

In His House

By

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FADE IN:

INT. CHURCH - DAY

FATHER STAN (late 50s), walks up and down the church aisles looking in each pew, stops when he spots a bunch of odd-shaped DICE (20, 12, 10, 8, 6, and 4) sitting on the corner of a pew.

He brings them into the-

SACRISTY

STAN

I can't believe this. They're gambling now. In Church!

ALTAR BOY BOB (15), FATHER ZACK (late 40s), and FATHER DREW (late 50s) look up in disbelief.

ZACK

Unbelievable.

Bob takes a closer look at the dice.

BOB

Father, I don't think those are gambling dice. They're role-playing dice.

ZACK

That's eworse. Devil's play things.

BOB

You mean like how all Altar Boys get molested?

STAN

Seriously? How can you-

DREW

I think he's trying to say we can't jump to judgment?

BOB

If you played it, you'd like it.

Stan scoffs. Zack rolls his eyes.

DREW

You're on. You know how to play? But, if we feel that it IS evil, we're done. Agreed?

BOB  
(smiling)  
Let's set you up with characters.

INT CHURCH RECTORY DINING ROOM - DAY

Bob sits at the head of a rectangular table with Stan and Drew on one side, Zack on the other. The dice in question sits in the middle along with each priest's characters written on several sheets of paper.

BOB  
As you walk into town, you hear lots of screaming, as well as torches, pitchforks, and a mob.

ZACK  
Sounds like a Frankenstein movie.

They chuckle.

BOB  
What do you do?

DREW  
What do you mean?

BOB  
Do you ignore it, investigate it?

Stan perks up. Drew sits up straight, interested.

STAN  
Wait, you mean that we choose what we do? So, we can choose not to kill stuff?

BOB  
Sure can. You can do anything in the game, but, your actions or lack of have consequences or benefits.

DREW  
I'll investigate.

The priests look back and forth at each other, shocked.

BOB  
You follow them down an alley where there appears to be something cowering by a wall.

STAN

Can we get around the mob?

Bob rolls some dice. He smiles.

BOB

The mob's cornered a disfigured man. They want to kill him so that his disease doesn't make them ugly.

Again, they look at each other, a bit uneasy.

DREW

Does my guy know that can't happen?

BOB

Roll a Twenty-sided die.

DREW

So, this random roll will determine if I can help or not? Talk about choices and real life. Wow.

Drew picks up the die, rolls it. It's a Twenty!

BOB

You sure do. He has a disease that isn't contagious.

ZACK

We have to convince the people to back off.

STAN

How?

DREW

My guy can put people to sleep, right? So, he does.

BOB

Wow, good thinking.

STAN

Is D and D really like this?

BOB

For some, exactly how it is.

DREW

I think we should do this weekly.

THE END.