

Candlelight

Each player needs to get a candle. What kind doesn't matter, it can smell good, it can be pretty colors, whatever. It just needs to be able to burn for a good chunk of time.

At the start of the game light your candles, then cut off the lights. All the lights. Get it dark and creepy. DM (Darkness Master), go to youtube or something and play some creepy cello music in the background. Make it spooky.

The Setting.

Arnhold was the crown city of the Duchy of Elik. A city with high walls, plentiful guards, and a bustling merchant quarter. An ideal place to raise a family.

Only, when night fell a week ago, the Things came with it. Are they ghosts? Monsters? Demons? No one knows for sure, because they leave no survivors. And the sun hasn't risen for days, and the darkness lingers strong.

The city has gone to ruin and chaos faster than you would have thought, but there is nothing for it now. You and your friends and family are going to try and leave the city. Your only protection against the creatures, whatever they may be, are your torches and candles. They won't come into the light.

Pray they don't go out.

Who are you?

1. A merchant. You have a sack full of gold coins.
2. A guardsman. You have some armor, a spear, and a shield.
3. A child. You can fit in places others can't.
4. A thief. You excel at moving unheard and unseen.

5. A cleric. Your powers have stopped working, but your faith is strong.
6. A crone. At times you may get glimpses of the future.

Besides fleeing the city, what motivates you?

1. Trying to find a missing loved one.
2. Gathering riches to start a new life.
3. Revenge against the creatures.
4. Seeking a family heirloom.
5. A chance to settle an old score.
6. God is dead, all hail the new gods.

How to play:

If you would like to do something, that is in anyway difficult, you roll a d6. On a 1, 2, or 3 it fails. On a 4, 5, or 6 it succeeds.

If you roll a one, blow out your candle. When it is your turn again, roll. On a 1, the creatures have gotten you. On a 6, you can relight your candle. If you roll a 2-5 when it becomes your turn again, roll again. On a 1 or 2, the creatures have gotten you. On a 5 or 6 you relight the candle. On a 3 or 4 roll again on your turn. If you succeed, relight your candle. If you fail, you have been dragged into the darkness by the creatures.

You can blow out your candle to automatically succeed on a roll. Then roll to try and relight it as normal.

You can also blow out your candle and make no effort to relight the candle to save the life of another.

