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DOUBLE FEATURE

MF
MONKEYFUN

Spirit of 77

NIGHTMARE AT 77,000 FEET
ALL THE ANTI-CHRIST'S MEN



2 Role Playing Game Adventures
For 3 or More Adults
Ages 10 and Up

Credits

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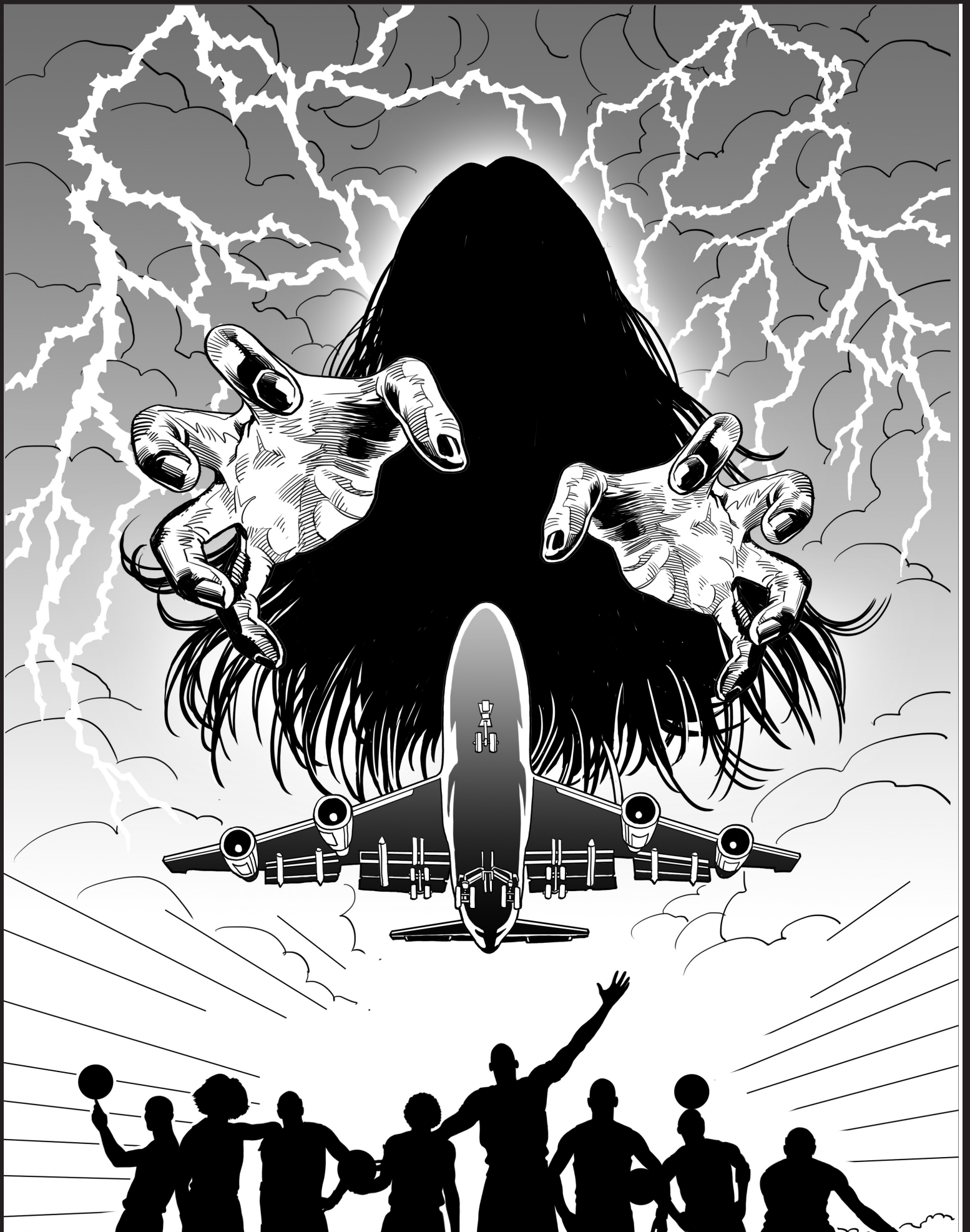
“...It's all about the big laughs and monkeyfun...”



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Carry On, Our Wayward Sons (And Daughters)!

Hello again, rockstars! This Double Feature provides both players and DJ's alike with supplemental material that can be added to your **Spirit of 77** campaign. These included adventures can be used as a starting point or as the next chapter in your long term story. Feel free to mix and match as you see fit.

This Double Feature includes:

New Adventure: Nightmare at 77,000 Feet - On the way back from a thrilling adventure south of the border, our players find supernatural trouble aboard their plane! Fasten your seatbelts, everyone!

New Adventure: All the Anti-Christ's Men - It's almost election time in the City, and a brand new candidate is dazzling everyone to a certain victory. Little does anyone know who is truly pulling the strings for this would-be politician!

So get ready, no time to lay your weary head to rest!! Keep on truckin'!

~Your Friends at Monkeyfun

Nightmare at 77,000 Feet

"Looks like I picked the wrong week to stop smoking."

The Lowdown:

The players are traveling aboard a 747 en route back to the City from La Ciudad, Mexico, when strange supernatural events start to terrorize the passengers. Can the players figure out the cause and get the plane safely on the ground? Play to find out.

How to Use This Adventure:

This Adventure provides the DJ with multiple Fronts and story complications that can be used in conjunction with the player direction and input. Although additional options are provided for the DJ, these are intended strictly as suggestions and can be revised or ignored altogether based on the game's direction.

Preliminary Set-up:

Suggested Theme Music: "Fly Like An Eagle" by Steve Miller Band

The players start on board Victory Airlines flight 664, en route back to the City from La Ciudad, Mexico. So far it's been a turbulent flight, with thunder and lightning briefly lighting up the sky. Despite being a midnight flight, very few people have been able to sleep due to the weather conditions shaking the plane.

