

InnCursion

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Rooms

Entry: A bridge crosses a dark, cavern river to large doors decorated with carvings of monsters. The door opens to reveal an eclectic inn built into natural and carved rock. Downstream is a ladder leading to a cave. Swimmers suffer cold damage but the ladder is easy to reach.

Check in: Attempt to wait for 1d3x10 min. with an easy and a moderate will save for the free check-in. They may retry on a failure.

Bar: Drinks cost one inane factoid each and require a difficult save vs poison or they cause a random mutation, boon, or curse.

Example Drinks: Comatusk, [Static Noises], 908 Giggle-Hiccups, Jane, The Feeling That They Saw Something Embarrassing

Example Effects: Body hair is now insect legs, Teeth become sharp porcelain, Green appears transparent, Communicate directions the opposite of intent

Coat Check: Nkks will offer to check coats, tossing all human items into the hall. The junk filled hall has an iron war chest, a marble statue, and a military crate. A hard stealth check is required to steal items past employees. Failure results in forfeiture and a scolding.

Sleeping Chamber: Rusted obelisks, when touched, temporarily transport the user to a themed dimension for a few minutes, days from their perspective, requiring an easy save vs madness or they gain a minor insanity. This counts as a long rest.

Example Dimensions: Void, Reality but Everyone is a Copy of You, Endless Meadow, Kaleidoscope Crystals, Carl Isle

Spa: One bath costs a promise not to use the spa. Moderate save vs death to gain some charisma, otherwise lose 5% max hp.

Dining: Guests noisily eat the concoctions of the chef. The food is odd, if perfectly edible, and leaves the eater well fed for 4 days.

Example Meals: Dry Wit over Steamed Cabbage, Raw Egg Whites Spelling Your Love's Name on a Wedding Veil, Hammered Ham Croissant with Thoughtful Aoli and Greens, 300 Year Shipwreck Vintage Red Pudding with Squid Ink Sugared Rim

Kitchen: Gull-golox cooks his exotic food over a magical fire. The sparse shelves hold expensive spices and the tunnel serves as the Inn's back exit.

Barber: Ghouls will lunge to rend flesh of the PC's for artistic rearrangement in this round room. After violence or healing magic, the ghouls realize their mistake and offer a free trim, PC's can have 100 lbs. removed safely, but if they fail a moderate will save, they pass out for 24 hours.

Larder: There is a fenced in, mini-world that Ardeeee harvests for locally sourced emotions. He will "pay" for emotions by magically adding some coins to the next coins they find. The seller loses that emotion for 24 hours. A low cave holds his magical hand tools: miniature cloud bellows, tiny volcano wand, thimble of flooding, little cornucopia, and miniscule earthquake mallet. A back ladder leads to the river.



Guest List

[Shown in their usual locations, but they may wander given time or reason]

Aara Moongold the monster hunter here to relax with those she "hunts" to plan future "fights" and doesn't want her secret to get out.

I-Bt is a swarm of ticks in the shape of a giant tick who trades treasure rumors for the names and locations of powerful magic users.

Goat is a black rat recently cursed with sapience and wants to try all the rooms.

Krix and Lloy are twin, 10' sapient tentacles who will throw furniture at anyone that calls them by the wrong name. Krix has a single, scarred sucker.

Inoad the Pious is a shadow wraith priestess of otherworldly gods. She babbles charismatically about spirituality, requiring increasingly difficult charisma saves to exit each conversation, but she always has helpful answers.

Shadog is a dog-ghost and anti-theist here to debate Inoad the Pious, if she, or someone else, can get Inoad to agree.

Ylyyl is a monochromatic angel, to whom ambiguity is incomprehensible, desires to relax in the spa, although is low on promises to pay with.

Sorim Gutknife, the orc complaining about his exile and planning a coup. He's been here for years and wants news or rumors he can use.

Cherry is the red-granite gargoyle princess, she'll brag about her paid-for vacation and says she'll help just for fun but will tattle to Gull-golox instead.

Employees

Carlisle, God of a small tropical island. They work check-in part-time, distractedly drafting new tribal rituals in a notebook.

Etc. Esoteric is a bartending mummy that regularly for memory "airlocks". He is obsessed with memory hygiene.

Nkks is the coat check floor mouth with a dexterous tongue. Will trade one item in the "trash" for one morally unclean item.

Pleasantries Sir Trent is the giant, purple, centipede spa attendant chasing monster fads. Obsidian scrubs and acid etching are in.

El, Il, Ol, and Ul are barber ghouls who really love their flesh-shaping work, considering it high fashion.

Gull-golox Oreznt is a mastermind of culinary delights and owner of InnCursion. He'll cut anyone who interrupts him, unless it is prefaced with a compliment or a description of a favorite dish.

Ardeeee is the sous chef. He loves showing harvests to Gull-golox.