

“As usual, there’s 3 places you can go tonight!” you hear Jack say, broadcast into your room. “Make your choice, and we’ll guide you on the trail there! Find money, find items to help you, and have a good ol’ time!” You make your choice, and a pair of staff members guide you where you ask.

You walk into the front lobby of **The Grand Hotel**. The exquisite carpeting sprawls out across the whole room as you take in how sophisticated the hotel lobby is: blue leather chairs flank finely-carved wooden coffee tables, paper lanterns hang on every wall and pillar in a soft warm glow, and flowers in tall vases spread in full bloom in a rainbow of colors. Compared to the dust and grime of before, this feels like stepping into luxury. What’s more, this lobby’s huge, and you can’t go two steps without stepping into artisan furniture.

A swinging door opens to the Club Room, a smaller lobby with more of the same fine decorations. A fireplace burns in the corner with sparks licking from the log.

But it’s still the middle of the night, and the only illumination in the huge building are feeble paper lanterns lining the walls. You pick your spot and look for anything useful.

While searching, you find **Ambrosia**, a **Lucky Rabbit’s Foot**, and- my, what a rare find: a **Reality Marble**. Despite all the items you find, there’s an issue. *Where the hell is the money?!* Despite how hard you look, you find no money.

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Wow. Looks like it worked out laying low today. While investigating the clubroom, you keep an eye out towards the door to the lobby to see if anyone will appear, but no one does, so you meander towards the lit fireplace instead.

The flames crackle up greedily. You spend the night alone, thinking of tomorrow’s game plan, before eventually you return back to your room.