Preliminary Questions

- What were you doing in Mexico?
- What section of the plane are you sitting in?
- What did you do with your weapons?

Fuel Injection:

For this adventure, the game action truly begins with the Fuel Injection question posted to the group:

"Which part of the air cabin started dripping blood?"

Well after the "Fasten Your Seatbelts" sign have been turned off, the lights begin to flicker as the windows in the air cabin start streaming blood with a low, guttural moan echoing throughout the plane. The sound can be heard throughout the craft, emanating from everywhere and nowhere all at once.

Civilian Front - The Passengers

Description: The passengers onboard are not unlike the players themselves: tired, cranky, and just eager to get home after a long, tumultuous flight.

The Caspersons

Suggested Musical Track: "Homeward Bound" by Simon & Garfunkel

Description: The Caspersons are coming back to the City after a two week vacation in La Ciudad. The father, Kyle, is an advertising executive, with wife Sandy, a homemaker, and their two kids: teenaged Greg and younger daughter, Regan.

Angle: *"We just want to get home. We don't even need our luggage."*

Moves:

Do It For The Kids - If their children are threatened, Kyle and Sandy will stop at nothing to protect them, even risking their own lives to guarantee their safety.

Twists:

DJ OPTION - During the visit to Cabo, Regan has been possessed by the spirit Mumbazzo, which is starting to act up as it slowly takes hold of her mind and soul.

DJ OPTION - While surfing at Cabo, their oldest son Greg found an old Inca trinket on the beach that he's now wearing as a necklace. However, the trinket is cursed.

DJ OPTION - Seven years ago, Mr. Casperson made a deal with supernatural forces to land the big Koomba Cola advertising account. Now those forces are coming back to collect.

The Bronx Ballers

Suggested Musical Track: “Sweet Georgia Brown” by Brother Bones

Description: The famous Bronx Ballers are an exhibition basketball team, well known for their clowning antics during games. Their touring schedule takes them across the world, entertaining hundreds of thousands of fans.

Angle: “*We do it for the fans.*”

Moves:

Keep Your Eye On the Ball - Each one of the Ballers is an accomplished juggler, capable of passing small and medium objects back and forth with ease.

No More Clowning - In a pinch, the Ballers can act as a small gang (2-harm, 0-armor).

Here, Catch - Each of the Ballers can use one of their red, white, and blue basketballs as a projectile weapon (2-harm, close, round) that can bounce immediately back to their hands after striking their target.

Gear: Red, white, and blue basketballs, sweatpants, travel bags

Twists:

DJ OPTION - After years of losing to the Ballers and suffering their humiliations, their longtime adversaries the Washington Monuments put a hex on the Bronx Ballers. One of their possessions contains a curse.

DJ OPTION - The Ballers recently ran into a group of teenage friends and their talking dog who solve mysteries involving ghosts. Unfortunately, the ghost in their recent mystery has followed them home.

DJ OPTION - The Ballers are secretly shaman monks for the Temple of the Spinning Earth, using their basketball tricks to cover their methods of defying gravity and other conjuring. The darkness spreading across the plane is a counterattack by evil forces.

The Nuns

Suggested Musical Track: “Rosemary’s Lullaby” by Krzysztof Komeda

Description: Sisters Maria Guadalupe and Estella are two nuns traveling on board. Sister Estella has brought her acoustic guitar on board and frequently offers to sing for people.

Angle: “*Trust in God and the rest will happen on its own, child.*”

Gear: Rosary beads, crucifix, bible, guitar cases

Twists:

DJ OPTION - The elder Sister Maria Guadalupe is secretly a sanctioned exorcist for the Catholic Church.

DJ OPTION - In reality they aren’t nuns, they’re ATF agents going undercover to crack the recent drug smuggling that’s been happening aboard this airline. (Their sidearms are stored in the guitar cases).

DJ OPTION - The younger Sister Estella recently joined a convent after she began demonstrating psychic abilities. Those abilities have suddenly become even stronger, threatening to crash the plane.

Professor Christopher Coggin

Suggested Musical Track: “Tubular Bells” by Mike Oldfield

Description: Professor Coggin has just come from a dig near La Ciudad and has been growing more and more agitated due to turbulence and other events. Once things start getting really intense, Professor Coggin starts becoming completely unglued.

Angle: “*Dear God, just get us on the ground! Hurry! PLEASE!*”

Twists:

DJ OPTION - The professor is absolutely convinced he has seen something on the wing of the plane, prompting a massive panic attack on his part. He’s so convinced he will eventually try to either open the emergency exit or find a way to shoot at the creature with someone’s gun.

DJ OPTION - Coggin is unaware that he is an indirect descendant to Hernán Cortés, sharing both his bloodline and curse of lycanthropy. Coggin is only hours away from his first transformation into a werewolf.

DJ OPTION - Coggin has been slowly translating a text from the Mexican ruin, detailing the release of Hell on earth. Under the heavy sedatives he’s been taking to calm down on this flight, he’s been reciting the text in his sleep.



Supernatural Front - The Ghost

Description: La Malinche is an option for the DJ to utilize as a supernatural antagonist (or at least occurrence), should the Fiction develop toward that direction. It is strictly optional and can be eliminated entirely if desired.

La Malinche (The Ghost)

Description: La Malinche is a Mexican historical figure, believed to be the native interpreter that assisted Cortés in his conquest of Mexico and who later became his mistress. The apparition appears like a ghostly peasant, possibly Indian, woman wearing floating silvery chains.

Angle: *"Dame la vida!"*

Moves:

Now You See Me - La Malinche can appear and disappear at will, and even manifest selectively to only certain people.

Can't Touch This - La Malinche is incorporeal, meaning she cannot be harmed by conventional means.

Possession - La Malinche can possess the body of any of the passengers, allowing her to interact with the mortal world. It is only when she possesses a human body that she can be physically harmed.

