

In a Darkened Room

A game

of

comedic

horror

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In a Darkened Room - a game of comedic horror

For 6 players

A 3 hour System-Light Scenario

Overview:

The characters are a group of former high school students who have crossed a young occultist called Stevie. Stevie has invited the characters over to his house with plans for revenge and has fed them their last dinner before sending them to Hell. Unfortunately his plan has backfired and he is caught in his own nefarious scheme.

The characters have been transformed into toys and have to find their way into the basement to confront Stevie who has possessed the body of an evil wizard toy.

He is trying to undo the spell that is binding him to the toy and try to get all out of this mess.

The characters must find their way to the basement where Stevie has fortified his position and will be involved in an arcane ritual.

A Note on Timing:

This game has 6 scenes but you do not have to pace them evenly, some groups may take the quick route and make their way through the house with the minimum of fuss, while others may investigate fully every nook and cranny that the game provides.

At the utmost you must make sure that the characters have reached the final scene $\frac{1}{2}$ an hour before the end of the session to give sufficient time for Stevie's final defeat and allow for the player to feel a good sense of victory.

The System:

The system will use a series of descriptors. These are given to describe the characters but have only the mechanical effect that the storyteller chooses.

Example:

Cats are quick – this should be interpreted as they are faster than someone with out any special characteristics.

Cats have Claws - should be interpreted as meaning that they are able to cut or rip some characters.

On character immortality:

It is impossible for the characters to make mistakes that will kill them. The monsters in the game will at most give them boo boos, inconveniencing them at the most inopportune moments.

Example:

If Rod decides to jump down the stairs he will break but someone will know how to fix him, either a nearby NPC or one of the PCs.

If necessary the characters should be able find needles and thread as well as glue and tape to make the characters whole again.

Initiative:

When playing out the conflicts with other characters or NPCs I usually try and give each player fairly even time as they go round the group just in order of the way they sit at the table. If an order is needed get them to roll a dice of your choice highest goes first.

The Characters:

Name	Toy	Character Traits Drawback
Edward	A Teddy Bear	Large Strong Furious Easily ripped
Rod	A Transformer	Fast Can transform into a car Has a laser Breakable
Ichiro	A Ninja Action Fighter	Can jump very high Hides in shadows Has an ancestral blade Falls apart
Joe	A G.I. JOE	Has a tool box Has a rope Can fight Easily accessible screw
Barbara	A Barbie	Is a doctor Race car driver Firefighter Underestimated
Anne	A raggedy Anne doll	Change peoples emotions to happy Change peoples emotions to sad Change peoples emotions to guilty Easily ripped

Notes:

- Character sheets are not given out. They are rationed out over the course of the game.
- Give out abilities and drawbacks when they are required.
- Give out memories during the scene in which they are given in the script.

The Villains:

Stevie a.k.a. Melkor	Evil Wizard	Can cast spells Can perform rituals Controls minions Easily accessible screw
The Cats	N/a	Claws Strong Fast fleshy
The Dog	n/a	Barking Biting Obedient
The Zombies	Lego Men	Swarming Loose bits Breakable
The dinosaurs	Plastic dinosaurs	Sharp Teeth Big leaping Breakable

Scenes:

Scene one - the Darkened Room

In this scene the characters awaken with no memories, inside a toy box and must find their way out. Only a team of the others or Teddy by himself can open the lid. If he does describe the action so that the others hear a great roar and Teddy's eyes glow a bright red that lights the room.

"You awaken buried up to your waists in a darkened room. Feeling around, you find bricks and mannequins surround you. There is a light around the top edge of the room that is broken into three parts, two on one side of the wall and one on the other. In the darkness you see bricks and mannequins piled up to the corners of the room."

It contains Lego plastic blocks, other toys and other such toys.

Challenges: The characters will be half buried and must make their way out, either by themselves or using team work.

Things to note:

- Describe the room as large and that there is a thin line of light broken at two points over the same side.
- Some characters that have plastic skin should have the toys and Lego described as having them feel like flesh.

Scene Two – The Bedroom

This is Stevie's sister's room.

“You open up the top of the room and see a large warehouse sized room vaguely lit by the soft glow from a very large window off to one side. There is a large upper floor on one wall and a huge tall door off at the end of the room. You hear short footsteps falling outside the door. A shrill laugh can be heard in the distance beyond the door.”

Challenges: Get down from the toy box, then make their way across the room and open the door.

Give the characters their first memory:

Ichiro – you remember not feeling normal here like you should not have been dragged into this.

