

Claudia's Taphouse

The Tavern that Time Forgot

Scenario: The adventurers are returning from a victory when they notice a tavern in the middle of the wilderness. The warm smell of roast chicken and the thought of a cold beer is enticing. They enter and are greeted warmly, but something feels strange. Every time they or one of the occupants eat chicken they are brought back in time. The scene resets; they enter the tavern again. Only they know they just did this over & over & over.....

A: The friendly and snappily dressed bartender Claudia. She greets the players warmly.

B: 2 patrons playing cards. 1 eats chicken after 1 minute unless prevented.

C: 1 young lad runs in the tavern after 1 minute with a potion that crashes on the ground. This occurs with B and creates a red herring.

D: 8 chickens lined in a row. From left to right they are labeled C D E F G A B C and a chicken will ring with the corresponding note when hit.

E: 1 Ogre playing a piano in a messy room. He is infuriated by the smell of chicken and will attack on sight. His sheet music shows 3 sphinxs followed by 1 serpent then they're repeated 1 line lower.

F: 1 sphinx who asks a riddle: "I drive men mad for the love of me; easily beaten never free" The answer is Gold. When answered correctly the players see a golden G hovering above them.

G: A swamp-filled room that contains 1 serpent who surfaces when the players enter. It is not overly hostile and is completely disinterested. If the players get a scale from the serpent they notice a large letter E distinctly marked on it.

Goal: The players must play the notes below on the chickens. G G G E F F F D this is the opening to Beethoven's 5th Symphony. See below for keyboard notation. With this the magic of the time loop is broken and the occupants and tavern fade from reality and memory.