Twists:

DJ OPTION - La Malinche is going to try to bring the plane down by any means necessary.

DJ OPTION - La Malinche is looking for a new mortal host in order to return to the land of the living, and will possess anyone possible.

DJ OPTION - La Malinche is trying to deliver a warning from beyond the grave to whomever will listen. There is true evil on board the plane, if only someone would hear her pleas.

Gearshift:

- P - Despite the stormy turbulence, the air seems deathly still. As if waiting for something.
- N - A cool breeze permeates the aircraft, like an open window that isn't there. The scent of earth and tears. The light flickers, the darkness waits.
- D1 - The ghostly image of La Malinche can be

seen just out of the corner of the player's eye, hidden in reflected surfaces and mirrored glass.

- D2 - Hushed whispers can be heard, flashed images of her presence quickly appear only to vanish.
- O - La Malinche walks in mortal form, her screams shake the passengers to their core.

K. C. Hopper

Suggested Musical Track: "Jet Airliner" by Steve Miller Band

Description: "K.C. Hopper" is the assumed name of the wannabe hijacker that plans to take over the plane in pursuit of \$200,000. Little did he know he picked the wrong plane to do that. With all the trouble breaking out before he even handed the stewardess his note, Hopper is trying to figure out what he should do next.

Angle: *"Time to figure out a Plan B."*

Moves:

Take the Money and Run - Hopper is an experienced parachutist. If he decides to go for the emergency exit, he can potentially jump and land with ease.

Gear:

Suitcase bomb, hidden parachute, jumpsuit underneath three-piece suit, ransom note

Twists:

DJ OPTION - There was a mix-up before take-off. Hopper's briefcase (the one with the bomb) was switched with another passenger's, somewhere else on the plane.

DJ OPTION - During transport, the bomb's wiring has been short-circuited. It's either now a dud or worse, cannot be turned off.

DJ OPTION - Hopper's wife took the kids and left him. In his heart, he knows he's not leaving this plane alive.

Gearshift:

- P - K.C. is in the lavatory, quietly preparing to make his big announcement to the flight crew.
- N - K.C. is sitting quietly in his seat, albeit wearing sunglasses in the plane at night. Odd, but perhaps he's trying to sleep.
- D1 - K.C. has slipped a note to one of the air

attendants. At first she thought he was making a pass until she read the contents.

- D2 - K.C. has verbally made his intentions and demands clear: \$200,000 or he blows up the plane.
- O - K.C. has triggered the bomb's timer. The plane only has seven minutes before it detonates.

Front - Airline Crew

Description: Victory Airlines is a second-rate airline service that runs direct flights from the City to La Ciudad, Mexico and other domestic destinations. Its crew is made up of a combination of green new hires with no experience and/or training, and burnout veterans on their last gasp in the industry.

The Co-Pilot, Frank Irwindale Jr.

Suggested Musical Track: "Space Cowboy" by Steve Miller

Description: Normally when the pilot is incapacitated, the co-pilot can be relied upon to fulfill the pilot's duties and land the plane safely. However, Frank Irwindale is a professional imposter. In addition to his check forging skills, Irwindale frequently dresses as a co-pilot in order to scam free cross-country flights.

Angle: *"This con has gotten out of control."*

Moves:

Nothing Left To Do But Smile, Smile, Smile - Frank is a charmer no doubt about it. When he tells other crew members and passengers one of his lies, they will believe him (no matter how outrageous the lie).

Gear: Flight uniform, briefcase, multiple fake ID's

Twists:

DJ OPTION - During one of his most recent trysts, Frank has offended the ancient Aztec gods after defiling an ancient burial ground. They demand revenge.

DJ OPTION - In the midst of the La Malinche sightings, Frank begins to pose as a professional ghost hunter. He has no true knowledge of dispelling ghosts whatsoever.

DJ OPTION - In the chaos and danger, Frank has a psychotic break and starts reverting to previous identities he has assumed, including a tennis pro, particle physicist and even a priest.

Flight Attendant, Jackie Green

Suggested Musical Track: "Across 110th Street" by Bobby Womack and Peace

Description: Jackie is the unofficial leader of the flight attendant crew, having been in the business for fifteen years. Jackie has gotten in trouble at other airlines for connections with drug smuggling but has never done any jail time (yet). This is due to her ability to fast talk, charm, or even intimidate people to get what she wants.

Angle: *"I'm getting too old for this shit..."*

Moves:

Sit Your Ass Down - Whether they're belligerent, hysterical, or just plain obnoxious, Jackie can command people to do what's best for the plane's safety.

Gear: Brass knuckles (2-harm, hand, heavy)

Twists:

DJ OPTION - Unknowingly, Jackie brought this mess onto the plane by agreeing to carry a priceless Inca death mask for her boyfriend, Reese. She thought she was carrying a harmless tourist souvenir on the plane.

DJ OPTION - Jackie needs cash, quickly. If an opportunity opens up where she can make a couple of bucks through theft or assisting in anyone's scheme (good or bad), she'll do it.

DJ OPTION - Jackie has come to Jesus like her grandmother always wanted. Unfortunately, her recent discovery of her faith has directed her to harm supposed "enemies of the faith" or worse, bring down the plane herself in the name of martyrdom.

Locations - The Plane

Description: The airplane is a Keymaine 747, one of the oldest models from Keymaine Aeronautics. The airplane was bought second-hand by Victory Airlines and may have malfunctioning issues due to its age, wear, and lack of care.

The Cockpit

Description: In the cockpit, the original pilot has been knocked out, leaving the ill-prepared imposter Frank Irwindale to find a way to land the plane. The plane is currently flying via automatic pilot but that certainly can't last forever.

Features: Knocked out pilot, flight controls, radio, automatic pilot, lucky rabbit's foot, communication headsets, radio

Twists:

DJ OPTION - Why are we over the ocean? I thought we were going back to the City.

