

Ruins & Adventures

Short Adventure Locations

The Welcome Repose Inn



While seeking shelter the adventurers find a derelict inn with a dark secret.

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Ruins & Adventures

The Welcome Repose Inn



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How to Use This Series

The *Ruins & Adventures* series is intended to be dropped into an existing campaign as encounters and events that occur during their travels. While each one is self contained, they contain advice on how to further expand upon the events.

The Welcome Repose Inn

Below is one way to get the PCs to the location. The GM is free to change this as they see fit, and there is always a chance that the PCs will just investigate any oddity they stumble across.

The PCs are travelling through a wooded area along a well used road when the weather turns and they are hit by a downpour of rain. As it shows no sign of letting up the PCs decide to try and find shelter and soon stumble across an old sign post by the roadside. The wood is somewhat rotten and plants twist around the post, the paint on the sign is faded and peeling but the name the Welcome Repose can be made out.

Although heavily overgrown a path leads further into the woods made obvious by lines of whitewashed stones that sit either side of it. After a minute or two of pushing through the undergrowth the PCs are able to see a dilapidated, rundown, two-storey inn.

The lower floor is made from grey stone dotted with moss and surrounded by plants and bushes. The upper floor is made from rotten wooden planks and timbers topped with red slate tiles. The right side of the roof and upper floor have collapsed with debris and rotten timbers laying both inside and outside of the building, taking most of the lower right corner of the building with it when it fell.

The wooden front door hangs loosely from its hinges and the shutters that cover the windows are either hanging loose or missing entirely.

Behind the inn a stable large enough for five horses is overgrown and leans over on the point of collapse and a hundred or so feet away a spring once brought fresh water for use in the inn.

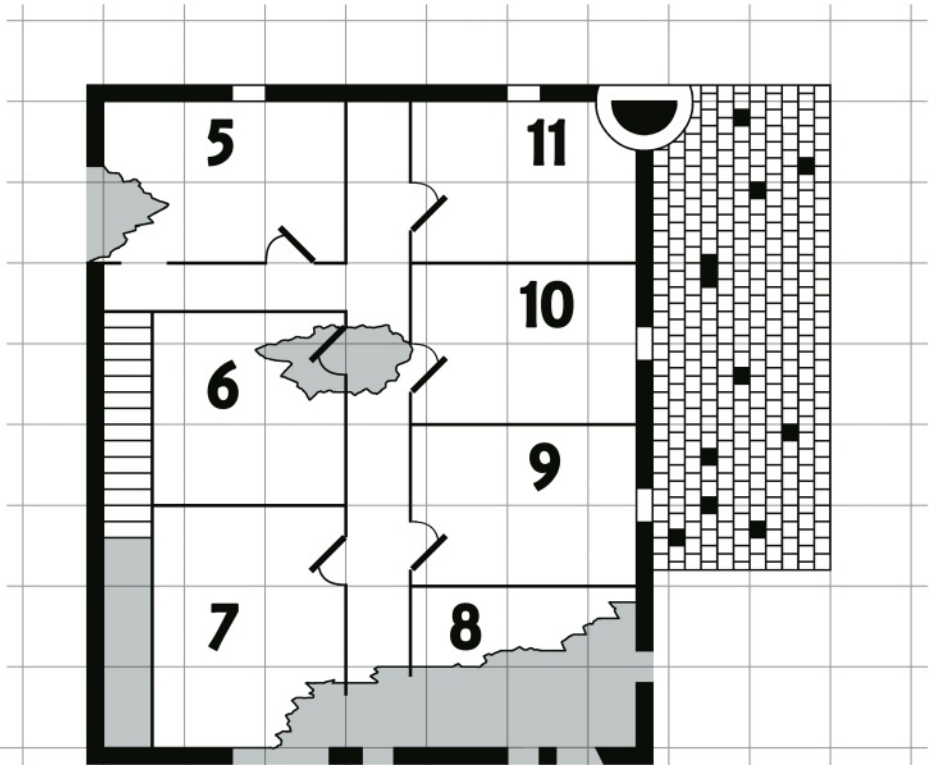
Main Floor

1) Main bar: Plants and weeds grow up through the rotten floorboards and holes in the roof come through from above. Two dirty but intact old tables stand in the room along with the remains of two more and several benches. Debris from the roof and upper floor including the remains of two wooden beds form a 4' tall pile in the front-right corner and two smaller piles of debris are scattered near the floor in the left hand wall either side of a decaying wooden staircase. Anytime someone makes use of it roll 1d6. On a 1 the stairs break and unless the character makes a successful Save vs. Breath they fall through taking 1d6 damage. This occurs only once. A large fireplace stands in the upper right corner of the room with a few coals still inside, however the flue is blocked and anyone attempting to start a fire will fill the entire room with smoke.

