

Introduction

House of Pain is designed primarily as a game to be run in a convention setting. It is capable of handling a very large number of players. It is very light on props and “travels” well. While it would be wonderful to run it in more than one room, it works perfectly in a large banquet event space with a few large tables and chairs.

Although the game script contains a whopping 42 players to handle a large convention registration, it could still be run more intimately by a smaller group of just over a dozen players. To do so, the Keeper would simply need to select in advance the specific characters and sub-plots he wishes to feature in his game. Nevertheless, the full chaos and confusion of the event is ideal for a larger group.



House of Pain

Setting: Valiant House, Outside London, Autumn of 1991

Dramatis Personae:

Jean Marie Poire.....	Director, European Space Agency
Basil Buckminster-Smythe	Deputy Prime Minister, Chairman of the House of Lords
Harriet Davidson	US Ambassador to the UK
Lorne Halstaff	Deputy Chairman, UN Council on World Development
Mikhail Solitov	Russian Ambassador to the UK
David Hammond	President, Ouroboros Outfitters
Felix Dumas	Deputy Director of Counterterrorism, DGSE
Prince Faysal Al Saud	Saudi Arabian Ambassador to the UK
Michael Reed	Middle Eastern Station Chief, CIA
Chiang Xiao	Chinese Ambassador to the UK
Walter Harriman	NASA Liaison to ESA
Daichi Nakamura	Japanese Ambassador to the UK
Carl Sutton	London Bureau Chief, World Network News
Werner Stolze	German Ambassador to the UK
Eduardo Rosa	Spanish ambassador to the UK
Edward Blake	Minister of Foreign Trade, UK
Cardinal Marcus Calabria	Vatican Ambassador to the UK
Caleb Reis	Israeli Ambassador to the UK
Brig. Gen. Raphael Borgia	Deputy Chief of Staff of NATO

Lord Charles BeddingtonDeputy Director of PISCES
Michael HarringtonAsst. Director, PISCES SpecOps Div.
Richard FullerAssistant Director, MI-5
Doctor Sanjay PeresAsst. Director, PISCES Medical Div.
Lady Anaya HartfordDeputy Director of Intelligence,
PISCES

Winona Stone, aka Darcy Baily . . .Army of the Third Eye
Geoffrey "Potty-Mouth" Bennett . .Army of the Third Eye
Jason SummerArmy of the Third Eye
Eamon "the Duke" Kirkpatrick . .IRA Cell Leader
"Father" Sean O'ConnorIRA
Maggie "Silky" McLenaneIRA
Daniel "Danny Boy" O'SheaIRA
Mickey "the Axe" O'BannonIRA
"Handsome" Rob CallahanIRA
Shamus "Sickboy" BroganIRA
Ulrike KrantzRed Army Faction
Dieter von SydowRed Army Faction

Eddie BrodieSITA Waiter
Cynthia RushSITA Waitress
Raahul SinghSITA Catering Supervisor
John MartinSITA Waiter
Richard AkersSITA Waiter
Soloman GadsonSITA Chef

Players' Introduction

It's the autumn of 1991, and the world isn't at all like it used to be. Saddam Hussein's army lies in smoldering ruins, and while American forces are slowly pulling out of Kuwait and Saudi Arabia, it's clear that the United States will be a major stakeholder in the Middle-East for decades to come. The Soviet Union is suffering its death throes. The summer coup marked a final grab for power by the old hard-liners. It failed, and the Union is falling apart. Germany has been reunified. Africa is aflame with small bush wars. Across the world, the balance of power is shifting. Old powers are dying out and the playing field of the future will be a chaos of warlords and rogue states seizing the weapon stockpiles of the Eastern Bloc.

In times of great chaos lie great opportunities. A series of private invitations have been mailed to representatives from many governments and world financial players to attend an exclusive meeting at Valiant House, just outside London. A small, elegant retreat for the British government, it has often hosted high-level summits and diplomatic parties. The atmosphere of this meeting is not necessarily one of celebration. No media or paparazzi have been notified. On this night, representatives from governments around the globe have been called to Valiant House to quietly discuss the foundation of the future and the division of the spoils of war. Those who move in these circles have said that this is the dawning of a New World Order. But this dawning new age is hardly one of enlightenment. There are far too many secrets, far too many hidden agendas, and far too much darkness that awaits in this New World Order.

Keeper's Introduction

The reality of the situation is quite a different evening than what the players expect.

Since 1968, Britain's Paranormal Intelligence Section for Counter-Intelligence, Espionage and Sabotage (PISCES) has been infiltrated by a terrible alien race called the Shan. Marooned on Earth centuries ago when their temple ship crashed in England's Severn Valley, the Shan have bided their time and waited for their chance to return to the stars. While the natural form of the Shan is a pigeon-sized flying insect, the Shan have the ability to phase through certain solids. This allows them to physically fly into the heads of other living beings and assume full control of their body and memories.