DJ OPTION - From the flight control dashboard, it looks like there's a problem with Engine 3. Wait, where is Engine 3?

DJ OPTION - The light blinking over the word "FUEL," that shouldn't be doing that. Right?

First Class

Description: The First Class section is separated by a curtain from the main cabin, with far more luxurious seats and personal service from the flight attendants (and complimentary cocktails).

Features: Big seats, separate coat closet, larger pillows, blankets, seatbelts, champagne glasses, larger tray tables

Twists:

DJ OPTION - Ever since that traveling salesman died in Seat 4D on the weekend flight to Denver, flight attendants are convinced that seat is haunted. But that couldn't be true, right?

DJ OPTION - The first class passengers paid good money to be in this section, and they simply don't care what's happening in the "common area." Close the curtain, serve dinner, and get this flight done with.

DJ OPTION - Ever since that old woman was kicked off the plane in Chicago, there has been a dark foreboding in that part of the plane. Surely her curse on "the ruling class" couldn't have been real.

Main Cabin

Description: Until the late 80's, airplanes featured both smoking and nonsmoking sections that allowed passengers to smoke.

Features: Smoking section, non-smoking section,

emergency exit row, restrooms, safety equipment, tray tables, projector screen, passenger seats, copies of Sky-Haul magazine, ashtrays, seat belts

Twists:

DJ OPTION - In order to calm everyone down, the flight crew have opted to play the in-house movie early. Good plan, until La Malinche steps through the film and into the cabin.

DJ OPTION - The bathroom has been marked "Occupied" for quite some time. People are wondering if the occupant is okay in there. When the door opens, the carnage inside proves they're not.

DJ OPTION - In their group hysteria, the main cabin passengers have organized themselves into a mob (medium gang, 1-harm, 0-armor) and are convinced someone on board needs to be sacrificed to appease the evil forces plaguing them.

The Galley

Description: The galley is where the stewardesses prepare food and cocktail service for the rest of the passengers, as well as sneak an occasional cigarette.

Features: Coffeemaker, drink cart, ice machine, safety demonstration equipment, emergency crew seats

Twists:

DJ OPTION - Because of the poor working conditions, the stewardesses have brought the curse onto the plane themselves. The galley is where they're hiding their secret shrine to "La Malinche."

DJ OPTION - The flight attendants have a gallows sense of humor and have a written "dead pool" going on who they think the spirit will either kill or possess. Myra already made ten bucks off the captain being attacked.

DJ OPTION - The flight attendants have actually seen this before, although will not tell anyone for fear of losing their jobs. They're keeping their heads down and their personal crucifixes handy.

The Big Finish:

By now, the players have been confronted with La Malinche and the dramatic effect she has had on the flight's passengers. Now's the time to wrap things up with a climactic showdown that involves the players in a dramatic finale, with multiple options for its setting:

An Excellent Day For An Exorcism

The players need to exorcise the spirit La Malinche off the plane if they are to have any chance of getting back on the ground in one piece.

DJ OPTION - Although the Nuns have the proper equipment and scripture, Sister Mary Guadalupe's health gives out and Estella is woefully unprepared. Looks like the players need to lend a hand in this.

DJ OPTION - The exorcism appears successful, and a little too easy. Did La Malinche possess someone on the plane in order to escape? It wasn't one of the players, was it?

DJ OPTION - There is no La Malinche, it's all a con in order to throw off suspicion from the large heroin shipment being stowed in the cargo hold. And they would've gotten away with it too, it weren't for the players' meddling...

Curses, Foiled Again

The players realize La Malinche is bound to the plane due to a cursed object somewhere on the plane. It needs to be found and destroyed.

DJ OPTION - Removing the curse is easy, get the cursed object off the plane. Of course, doing that without killing everyone on board is a problem.

DJ OPTION - After the players destroy the cursed object, it just keeps coming back. Again, and again, and again...

DJ OPTION - The plane itself is cursed, and has been undergoing a transformation. It is about to take the passengers and crew to somewhere beyond our understanding. Somewhere terrible.

