

The Haunted Theatre (Aren't they all?)

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An old theatre built into the hill has been abandoned for decades. The main entrance to the lobby is destroyed and the only way in is through the back. Rumors abound of it being a dangerous place. A touring show has announced it will be coming through town and the theatre hauntings must be cast out before construction/repair can begin. If not, the touring show will pass by the town and the poor town will lose the revenue. Only the bravest of souls are willing to go in.....

*If at any point 'Macbeth' is spoken, all monsters in the theater converge on the PCs simultaneously and attack.

**There are elements of modern technology (ie electricity) They are easily altered if wanted.

FIRST FLOOR

The ghost of a stage manager appears very shortly upon entering the theater. She is helpful and will speak to them and does not pose a direct threat. (she does not know the source of the curse) However, once she appears there is a time limit for when they must 'take a break' and leave the theatre (or be trapped forever performing a play for the delight of the ghosts and undead-GM choice though it is likely a musical) The time limit is 1hr 20min (per union rules) of "in game time". (not "real time") She is good at keeping track of time and will appear throughout the theatre to announce how much time is left at 1/2 hr, 15min, 5 min and CURTAIN.

Wood/Scenic Shop: Piles of lumber and woodworking and power tools fill the room. Hidden among the wood are 2 coffins containing Vampires. There are also several large rats.

Trap room: The room is full of old furniture (mainly couches and chairs). Upon entering the doors disappear, trapping the PCs. (Living up to its name.) Skeletons come out from behind the furniture. The only way out is the trap door in the ceiling 30' above. (to Mainstage)

Prop Room: The room is full of many random objects that have no relation to each other. Though it is difficult to find, there is a bottle containing a genie among the objects. (GM should make sure any wishes granted backfire horribly.) There is a large section of weapons, that look and feel real. However, if anyone uses them in combat they do no damage because, well, they are props. If the PCs linger, 2 large spiders appear.

Costume shop: Racks of clothes hang. It is possible to get lost in the labyrinth of clothing. The ghost of the costume shop manager appears and encourages everyone to put on an appropriate piece of costume. If any characters put on a costume it is cursed! They must speak in an appropriate dialect (iambic pentameter or GM choice) for the remainder of the game or the clothes will constrict (those darn corsets!) and suffocate them. Costumes cannot be removed unless through magical intervention.

Green Room: The walls are covered in a putrid green slime.

SECOND FLOOR

Paint Deck: Here there are abandoned paint supplies and a wall with large frames. A ghost of a goat is attached via a leash to the paint frames. If the party unties her, she thanks them by healing some damage before disappearing.

Dressing Rooms: A mummy is found sitting at one of the mirrored dressing stations. She is transfixed by her reflection until disturbed by the PCs.

Lighting storage: There are puddles of water on the floor due to a leaky ceiling but they are hard to see. If anyone steps on the water they receive an electric shock. The electric surge activates a deafening sound from a nearby room as well as lights in the room turning on and off in a strobe affect causing much disorientation.

Sound storage: The speakers in the room will suddenly turn on and a banshee cry is heard through them.

Outer ring: This circular corridor surrounds the floor and allows access to most of the rooms. The way to the lobby is completely blocked by rubble. Zombies may be encountered in outer ring.

Mainstage: A banshee singing opera is standing onstage. Oddly she is not heard or seen from the other rooms. (except sound storage) If she is interrupted before the end of the song she will attack. If she finishes, she will disappear. There is a trap door in the middle of the stage floor that if stepped on, the characters will fall down into the trap room. (assuming they did not arrive to the mainstage via the trap.) There is a broken, unusable spiral staircase offstage that used to lead up to fly rail balcony.

If the PCs step onstage (after the Banshee battle or she leaves) a page of a script floats down from above and a spot light appears on the PCs. 3 shadow creatures appear in the wings and 3 zombies are seen sitting in the audience. The PCs must perform something satisfactory (roll determined by GM) or the zombies will rush the stage and the shadows attack. The shadows have arms that reshape into different weapons each time they attack. If the zombies/shadows are satisfied by the performance the zombies remain seated, the shadows disappear and the spot light goes out. If the PCs are successful a glowing path appears leading to the rehearsal room.

If not battled the zombies may file out of the room, only to be randomly encountered throughout the theatre afterwards. They attack immediately if encountered another time. The shadows would disappear.

Rehearsal Room: Disembodied swords are flying about. They are going through what looks like choreographed fight 'rehearsals'. If the PCs watch long enough to learn the pattern and go through the "dance" themselves the swords do not attack. If a mistake is made, or if the PCs do not try the choreography the swords attack. There is a key hidden in this room that will open the control booth. (GM may decide it is hidden in a different room to encourage exploring.)

Control Booth: The control booth is magically locked until the key is found in the rehearsal room. (or area of GM choice)
Cue light box: On the desk in the booth is a panel with 5 small square buttons in a row. (1,2,3,4,5) The 2* and 4* are lit up. The stage manager ghost appears and explains that they need to get all the lights lit on the panel with the fewest presses possible. She will not give them the answer but tells them that by pressing a button the squares will turn on (if it is off) or off (if it is on) as well as the adjacent squares. ANSWER: they must press in sequence #3, #1, #5 or #3, #5, #1. If they succeed a stopwatch (or timepiece type of GM choice) appears showing the remaining "in game" time left. If the PC's press 'stop' the time limit is eliminated. There is a spiral staircase leading up to the flyrail/catwalk.

THIRD FLOOR

Fly Rail: Bats will swoop down on anyone passing the ropes that control the fly mechanisms in the theatre.

In the furthest US part of the catwalk 3 witches are found stirring a bubbling cauldron. They will be friendly at first and will offer 'soup'. (it is poisoned) They are the source of the curse. It will be lifted if they are defeated.

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