

# DINNER AT THE IN-LAWS

**Y**ou arrive at your in-laws at 5:00. Dinner is at 6:30 and each round is 6 minutes. Your stats are at the bottom of the page - use these in addition to whatever system you are running. If you brought along the rest of your crew, you'll gain few benefits from their actions but their lack of social graces will invariably reflect badly on you and arouse your spouse's ire. Explore the environs while trying to keep your **Perceived Sociability** as high as you can to avoid **Spousal Anger**. Sometimes you might be asked to Save Vs. Guilt. Roll a saving throw and if you succeed, you successfully make an excuse. If you fail, you have a choice: reverse your action and do what the in-laws want, or make an obviously bad excuse and lose 2 **PS**. There are plenty of places you can explore apart from the obnoxious in-laws, but if you're found poking around somewhere you shouldn't be you'll lose **PS**.

DM's, don't tell players the mechanics of their choices before they make them. When their stats change, inform them of the change and of the reason for the change. Each round **PS** is less than 3, **SA** increases by 1. They may explore as they like, but if they intentionally avoid the in-laws they will take penalties to their **PS**. This adventure could be easily ported to any genre simply by replacing XBOX and TV with appropriate cognates. Whether you're in Middle Earth or The Dying Earth, in-laws are a fact of life. The in-laws are drawn with broad strokes. Add details to make them particularly relevant (and obnoxious) to your characters. Don't take the stats too seriously - their main purpose is comedic effect.

**Upstairs**  
Upstairs you'll find another washroom (this one with a shower) and a few bedrooms. You're pretty sure you're not allowed in the master bedroom or the brother-in-law's room. There is your spouse's childhood bedroom and a guest bedroom. You may hide out here for a while if you like, but your absence will be noticed.  
If a player chooses to take a nap, they wake up at 6:30 with their **Tolerance** refreshed back to 10, but having lost 5 **PS** and gained 1 **SA** for each half-hour they were asleep.

**Bathroom**  
A small washroom with a toilet, a sink, and an orange towel. A lonely fish eyes you from its uncomfortably small bowl.  
If a player spends a round in the bathroom they regain 3 **Tolerance**. They can only do this once per hour without taking a hit to **PS**. If they use the toilet, they must roll a d6. On a 1, the toilet backs up and starts to overflow. They search desperately in vain for the shutoff valve as their ordure begins to flood the room.

**Basement**  
This is the realm of the teens. Reeking of chemicals designed to mask their natural odors and filled with the discordant notes of music designed to ward off adults, this is a profoundly unpleasant zone.  
Roll 1d6. On a 1-2, the teens are making bigoted and threatening remarks at children over XBOX Live. Lose 3 **T**. On a 3-4, they are talking about their own personal lives and are merely dull. Lose 1 **T**. On a 5-6, they invite you to play a videogame you actually enjoy! You may spend half an hour here without losing **PS** upstairs and regain 4 **T**.

**Living Room**  
The Living Room is populated by the Conversation-dominating Aunt, the Well-meaning Uncle who wants to get to know you better, and a few other relatives.  
Until the Aunt is defeated, players will lose 2 **Tolerance** for each round they stay here, but gain 1 **PS**. If they try to leave the room, they must save vs Guilt as the Uncle wants to chat more.



**When Your Tolerance Hits Zero:**  
1-2: You lose your cool, leave the house, throw your car keys in frustration and lose them in the dark. Now you need the same people you just flipped out at to help you search for your keys. Nice one.  
3-4: You just sit sullenly in silence as whichever in-law frustrated you the most tries to console you.  
5-6: You just don't care anymore. Ignore all your stats and just do whatever you want.

**Wandering Monsters**  
1: Neurotic Toy Poodle  
2: 7 year old neighbour wants to talk to you about pokémon  
3: 15 year old with a crush on you  
4: Toddler demanding that you follow their incomprehensible directions to the letter  
5: Sudden Diarrhea - run for the bathroom! Roll a d6: on a 1 you don't make it in time.  
6: Your spouse. If **SA** < 5, gain 2 **T**. Otherwise lose 2 **T**.

**Kitchen**  
Here you find the busy mother-in-law who gives you a hug and asks you to eat. You see laid out a feast fit for forty guests, and this is just the snacks. Surely there aren't that many in-laws, are there?  
If players remain in this room being sociable or snacking they gain 1 **PS** per round. If they snack, they lose 1 **SC** per round. If they don't snack, they lose 1 **Tolerance** per round and periodically save vs guilt to avoid snacking as they are presented with new snacks.

**TV Room**  
Here lurks the dreaded father-in-law. Stubborn and intimidating, even his jokes tend to the mean-spirited and embarrassing. Fortunately, he seems to be dozing on the couch watching the TV. Maybe he won't notice you.  
Players may attempt to sneak past without being noticed. If they are, they must Save vs Guilt or stay and talk. They will lose 2 **Tolerance** per round they spend talking to the father-in-law. But at the end of the night, **SA** will go down by 2 for having at least made the effort.

## DINNERTIME

At 6:30, dinner appears to be mostly ready but it won't actually be on the table for another half-hour. In that time, all the various dishes will either overcook or cool down while they wait for the one tardy element of the meal. If players are hungry (**SC** > 7), their **Tolerance** drops by 1 per round until dinner is served. Making a snack will stop the mounting frustration but at a cost: -2 **PS**, -3 **SC**.

**Roll for Steak**  
1-2: Well Done  
3-4: Extra Well Done. -1 **T**  
5-6: Inedible. Guess you shouldn't have put so much on your plate...

Dinner takes 5 **SC**. Dinnertime is essentially an intermission for players' other stats - they don't change unless they set out to make them change. Dessert takes 2 **SC**. Hope they saved room! After dinner, the NPCs shuffle places but by this point the players will likely have little tolerance left and getting out can be a hassle. Between cleaning up, being given leftovers to take home, needing to say goodbye, waiting for the spouse to finish conversations, etc. it can take many rounds to leave even if the players attempt to leave right away.

<b>Tolerance</b>	1 2 3 4 5 6 7 8 9 10	<b>Stomach Capacity</b>	1 2 3 4 5 6 7 8 9 10
<b>Perceived Sociability</b>	1 2 3 4 5 6 7 8 9 10	<b>Spousal Anger</b>	1 2 3 4 5 6 7 8 9 10