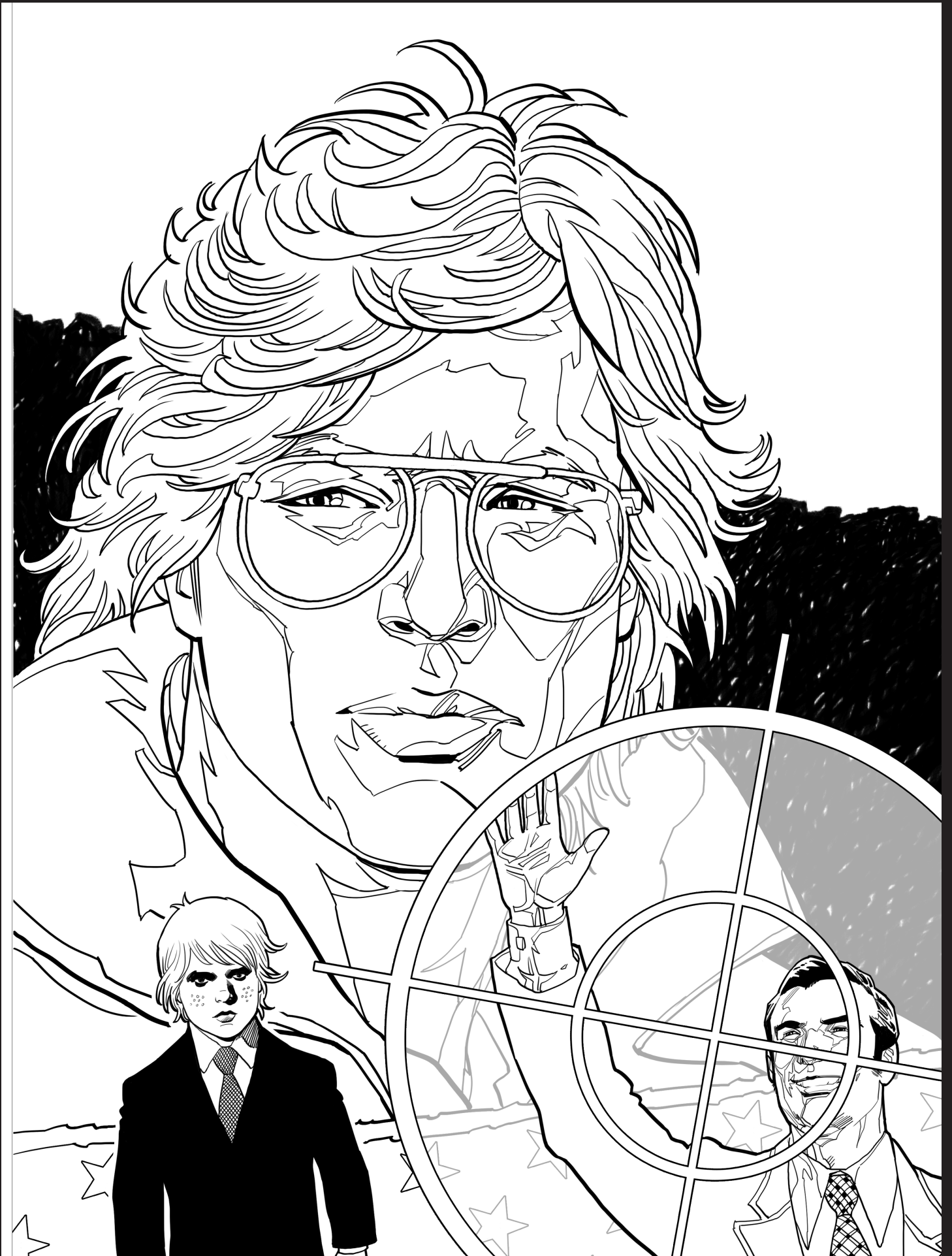
Room For One More, Honey

La Malinche's warnings are true, something horrible is about to happen to this plane.

DJ OPTION - In the mass hysteria, someone has locked themselves in the cockpit and have decided to crash the plane to save the world from the evil forces being unleashed.

DJ OPTION - The plane is headed straight for a supernatural maelstrom that will trap the players and passengers between worlds ala the Flying Dutchman, unless the players can course correct and save everyone from a fate worse than death.

DJ OPTION - La Malinche's warnings aren't about the plane at all. It's about what happens when the plane lands at the airport. In the baggage claim.



All the Anti-Christ's Men

"Why don't you pass the time with a game of solitaire?"

The Lowdown:

When gunfire erupts at a local candidate's political rally, the players are drawn into a strange conspiracy that hints at mind control, terrible cover-ups, and possibly darker forces. Can they get to the bottom of it all and save democracy and the political process as we know it? Play to find out.

How to Use This Adventure

This Adventure provides the DJ with multiple Fronts and story complications that can be used in conjunction with the player direction and input. Although additional DJ options are provided, these are intended strictly as suggestions for the DJ and can be revised or ignored altogether based on the game's direction.

Preliminary Set-up:

Suggested Theme Music: "Saturday in the Park" by Chicago

The adventure takes place at Kilpatrick Park in the City, where Assemblyman Michael Shaw is holding a political rally for his upcoming run for governor against the incumbent, Governor Matthews. The political rally is quite lively: red, white, and blue balloons and streamers decorate the park with a constructed stage set to feature a live musical performance by the band, Cadillac Grande, prior to Shaw's speech.

Preliminary Questions:

Ask the players the following questions:

- What brought you to today's political rally?
- What's the most controversial campaign promise from the assemblyman?
- Why do you think the assemblyman's so popular for a third-party candidate?

Allow the players to meander through the park, interacting with the civilians in attendance this sunny afternoon [See: Front - People in the Park]. After they've had the opportunity to enjoy the pleasant summer weather (a rarity in the City, as opposed to the sweltering heat), the assemblyman is introduced to the crowd's applause and begins his speech.

At some point during the assemblyman's speech, gunfire rings out from somewhere in the park, firing at the campaign stage. The assemblyman's security detail naturally spring into action to protect him, whisking him and his family away to a nearby sedan, while they attempt to secure the perimeter. The surrounding chaos that ensues afterward envelops the players as they try to make sense of what's going on.

Fuel Injection

For this adventure, the game's action truly begins with the Fuel Injection question posted to the group:

"Which one of you found the sniper rifle?"

Either from a deliberate search or by accident, one of the players has stumbled upon the rifle, still warm from shooting at the assemblyman. With the growing police presence, angered and looking for answers, the players are now in quite the spot.

Civilian Front

Sister Agnes

Suggested Musical Track: "Sister Golden Hair" by America

Description: Agnes is a young nun, who normally works at the Five Angels Mission under Father Mike. When she is initially encountered by the players, she will be found in the most problematic place possible to get the players into trouble with the police.

Angle: *"Into Thy Hands, I commend my eternal spirit."*

Gear: Sniper rifle (2-harm, ranged, unwieldy)

Twists:

DJ OPTION - Agnes is convinced that she has been instructed by God to shoot the Antichrist before they can ascend to their earthly throne and bring forth the Apocalypse. Preferably before supper.

DJ OPTION - Agnes wasn't involved whatsoever. She was knocked out and planted with the fired rifle and has no idea what to do next.

DJ OPTION - Although she has blocked it from her mind, Agnes is the real mother of Assemblyman Shaw's son, Timmy. She's having a mental breakdown seeing her son on television. Everything else is a total delusion created in her mind.

Bernwood and Drewstein

Suggested Musical Track: "Tell the Truth" by Derek & the Dominoes

Description: Bernwood and Drewstein are two investigative reporters who were at the rally on an anonymous tip from their undercover contact, Deep Throat. The reporters' leads all seem to end up dead from peculiar accidents and are unknowingly next on the list. They refuse to acknowledge the danger they're in as they pursue the truth. They will immediately believe the players are connected to both the shooting and their story.

