coach shuts at least 2. Spend 1 Beats before the coach shuts. Private reading agreed this morning: true

Result: Mara agrees to a private choice this morning.

East window

Read aloud: Its two glass beads glow unevenly: one full, one almost empty.

GM: Resolve the willing reading if the reader is present. Alternatively unhook the charm after learning where it is. At final exhaustion the beads go dark without demanding disclosure.

Choice: Let the willing reading release the morning

Ask: Give the reader space to open the letter privately?

Requires: Reader beside the window is true and Private reading agreed this morning is true. Reveal Two fading beads

Result: The reader opens the letter out of sight. A different cloud reaches the window.

Closure: A different cloud

Choice: Unhook the charm with the letter sealed

Ask: Let the coach leave and arrange a later farewell?

Requires: Letter and latch located is true.

Result: Mara takes the charm down and leaves the envelope untouched.

Closure: A letter for another day

Laundry landing

Read aloud: Fresh folded towels hide a scratched mark on the rail.

GM: The landing offers a second observation of persistence if the breakfast room is inaccessible. Inspect its tally for one beat to learn the same durable fact, and use its side stair to reach the window.

Choice: Compare the rail tally with the fresh laundry

Ask: Use the scratched rail as a reminder when the breakfast room is closed?

Requires: Available. Spend 1 Beats before the coach shuts. Scratches survive dawn: true

Result: Old tally cuts remain beneath the freshly replaced towels. The observation can be remembered after dawn.

GM: This is an independent observation of persistence. It supplies the cup knowledge flag without claiming that the actual cup was inspected.

Connections and changing routes

Inn porch - Breakfast room: Enter breakfast. Available.

Inn porch - Stable yard: Step into the yard. Available.

Breakfast room - Guestbook nook: Pass the guestbook shelf. Available.

Guestbook nook - East window: Follow the curtain wall. Available.

East window - Stable yard: Use the garden door. Available.

Breakfast room - Stable yard: Take the serving passage. Reader's waiting place known is true.

Inn porch - Laundry landing: Take the laundry side stair. Available.

Laundry landing - East window: Follow the scratched rail. Available.

Wes - Breakfast attendant

Goal: Keep a record across dawns

Offers: The scratched cup and a blank record.

Will not accept: Will not ask anyone to surrender their memories.

Voice: "Fresh glaze. Same scratch."

Ina - Coach keeper

Goal: Leave with a willing passenger

Offers: A private minute before the door closes.

Will not accept: Will not compel the reader or hold a third morning.

Voice: "Ask before I close the door."

Mara - Innkeeper

Goal: Face her brother's departure

Offers: The letter, a quiet window and permission to remove the charm.

Will not accept: No public reading of a private farewell.

Voice: "Could the answer be private?"

Track: Private reading agreed this morning

Cole - Mara's departing brother and intended reader

Goal: Leave freely without making the farewell a public performance

Offers: A willing private reading if the quiet window is arranged in time.

Will not accept: Nobody opens or recites the letter on his behalf.

Voice: "I can read it here, if the answer can stay between us."

Discovery card: A mark beneath the cup

Give only when revealed in play.

Fresh glaze covers the old crack. Three scratches remain underneath. Record: What changed? What stayed? What shall we remember next dawn?

Player task: Write a retained observation and a next-morning plan.

GM answer: Knowledge and marks persist. Physical breakfast items and permissions reset.

Discovery card: A closed letter and two latch words

Give only when revealed in play.

The guestbook holds a sealed departure letter. The east latch bears PAUSE and RELEASE. Mara says, "The reader may answer privately." The envelope has no public text.

Player task: Choose a consent request or a sealed pause; never open the card as a letter.

GM answer: Arrange privacy, invite the intended reader, then release. Unhooking is an alternate closure.

Discovery card: Coach keeper's morning tally

Give only when revealed in play.

Four breakfast beats. The coach door closes with one beat left. The passenger waits in the stable yard until invited to a private farewell. Hay and breakfast return at dawn.

Player task: Plan the order of invitations before spending the remaining beats.

GM answer: Privacy then invite then release works in a three-beat second morning; exploration beforehand can close the invitation window.

Discovery card: Two fading beads

Give only when revealed in play.

The charm has room for exactly two mornings. After the second, both beads darken. Write a farewell plan that still works if nobody reads the letter today.

Player task: Choose a finite fallback without another reset.

GM answer: Final reset ends in ordinary, unfinished departure.

State sheet

Morning: 1 (clock, minimum 1, maximum 2)

Beats before the coach shuts: 4 (clock, minimum 0, maximum 4)

Scratches survive dawn: false (knowledge)

Letter and latch located: false (knowledge)

Reader's waiting place known: false (knowledge)

Private reading agreed this morning: false (flag)

Reader beside the window: false (flag)

Coach door closed: false (flag)

Hay baskets: 1 (resource, minimum 0, maximum 1)

Event: The coach door closes

Trigger: Beats before the coach shuts at most 1

Ina closes the coach door. A reader already invited may finish; a new invitation must wait for another morning.

Coach door closed: true

May recur in each round.

Event: Breakfast reaches its repeated dawn

Trigger: Beats before the coach shuts is 0

The breakfast light goes white. Reset once if a morning remains, or accept the charm's final exhaustion.

Private reading agreed this morning: false

May recur in each round.

Repeating rounds

There are 2 rounds. Reset: Beats before the coach shuts, Private reading agreed this morning, Reader beside the window, Coach door closed, Hay baskets. Retain: Scratches survive dawn, Letter and latch located, Reader's waiting place known. Revealed cards and discovered places remain known.

