



Like *“Friends”* with fan boys, *“Seinfeld”* with a Continuity Nazi...  
Climb on down to The Comic Cellar and meet the *Underlings*.

Gerry Thompson is the uncontested king of the local comic scene. His shop is the only game in town, but it’s not because he knows what he’s doing. Phil the internet troll, Amy the day-dreaming altruist, Stevey the egomaniac, and Ron (The only relatively normal one) comprise the staff of *The Comic Cellar*. Nobody else would want to hire these guys... but then again, nobody else would want to work here.

The clientele is peculiar, the employees rarely do any work, the restaurant staff above constantly mock the “nerds”, and the ceiling leaks onto precious graphic novels from time to time. However, for all those dazed and abused fan boys out there, this is home.

## CONCEPT

They walk among us, detectable only to the trained eye. Their unusual appetites are highly specific and wholly unquenchable. They are fan boys, and they are all around you.

Down the stairs beneath Leonardo’s Pizza, you’ll find *The Comic Cellar*, a shop with tons of issues under one roof. Herein collect comic readers, role players, anime enthusiasts, and the rare female looking for a Sandman trade paperback. In a town with one good comic shop and not much else to do, all true fans eventually end up in this basement full of comics, cards, DVDs, and so much more. The daily happenings here present off-the-wall humor and mind-bending absurdity, all for minimum wage and a 20% store discount. Make sure you keep an eye on Strange Eddie (he might be a murderer... or possibly a government agent), and don’t let Stevey talk you into buying his next self-published novel, *“Zack Maniac: Global Assassin”*.

## CHARACTERS

### **Gerry Thompson**                    *[Store Owner]*

Impersonal, disconnected, and often unreliable, Gerry started The Comic Cellar when he was fresh out of college. Many years later, he continues to struggle through bad business decisions and declining sales figures. He tries all sorts of methods to bring in customers and advance the business, but usually his efforts are short-sighted and expensive. He turns a blind eye toward the eccentric behavior of his employees rather than put himself into any form of a confrontation.

### **Ron Fenton**                            *[Employee]*

Quite possibly the only legitimately “cool” guy in the room, Ron moonlights in a local rock band and runs a pirate radio station in the store’s electrical closet. Affable, intelligent, and witty, Ron makes friends fast and can easily get to the bottom of any problem. Of course, his nightlife can take a toll now and again, leading to long naps under the long boxes. He’s the type of guy that could go really far if he wanted to. He’s happy to lead a life free of expectation and stress, and seems at peace with this fact.

### **Stevey LeBeau**                        *[Employee]*

Stevey fancies himself a novelist, painter, film maker, and many other things he is not. He’s usually found stalking the floor of the comic shop in his trench coat and hocking copies of the self-published book about his alter-ego, “Zack Maniac”. All things supernatural fascinate Stevey, to the point that he has convinced himself the store is haunted. Those who try to bring harsh reality into his world are in for a struggle... he’s undefeated in the arena of self-delusion.

### **Amethyst “Amy” Rose**            *[Employee]*

She’s part new-age vegan earth mother, part cerebral book worm. Amy’s favorite spot within the shop seems to be between the Role Playing games and the collection of old paperback fantasy novels. She suffers from recurring bouts of clumsiness and an absurd lack of awareness when it comes to the ulterior motives of others. These traits may be adorable to most, but to her they are a troublesome burden. Amy regularly tries to help the more luckless patrons of the shop, usually to her own detriment.

**Phil Grubbs***[Employee]*

Phil is the resident computer expert. He single-handedly maintains the store's website, designs the fliers, answers the e-mail, and runs the online auctions. Possessed of a strange, silly sense of humor, Phil uses the wonders of technology to amuse and annoy those around him. It's possible that Phil works the least of all his compatriots, and the sound of computer games can often be heard echoing from the back office. He's very fond of inane jokes and schemes.

**Stuart Schmelling***[Customer]*

Once a very popular comic book artist, Stuart now makes a living doing smutty commissions of his once beloved characters. He's always one to spin yarns about "the good old days", which in his case occurred in the late '80s. He also acts as if everyone is his number one fan, keeping folks updated on his every career move. Stuart currently holds the record for the most signing events at The Comic Cellar, since he's pretty much the only artist Gerry can get to appear. He's a medium fish in a very small pond, and wouldn't have it any other way.

**Peter "Cheese" Bub***[Customer]*

Cheese is your average fan boy stereotype... short and heavy-set with limited social sense. He's a complete nut when it comes to comic book continuity, and will gladly argue the finer points of which Green Lantern is the best - any day, any time. (It's Hal Jordan.) He is an avid writer of fan letters, most of them filled with scathing critique. Outside the walls of the Comic Cellar, however, he barely knows enough about life to make it from day to day.

**Ed "Strange Eddie" Bebark***[Customer]*

Strange Eddie is a regular patron, interested only in musty back issues. A big horror/suspense aficionado, he has an overall creepy demeanor and an ability to go unnoticed until he inadvertently startles someone. The only thing that rivals Eddie's unsettling nature is the overblown mythology that surrounds him. Some say he was in a Government Psy-Ops program, others think he's the "Pickaxe Killer" - who was never caught, you know.

## EPIISODES

- Episode 01 - **Pilot** – *Baptism by Fire*

There's a job opening at The Comic Cellar. May the best geek win! Gerry delegates the choice to Ron, Stevey, and Phil as we are introduced to some of our characters through the interview process. When Amethyst tries for the job, she opens the boys' eyes by explaining all the ways they've been inadvertently driving away female customers. Thusly, she joins the staff and is shown the ropes. Gerry spends his day trying to find a new hiding place for the store's money pouch... but it seems like each spot is compromised quicker than the last.