Angle: *"We're dedicated to finding the truth... as soon as we validate our parking."*

Moves:

Members of the Press - Thanks to their press credentials, the reporters can get in anywhere to pursue their story.

Gear: News passes, mini tape recorder, notepad and pencils, cigarettes, half-finished cups of coffee.

Twists:

DJ OPTION - The reporters are following up on the mysterious accidental death of Assemblyman Shaw's original opponent for the primary.

DJ OPTION - The reporters are following the money trail of strange payouts between the Prentiss Corporation and the Shaw Campaign.

DJ OPTION - The reporters are following up on a strange rumor regarding the assemblyman's child not actually being his biological son. Hospital records indicate there is room for doubt, but then where did this child come from?

Front - The Campaign

Description: The gubernatorial campaign for Assemblyman Michael Shaw has been unprecedented. As a third-party candidate, Assemblyman Shaw is resonating with a large portion of the state as an alternative to mainstream politicians. He is probably the first third-party candidate with a real chance at taking the governor's office, despite coming from relatively nowhere. The campaign itself is being financed primarily by its main donor, the Prentiss Corporation.

Assemblyman Michael Shaw

Suggested Musical Track: "Welcome to the Machine" by Pink Floyd

Description: Assemblyman Shaw is the epitome of the professional politician: always smiling, always shaking hands, and never too invested in the words he says or the promises he makes. He'll probably go far.

Angle: *"Together we're going to go far, and make a new day for all of us."*

Moves:

Behind Blue Eyes - Despite his smiles and glad-handing, there's always something slightly unsettling about Assemblyman Shaw. The room always seems slightly colder when he enters, animals and babies start acting erratically, and a general feeling of discomfort starts to swell within the players in his presence.

Twists:

DJ OPTION - In his quest for political power, Assemblyman Shaw made a deal with terrible forces he can barely control. Now he's guaranteed a political victory, but at a terrible price.

DJ OPTION - Assemblyman Shaw broke one too many promises to the Prentiss Corporation, who've decided to eliminate the candidate in order to clear the way for another more accommodating candidate, using Sister Agnes as the scapegoat for the shooting.

DJ OPTION - Assemblyman Shaw had a dalliance with young Agnes before she joined the sisterhood. However, Timmy's parenthood is even more complicated than that...

Timmy Shaw

Suggested Musical Track: “Tubular Bells” by Mike Oldfield

Description: Timmy is the young son of the Assemblyman, who is also on hand for the campaign speech. For a young child, Timmy has quite the piercing stare.

Angle: *“I said play with me. Now.”*

Moves:

It’s a Good Life - People tend to want to make Timmy happy. When Timmy’s not happy, people around him grow increasingly uncomfortable.

Gear: Teddy bear, crayons, Space Pioneer action figures

Twists:

DJ OPTION - Timmy is concerned about his daddy since his mommy died. He thinks his dad has done a very bad thing in order to get into power.

DJ OPTION - Timmy has been going through special education techniques thanks to the PEST program and is at near genius levels.

DJ OPTION - Timmy is not like the other kids, and is destined for great things once his daddy becomes the governor. Great *terrible* things.

Chelsea Hazelnutt, Campaign Manager

Suggested Musical Track: “She’s Gonna Let You Down” by America

Description: The former Chief of Staff for Hizzoner the Mayor, Chelsea has now switched to work for Assemblyman Shaw’s campaign.

Angle: *“Never forget, the democratic process is a business.”*

Moves:

Seen Your Face Before - If the players had previously played through the adventure *“Women’s Prison of the Apes”*, Chelsea will definitely remember them. How that adventure concluded will definitely affect her relationship to the players.

Gear: Notepad, address book, day planner

Twists:

DJ OPTION - Chelsea doesn’t really care about the assemblyman. She has actually been conscripted by evil forces to protect and elevate the assemblyman’s son, Timmy.

DJ OPTION - Chelsea is actually Deep Throat, the

reporters’ deep cover contact. Someone is targeting her before she talks.

DJ OPTION - Chelsea has hired the PEST group to eliminate her candidate by any means necessary. She is actually working for yet another candidate, whom she plans to elevate to the governor’s mansion via the sympathy vote for Shaw.

Sonny Bashir, Campaign Security

Description: Sonny Bashir is the head of security for the Shaw campaign, trying to get some answers after the shooting incident at the park. The players were spotted during the incident acting suspiciously (either assumed or for real), and Bashir is investigating them on his own. Sonny is more than just security, he’s also the fixer for Hazelnutt and the campaign as a whole. As former a spec-ops operative, he tends to solve problems a little violently.

Angle: *“We do what’s best for the campaign.”*

Moves:

Voice of Authority - Although Sonny is not a police officer, people assume he is due to his demeanor. They will tend to respect him and follow his commands.

Gear: All access-pass, walkie-talkie radio, handgun (2-harm), license to carry a concealed weapon

Twists:

DJ OPTION - Sonny is aware there’s something wrong with the Shaw campaign, he is on the fence about whether he cares enough to do something about it. A job is a job, no matter who it’s for. But still, there’s something nagging at him about the whole thing.

DJ OPTION - Sonny is on the payroll of the PEST group and has strict orders to keep their name out of any fiascos involving the assemblyman.

DJ OPTION - Sonny believes one of the players is the reporters’ contact, Deep Throat. He hopes to silence the leak permanently.

Dr. Bodley of the Prentiss Group

Suggested Musical Track: “Comfortably Numb” by Pink Floyd

Description: Dr. Bodley is the head psychologist of the Prentiss Group, and was brought onto the campaign to help Assemblyman Shaw with potential confidence problems. His treatment has been doing wonders.

