

# *Dungeons In Darkness*

## **INTRODUCTION**

Everything you have heard is true. They are out there and you are the only hope to stop the spread of Evil across the world. In *Dungeons In Darkness*, players take on the role of Crusaders fighting the ultimate evil in the world.

It's already assumed that players and game masters have an understanding of role playing games and the jargon. You'll need paper, pencils, polyhedral dice and the usual gaming gear.

## **CHARACTER GENERATION**

Characters are based on three primary abilities:

**Physical:** This measures the character's overall physical ability, including strength, dexterity and health.

**Mental:** This measures the character's mental facilities. His intelligence, perception and self control.

**Piety:** This measures the character's strength of faith. And can protect him evil temptations and magic.

For each ability, the player rolls 3d6 and discards any sixes because 6 is a number of the beast. If a player rolls 18 (Three SIXES!) for any stat that character is marked by the Beast and immediately becomes an NPC under the Game Masters control. The player must start a new character. But only after all the other players have finished theirs. This is to atone for their connection with the Beast.

Then figure Hit Points by adding Piety

plus Physical.

Next, the character's skills are selected. Each character starts out with an amount of skill points equal to his lowest primary ability. Characters may have more than one skill point allocated to a skill. Each skill point gives a +1 bonus.

## **SKILLS**

Skills provide a bonus to a primary ability when attempting a particular action. Instead of an exhaustive list of skills, DinD uses a free from skills. Players chose whatever they want for skills with the Game Master's approval of course. Whenever anything is attempted by a character it is up to the Game Master to approve whether a skill is applicable. See the Example NPC's. for some skill ideas.

## **GAME MECHANICS**

All skill and ability rolls are done with a d20. The lower a player rolls the better. The rolled is compared to the total of the applicable ability plus any applicable skill. A "supernatural" 20 is always a failure and the character loses a point of Piety. If a player rolls a 13 (THE WITCH NUMBER!), he loses a point of Piety but success is determined normally.

The Game Master may assign modifiers dependent on the situation. These modifiers could range from -1 (slightly difficult) to -10 (for nearly impossible). Opposed rolls are always compared by using the margin of success. This is the difference between what is rolled and is needed.

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Darkness In Dungeons uses a free form system. The game master and the players describe what actions their characters are taking and apply appropriate skills for the situation.

For example, Mark Dick attempts to Detect Evil. He adds his Mental Ability (12) plus his Detect Evil Skill (3) for a total of 15. He rolls 12 for a margin of success of 3. The Cultist adds his Mental Ability (8) to his Hide the Truth Skill (5) for a total of 13. He rolls a 12 also but this is only a margin of success of 1. So Mark Dick easily detects the cultist and begins the cleansing.

### **COMBAT**

Combat is handled much the same way that normal skill resolution is handled. Characters may perform one reasonable action per combat round. Characters perform their actions in order of their Physical Abilities Highest to lowest. The character's Physical + any offensive applicable skill versus the target's Physical + any applicable defensive skill is used.

Example: Mark is horrified at the porn. He pulls out his .44 Mag and blasts away at the cultist. Mark adds his Physical+Guns Skill (10+3=13). He rolls an 8, margin of success of 5. The cultist has no dodge skill so he just rolls against his Physical Attribute of 6. He rolls a 15 and fails. Mark plugs the Cultist.

### **WEAPONS**

Very light weapons (1d4 Damage): Punching, Kicking, Biting, Pimp Slapping.

Light Weapons: (1d6 Damage): Knife, Saturday Night Special, Sap.

Medium Weapons: (1d8 Damage): Machete, Baseball Bat, Sword, 9mm Pistol

Heavy Weapons: (1d10 Damage) .44 Magnum, Rifle, Chainsaw, Shotgun.

Very Heavy Weapons: (1d20 Damage) Bazooka, Elephant Gun. Machine Gun.

Whenever a character succeeds in attacking his opponent. Damage is rolled on the applicable die and subtracted from the character's hit points.

### **DEATH & HEALING**

Whenever a character is reduced to 0 Hit Points they are unconscious. They continue to lose one Hit Point per round until they reach either their negative Piety or Physical which ever is greater. Then they die.

Any sort of Medical Skill can be attempted to stabilize the character. The margin of success needs to exceed the amount that the character has in negative hit points. Characters heal at a rate of Physical/5 (Rounded up, minimum 1) in Hit Points per day.

### **GEAR**

Starting characters have adequate gear according to their chosen profession. Details of what is available is up to the Game Master's discretion.

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### **EXAMPLE NPC'S**

**Mark Dick:** Found Religion. Found a Conspiracy. Got a gun.

Quote: "Evil be gone!"

*Physical: 10 Mental: 12 Piety: 15*

*Hit Points: 25*

*Skills :*

*Detect Evil 3*

*Resist Temptation: 2*

*Exorcise Evil: 2*

*Guns: 2*

*Burn Books: 1*

*Gear: Bible, Holy Water, .44 Magnum (1d10 Damage)*

**Polly Proper:** She's a woman who knows her place. Mark's girl Friday.

Quote: "A proper lady doesn't wear trousers."

*Physical: 14 Mental: 8 Piety: 12*

*Hit Points: 26*

*Skills :*

*Secretary: 2*

*Cooking: 3*

*Cleaning: 3*

*Gear: Typewriter, Apron, Vacuum Cleaner, Iron, Pepper Spray*

**Joey Purebred:** Polly's nephew. Rumor has that he once saw a naked breast and was struck with hysterical blindness for a week.