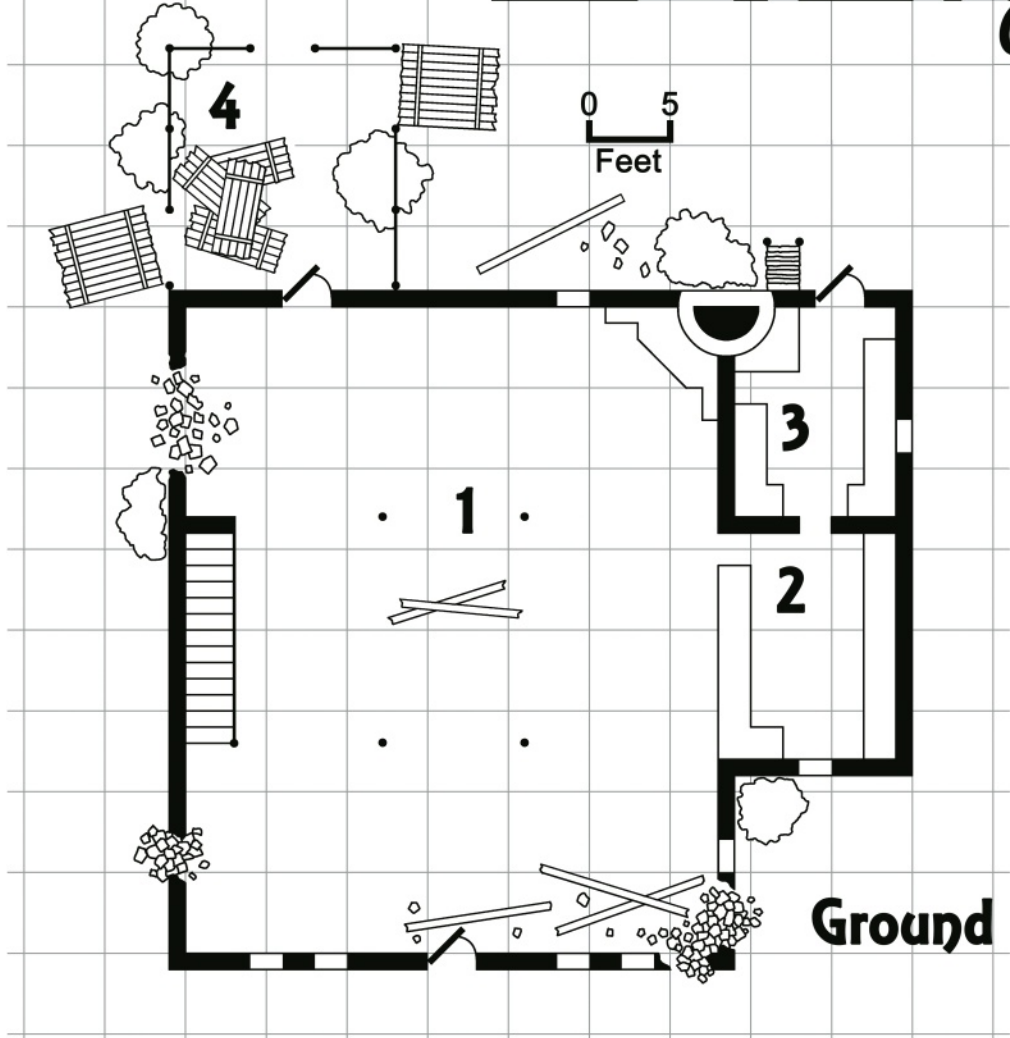
2) Counter: A dark wood counter used to serve drinks stands on the right hand side of the main room. A set of shelves run the entire length of the wall behind the counter and six cobwebbed covered, dirty brown bottles stand upon it the alcohol inside long since evaporated. Four large barrels stand underneath the shelves each one either empty or filled with a foul smelling brown silt. A successful search of the area discovers a loose section of floorboard that hides a dusty lockbox with 2gp, 7sp and 18cp inside.

3) Kitchen: The interior door is missing from this room and the exterior one hangs from its hinges. A large stove dominates the top left corner of the room with a stone chimney leading up to the floor above. Work surfaces and empty cupboards cover most of the other walls all in a state of disrepair. Standing outside the rear door is a pile of decaying firewood along with various pieces of debris from the floor above.

4) Latrine Pit: A row of three outhouses once stood against the left side of this fenced off area but they have long since collapsed leaving only piles of wood and a series of caved in holes in the ground. While the latrines have not been used in some time, anyone digging through them will still find the experience unpleasant, but in doing so will find an agate necklace worth 15 gp that fell inside long ago.



