

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.

At the table

Describe what your character tries and the help they offer. Ask the GM what a choice will cost before committing. The group may pause, change a detail or stop. Write names, promises and unanswered questions on paper.

Inn porch

A coach ticket hangs beside a rooster-shaped clock.

Breakfast room

Warm cups and one scratched saucer wait on the table.

Stable yard

A coach waits beside a bin of hay.

Guestbook nook

Mara keeps one hand on a closed guestbook.

East window

A small charm hangs on the latch facing the coach yard.

Laundry landing

A side stair follows a rail cut with old tally marks.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Inn with Two Dawns - known places