Angle: *“Actually, tell me about **your** angle. I’m here to help you.”*

Moves:

Slow Down You’re Going Too Fast - With his soothing voice and calming demeanor, Dr. Bodley can immediately defuse any situation. Once he begins to work his calming effect, players can be lulled into a relaxed state if they’re not careful.

Gear:

The Amplifier - Dr. Bodley has an X-Tech device that allows his voice to be much louder than normal, which also allows him to affect more than one person with his calming abilities when needed.

Twists:

DJ OPTION - The Prentiss Group is actually a front for an extremely conservative religious organization that has decided the best way to solve mankind’s woes is to accelerate the End Times. The assemblyman is a key element of that plan.

DJ OPTION - On close examination, Dr. Bodley seems to have a strange birthmark on the back of his head. Looks like three nines, how odd.

DJ OPTION - Dr. Bodley is using Assemblyman Shaw as a proof of concept for a bigger program he’s developing for a Chinese fast food chain, Manchurian Chicken.

Front - The People in the Park

Description: Kilpatrick Park is swarming with people from all walks of life, who are taking in the beautiful weather this weekend: picnicking families with children, roller-skating couples, and attendees to today’s political rally.

Cadillac Grande - The Band

Suggest Musical Track: “Don’t Stop” by Fleetwood Mac

Description: The Cadillac Grande was featured to perform for the campaign rally. They’re not particularly political, but a gig’s a gig and they’ll never turn down a chance to play.

Moves:

Gold Dust Woman - Gunfire, explosions, hell, even a plane crashing in front of them, the Cadillac Grande are too high to flinch or take cover. Despite this, physical damage just naturally avoids them from other sources (outside of each other).

Gear: Music equipment, scarves, private jewel boxes, little silver spoon necklaces

Twists:

DJ OPTION - The lead singer of the Grande, Billie Wills, is a big believer and advocate for PEST. All of her lyrics are based on its teachings and a significant portion of her earnings goes to the organization.

DJ OPTION - One of the guitarists is not happy this gig turned out to be a political rally and has made his displeasure known on microphone. Once offstage, two of the band members start a knock-down drag-out fist fight.

DJ OPTION - The assemblyman is having an affair with one of the band members, and is accidentally caught with his pants down backstage.

The Protesters

Suggest Musical Track: “Taking it to The Streets” by the Doobie Brothers

Description: The Protesters are up in arms about the assemblyman’s political opinions.

Moves:

Up in Arms - In a pinch, the Protesters will form a small Gang (2-harm, unruly)

Gear: Picket signs (1-harm, heavy)

Twists:

DJ OPTION - With the gunfire at the candidate, the local police holding back the protesters have assumed the shooting originated from the crowd, causing a violent backlash that borders on a riot. Chaos is taking over the park as the police attempt to restore order.

DJ OPTION - Either through the use of PEST or possibly darker influences, the protesters have been commanded to take out the players.

DJ OPTION - The protesters had intended a more physical display of protest towards the assemblyman with the use of smoke bombs, red paint, and firecrackers. Now with the shooting, they're afraid they may be implicated in the attempted murder.

Larry the Rook

Suggested Musical Track: "Killer Queen" by Queen

Description: Larry is a local chess hustler that hangs out at the park.

Angle: *"Gotta keep three moves ahead."*

Moves:

Queen to Queen's Level Three - As a street hustler for chess, Larry is insanely good. Playing against Larry is a humiliating lesson no matter how good the opponents think they are.

Gear: Chessboard, clock timer, stack of twenties, card table

Twists:

DJ OPTION - Larry saw the identity of the real shooter, but wants nothing to do with it. He's packing his board and pieces and getting out of there.

DJ OPTION - Larry is a former veteran, and was a former "Manchurian candidate" himself, before something went wrong.

DJ OPTION - Larry is a deep-cover operative for MI-X, who believes Assemblyman Shaw may be unknowingly connected to the terrorist organization known as ARCANA.

Renaldo Carillo, the Ice Cream Man

Suggested Musical Track: "Ice Cream Man" by Van Halen

Description: Ronaldo is a local celebrity in Kilpatrick Park, known both for his authentic Italian ice creams as well as his opera singing to attract people.

Angle: *"LA VITA è BELLA!"*

Moves:

La Dolce Vita - Whether it's from his singing, calls for ice cream, or just his boisterous personality, Renaldo never fails to draw a crowd immediately, usually in his favor.

Gear: Ice cream cart, bells, ice cream, handgun (2-harm, loud)

Twists:

DJ OPTION - Renaldo was actually the shooter (or second shooter), just in case Sister Agnes didn't fulfill her mission.

DJ OPTION - Renaldo is a former Catholic priest that lost his faith years ago, but with all the strange things happening during the rally, he's beginning to question his own cynicism.

DJ OPTION - Renaldo is actually the reporters' contact, Deep Throat. The shots fired were actually at him to silence him from betraying the Prentiss Corporation.

Locations:

Kilpatrick Park

Description: The Park is relatively new to the City as a result of wealthy corporate donations from NTI, Soy-LIFE, and the Prentiss Group. Unlike the seedy river-front Clocktower Park in the Belles, Kilpatrick Park is considered one of the finest public parks in the county.

The Campaign Stage

Description: The campaign stage is in the center of the park, both with a podium for the candidate to speak to the voters at large, as well as a band set-up for the entertainment prior to the speech.

Features: Elevated stage, podium, microphone and stand, balloons, musical equipment, political banners, large portrait poster of Assemblyman Shaw.

Twists:

DJ OPTION - Someone has tinkered with the public address system to be able to transmit any amplified communications through a strange X-Tech device that makes people highly susceptible to suggestion.

DJ OPTION - Underneath the stage is a large pentagram, directly underneath where the candidate would

be standing during his speech.

DJ OPTION - Behind the stage is a set of children's toys that have been mutilated and mangled. Whoever was playing with these...isn't quite right.

The Grassy Knoll

Description: Naturally, there is a grassy area on the other side of the campaign stage that is perfect for a second shooter, should the players believe in such conspiracy theories.