Quote: "Gee ma'am, I don't know what a lap dance is."

*Physical: 10 Mental: 10 Piety: 10*

*Hit Points: 20*

*Skills :*

*Sports: 3*

*Homework: 3*

*Sidekick: 3*

*Yield to Temptation: 1*

*Gear: Football, Letter Jacket*

### **THE ENEMY**

Unlike player characters, The Enemy does not have a Piety Ability. Instead substitute the Corruption Ability. They use their Corruption score as skill to wield the powers of Darkness against the Crusaders.

As far as magic goes, the exact affects are determined at the game master's discretion.

**The Dungeon Master:** The most powerful and charismatic of leaders. He wields unearthly power over his minions of darkness.

Quote: "Save versus Death, worm,"

*Physical: 18 Mental: 18 Corrupt: 18*

*Hit Points: 36*

*Skills : 18*

*Game Rules: 4*

*Paint Mini's: 2*

*Kill Weasels: 2*

*Tempt: 2*

*Summon Demons: 4*

*Cast Spells: 4*

*Gear: Rules books, dice, notebooks.*

**Gamers:** This is the hordes of the Dark Cult. Willing to perform any atrocity to appease the Dungeon Master in their quest for magical power.

Quote: "I get a ballista!"

*Physical: 6 Mental: 14 Corrupt: 15*

*Hit Points: 21*

*Skills :*

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*Game Rules: 3*

*Summon Demons: 2*

*Cast Spells: 1*

*Gear: Dice, Rule Books, Caffeine*

**Gamer Chicks:** These young buxom women cruise book stores and science fiction conventions recruiting the unsuspecting.

Quote: "Comic books make me so hot."

*Physical: 18 Mental: 6 Corrupt: 15*

*Hit Points: 33*

*Skills :*

*Cosplay: 2*

*Seduction: 4*

*Gear: School Girl Costume, Vodka*

**Fanboys:** The chroniclers of the evil conspiracy. They know all of the hidden secrets of the Darkness.

Quote: "That didn't happen in Episode 27."

*Physical: 6 Mental: 15 Corrupt: 12*

*Hit Points: 18*

*Skills :*

*Trivia: 6*

*Gear: Swag*

**Goths:** They try to copy the undead but they are already dead inside.

Quote: "Darkness is so...Dark."

*Physical: 8 Mental: 8 Corrupt: 14*

*Hit Points: 22*

*Skills :8*

*Whine: 2*

*Poetry: 2*

*Pose: 2*

*Vampiric Powers: 2*

*Gear: Clove Cigarettes, Black Clothes, Book of Goth Poetry, Fake Fangs, Spooky Contact Lenses.*

**Video Gamers:** These are the shock troops of the enemy. They spend hours in combat simulations preparing for the final battle.

*Physical:10 Mental:10 Corrupt: 10*

*Hit Points: 20*

*Skills :*

*Play Games: 3*

*PK'ing: 4*

*Spe4k l33t: 4*

*Gear: Game Console, Games.*

**LARP'ers:** Those who quested for the power and were found unworthy. They endlessly reenact their failed quest in hopes of appeasing their dark god.

Quote: "Mi'lord, where did you buy those Elf ears?"

*Physical: 10 Mental: 9 Corrupt: 11*

*Hit Points: 21*

*Skills :*

*Rock,Paper, Scissors: 4*

*Sewing: 2*

*Simulated Fighting: 3*

*Gear: Duct Tape, Boffer Sword, Costume*

**Homosexuals:** AAAEEEEIIIII! They want to marry!

Quote: "Faaabulous!"

*Physical:10 Mental:10 Corrupt: 10*

*Hit Points: 20*

*Skills :*

*Musical Theater: 3*

*Interior Decorating: 3*

*Seducing Heterosexuals: 4*

*Gear: Good shoes, Judy Garland Picture.*

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**Furries:** AEEEEIII! They CAN marry!

Quote: "Squeak! Who's your daddy?"

*Physical: 9 Mental: 7 Corrupt: 12*

*Hit Points: 21*

*Skills :*

*F\*\*\* Like A Rabbit: 5*

*Channel Animal Spirits: 2*

*Gear: Costume*

**Gay Goth Furry LARP'ers:** AEEEEII!!!!

Quote: "Faaabulous Dark Squeak!"

*Physical: 6 Mental: 6 Corrupt: 16*

*Hit Points: 22*

*Skills :*

*F\*\*\* Like A Bat: 3*

*Vampire Rabbit Powers: 3*

*Gear: Tailored Costume, Good*

*Shoes.*

**Other People:** You know THEM. Not us.

They are different.

*Physical: 10 Mental: 10 Corrupt: 7*

*Hit Points: 17*

*Skills :*

*Being Different: 6*

*Day Job: 1*

*Gear: Stuff*

**Neo-Pagans:** They say they are searching for that old time religion, but we know the Truth.

Quote: "Blessed Be."

*Physical: 13 Mental: 13 Corrupt: 13*

*Hit Points: 26*

*Skills :*

*Chant: 4*

*Magick: 3*

*Divination: 3*

*Summon Demons: 3*

*Gear: Incense, Candles, Herbs*

### **AFTERWORD**

Before the hate mail starts pouring in; let me state that this is a work of *satire*. I am a gamer. I know that role playing games does not teach you real magic. I know that not all homosexuals know about interior decorating. I know that not all Christians are book burning fanatics. I know. I know. I know. It's a joke, folks. Get over it.

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