

THE INN THAT WANDERS

BETWEEN WORLDS v1.0B

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's
Dungeon World
www.Dungeon-World.com

AGENDA

- Make the world fantastic
- Fill the characters' lives with adventure
- Play to find out what happens

QUESTIONS

- How did you first hear about the Inn that Wanders?
- Do you believe the stories?
- What terrible fate happens to unruly or insolvent guests?
- Who is the Innkeeper?

IMPRESSIONS

- The warm light falling from the windows of a welcoming inn
- A happy burble of friendly tavern conversation.
- Someone orders "a vodka martini, shaken not stirred".
- The smell of delicious food
- Soft pillows, a real bed!
- The kindly face of the Innkeeper
- "Doctor Who?"
- A man named Rod Serling buys you a drink
- A sudden shift as the landscape changes completely outside
- An overheard conversation: "Captain, this place is not logical."
- Ale almost as good as the stuff brewed at the Green Dragon in Hobbiton.



GOALS

- Establish details, describe
- Use what they give you
- Ask questions
- Leave blanks
- Look for interesting facts
- Help the players understand the moves
- Give each character a chance to shine
- Introduce NPC's
- Fill out your worksheet

DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

"It is not the inn that wanders but the worlds."
— Innkeeper

CUSTOM MOVES

Unexpected Inn (The Inn That Wanders Between Worlds)

When you find this Unexpected Inn, roll +Charisma.

•On a 10+, you are invited in to rest and enjoy all the Inn has to offer free of charge. The Innkeeper will allow the party to stay for a week or more and return the party to their home base or location of their choice.

•On a 7-9: The Innkeeper allows entrance and charges normal rates. Patrons will be returned to the location where the Inn appeared.

•Less than 6: The Inn vanishes like a mirage before the party can enter.

The Inn never appears in the same place twice.

When you take a short rest in the **Inn that Wanders Between Worlds** Roll+WIS:

On a 10+, choose 3. On 7-9, choose 1.

- You *Recover* as if you have rested for three days
- You eat and drink to your fill and collect 3 rations
- You experience a vision
- You do not collapse into mystical sleep



THINGS

The party may use or “borrow” the following free of charge:

- A parrot named “Captain Flint” in the tavern that’s overheard a lot of things better left unsaid.
- A private dining hall that seats a dozen or more people.
- An Alchemist’s Lab, fully stocked with materials and equipment.
- A “live” zombie’s head in a jar in the Alchemist’s Lab.
- A pantry stocked with 6 rations worth of food for each party member.
- A comfortable study (treat like a non-portable bag of books).
- Three scrolls with a level 1 spell each in the study.
- An armory containing 120 coins worth of weaponry.
- A magic mirror in a random player’s room that will act like a non-portable crystal ball or show old Hitchcock films.
- A partially decomposed corpse of a rare monster on ice in the kitchen (Dinner?).
- A cabinet labeled “First Aid” containing three antitoxins, a healing potion, and one use of each poison on the equipment list.

Note: The free items available for inn guests may change without warning between visits.

INN FUN FACTS:

Persons may enter the inn without difficulty. Those inside can leave only with the permission of the Innkeeper. Persons who try to exit by simply walking through a door or climbing out a window find that they have reversed direction and are reentering the inn through that same door or window. Regardless of the attempted method of exit, the result is always the same. In each case, the person simply comes back in.

This curious effect has a number of equally curious side effects. First, it also blocks the passage of magical energies into or out of the inn unless those energies are bound within some object or entity. Thus, spells cannot be cast on the inn from outside, but magic items can be freely carried in and out of the inn, and spells can be cast inside.

The inn seems able in some fashion to repair itself. Thus, at midnight the inn regrows a shingle that may have fallen or reseals a shutter that has come loose or glazes a window that has been broken.

Monsters

Tavern Ghost (Former Adventurer)	<i>Solitary, Devious</i>
Phantom touch (d6 damage)	
<i>Close, Reach</i>	16 HP
Special Qualities: Incorporeal	
A friendly ghost!	
Instinct: To haunt	
•Loves to talk	
•Provides good advice	
•Tells morbid jokes	
•Don’t ask about how he died	
•Tavern employee (Waiter)	

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Inspirations include Milliways: The Restaurant at the End of the Universe from *The Hitchhiker’s Guide to the Galaxy*, Paul Anderson’s Old Phoenix Tavern and *Callaghan’s Crosstime Saloon*.



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