Upper Floor



Ground Floor

Upper Floor

5) Room 1: Part of the interior wall opposite the staircase is missing along with part of the left exterior wall and floor. A dusty looking wooden bed hangs precariously over the edge of the hole in the floor. Two more beds of similar design stand against the far wall. The door to this room is locked shut with the key rusted into the inside lock and shows signs of rot.

6) Bathroom: A large hole covers the first 5 feet or so of the floor inside the room as well as the width of the corridor outside it. An ornate wooden bath stands near the centre of the room along with two wooden bucket of stagnant looking rain water that has leaked through the roof above.

7) Owners Room: Cobwebs clog the entirety of this room. Two dust covered wooden beds sit either side of the room separated by a wooden dividing screen that has fallen over propped up by a large web cocoon. Against the right wall a wardrobe stands at the end of each bed. Both are open with several pieces of tattered clothing dragged from them and strewn on the floor.

Investigating the web cocoon causes a slew of tint spiders to skitter across the room and inside the PCs will find the bones of a man and woman in tattered clothing with a rusted kitchen knife between them. These bones belong to Estrid and Fredrick the inns last owners, who were dead long before they were cocooned by a **giant black widow spider** (who a GM may wish to place in the rafters of this room). See *What Actually Happened Here* for more information on the fate of the owners.

8) Room 2: Most of this room has fallen into the floor below with only the door and a single bed lying inside. The floor in this area is particularly rotten and each round a PC spends inside roll 1d6. On a 1 the floor gives way and unless the character makes a successful Save vs. Breath they fall through the floor taking 1d6 damage. A successful search of the room (1-in-6 for non-thieves) will discover an onyx shard between the floorboards worth 50gp.

9) Room 3: This room is largely intact with only small holes in the floor and roof. The shutters

on the window have rusted shut letting only slivers of sunlight in. Three intact but dusty beds line the upper wall. If a PC enters the room they disturb a small colony of 20 bats that have made their home in the rafters. The bats cause no damage but the GM should play up the alarm they could cause.

10) Room 4: This room was the “premium” room of the inn as it contained the fireplace on this floor. The three beds did once have better quality linen and plumper pillows but the opulence has long since faded ruined by years of weather passing through the large hole in the roof.

What Actually Happened Here

The Welcome Repose was never prosperous, but it made enough money to keep running and was a welcome stop along the road for weary travellers. The owners Estrid and Fredrick had inherited the inn from Fredrick’s father and he felt a sense of duty and tradition to keep it running. Estrid never felt that way. She was thankful to be given a means to earn a living but sometimes days could go by with only her husband for company and during the winter months things only got worse when the weather was so bad weeks would go by without a visitor. It was during one of these bleak about fifteen years ago that things to a tragic end.

The inn had not seen any visitors for five weeks and supplies were getting low with both Estrid and Fredrick being brought to the edge of their tempers. The days were spent arguing and blaming each other about their predicament and a snow storm ripped tiles above the inn’s warmest room and blocking the chimney pushing the pair back to their own room at the centre of the building. Estrid had finally had enough. On the brink of madness she retired to her room as normal but taking the sharpest knife from the kitchen with her. Waiting until her husband slept she slipped across the room and thrust the blade into his body. The wound was a minor one and Fredrick awoke, struggled with Estrid before she broke free, striking with the knife once more and scoring a fatal blow but not before Fredrick’s hands closed around her throat and the two slipped from the world moments later.

When the weather broke most people that passed the inn by assumed that it had shut due to the damage and continued onwards while those that ventured inside were greeted by something unexpected... the **restless spirits** of Estrid and Fredrick, tied to the world by their sheer hatred for one another.

An Overnight Stay

With the rain still pouring down outside hopefully the PCs will decide to stay inside the inn. A few hours into the evening any PCs still awake will start to hear the creak of wood and the sound of voices from the floor above (or in nearby rooms if any of the PCs are upstairs).

If the PCs do investigate the noises seem to emanate from the owners room. Inside they find two apparitions of Estrid and Fredrick with their hands around each other's throats.

When they see the PCs they call out to them, each one pleading to be buried outside of the inn while keeping the others bones to be left as a punishment. Each one will say that the other was cruel and their life had been made intolerable. Estrid won't deny the fact that she took her knife to Fredrick but will say that he drove her to it with his arguing and constant put downs. Fredrick will play up being a victim, saying that Estrid was unhappy with them being at the inn and tried to make his life miserable each and every day and her death only came around as he was trying to defend himself.

Solutions

It is entirely up to the PCs how this plays out, with the GM using the advice below to help decide the reactions of the spirits. Neither of the spirits can be harmed by any means and they in turn cannot attack the PCs directly, although they can move objects around the inn.

