

Dark Marks

By 5lippers ([original post](#))

The players are in a room when there is a power cut. They're plunged into both slinence and darkness but, oddly, the electronically locked door will not open: it's stuck fast and amount of effort will open the door. The silence is occasionally punctured by the subtle but disturbing sound.

After a very short period of time the lights come back on and the doors are unlocked. The players emerge into the hotel corridors to find the walls, floors and ceilings of several of them smeared in blood, filth and excrement.

No one seems to know what happened (they were also locked in or elsewhere in the hotel) and all guests are accounted for.

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