In His House

By

Cary GiBax

©2017
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.