The most likely outcomes are:

- **The PCs side with one spirit against the other:** If the PCs decide that one of the spirits is worth saving and attempt to take their bones from the room the other spirit lashes out as best it can. With a wail of frustration it will send a blast of wind throughout the building and use their *cause fear* ability against the person

What if the PCs decide to bury the bodies immediatly?

It is possible that the PCs will decide to bury the bodies soon after they find them in the webbing. If this happens have the spirits of Estrid and Fredrick appear ahead of them at the top of the stairs and the scene should be able to play out as normal.

carrying the bones (Save vs. Spells or flee from the inn and not willingly return to the area again), throw small pieces of debris directly at them with their *throw objects* ability for 1d2 damage and attempt to drop the bath and the beds through the holes in the floor if the PCs are near enough to do so. Any PC underneath at the time must make a Save vs. Breath or take 2d6 damage from being hit. These attacks end when the PCs eave the interior of the inn.

- **The PCs carry both sets of bones outside:** If the PCs try to do carry both sets of bones outside they will be assaulted from both sides, with each spirits targeting the carrier of the others bones. If one PC is attempting to do this then they will face the full fury of each spirit until only one is being carried at a time. These attacks end when the PCs eave the interior of the inn.

- **The PCs decide not to take any bones:** If the PCs decide that neither of the spirits deserves to be freed from their torment the spirits will turn on them all with the same attacks as above until they have exhausted every opportunity. The PCs will then hear the spirits scream and shout at each other, slowly building in sound until it ends with a scream that echoes across the entire area.

The Burial

The bones can be interred in any location outside of the inn and a few moments after doing so a serene looking version of that spirit will appear to hover above them nod to the PCs and float upwards a few feet before fading from sight. The calls and screams from the other spirit can still be heard from inside the inn ending as the buried spirit fades from view.

Continuing the Adventure

- Among the owners belongings the PCs find a stack of letters from Estrid and Fredrick's son, Tarrin. Although brittle and water damaged, the letters seem to date back nearly twenty years becoming more and more infrequent until they stop about two years before their deaths. The letters suggest that Tarrin is now a council member in a city a significant distance away. The PCs may want to follow this lead to tell him of his parent's death or maybe just to return the letters.

The PCs attempt to contact Tarrin may go two ways. Tarrin may have made up an elaborate history for himself that won him his council position and the revelation that his parents were just humble inn owners may cause him significant embarrassment that he becomes a thorn in their side, not necessarily attacking them but making things difficult for them whenever possible, such as upping the prices of goods, not issuing official paperwork etc.

The other possibility is that Tarrin is heartbroken that his parents have died, blaming his busy schedule on his inability to visit and is grateful for the information the PCs bring him and he becomes an important patron for further adventures.

- Unfortunately the restless spirits cannot be given respite by simply burying them outside of the inn and will ask to be returned to their homeland or place of birth. This may be some distance away, be in an area that has long since been taken over by another group where burying the bones would cause a problem, such as the holy garden of an elven clan or the camp of orc warband. The GM may just use it as an excuse to bring the PCs to a location where he already has plans for another adventure and needed a reason for them to travel there.

Restless Spirit

AC: Nil; **HD:** Nil; **ATT:** 1 x *Cause fear* or 1 x *Move object*; **ACO:** 18; **MV:** 120' (40'); **SV:** Special; **ML:** Na; **AL:** Any; **XP:** 100; **NA:** 1d2 (1d2) **TT:** Nil

- **Cause fear:** With a chilling wind the restless spirit is able to cause fear in targets within its haunted area. The target must make a successful Save vs. Spells or flee from the area and will not willingly return to it again.

- **Move object:** By making a standard attack the restless spirit is able strike targets within its haunted area with slow moving objects. They are slow moving and only hit with enough force to cause minimal damage (1d2 points) no matter their size.

This undead creature is a lesser ghost-like spirit of a dead individual that for some reason is unable to pass into the afterlife, such as the need to fulfil an oath or pass on a message. The restless spirit is bound to one location, their haunted area, which is normally the place where they died. This area can be as small as a room to the size of an entire building and grounds.

Restless spirits are not affected by any spells or attacks and can only be laid to rest by some special means the GM must decide upon; normally fulfilling the reason they were bound to the living world in the first place. By doing so all the characters involved gain the XP award listed above.

Stat Block Abbreviations

AC= Armor Class, **HD**= Hit Dice (hp= Hit Points), **ATT**= attack type and damage, **ACO**= number needed to hit an opponent with an Armor Class of 0, **MV**= Movement Rate, **SV**= Saving Throw by class and level, **ML**= Morale, **XP**= Experience Points, **NA**= Number Appearing, **TT**= Treasure Type.

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