Joseph – this is not like basic. You remember that you came to see a friend here once.

Barbara – that dinner did not fill you up the way you thought it would. Why did you come here to eat? It is definitely too cheap and gaudy a venue to eat at anyway.

Edward – simply, you are not meant to be here. Stevie will pay.

Anne – why is everyone so angry? This is not the way to be productive and get out of here

Rodney – why is everything moving so slowly? This is not the way things are meant to work

Things to note:

This is the point at which to give people the time to consider properly the first description of the characters. They should be given in sideways glances on their characters; for example, “You have always found Edward to be very protective, so much so that you have seen him pull people apart with his bare hands.”

See **appendix one - characters**

Scene Three - the landing

Challenges:

- Get down the stairs.
- Avoid the cat.
- Defeat the cat

“Another huge room lies in front of you, and you can hear a soft purring off in the shadows. A very large set of stairs is down to your left. There is another room up here as well.”

The cat is here in the shadows. It is currently sleeping.

If people investigate the next room they find it is locked and none of them have the strength to open the door. This is the door to the parents' room; they can hear nothing on the other side of the door.

If people move around quickly or make lots of noise then they will cause the cat to wake up and start hunting the players. An opportune timing for the cat to attack is just when they are formulating a plan. It can be a powerful motivator if time is running short.

To note: stevie's parents are not at home tonight and neither is his sister.

Also it would be soon after this that the characters will start making guesses as to what they are. Subtle hints will have built in their minds as to what has happened over the course of the night

Now is also a good time to remind them of who they are in real life.

- See **appendix one – characters**

Scene four - the lounge and kitchen

"In this room there is a large screen the size of a cinema screen just down from the stairs. Giant sized throne like chairs covered in fabric adorn this room. At least twice your height the chairs loom overhead.

In an adjoining room is a large table that looms over of all of you, from the top of it a wonderful smell emanates."

If they investigate they will see a veritable feast.

The table is laid out with 7 places.

On the wall they see a great door leading outside. No matter what they do they will not be able to open this door. The most interesting piece of information here is that they will find the coats and ID of the characters so they will be able to find the character's names.

Challenges:

- Finding out who you are
- Work out why you are here

Sidebar: what is going on?

The food contained a potion that Stevie thought would turn the characters into inanimate dolls was administered to the characters. He accidentally mixed some in his food along with the others. The magic was much more powerful and has turned some of the other toys sentient as well.

Scene 5 – the hall and downstairs

The hall is through this way and is the only way to downstairs where Stevie is located.

“In the room to your left you hear the movements of a large number of tiny creatures fighting in this room. They are approximately ¼ your height and are fighting a vicious battle.”

In this room you find bookcases, a computer and Warhammer armies.

The Orks and Space Marines will be fighting and will ask for help in their great and never ending battle.

Stats

- Orks are small
- Orks have weapons
- Orks can fight well
- **Orks are furious**

- Marines are small
- Marines have Weapons
- Marines can fight well
- **Marines are headstrong**

In this room there is also a diary and a computer. The computer will take a long time for anyone except Rod, who finds a cable that will fit into one of his outputs, to operate. Upon using this he is able to access the online version of his diary; a livejournal complaining how his life has been downhill since he left high school.

This is an opportunity to hand out another memory to the characters.

Scene 6 - the basement

This is the room where Stevie / Melkor has been preparing a dark ritual. He is on top of a pedestal at the far end of the room.

This looks like a toy/ rumpus room. Off to the right there is a wash house

"These white monolith hum gently and making occasional dripping noises."

Moving around in here are DINOSAURS, MELKOR, The Dog and The Zombies.

The huge door ahead is inscribed with great runes at the door.

This is a good time to give a megalomaniacal speech telling the characters that they will never defeat the great sorcerer MELKOR!! They will pay for what they did to him. They will be told how it is their entire fault that he is uncool and unsuccessful.

Challenges:

1. Get to Melkor
2. Stop the ritual
3. Defeat the Dog
4. Defeat the dinosaurs
5. Defeat the zombies
6. Become human again
7. Defeat MELKOR

Sidebar: How to beat Melkor?

The best way to do this is to build the fight to a climax where the players are almost beaten by Melkor's minions, and then they fight back and take control of the basement.

As all combat is a storytelling exercise the combat should be even and take enough time to fill out the session. Encourage creativity.

