

"DARK DUNGEONS"

by

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Based on the comic "Dark Dungeons" by Jack Chick

http://www.chick.com/reading/tracts/0046/0046_01.asp

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INT. DUNGEON

DEBBIE, dressed as a WHITE CLERIC, MARCIE, dressed as a thief, PLAYER #1, as a MUSCULAR BARBARIAN, and PLAYER #2, as an ARMORED PALADIN enter a large chamber.

MS. FROST (V.O.)

You enter the chamber. In front of you is a treasure chest guarded by a large ogre.

An OGRE emerges from behind a rock.

MARCIE

That's a big one. Can we handle it?

DEBBIE

I thought I had cast Mordenkainen's Magical Watchdog?

PLAYER #2 shakes his head, PLAYER #1 facepalms.

MS. FROST (V.O.)

We've been over this before. You didn't actually cast it. So now there's an ogre.

DEBBIE

Fine, fine.

MARCIE

I know! You three distract the monster while I grab the treasure.

PLAYER #1 and #2 nod.

DEBBIE

You've got it Marcie, er, Black Leaf.

PLAYER #1

I swing my sword.

PLAYER #1 swings his sword at the ogre, wounding it slightly.

MS. FROST (V.O.)

Ten damage. The monster takes a swing at you and does (pause) twenty damage.

The monster does just that, knocking the barbarian over. Debbie rushes over.

DEBBIE

I cast healing!

MS. FROST (V.O.)

You restore fifteen hit points.

MARCIE

Okay, I'm going for the treasure chest now.

She runs past the distracted ogre and begins fiddling with the lock on the chest. In the background the other players struggle with the ogre.

MS. FROST

The ogre does 15 more damage.

DEBBIE

We're getting killed over here! Black Leaf, get that treasure!

MARCIE

I'm working on it.

PLAYER #1

We've got to find a better way. It's too tough to fight.

DEBBIE

Maybe my magic will do the trick.

MS. FROST

Okay then, Elfstar, cast your spell!

DEBBIE

My spell of light blinds the monster.

Light shines from Debbie's staff, and the ogre clutches at its eyes, clearly in pain.

MARCIE

Have I opened the lock yet?

Just then the lock pops open and a large spike fires from the chest, piercing MARCIE in the chest.

MS. FROST

The thief, Black Leaf, did not find the poison trap, and I declare her dead.

MARCIE falls over dead.

CUT TO:

INT. DEBBIE'S HOUSE

DEBBIE, MARCIE, PLAYER #1 and PLAYER #2 are sitting around the dining room table, playing Dark Dungeons, a role-playing game that certainly does not resemble any commercial product. MS. FROST is acting as Dungeon Master.

MARCIE

NO! Not Black Leaf! No, No! I'm going to die! Don't make me quit the game. Please don't! Somebody save me! You can't do this!

DEBBIE

Marcie, get out of here. You're dead! You don't exist anymore.

MARCIE runs from the room, sobbing.

MS. FROST

Shall we continue?

DEBBIE

Let's go!

PLAYER #1

Now that the ogre is blinded, I'm going to try to stab it in the heart.

MS. FROST

You have killed the ogre and claimed the treasure. You owe it all to Debbie, though.

PLAYER #2

Ok guys, good game.

PLAYER #1 and #2 get up and leave immediately.

Ms. Frost takes Debbie aside.

MS. FROST

Debbie, there's something I wanted to talk about with you. Your wizard has been raised to the eighth level. I think it's time that you learn how to REALLY cast spells.

DEBBIE

You mean you're going to teach me how

to have the real power?

MS. FROST

Yes, you have the personality for it now. I have friends who can help.

INT. SATANIC TEMPLE

Ms. Frost and Debbie enter. There are numerous attendants in robes and hoods in around a pentagram in front of an altar.

DEBBIE

Can I really do this?

