

Demonic Toys

A Supplement for Little Fears by Comte

www.little-fears.com

Background:

Long long ago a friendly toy maker named Geppeto used to live on the outskirts of a fairly large town. He was a toymaker by trade, and although he was a well liked and friendly man he never did get married nor have any children.

Which is a shame because Geppeto was a man who loved children.

Despite the fact that he was one of the greatest toymakers within a hundred miles he was always poor, this is because he often gave away his toys for free to homeless children.

When he did make people pay it was only enough to get more materials and food. Time passed and as those children grew up Geppeto grew older, eventually he grew too old to work.

That was alright because the grateful people who he gave toys to when they were little gave him everything he needed, so that he could live out his old age in a manner that was much more comfortable than most of the rest of his life.

His wits started to slip like old people's wits tend to do, and one day he went through the town proclaiming that one of his toys had come to life, he named him Pinocchio.

The towns people smiled at the old man and let him live on in his delusion. He had been alone for so long, it seemed nice that he was finally happy.

Weeks passed and more of his creations came alive, and children started to vanish. It was just the homeless kids at first but then others who were late for dinner...never came at all.

A couple of the new comers to the city instantly blamed Geppeto, but most of the town still remembered his kindness towards them when they were children and the newcomers were ignored.

Time kept passing and children kept disappearing, again the newcomers spoke and this time people started to listen.

A mob formed, they stormed to Geppeto's house both praying he was innocent but afraid of what they would find.

What they did find was a scene of horror beyond compare.

They found the missing children.

Some of them had screws put into all their joints with rope attached so they were like a horrible puppet.

Some of the children had their skin flayed off then painted over, some now had marbles for eyes, and almost none of them had tongues.

Geppeto couldn't handle the crying.

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As for Geppeto there was no trace of him anywhere.
The children that could be saved were, and the rest were given mercy.
As for Geppeto he was no where to be found.

Over the next few years children from that particular town and many others would mysteriously vanish never to be seen again.
The country side lived in fear, stories were told of the insane toy maker who roamed the country side for decades, the belief magic took hold...and you can figure the rest.

Geppeto's Realm:

Geppeto, due to the legends that were told about him for years upon years has earned himself a little slice of closet land.
Its position shifts from place to place seemingly at random, sometimes it's in the kingdom of greed, sometimes envy, sometimes pride, and for awhile gluttony.

In short Geppeto's area seems to get around. Coming upon Geppeto's realm it looks as if the players are about to enter into a deep dark horrible forest. As the players get closer they see that the trees are so densely packed together, and the underbrush is so thick that it is a struggle just to find a way in. Of course *cough cough* just about anything bigger than the children won't be able to get in at all.

Once they are through the outer barrier the forest takes on either one of two roles:

Noodle Salad –

When the forest is in noodle salad mode think...fondest childhood memories of the forest glossed over by the cheerfulness of Disney, with an added veil of nostalgia on top of that.

The leaves are overly green, the ground is soft and covered in dry leaves, and there are no bugs anywhere.

There are plentiful amounts of raspberry, blue berry, and even strawberry bushes.

There are no prickerbushes or even a sense of foreboding.

All throughout the forest there are lots of deer, bunnies, squirrels and other cute woodland things.

In short it is a place where you would go with your family and generate some of the fondest memories of childhood.

Mine happens to involve noodle salad hence the name. You might also observe that this is very uncloset land like.

That is how it should read and this should be emphasized hence the horrible word choices I've been making the last few sentences.

Anyway this is what the forest is like when Geppeto is happy.

Geppeto is happy during the brief period of when he has a child with him, and that child dies. Now then just because everything looks like you should be sitting on a blanket eating noodle salad doesn't mean you should be.

The broken toys wander the forest during noodle salad mode.

Sans-Noodle Salad –

When Geppeto is unhappy i.e. alone the forest looks like something that should be in closest land.

It is the forest of your nightmares; you know the type misty, wet, and full of thorn bushes, scary sounds, dark, lots of glowing little eyes, bugs everywhere and dead cute furry animals.

This is how the forest tends to be the majority of the time because even the strongest of children can't stand up to Geppeto's well meaning affection for very long.

It is during this mode that the evil toys roam the land looking for children to bring back to Geppeto so the forest will go back to Noodle salad mode because their maker and father will be happy again.

Yay for irony all his life he wanted his toys to come to life, now they are and bringing him children and he doesn't realize it! I just thought of that...and to think this was my favorite fairy tale as a kid.

Geppeto's Cottage

Geppeto's cottage looks either like a happy little woodland hut in a small clearing with smoke puffing cheerfully from his chimney, or a run down ramshackle place that belches thick clouds of black smoke.

No matter which mode the forest is in the interior of the hut is always the same.

As for the actual layout...things are always shifting themselves around so there is no fixed layout (it's a cop out! so I don't have to do a map!).

