

The lighthouse

A tale of light and darkness

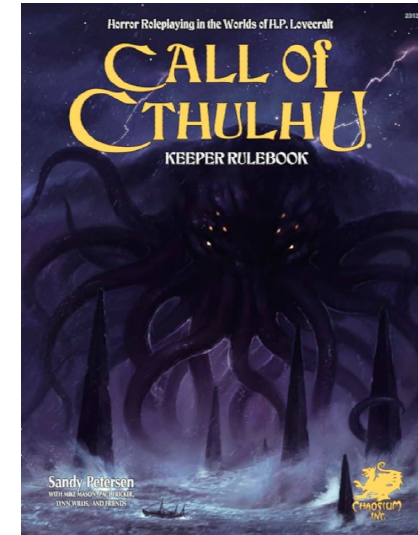
Intention

- One shot, 4 players, 15 minutes
- Playing with light and ambiance as much as possible
- Include losing and defeat which advance the narrative
- False ghost story / a little scooby-doo
- The lighthouse keeper finds a chest (pirate looking) presumably haunted but most certainly locked. It is the money from a heist, hidden in a toy by a fleeing local thug. The thug went to prison for some times and now wants its money back. It disguised itself as an old crazy hag and started rumours while searching for its money..
- Stuff should look magical but aren't. Suspicion should rise about the true intent of the lighthouse keeper.
- Date is not relevant. It can be present day but old due to secluded place.

Inspirations

Strong inspiration

- Call of Cthulhu (TRPG)
- Scooby-doo ([More reveal ?](#))



Weak inspiration

- Le cyclope et la mer ([link](#))
- World of Horror ([link](#))
- Layers of fear ([link](#))



Summary

- Characters arrive at a small fisherman city, called by a lighthouse keeper friend ([Perrine Durand](#)) about a strange device she found by the seaside.
- They got a warning from a strange goon upon arriving.
- They enter the lighthouse and start to have tea.
- Electric lights start to flicker and shut down. A candle is lighted and is now the representation of the life of the party. Perrine acts as a useful narrative device for the GM.
- Searching for the fuse box.
- Fuse flicked, but light does not come back. Instead, strange red light start coming from the lighthouse.
- Checking the chest, it moved and shines eerie and dreadful light in a red fog-like pattern. The party is attacked by a spirit (?).
- They search the lighthouse for a way to open the chest. They will find various clues, some defending the spectre thesis, other hinting at the true nature of the case. The “ghost” will continue to attack them.
- Upon opening the chest (pulp-fiction !), the thief attack them one last time. They either succeed in stopping it or Perrine dies.
- The end.
- A scene with a television which is glitching.
- A scene at the top of the lighthouse.

All scenes

- Scene 1: By the sea side
- Scene 2: Inside the lighthouse
- Scene 3: Blackout
- Scene 4: The curse
- Scene 5: The search
- Scene 6: Opening the chest
- Scene 7: Epilogue

Scene 1 : By the seaside

Context :

People arrive in the village by the seaside at night by taxi. It is the introduction. The GM will present the context of the game (who, where, why). Players should not sit down but it is not too important. This scene is first and foremost narrative.

Effects

The taxi is here in the beginning. There must be light and sound effects to show its departing. The light of the lighthouse make a regular variation between a calm night with the moon up in the sky and the various noises of the sea and blinding lights with a strange ominous « woosh » noise (only the wind). We have to experiment with the reflexion of light on water and public lighting (not a good idea in my opinion).

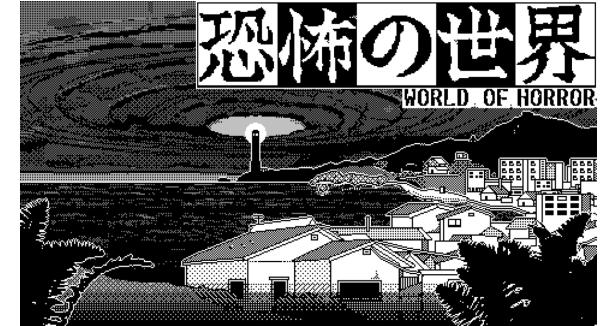
Unfolding

The players need to go to the lighthouse. As they start moving toward it, an ugly and strange character will ask them a sardonic riddle and warns them about a curse surrounding the lighthouse. When they arrive at the lighthouse (possibility of adding some game or dice roll here), a door will open, revealing comforting light.