- Episode 02 – *Give Me Some Kind of Sign*

In an effort to grab onto the coattails of a comic book movie premier, Gerry asks Stuart in to do yet another signing. When Stuart realizes that Gerry has also booked a local band for the affair, he feels threatened. With Phil's help, he sinks to all sorts of schemes to place the attention back on himself. During the event, Ron lets Amy play with his pirate radio station. Unfortunately, this small taste of power leads the two into an all-out propaganda war for control of the airwaves. Who will survive the barrage of outlandish on-air allegations?

- Episode 03 – *This Man, This Monster*

Stevey has released his first novel... his fist derivative, poorly conceived, typo-ridden novel. While the phony praise of uneasy customers inflates Stevey's ego to irritating heights, the other employees mockingly imagine themselves in his horribly written scenes. Meanwhile, Amy tries to help Cheese get past his fear of approaching the opposite sex when a gaggle of goth girls migrates into the building. His concern over their choice of reading material (Those books aren't even in continuity!) is one of many hindrances.

- Episode 04 – *Funeral for a Figment*

When Stevey's favorite super-hero is brutally murdered in the latest issue, he becomes incredibly depressed. He soon insists that the store hold a memorial service for the renowned fictional character. Strange Eddie volunteers to arrange the morbid event, resulting in all-new levels of discomfort and the display of an actual coffin no one dares to open. Ron finds a seemingly abandoned bicycle on the side of the building and keeps it, leading to the total and utter destruction of the owner's livelihood.

- Episode 05 – *Enter: The Dragoness*

The Renaissance Fair is here! Unfortunately, most of the gang was banned last year for attending dressed as trolls. Cheese plans on sneaking in as a "mere peasant", only to reveal his wizard's bag of tricks once inside. (That is, if he can get past the gate's TSA-like "royal guards".) The others aren't planning on crashing the festival this year... until they hear Amy is going as a medieval temptress. Making matters more ridiculous, members of a local improvisational humor troupe have mistaken "The Comic Cellar" for a comedy venue and are attempting to mingle with the customers and make things "interesting" with bizarre scenarios.

- Episode 06 – *True Grime*

The sound of a gunshot rings out behind the shop. Upon investigation, the employees find a bevy of clues... or is it just a bunch of rancid garbage? The search is on for the possible victim and killer, with the customer base serving as a pool of suspects. Disgusted by a recent comic book crossover event, Cheese puts out his own black and white photocopied comic book to prove he can do better. His characters, however, seem a little *too* familiar to the employees, revealing his hidden contempt for them.

- Episode 07 – *The Stand-Ins*

Most of the employees fall ill, and it's up to Ron to manage a rag-tag group of stand-ins. Strange Eddie, Stuart, and Cheese experience the tragedy and triumph of "shipping day" as they stock shelves and the routine drives them mad. Ron comes to miss his usual co-workers as the stand-ins completely fail every given task. Sick at home, Gerry suspects his doting neighbor is trying to kill him for his vast collection of memorabilia. A delirium-induced plot for escape is hatched.

- Episode 08 – *Relax, We're From the Internet*

Phil's latest opinion piece in the store's e-newsletter goes viral and manages to anger an entire internet community. Local members of said community show up at the shop to cause various degrees of havoc in retribution. Thinking he's one step ahead of them, Phil schemes to create an even bigger offense under a different name in order to throw the mob off his trail. Ron gets in trouble for hitting a shoplifter with the store's official security device; a foam bat. To prevent a frivolous yet expensive lawsuit, he must begrudgingly make amends with the "victim".

- Episode 09 – *Night of the Zumagon*

In the interest of bringing more children into the store, Gerry makes an announcement. The store will be an official host for "Zumagon" battles. However, the Japanese card game only brings in older cutthroat players interested in winning ultra-expensive rare cards. To make matters worse, Stevey unwittingly sold the grand prize card, and must now search every pack of Zumagon cards in town for a replacement. Amy tries to introduce some of her "normal" friends to the world of comic books, gaming, and anime. The whole process only serves to make her take another look at whether or not she's wasting her life.

- Episode 10 – *LARPer? I Hardly Knew Her!*

Ron and Phil stage an intervention for a role player who has become incapable of breaking character. When all else fails, they play along. Ron calls upon Cheese to cast a pretend “spell” and turn him back to normal. The deed is nearly done when the role player escapes and must be found. Stevey is hard at work on his next god-awful novel. Stuart has agreed to paint the cover, and gets more than he bargained for. Stevey attempts to micromanage every aspect of the commission... which turns out to be an excessively flattering image of himself.

- Episode 11 – *Let My Peon Go*

Gerry joins “Locked up for Literacy”, a charity event where he and others are placed in a fake prison cell. He sees it as a good opportunity to promote his business, but immediately runs into problems trying to raise donations for his “bail”. The employees start a half-hearted drive within the store to free their boss from “prison”, but end up having to attempt to break him out. When Phil mistakes Amy’s good nature for romantic interest, he decides to go vegan to impress her. Needless to say, his system isn’t quite ready for the shift, so his vitality and disposition go south.

- Episode 12 – *A Lurch to Remember*

Phil gets wind of a Zombie Walk via the internet. Stevey’s obsession with the supernatural would undoubtedly cause him to ruin the event with nitpicking, so the others decide not to tell him about it. At the Zombie Walk, Ron and Phil take things too far by going into other stores to harass the workaday drones. Back at The Comic Cellar, Stevey sees the oncoming horde of zombies, assumes the apocalypse is underway, and completely wrecks the shop in order to make it “secure”. The damage is done, and the shop may never recover!

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