Seriously though...it's the way my closet land works.

ANYWAY there are a few specific rooms of note in the cottage.

Also the cottage is much much bigger on the inside than it is on the out.

The Toy Room:

Geppeto is still a toymaker, in his free time he still makes toys and this is where they are all stored. Of course the toys he makes are infused with the pure evil of closet land and they come to life...but hey every lion has to have a den.

This is the one for the evil toys.

In noodle salad mode this is an exceedingly bad place to stumble into, they toys would quickly overwhelm the children and drag them into the dungeon...or even rip them to pieces.

In sans-noodle salad mode things the room is a little emptier because they are out hunting.

The room itself is massive; the walls are so high that they stretch out of sight, the roof obscured in darkness.

The walls and floor space are lined with shelves all crammed with toys.

Toys of every shape size and variety from pickup sticks and marbles to GI JOE playsets. Geppeto has made it all and they all end up here.

Generally this room is grey and unpleasant, he makes the toy...it doesn't come alive...he sticks it in here and it is forgotten about...then closet land takes over.

So only some of the toys will come to life at any one time.

Also covering the floor is boxes, hundreds of them all filled with toys or sometimes a captured child as the toy room also makes for a handy dungeon.

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The Work Room:

The work room is a den of horrors.

Scattered all about the room are half built toys, dolls half carved, figures half made you get the idea. The room is lit by a gigantic fire place that lines one of the walls.

There is also a wood burning stove in the room which is where he puts some of his more misfortunate mistakes. Also amongst the scattered half built toys are tools...some covered in blood some not.

These tools can make for some handy improvised weapons.

The Rest of the House:

For the rest of the shack you can throw in random rooms like weird closets, a kitchen, abandoned workshops filled with bodies, and whatever other horrible things you can think of.

Role Playing Geppeto:

Description:

When Geppeto has a new toy then he looks like a happy old man.

He has warm friendly green eyes that twinkle with merriment; he's always smiling and quick to laugh at the antics of children.

His hair and moustache is bushy and white, offsetting his suntanned skin in an almost dramatic way.

He is the very essence of pleasantly plump, that is to say he is in that comfortable region in where he has just enough fat on him to make his lap the most comfortable place in the universe but not to a point where he looks horribly obese or fat.

He dresses in simple brown cloths and is always wearing an apron in which he keeps several tools of the trade which he uses to make his toys.

He goes through great lengths to ensure that his cloths are always clean. Of course he only looks like this from the time he has a new toy and that child dies.

Once that child dies his physical form begins to change over the course of 24 hours at which time the change will be complete.

He will start to loose weight at a dramatic pace until he is nothing but a rail, his hair will thin out and become scraggly.

The tanned skin will fade away leaving massive amounts of liver spots and varicose veins. His comforting voice will gain a higher pitch and will start to frequently crack, along with that his nails will grow and sharpen making for handy weapons.

Normally he stands tall and straight but by the end of the transformation his form will be bent and twisted, his eyes bloodshot.

He is almost unrecognizable from one form to the next.

As soon as he has a new toy he instantaneously changes back into his happy plump form.

Personality:

In life Geppeto is a nice kindly old man who honestly loves to make people, especially children happy. It is something he spent his whole life doing and all he asked for in return is some company and friendship.

He got his wish after he went insane.

Once again we should all be careful for what we wish for.

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Anyway, Geppeto's transition into Closetland has left his core personality strangely unchanged...it just enhanced certain aspects of it.

So while Geppeto has a new toy he will act much like he did in life. He will be friendly and helpful to any children he should discover wandering his woods. He will be quick to offer them a toy that he has made, and will go so far as to give them food, shelter, rest, and he'll patch up any injury's they might have. His presence is naturally calming and the children shouldn't feel threatened by him.

Of course when they go back to his workshop and see what he's done to some poor kid in order to make his latest toy...they will realize all is horribly wrong. Of course Geppeto will write off their reaction as just being afraid of a toy coming to life and talking to him. After all to Geppeto a new toy is a finely crafted piece of wood come to life, not a child in incredible pain.

Anybody who continually reminds Geppeto that his new toy is actually a child will be dealt with. By that Geppeto's face will darken perceptively, his eyes will go bloodshot and in a swift single motion he will deal with the troublesome child. Now Geppeto doesn't kill anyone outright ever, it is against his nature. So if the child keeps talking about something he doesn't want to hear Geppeto will swiftly remove his tongue and replace it with something that will prevent him from making noise afterwards. He may also cut off hands, feet, or eyes.

When he replaces the wound with a part of a toy it instantly cauterizes and the child suffers no real damage other than the pain and the shock of it. Geppeto is capable of moving at near lightning speed when his happiness is concerned. Once the troublesome child has been dealt with he goes back to his usual cheerful self as if nothing out of the ordinary has happened.