Appendix One – Character Descriptions and memories

These are given by character in the following format

Character name	
Concept	
Human life	
Hand Outs (powers)	
Memories	1.
	2.
	3.
	4.
Descriptions	

Character name	Edward Archibald Jr.
Concept	Former Jock, bully and general arch nemesis of stevie
Human life	Security guard and amateur basketball player
Hand Outs	<p>You are Larger than any of your compatriots</p> <p>You are Stronger than any other here</p> <p>You swell with an internal Fury that can be focused against enemies</p> <p>Your large mesh fabric causes you to be ripped easily</p>
Memories	The last thing you remember is going past you parents place on the way here. This is strange, they moved 5 years ago.
	There is someone here who has crossed you in the past and when you find out who it is you are going to make them pay.
	Stevie... that was the name of that geek from high school. What has he been doing recently, probably lording himself over everyone.
	Stevie has told you something very secret in the past. He wants revenge and is willing to hurt anyone necessary to get his way.
Descriptions	<p><i>Rodney:</i> can be counted on to get you anywhere fast. His steely resolve can always be counted on in times of need. if leadership ever fell to him then you could see him rising to the challenge</p> <p><i>Ichiro:</i> Although he was a new comer to your group joining after you have been friends for a long time. He is honorable and dependable in times of need.</p> <p><i>Joseph:</i> His training in the army has made him a hardened combatant. His life has been one of many trials and tribulations. He has always had a soft spot for Barbara.</p> <p><i>Joseph:</i> His training in the army has made him a hardened combatant. His life has been one of many trials and tribulations. He has always had a soft spot for Barbara.</p> <p><i>Barbara:</i> Industrious and beautiful. She is perfect in many ways but her perfect but plastic exterior often covers a deep river of knowledge and personality</p> <p><i>Anne:</i> the soft heart of the group. Where rage and leadership are borne by others Anne is truly the heart of this group. She is always around to comfort others.</p>

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Character name	Rodney Fitzgerald
Concept	Jock and friend of the group, former bane of Stevie's life
Human life	City councilor injured former Olympic runner.
Hand Outs	<p>You are very Fast You are able to transform into a car You have a laser mounted to your arm</p> <p>A recurring injury has caused you to be come Breakable</p>
Memories	Fast, very fast... you are traveling through the woods faster than you could possible imagine. Breaking out on the road your body pushing you faster and faster then a horrible crack your shin gives way
	There was a great battle here once. The vile and unforgiving enemy destroyed many of your comrades here.
	Stevie. The name reminds you to get your secretary to look up zoning rights for this area. Was it not meant for demolition?
	Who is this Stevie? You can recall a small guy at high school missing for a few days who was found in the deepest recesses of the civic library hungry, thirsty and buried in books that no one had read for years.
Descriptions	<p><i>Edward:</i> the strongest and most dependable here. Though dangerous when angry there is nothing that you would not tell him. When he is pushed the wrong way you have seen him rip things to shreds with his bare hands.</p> <p><i>Ichiro:</i> Although he was a new comer to your group joining after you have been friends for a long time. He is honorable and dependable in times of need.</p> <p><i>Joseph:</i> His training in the army has made him a hardened combatant. His life has been one of many trials and tribulations. He has always had a soft spot for Barbara.</p> <p><i>Barbara:</i> Industrious and beautiful. She is perfect in many ways but her perfect but plastic exterior often covers a deep river of knowledge and personality</p> <p><i>Anne:</i> the soft heart of the group. Where rage and leadership are borne by others Anne is truly the heart of this group. She is always around to comfort others.</p>

Character name	Ichiro Watanabe
Concept	Foreign Exchange student dropped stieve to hang out with the cool group
Human life	Successful Japanese Business man.
Hand Outs	<p>You can jump very high You are able to hide in shadows You have a blade that your great grandfather used</p> <p>You Fall apart on impact</p>
Memories	You remember being an outsider of this group, looking in you wanted nothing more that to be in this group
	What is happening with the Nikkei average? I wonder if I can make profit leveraging the dollar vs. the euro in this market.
	Stieve used to be a friend... you think
	Things are not right here. The honorable ancestors would disapprove of being in this situation.
Descriptions	<p><i>Edward:</i> the strongest and most dependable here. Though dangerous when angry there is nothing that you would not tell him. When he is pushed the wrong way you have seen him rip things to shred with his bare hands.</p> <p><i>Rodney:</i> can be counted on to get you anywhere fast. His steely resolve can always be counted on in times of need. if leadership ever fell to him then you could see him rising to the challenge</p> <p><i>Joseph:</i> His training in the army has made him a hardened combatant. His life has been one of many trials and tribulations. He has always had a soft spot for Barbara.</p> <p><i>Barbara:</i> Industrious and beautiful. She is perfect in many ways but her perfect but plastic exterior often covers a deep river of knowledge and personality</p> <p><i>Anne:</i> the soft heart of the group. Where rage and leadership are borne by others Anne is truly the heart of this group. She is always around to comfort others.</p>

