

In the Dark

A Horror One-Sheet by Vince Kingston

Darkness Falls

The PCs are relaxing within their favourite haunt taking a much needed break. Outside, a storm is brewing, and there have been reports of power outages throughout the city. Luckily, wherever the PCs are, has yet to be affected by the power outages.

As the PCs seem to be getting comfortable, suddenly the power drops. If there is emergency lighting, it doesn't seem to kick in. Someone may think to look for a flashlight; at this point if they manage to find one, it does nothing but flicker and turn off, as though the batteries have gone dead. They may also try to light candles, but every time they try to light one, a draft seems to come out of nowhere and blows it out.

Allow anyone near a window a Notice check. On a success they notice that the power seems to be out intermittently throughout the whole block.

Knock Knock Knockin...

About fifteen minutes later, the PCs hear a knocking at the door. When someone goes to investigate and open the door, they find no-one there. Should the PC step outside, allow a Notice roll at -2. Should they succeed, they hear something that sounds like its scurrying in from the outside. If they manage to get a raise, they also feel something brush against their legs.

Determining that there is nothing there, the PC then turns around as the lights flicker. As they do, in the split second where the lights are on, they see a decaying corpse in front of them. Have the PC make a Guts check at -1, if the PC succeeds they are unnerved, but otherwise fine. If they fail, roll on the Fright table. Allow some time to react to the situation, then the lights flicker on and off again, this time a different PC notices the same thing, this time it appears to be reaching out towards them.

After this second incident, the PCs may be on their guard. Have them make Notice rolls at -2. On a success, they barely make out something that says, "Hhhhh.... tttt....eeee....", at which point one of the PCs (select the one who seems most agitated), feels a cold, clammy hand upon the back

of their neck.

At this point draw initiative as the lights come on, and stay on for a little bit longer time. Standing behind each PC is a decaying corpse, moving slowly towards them. The zombies gain the drop on the PCs, so don't deal the PCs in on the first round.

On each round after the surprise round, draw a card. If it's a Face Card (J, Q, K, A, Joker), the lights go out, and that round is fought as though it were in total darkness. If a PC manages to score a hit when the lights are out, draw another card. Any zombies dropped when the lights are on, return when they are off again (essentially "re spawning" on the next "lights on" round).

If it comes up as a face card, a

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loud scream goes through the room, as the lights come back on, the zombies are gone, and a young woman is now lying at the feet of the one who landed the blow. Give the PCs a chance at a Notice roll, if they succeed, the notice that a cell phone is lying on the ground next to her, and they can hear through some cell phone static "Miss...Miss are you still there? Help is on the way...", before it disconnects.

conscious, and in very bad shape. Give the PCs a chance to stabilize her if they wish, but any attempts will have a -3 (in addition to any other modifiers) to the Heal roll. After the PCs attempt to stabilize the woman, allow the PCs some time to mull over the situation. Just as they come to some kind of decision as to what to do, they can hear sirens outside, as two uniformed cops come in...

Need Some Help!!!

At this point the PCs are probably in a panic. Depending on what kind of weapons they were using, vary the wounds on the woman; but no matter what, she is un-

What's Next?

Really that is up to you and your players. Do the PCs flee? Do they stick around? Who is this woman who's dying at their feet? There are plenty of mysteries for the group to explore.



Zombie

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Face: 4; **Parry:** 5; **Toughness:** 7

Special Abilities:

- Claws: Str.
- Fearless: Zombies are immune

to Fear and Intimidation.

- Undead: +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half-damage.

- Weakness (Head): Shots to a zombie's head are +2 damage, and piercing attacks do normal damage.

More To Come!

Want to send in your own One Sheet tale? We'd love to see more submissions from explorers! Any official setting or any generic setting is fine! We're looking forward to seeing your submissions in the near future!

one-sheet@savageworldsexplorersociety.com

Coming Soon!