Next scene and transition :

Inside the lighthouse.

The comforting light engulf the room, blinding the players before settling at a nice level but with a more artificial tone than the previous comforting color.



Scene 1 : By the seaside

Details about effects:

Ambiance (seaside, water, moonlight):

Blueish? Reflexion? Setting sun during the “drive”?

The taxi:

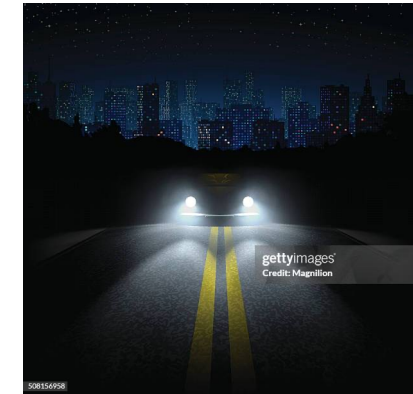
Moments : In, Out, Departure

In : electrical light, or just the sun setting down

Out : Car lights, with or without ambiance and lighthouse

The lighthouse:

Travelling light? Full light? Transition : how rough or fluid?



<https://www.youtube.com/watch?v=8CCHh12x75M>

Scene 2 : Inside the lighthouse

Context :

Players enter the lighthouse, meeting the keeper, Perrine Durand, a kind and openhearted woman with some unusual way of talking and acting (not that social and not used to see much people plus she found something strange).

Effects

We need to nail a difficult mix between comfy, artificial and “yeah it may be haunted”. In case of doubt, go full haunted and drop the comfy aspect. The artificial light must flicker randomly. The light from the lighthouse may have a small effect but I doubt it will be noticeable or interesting. Some cup and plate noise may be linked to when she gives the players tea.

Unfolding

Players may sit as she is serving them tea and scones. She explains that she found a strange and really heavy chest on the beach and need you to assess and open it. As the conversation is going and players are asking questions, someone should mention the curse, and it is when the light goes out.

Next scene and transition :

Blackout.
The light flickers violently and goes out.



Scene 3 : Blackout

Context :

Light just went out. Perrine lights a single candle, which becomes the centre of the game.

Effects

Light of the candle. Regularly, the light from the lighthouse should lighten the room (with the ominous woosh please). When it happens, one of the lightbulb should produce a clear sound and a small glow to indicate the key is here. We can try to colour the shadows, with some blue or violet.

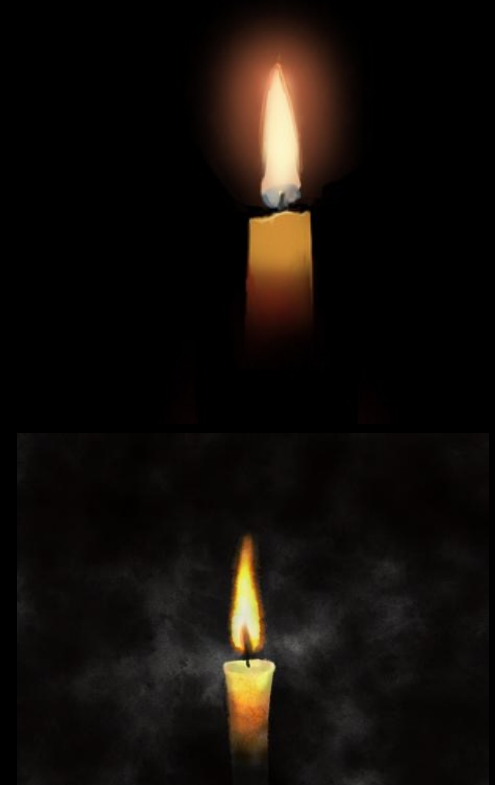
Unfolding

Players must open a door to access the fuse box. To open it, they need a key which was misplaced. To find it, they must notice it glowing in the dark when the lighthouse brightens the room. On finding it, Perrine will open the door, switch the fuse back, but light does not come back, and ominous sounds start to play.

