

Stop by the Dran & Courtier if you're ever in Red Larch. In late summer, preferably. Come hungry.

—Omin Dran

1. MAIN DOOR

The inn's windows, chimneys, and other access points are all magically sealed. They cannot be opened from inside or out, and are impervious to spells and damage. The main door opens easily, but a wall of purple light blocks the view inside. Characters must step through the door to take stock of what lies beyond.

The door of the Dran & Courtier is neither locked nor trapped—though the building emanates strange sounds, shakes as though it's falling apart, and continues to radiate a strange purple energy. As soon as you step through the door, though, all the strangeness stops.

You see a perfectly ordinary inn, its common room featuring five round tables. Two of those tables are occupied by typical patrons, while two other people stand at the bar. A sleek house cat sizes you up as it paces across the floor, stalking some unseen prey. Oddly, the interior space of the inn seems slightly out of sync with the exterior—almost as if you've stepped into somewhere else. But even as you ponder this, the front door closes behind you, and you notice everyone in the inn glance your way expectantly.

The door closes behind the characters as soon as they are all inside. Powerful magic imbued into the door makes it impossible to hold it open, as it pushes anything blocking it out of the way. Characters attempting to hold the door become suddenly distracted, unable to remember why they were doing so. Characters who refuse to enter the inn feel oddly compelled to move forward. Just get everyone inside. You'll make it work.

Once closed, the door cannot be opened or damaged. Teleportation and other modes of extradimensional travel fail in the Dran & Courtier, and magic cannot be used to view or communicate with the outside world.

Door Magic. If the characters open any of the interior doors of the Dran & Courtier, it advances the Test Market to the next stage. When this happens the first time, see the section "Stage 2: Little Inn of Horrors" below. See also "Advancing to Stage 2 and Beyond" above.

2. COMMON ROOM

Two male humans are quietly eating a meal at one of the common room tables, while a young male and female human and an elderly female human sit at another. A fireplace occupies the corner closest to the door, burning brightly, and a chandelier above the common room provides additional light from its tall candles. Hanging over the fireplace is a portrait of three children, two female and one male. The male is clearly a young Omin Dran.

PROPHA DRAN



Next to the fireplace is an unoccupied raised stage where a bard might strike up a tune. The bar is to your left, where a half-elf in a heavy leather duster receives a drink from a tall female elf wearing a gold medallion. Stairs beyond the bar lead up to a balcony on the second floor. Eight doors along the open upstairs hallways likely lead to bedrooms.

The characters can explore the common room and speak to any patrons they wish.

Long Lunch. The table farthest from the door is occupied by Sigil MacFinn, a tall and strong wagon worker, and his squat friend, a carpenter who goes by the name of Whiskey (both N male human **guards**). The two are complete opposites: Sigil composed and pleasant, Whiskey uncouth and short-tempered. They have been in the inn's restaurant for a long time. The outside doors simply don't work for them. However, they enjoy the free food, and as long as they aren't speaking to each other,

The following official Acquisitions Incorporated beers are now available for resale (at regular wholesale discounts) and for franchise parties (at full cost; less drinking, more working, okay?):
War Priest Dark Ale • Red Larch Regular • Velvet Curtain • Waelvur's Wood Stain • Lord's Favor • Little Dagger • Mother Tongue • Cold Comfort • Summer Gold • Widow's Wake