Features: Hidden ravine, chain linked fence to the nearby parking lot, trash receptacles, park benches, drinking fountain in the shape of a giant lion's head.

Twists:

DJ OPTION - Near the drinking fountain is a moss-covered manhole cover that leads to the city sewer system and a convenient escape route for a second shooter.

DJ OPTION - A makeshift shrine has been mysteriously set up in a section of the knoll, complete with candles and small statues of St. Mary. Who or what this is commemorating is difficult to tell.

DJ OPTION - Part of the knoll also has a paved area along with concrete steps and a metal stair banister. It has become the local hangout for kids wrapped up in the new "skateboarding" fad.

Locations - The Campaign Headquarters

Description: The "Shaw for Governor" headquarters is filled with volunteer supporters and members of the election campaign staff. Even after the shooting, the campaign is still moving at a breakneck speed to canvas the City for their candidate.

Features: Shaw for Governor posters, flyers, phones, desks, bulletin boards, maps

Twists:

DJ OPTION - Every three hours, the campaign staff immediately stop what they're doing to join hands, close their eyes and go silent. Whether this is because of PEST training or something more sinister is to be determined.

DJ OPTION - Whenever Timmy enters the campaign headquarters, the campaign staff immediately stop what they're doing to quietly watch him. Why they're so afraid of the young boy is to be determined.

DJ OPTION - Being in the campaign headquarters causes all X-Tech to start feeding back and malfunctioning. Is this because of something else in the building that's more powerful than the technology?

Locations - The Prentiss Emotional Seminar Teachings Building

Description: The Prentiss Group are the corporation behind the Prentiss Emotional Seminar Teachings (PEST), that have become the new pop psychology alternative. They are highly promoted by its high-profile celebrity clientele, who pay thousands of dollars for their sessions.

Twists:

DJ OPTION - The Prentiss Group is the front of a new weaponry program that is making people into the perfect assassins, without even knowing it.

DJ OPTION - The Prentiss Group Building is quietly filled with surveillance equipment, secretly recording all of the information gathered during their "de-stressing programs" for their clients.

DJ OPTION - Unlike the Campaign Headquarters, X-Tech is amplified here in the PEST building to an immeasurable degree. Anyone who has X-Tech should probably get out before their equipment goes dangerously into overdrive!

The Peace Lobby

Description: The Prentiss Group lobby is very soothing to enter: calming lights and gentle music plays in the background with a slight scent of incense in the air.

Features: Soft, relaxing beanbag couches, lava lamps, curved walls with recessed oval lighting, and a fish tank with no fish in it.

Office

Description: Each office in the Prentiss Building is meant to encourage a soothing experience, an example of minimalist design with relaxing colors and pleasing surfaces to the touch.

Features: Soft upholstered walls with small cushions for seating. Office equipment is placed directly on the floor.

The Spiritual Dojo

Description: The Dojo is intended for a choreographed martial arts program that is executed in slow motion. Soft wind chimes echo through the room.

Features: Speakers, polished wooden floor (please take your shoes off), paper lanterns

The Relaxation Audio Library

Description: The audio library is where the Prentiss Group perform their most intensive “relaxation training” for its clients.

Features: Reclining leather chair, audio equipment, headphones, leather straps, medicinal cabinet

Twists:

DJ OPTION - The relaxation recordings include subliminal messages that brainwash the victim into the Prentiss Group’s agenda.

DJ OPTION - While listening to the soothing, hypnotic audio, projection screens appear that begin flickering random images. When certain images appear, the music is replaced by horrible screams in order to create an aversion to the images viewed.

DJ OPTION - During the relaxation treatment, mechanical arms lower from the ceiling to place a small metal capsule in one of the subject’s bodily cavities. It’s quite uncomfortable.

The Big Finish

By now the players have uncovered the conspiracy surrounding Assemblyman Shaw. Now’s the time to wrap things up with a climactic showdown that involves the players in a dramatic finale, with multiple options for its setting:

We Return To Your Regular Programming Already in Progress

The shooting was the beginning of a terrible political conspiracy involving assassination via mental programming.

DJ OPTION - The secondary shooter has been discovered and now it’s a race to the assemblyman’s next rally before a second attempt is made on his life.

DJ OPTION - Little did we know that Assemblyman Shaw himself was also one of the mesmerized shooters, scheduled to aim at the Mayor in his next photo opp! He needs to be stopped before it’s too late!

DJ OPTION - One of the players is actually the backup shooter, the rest of the player need to save them before their programming makes them do something terrible.

Kids Are People, Too

Timmy is the key, but can the players take actions that could jeopardize a young boy? And how innocent is he really?

DJ OPTION - Timmy is actually one of several children that have been planted into politicians’ families by the Prentiss Corporation. Through specific conditioning, at least one of them will fulfill the company’s plans.

DJ OPTION - Timmy has taken it upon himself to remove the threat of his father from the world, without realizing his father is as much of a victim as anyone else. The players need to stop him before he makes a horrible mistake.

DJ OPTION - The suspicions about Timmy’s origins are absolutely true, he is the legacy to the throne of darkness and brought upon this Earth to usher forth the End Times. Besides that, he’s actually not a bad kid. Can the players convince Timmy to find another way, and free him from the negative influences in his life?

Dark Side of the Moon

There are more things in heaven and Earth than are dreamt of in your funkadelic philosophy. Do the players have what it takes to stand up to such things?

DJ OPTION - Assemblyman Shaw has been possessed by something evil that needs to be exorcised before he can gain his full strength and take over the world.

DJ OPTION - Dr. Bodley has a master-plan at work and is willing to sacrifice the pieces in play for his dark endgame. Can the players figure out a winning move in time?

DJ OPTION - The Cadillac Grande are actually the ones plotting to destroy the world, either through the Prentiss Corporation or by infernal intervention. Their goal is to become a Future Villain Band.