Next scene and transition :

The curse

The shadows are coloured in red while the light from the lighthouse turns red too.



Scene 4 : The curse

Context :

The fuse box did not work and now everything turns ominous. A big noise, something big falling on the ground is heard, and Perrine urges you to look for the chest.

Effects

The shadows are coloured in red while the light from the lighthouse turns red too. The intensity of red may increase as the scene unfold. We may need to test if it's okay or not to have that much red.

Unfolding

When players "arrive" by the chest, Perrine notices that it moved! Strange sounds and ominous light comes from it. A form appears. A ghost ?! It attacks the player who must grab some objects and try to defend themselves. During the fight, the light of the candle will determine the health of the team. Either they win or Perrine save them.

Perrine then check the chest and notice some engraving. It is a text written in red, which can only be read with white light. The players need to find some way to make a different colour of light while the "ghost" is roaming.

Next scene and transition :

The search

The party must find some light. Perrine give them 3 ways : a lamp in the living room, trying to solve the problem with the red light coming from the lighthouse, or improvisation (should be clear that thinking out of the box is appreciated).



Scene 5 : The search

Context :

People are searching for a not-red light. The ghost is roaming.

Effects

The shadows and the lighthouse light are still red. A lot of effects are to be detailed here for immersion.

Unfolding

The players can either :

- Go on the roof. Noise for their steps on the staircase. They are attacked during the ascension. They have to close the windows to get an advantage. Losing will close the access to the roof. Upon arriving on the roof (if they manage to), they discover that the Fresnel lens is covered with some slimy red substance (it is a transparent red filter which melted on the light, but someone should definitely scream "BLOOD!"). They can remove it to restore the light (danger, hot and blinding).
- Search the living room. There is a TV. It lights upon, mixing static and murder scenes from famous movies (hello Psycho). The ghost attacks, matching the screams on the TV. If the player get that, they will have an advantage. Losing will allow the ghost to destroy everything which could be used as light in the living room. They may eventually find a lamp if they search.
- Find a good idea (lighting a fire ? Moving the TV ? Moving the chest ? Shoot !)

After that, they return to the chest.

Next scene and transition :

Opening the cursed chest.



Scene 6 : Opening the cursed chest

Context :

Going back to the cursed chest, the final act of the game may unfold.

Effects

Opening the chest should feel like opening the suitcase in Pulp Fiction.

Unfolding

Multiple possibilities :

- (Really bad ending) If players have no light, the ghost ambush them and flee with the chest. Maybe some resolution through Perrine sacrifice.
- If they found some light, they can open the chest by solving the riddle marked in red on it (should feel meant for a child because it is). The chest is full of gold. Upon opening, the ghost will attack one last time and either be captured or be captured at the cost of Perrine being harmed.

Next scene and transition :

Epilogue. Light come back to look like some office (maybe use the office lights).



Scene 7 : Epilogue

Context :

The players are in a police station and both explain and get explained everything.

Effects

Artificial light, more or less comfy depending on how successful players have been.

Unfolding

Everything must be explained before ending the session.

Next scene and transition :

The end



Fighting

- Light is life.
- Life points : 2-5
- Mental points : 2-5
- Strong Hit : 2-3 // Normal hit : 1
- D20
- Perception / Force / Deduction +/-5

Chest Riddle

- 1st : Love of sailors and bane of their wives,
- 2nd : Dealing with people foolish enough to try.
 - 3rd : To be, but not alone
 - 4th : With the one which slithers,
 - 5th : The one with a beard.

!!! Chest Riddle !!!

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-
- CURSE