MS. FROST

Your intense occult training through Dark Dungeons has prepared you for this invitation. I know you are ready.

MS. FROST leads DEBBIE over to the CULT LEADER.

MS. FROST

I've brought Elfstar to become a priestess and witch.

CULT LEADER

Welcome, Elfstar. Are you prepared to do what must be done, to pursue the left-hand path?

MS. FROST (QUIETLY)

Repeat what I told you before.

DEBBIE (HALTINGLY)

I have long labored in Dark Dungeons so that I might gain real power.

CULT LEADER

Your efforts have pleased us. You may now become a priestess of the craft, and of the temple of Diana.

MS. FROST

There, you've done it!

INT. DEBBIE'S HOUSE

DEBBIE

Ms. Frost, this is fantastic... This makes the game real... it's not a fantasy anymore. Last night I cast my first spell... This is the REAL power!

MS. FROST

I knew you were ready by the way you played the game... but this is just the beginning. There is so much more. Which spell did you cast, Debbie?

DEBBIE

I used the mind bondage spell on my father. He was trying to stop me from playing the game.

MS. FROST

And what was the result?

DEBBIE

He just bought me \$200.00 worth of new figures and manuals. It was great!

CROSS FADE

Title Card: "LATER THAT WEEK"

Ms. Frost and Debbie are once again playing the game.

MS. FROST

All right. When you enter the graveyard, five zombies appear.

DEBBIE

Five?

MS. FROST

This training is necessary to make you stronger. You do want to become more powerful, don't you?

DEBBIE

Of course! Ok, I'll use magic missile, one missile targeted to each zombie.

The phone rings and Ms. Frost goes into the kitchen to answer it.

MS. FROST

Hey Debbie! Marcie's on the phone. She wants to talk to you. She's really upset.

DEBBIE

I can't. I'm fighting zombies. Tell her I'll see her tonight.

INT. MARCIE'S HOUSE

Marcie's mother, Mrs. Anderson answers the door to greet Debbie.

DEBBIE

Hi, Mrs. Anderson. Marcie wanted me to see her tonight.

MRS. ANDERSON

I'm glad you're here, Debbie. Marcie has shut herself in her room and won't come out. She hasn't been herself for weeks. I've been very worried. Ever since her character in the game got killed, it's as though a part of her died. Maybe you can talk some sense into her.

EXT. MARCIE'S BEDROOM

Debbie approaches the closed door cautiously, knocking softly.

DEBBIE

Marcie, it's Debbie. Can I come in?

When there is no response, Debbie knocks louder.

DEBBIE

Marcie? Are you all right?

Debbie opens the door and walks in to reveal a POV of the overturned chair and Marcie's legs and lower body hanging from a ceiling fan.

DEBBIE

NOOOOOO!!!! No, Marcie! You didn't have to do that!

Debbie walks over to the desk and picks up the suicide note

MARCIE (V.O.)

It's my fault Black Leaf died. I can't face life alone! Marcie.

CAMERA takes a long pan of the contents of MARCIE's room, which is full of figurines, posters, and other bric-a-brac related to DARK DUNGEONS, which again is certainly not based on any commercial product. DEBBIE picks up a tiny pewter figure that looks just like MARCIE dressed as her Black Leaf character. She grabs the figurine and runs out of the room. CAMERA follows her out the door.

MRS. ANDERSON (O.S.)

What? What is it? (pause) Oh my god!
(shrieks).

INT. DEBBIE'S HOUSE

Debbie and Ms. Frost are back in the dining room. Debbie is clearly distraught.

DEBBIE

Ms. Frost, I can't get Marcie out of my mind. How could she do something like this? If I'd left the game, she'd be alive today.

MS. FROST

Get your priorities straight, Debbie. Your spiritual growth through the game is more important than some lousy loser's life! It would have happened sooner or later. Her character was too weak.

DEBBIE

But the law of our faith is that we can do anything we want as long as we harm no one. But now we have harmed Marcie... what have I gotten myself into?