Character name	Joseph McAdams
Concept	Rich kid who joined with the others to spite Stevie
Human life	Territorial officer with delusions of grandeur
Hand Outs	<p>You have a tool box You have a coil of rope Your basic training has given you knowledge of fighting</p> <p>Easily accessible screw</p>
Memories	<p>You remember that in basic you were dropped in the woods not far from here.</p> <p>When you were in high school you remember having to deal with the others and their inane crap about popularity.</p> <p>This is not how we should be. You should be better than all of these people.</p> <p>What are you doing here there should be evil to fight and vanquish.</p>
Descriptions	<p><i>Edward:</i> the strongest and most dependable here. Though dangerous when angry there is nothing that you would not tell him. When he is pushed the wrong way you have seen him rip things to shred with his bare hands.</p> <p><i>Rodney:</i> can be counted on to get you anywhere fast. His steely resolve can always be counted on in times of need. if leadership ever fell to him then you could see him rising to the challenge</p> <p><i>Ichiro:</i> Although he was a new comer to your group joining after you have been friends for a long time. He is honorable and dependable in times of need.</p> <p><i>Barbara:</i> Industrious and beautiful. She is perfect in many ways but her perfect but plastic exterior often covers a deep river of knowledge and personality</p> <p><i>Anne:</i> the soft heart of the group. Where rage and leadership are borne by others Anne is truly the heart of this group. She is always around to comfort others.</p>

Character name	Barbara Millicent Roberts
Concept	The cool chick
Human life	Successful modern woman
Hand Outs	<p>You have had training as a doctor You have had Race car driver training You have been a fashion designer</p> <p>People underestimate you all the time.</p>
Memories	<p>You remember lording over all of the little people who got in your way you ruled the school</p> <p>Your life has been one adventure after the other, racing shopping, building great monuments are all in a days work for you.</p> <p>Stevie scared you then and he scares you now.</p>
Descriptions	<p><i>Edward:</i> the strongest and most dependable here. Though dangerous when angry there is nothing that you would not tell him. When he is pushed the wrong way you have seen him rip things to shreds with his bare hands.</p> <p><i>Rodney:</i> can be counted on to get you anywhere fast. His steely resolve can always be counted on in times of need. If leadership ever fell to him then you could see him rising to the challenge</p> <p><i>Ichiro:</i> Although he was a new comer to your group joining after you have been friends for a long time. He is honorable and dependable in times of need.</p> <p><i>Joseph:</i> His training in the army has made him a hardened combatant. His life has been one of many trials and tribulations. He has always had a soft spot for Barbara.</p> <p><i>Anne:</i> the soft heart of the group. Where rage and leadership are borne by others Anne is truly the heart of this group. She is always around to comfort others.</p>

Character name	Anne Williams
Concept	The uncool chick who kind of liked Stevie
Human life	School Councilor
Hand Outs	<p>You can change peoples emotions to happy You can change peoples emotions to sad You can change peoples emotions to guilty</p> <p>Your material is easily ripped</p>
Memories	<p>You remember talking to Stevie and feeling sorry for him.</p> <p>Why does no one like Stevie?</p> <p>How many times have you heard his story? A geek spurned by others in the school.</p>
Descriptions	<p><i>Edward:</i> the strongest and most dependable here. Though dangerous when angry there is nothing that you would not tell him. When he is pushed the wrong way you have seen him rip things to shred with his bare hands.</p> <p><i>Rodney:</i> can be counted on to get you anywhere fast. His steely resolve can always be counted on in times of need. if leadership ever fell to him then you could see him rising to the challenge</p> <p><i>Ichiro:</i> Although he was a new comer to your group joining after you have been friends for a long time. He is honorable and dependable in times of need.</p> <p><i>Joseph:</i> His training in the army has made him a hardened combatant. His life has been one of many trials and tribulations. He has always had a soft spot for Barbara.</p> <p><i>Barbara:</i> Industrious and beautiful. She is perfect in many ways but her perfect but plastic exterior often covers a deep river of knowledge and personality</p>