Return to the porch. Breakfast, hay, the sealed letter and people's positions return to dawn; the coach opens and privacy must be agreed again. Keep scratches, knowledge and all revealed observation cards. There can be only one such rewind.

When repetitions run out: The charm has no further morning to spend. The coach leaves with the farewell unfinished. Nobody's memories or choices are taken away.

At any place: Wait through a breakfast beat

Spend one beat observing the repeated morning?

Requires: Available. Spend 1 Beats before the coach shuts

The rooster repeats its note; the coach keeper checks the door.

At any place: Let the charm fade and leave

Accept an unfinished farewell and an ordinary departure?

Requires: Available.

Everyone gathers at the porch as the remaining charm light fades.

Ending: A different cloud

Requires: Reader beside the window is true and Private reading agreed this morning is true

The willing reading frees the latch. Mara packs breakfast for the journey and waves as the coach leaves.

Next: What modest farewell will the inn offer travelers now?

Ending: A letter for another day

Requires: Letter and latch located is true

The unhooked charm stops the repetition. The coach leaves; the sealed letter waits for a freely chosen time.

Next: How will Mara offer the letter without attaching a deadline?

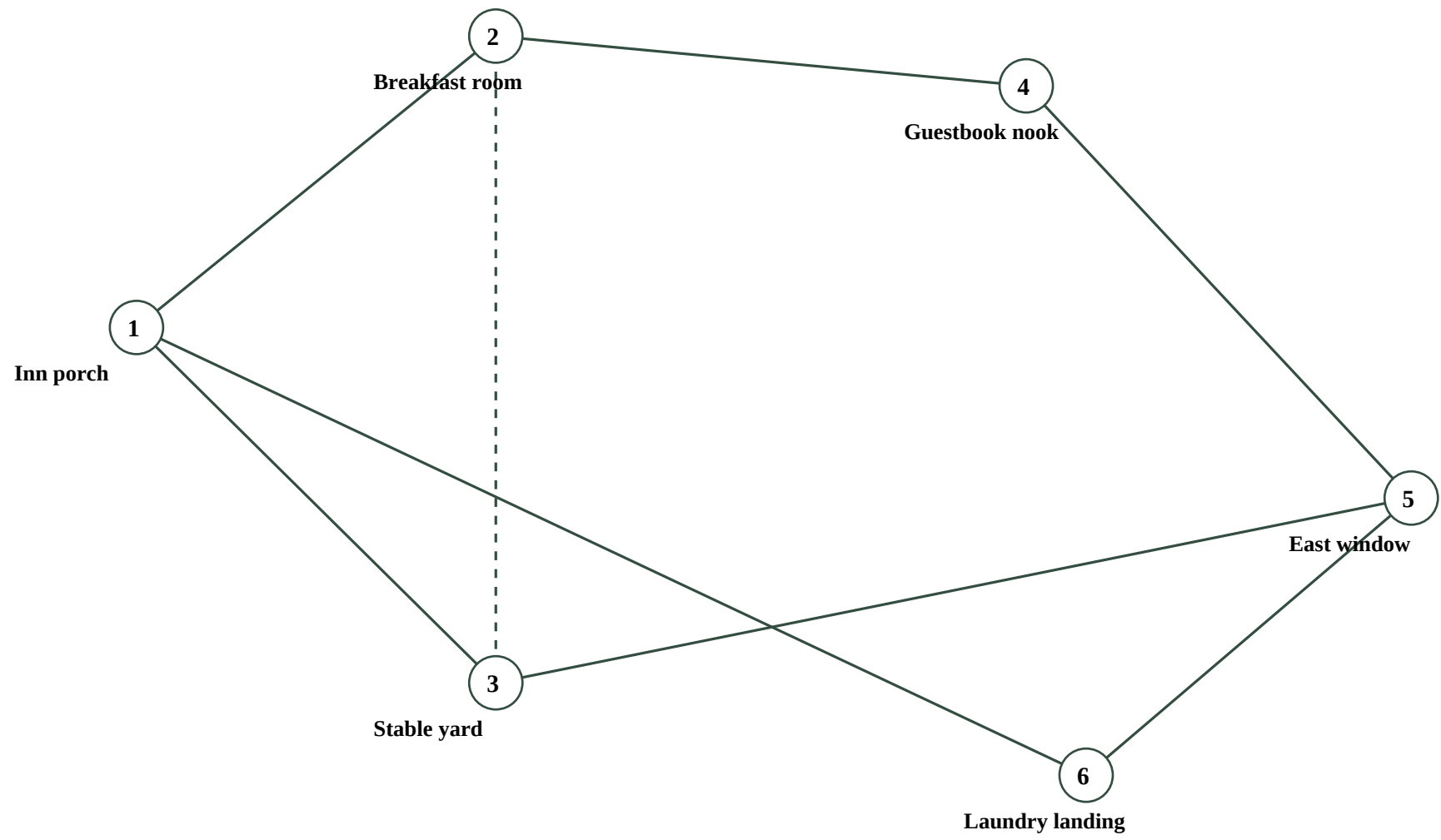
Ending: The third dawn is ordinary

Requires: Available

The charm has no further morning to spend. The coach leaves with the farewell unfinished. Nobody's memories or choices are taken away.

Next: What do you choose to remember from the two breakfasts?

The Inn with Two Dawns - GM decision map



Dashed paths need conditions. Read Connections and changing routes for costs and direction.