



Magical Inn

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PREMISE

The inn for wayward travelers and seekers of adventure. Inspired by *Yazeba's Bed & Breakfast* and *A Witch's Guide to Magical Innkeeping*, *Magical Inn* tells the story of an eclectic group of longterm guests at an enchanted inn. Whether you were here for a night or two week holiday, circumstances have happily kept every guest here longer than they intended. Some think the inn finds the people that need it - the lone wolves, the forgotten, the people who need a family. At the core of the inn is a long loney proprier and the newcomer who is a perfect match, but neither will admit it.

PLAYERS 3+ - the proprier, a newcomer and at least one quirky guest

TIME 30 min - 1 hour

THEMES & SAFETY

This game is designed to be a romantic comedy with cozy vibes and underlying conflict between the romatic leads. The romantic conflict is low-stakes - the newcomer has some reason to stay and other reasons to go - and must make a choice. The players are always more important than the game! As a group, discuss boundaries. No one should make physical contact with another player without asking first. They can ask in or out of character. Romantically charged scenes can be described rather than acted out. While the romantic tension is the core conflict of the story, be sure to give all characters opportunities to influence the story.

MATERIALS, LOCATION & SETUP

While no specific materials are required, you may choose to embrace the world you built and use tools required for magic. You could bring magic wands or teapots. Feel free to get creative!

Can be played anywhere, including virtually! Fun locations include a hotel lobby, main street, and college campuses.

To start, eveyone collaborates on the worldbuilding section. Then, each player creates a character. If you want to be a romantic lead, choose to either be the proprier or the newest guest at the inn.



WORLDBUILDING



The way magic works is different in each story. How does magic work in your story? Choose all that apply or add your own.

- Spellwork requires a wand
- Potions require specialty ingredients that are hard to come by
- Spells require an incantation
- Magic is done through handicrafts like embroidery and knitting
- People are born with magical abilities or not
- Anyone can study and practice magic
- Magic practioners need a familiar
- Advanced spellwork requires a coven
- Spells are cast by brewing in a teapot
- Anyone can see magic if they know where to look

Make The Inn

Every magical inn has an origin story. Together, choose an answer to the questions about the inn, roll a die to randomly choose or come up with your own unique answers. Some are open-ended.

How did the inn become magical?

1. Spell cast by the proprietor
2. Curse cast by a competitor
3. It's always been magical
4. A guest (no longer at the inn) cast the spell
5. A potion gone awry
6. It's on a ley line

Optional follow up question: why?

What does the inn look like?

1. An old mansion in various states of disrepair
2. A midcentury seaside motel
3. A series of AirBnBs in the same building
4. A bed and breakfast with shared bathrooms
5. A historic building with modern upgrades
6. A property with cabins and a common house for gatherings
7. Carved out of a giant tree
8. Technically, it's a ship (or a space ship)

What quirky things does the house do?

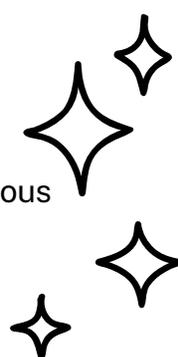
What magical things does the inn do?

Choose 1 or more

1. Draws in travelers in need
2. Creates any room you need
3. Guest rooms change to match their personalities
4. The kitchen provides meals - some good, some weird
5. The library always has the book you want
6. Magical creatures are drawn to it
7. A guest board populates new quests after each one is completed
8. There are definitely ghosts

What characters, other than the owner and guests, frequent the inn?

1. A cat - no one remembers how old they are
2. A farmer who provides fresh produce
3. A cook that kicks everyone out of the kitchen
4. A garden gnome who wrecks havoc
5. The proprietor's relative with a mysterious source of income
6. A resident's best friend



THE CONFLICTS

Two conflicts exist throughout the game. The first is the will they or won't they tension of the two romantic leads. Characters will use their time trying to get these two characters together romantically.

The second conflict is an issue happening at the inn. Choose one of the issues below, or create your own, and work on it throughout the gameplay.

- A developer wants to buy the property
- The proprietor barely makes enough to pay the mortgage each month
- Recently the inn's quirky magic has become more sinister
- An impending natural or manmade disaster (think hurricane)



PLAYING THE GAME

Once characters are selected, have everyone introduce themselves to each other.

Sequence of Play

ACT ONE

Shortly after the newest character has arrived at the inn, all the guests are gathered for a meal. The goal of this time is to plant the first inklings of love between the romantic leads and introduce the second conflict. You can keep the second conflict more secretive by only revealing information to some characters or invite everyone to help solve the problem.

ACT TWO

Romantic tension grows. The second conflict becomes more complicated. Collaborate to introduce a complication that accelerates the conflict. Spend this time in simultaneous vignettes with two or three characters connecting. This allows the other guests to have opportunities to convince either lead to "go for it!" It also allows characters time to come up with a solution to the inn's problem. At the end of this act, the newest guest leaves because of the reason they establish in character creation.

ACT THREE

The newest guest returns - choosing the inn and their love over their obligations. The inn family comes up with a solution to the inn's problem using their own skills, relationships, love, resilience, and hope. Work together to save the day!

If you want a slightly darker or sadder game, feel free to tweak this act.

ENDING THE GAME

The game ends when at least one of the conflicts is resolved. The couple gets together or the inn is saved or both.

MAKE A CHARACTER

Build your character using these questions (pick answers or roll a die). Some are open-ended by design. Or create your own answers.

When did you get to the inn?

Before your visit to the inn, you were alone in the world, Why>?

1. Orphan
2. Disowned by family
3. Aged out of the foster care system
4. Widowed
5. Immigrant with family across the world
6. You're actually a spy
7. You ran away
8. You were cursed and turned into an animal

What is your name?

What brought you to the inn in the first place?

1. Traveling for work
2. On vacation
3. Temporary lodgings until something permanent was available
4. Visiting a friend
5. I'm the proprietor (only one person can use this reason) - you are the romantic lead
6. It seemed like the inn needed me

What *really* kept you at the inn longer?

1. Fell in love
2. Finally felt like you belonged
3. Didn't have a reason to go back
4. Looking for answers



For the character who most recently got to the inn

Compare answers to the first character creation question. **The person who is newest to the inn is the second romantic lead.** Don't feel limited by traditional rom-com tropes. Choose any gender! Want polyamory in your game? You can add more romantic partners using these same questions.

Why do you need to leave?

1. You have to get back to work
2. You never stay long in one place and feel it's time to go again
3. You have a flight to catch
4. You have an audition

What (other than love) is pushing you away from your old life?

1. Work hasn't been satisfying - you haven't been doing what you thought you'd be doing
2. A former group of "friends" that bullied you
3. An ex who wants to get back together (you don't want that)
4. Things just haven't been going well back home

For everyone else...

What do the romantic leads do that make you think they're in love?

1. Longing at the other when they're not looking
2. Goes out of their way to help them
3. Finds reasons to touch them (appropriately, like holding a hand in a shake too long)
4. Notices what they like and brings them gifts
5. Finds reasons to spend time together
6. Is their ultimate hypeperson - always cheering them on