Geppeto's happiness is his highest priority, and he will do whatever is necessary to maintain it. However, for whatever reason he will do nothing to sustain it. He does not horde children in any part of his workshop, children are free to come and go as they choose. Of course any attempts to rescue his new toy will be frowned upon. Basically as long as he has a new toy he is utterly content and perfectly willing to entertain visitors. As long as the players can stomach having tea with someone who is on their way to being a broken toy then so be it.

Now once Geppeto's new toy becomes broken...i.e. the kid dies his mental state undergoes a change much akin to his physical one.

Like his physical one it takes a full 24 hours for it to fully take hold of him. At first Geppeto will be depressed, despondent, sad, melancholy, and other repetitive words. His pretensity towards violence will increase dramatically. Before he had a great deal of patience with any of his visitors, as the day passes it gets notably shorter, and his violent rages become more frequent.

After about 12 hours go by he becomes bitter and angry towards the world. He will also start to suspect nearly everything of breaking his new toy. The idea that it might have been his fault is anathema to him.

Closer to the end he will commit acts of violence without warning than profusely apologize then commit another act of violence because he was forced to apologize.

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Finally the cheery old man will be completely gone and the need for a replacement toy will completely overwhelm and consume him to the point where it blots everything out including the pain he is causing his newest victim.

Then the cycle starts all over again!

The Broken Toys:

Description:

The broken toys are what becomes of the children who have spent too long in Geppeto's care. The first thing to note is that in order to become a broken toy you must be dead.

The skin of the children will be ashen, their eyes dulled over, and they will always have the faint smell of decay around them.

Other than this obviously dead appearance, there is really nothing that unites them physically. Geppeto accepts kids from all over the world, and of all ages.

Some of the broken toys have been around for days, others for centuries as a result looks, style of clothing, accents, and even language should represent this.

Geppeto, when making a new toy for himself, does a wide variety of things to the children. To some he nails masks to their faces and dresses them like dolls; other times he makes grotesque stuffed animals, the fur sewn directly into the child's skin; some times he covers them in a type of plastic turning them in to giant action figures; and finally there is the old classic of turning them into puppets, wooden screws jammed into their joints with a special thread attached that only Geppeto can undo. Some of the children have sustained grievous wounds that resulted in their death; these wounds still hang open as Broken Toys.

Remember the Geppeto can replace parts of children without hindering their movements...it is still very painful for them though.

So when describing broken toys try to remember to take their variety into account.

The movements of the broken toys are stiff almost zombie like, as death has stiffened up their joints.

Sometimes they travel alone, other times they band together for protection and company. Usually they are found in groups no greater than 12.

It is impossible to truly kill a broken toy; the closest anything can come is simply smashing the body to bits. However, it will just reform 24 hours later.

Psychologically the broken toys fit a whole spectrum of different personalities and traits. Some roam closet land exploring all of its nooks and secrets, some even make it up to the real world.

Most of them stay in Geppeto's forest or in the area surrounding it.

Many of the broken toys have been driven insane by their ordeal.

The pain at the hands of Geppeto, his refusal to see the pain, and the possible betrayal of a much loved toy were all too much for them.

Now they roam closet land alone or in packs hunting down and causing pain to whatever they come across be it child or monster.

Other broken toys try to curry favor from Geppeto.

Their reasons for doing this are varied and usually irrational.

Sometimes they believe that Geppeto can bring them back to life and return them to earth, others have been just plain warped by the demonic toys.

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Either way Geppeto will just completely ignore their presence feeding their rage and anger even more. Some of the broken toys will be helpful towards any children that they encounter. They will fight to save them from any monsters, lead them to safety, even attempt to help them escape closet land.

Still others attempt to wage war against the demonic toys.

It is this last group that I think can lead to some interesting situations.

After all part of war could be denying the demonic toys new children for Geppeto by killing any who enter the forest.

Other times they could use the children to do something in return for their lives, and possibly a way out of closet land.

Of all the groups these broken toys are the ones most likely to enter into the real world to stop a demonic toy from doing its work.

Many times these groups will conflict with one another and there might even be conflicts within a group of broken toys as how to handle any new children that they come across. It is a generally held belief amongst the broken toys that if someone could show Geppeto that what he is doing is harmful to the world that all the demonic toys would die; their souls could rest, and so could his.

The problem with this is the the broken toys are dead and as such can't generate belief magic.

Still if they got enough children to believe...

Stats:

Most monsters don't have stats I know. In fact I agree entirely with the idea behind the monsters not having stats.

However, since the broken toys have physical bodies, and can help the players out I have found it is convenient as such to hand them a stat line.

An easy way to do this is to derive their stats like you would for a PC, double the muscle and halve the feet stats.

This represents their increased strength and decreased speed on account of being dead and all. Otherwise the broken toy retains all knowledge, and skills that it had in life.

Written by Comte for use with the Key 20 Publishing release of *Little Fears*.

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