Ms. Frost grabs Debbie and proceeds to go completely Fruit Loops.

MS. FROST

(yelling)

DON'T BE STUPID, DEBBIE! I think you'd better let Elfstar take care of things. You're getting out of control!

DEBBIE

I don't want to be Elfstar anymore! I want to be Debbie!

MS. FROST

You can't have it both ways! You can have power, or you can be "normal". When you started playing, you told me you liked the game because it made you feel powerful. Now you really are powerful.

DEBBIE

But I didn't want anything bad to happen to Marcie, or anybody else!

MS. FROST

When you pursue power, sometimes other people get hurt. That's just what happens. Either accept it and move on, or be prepared to lose everything you worked for. If you were to stop now, my friends wouldn't be happy. *I* wouldn't be happy. Am I making myself clear?

DEBBIE (DOWNCAST)

Very clear.

MS. FROST

Good, then I don't want to hear about this, or that foolish girl, every again!

EXT. SCHOOL BUILDING

Debbie is sitting at a table with a textbook in front of her. She is staring off into space and is clearly upset. She is approached by Mike.

MIKE

Hey, Debbie, what's wrong? Can I help?

DEBBIE

It's... Mike, right? It's a complicated situation. You don't want to be involved.

MIKE

Try me.

DEBBIE

I've gotten trapped in something bigger than I am. I thought I had all the answers, but now everything is falling apart.

MIKE

Debbie, Jesus is the only answer. I've been praying and fasting for you.

DEBBIE

Why would you do that for me?

MIKE

Because I know what you're involved in.

DEBBIE

How could you know?

MIKE

I've seen it before. It's a spiritual warfare that you can't win without the Lord Jesus.

DEBBIE

What can I do?

MIKE

Come with me to a meeting this afternoon. The speaker came out of witchcraft and he knows what you are up against.

DEBBIE

Why not? Things can't get worse.

CROSS FADE

INT. AUDITORIUM

The Afro Preacher is speaking in a large, darkened

auditorium. He has a condescending Southern drawl to his voice, which echoes through the cavernous room. The spotlights make it difficult to make out the crowd, which is numerous.

AFRO PREACHER

You, who are involved in the occult, think you have achieved power, but you have been trapped in a dungeon of bondage. The limited power you have been given is only bait to lure you to destruction. But Jesus came that you might have life and that more abundantly. Jesus sets us free from the bondage of witchcraft and gives us victory over all the power of the enemy, called Satan! God's Word declares that you must repent of your sins and turn to Jesus Christ as your Saviour. Then according to Acts 19:19, you should gather up all your occult paraphernalia like your rock music, occult books, charms and other role playing materials. Don't throw them away. BURN THEM! We'll do that here, tonight. We will also be praying for the deliverance of those who have allowed occult forces to control them. If you want Jesus as your Lord, come forward now!

Debbie stands in her seat.

DEBBIE

Oh, God! I need help... My life's a mess. Help Me!

After Debbie comes up to the stage, the Afro Preacher places his hands on her.

AFRO PREACHER

In the name of Jesus, I order you spirits of the occult to leave Debbie!

DEBBIE

Jesus, I repent of my sins and I want you to be my Saviour and Lord! You guide me through Life. I want you to be in charge of everything... not that lousy

Dark Dungeons manual.

AFRO PREACHER

The lord shall provide! Now, who
brought the gasoline?

EXT. AUDITORIUM

The Afro Preacher and others from the audience are standing around a large bonfire set in the parking lot. People are tossing various RPG items into the flames and singing hymns over the roaring blaze. Debbie stands at the preacher's side.

AFRO PREACHER

We take authority in the name of Jesus
Christ and through the power of His
shed blood and bind the demonic forces
in this filth of Satan!

DEBBIE

Thank you, Lord, for setting me free.

FADE OUT:

THE END