

# "City of Dawn" - JJBA-based hack of [City of Mist](#)

*Somewhere in western Nevada, USA ~ Vague, anachronistic "1990s" time period (199X)*

## PLAYERS:

- Juniper Tonopah & Subterranean Homesick Alien
  - Played by [Bee](#)
- Myra Bashung & Melody Nelson
  - Played by [Setsuretsu](#)
- Vic Abagnale & Wire Train
  - Played by [Zoey](#)
- Dean Rosett & Agua Verde
  - Played by [esspee](#)
- Bellamy Rowe & Isolated System
  - Played by [Naem](#)

## SESSIONS:

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## APPENDICES:

[Currently Relevant Evidence](#) (updated as campaign continues)  
Custom Moves ([complete](#) | [incomplete](#) | [minor](#))

## EXTRA:

[Toyhouse Folder](#) for the GM's NPCs (*current session spoilers*)  
Spotify Playlists: [Music References](#) | [Thematic](#) | TBA

**AUTHOR'S NOTE 8/1/22: Welcome!** I, Jovian, the GM (or MC, in City of Mist terms), didn't originally intend this summary to be read by anyone other than me and the players. As I realized that, indeed, others were interested in My Game, I started describing things with more detail, but the first few sessions' summaries are still rough and may be vague to an outsider.

In the hopes of abating confusion, I have included a new summary of our chargen session, taken from my original notes. If anything is still unclear to you, please feel free to contact me. I'd be happy to add elaboration where it feels natural, in the interest of helping future readers.

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## Character Generation Summary

*(Below, NPCs & place names with an \* were created by me, the GM, and suggested to the player during character creation. All others were created on the spot by the mentioned player specifically. Not the most important distinction in the world, but may be interesting to note.)*

**Juniper Tonopah**, played by [Bee](#)

& **Subterranean Homesick Alien**, a suit Stand that can jump into photographs and reveal unseen details

18 years old, regular plucky high school student, member of a paranormal investigations club and works at an archaeology internship

- **Family/Friends**
  - Standard nuclear family, one older brother named **Maverick**.
  - **Clarita Clarity**, school friend and club member
  - **Brock Hampton**, another school friend and a very passive club member
  - **Anna Managuchi\***, the final school friend and club member.
  - If any of these people have stands, Juniper doesn't know.
- **Occupation/Hobbies**
  - Archaeology internship led by a **Ms. Rock Lobster**
  - Secret paranormal detective-type hobby, self-conscious about it
  - Stargazing/astrology
- **Favorite Locations/Hangout Areas**
  - Way out in the desert
  - Abandoned places, like junkyards
  - **Pizza Barn\*** - a pizza restaurant literally in an old barn. **Duran Duran\*** is the delivery boy the PCs know (
- **Stand Awakening/Personal Desire**
  - Recently. She was looking at photos of bizarre objects really hard
  - Thought she was abducted by aliens when she was little, might have something to do with it?
  - Juniper wants 100% proof that aliens exist and to find out what happened when she was "abducted," specifically through photojournalism

**Dean Rosett**, played by [esspee](#)

& **Agua Verde**, a diver-looking Stand that can freeze & liquify objects or people, punchy and close-range

Early 20s, Store owner of **Dawn Don Rosett's Pawn**, formerly owned by his dad who died in a car wreck, was planning to go to college but whoops!

- **Family/Friends**
  - Only child, raised by grandparents
  - Old friends have moved away :(

- Best friend named **Magne Strebek** - has a Stand named **Silent Earthling**, described as "a small Stand that steals shit"
- A frequent customer to his shop is **Mikey Bohr**, an old man constantly trying to pawn off counterfeit items.
- **Occupation/Hobbies**
  - Store owner, of course
  - Personal pog collection IS ON THE FOREFRONT IN THE PAWN SHOP
  - FANCY saltwater aquarium
  - Vintage tech, just likes the look
  - Because of Silent Earthling, Dean has all sorts of weird objects "acquired" by it; recently he's had to lock away an **unknown Stand bound to a knife** because holding it filled one with the urge to stab others.
- **Favorite Locations/Hangout Areas**
  - Dawn Pawn (does it count if it's your own store...?)
  - Also Pizza Barn.
  - **Total Tea Time**, a small cafe downtown that serves coffee/tea/pastries/etc.
- **Stand Awakening/Personal Desire**
  - A few years ago, after being in a funk thanks to his dad's passing
  - Magne came into his ability later
  - Dean wants to have a goal at all; to care about something enough to do something. He's been going through the motions in life and wants to break out of it...but as for what to do about it...`\\_ (ツ) \_/`

**Myra Bashung**, played by **Setsuretsu**

& **Melody Nelson**, a smoky skeletal Stand that can create portals and obfuscate things with smoke

Mid 20s, fashion designer with **her own local boutique**, smart & rich, forward but not social, "the Jotaro of the bunch"

- **Family/Friends**
  - Standard mom & dad, estranged, but she would rush to their aid, would they need it
  - Clique of employees, with her boutique manager being **Frou Frou\***
  - **The Managuchi Family\***, an arm of the elite class of Dawn Metropolis, more invested in the hotel business, but often crossing paths with Myra all the same
  - **Mai Sharona\***, owner of the **Snake Eater Casino**, and her employee **Tiramisu**, who also apparently has ties to the mafia....uhhh....don't worry about it
  - **Stupéflop**, the current police chief, which will clearly make the mafia ties work out well
- **Occupation/Hobbies**
  - Fashion designer
  - Feminine things, high life, fine dining

- **Favorite Locations/Hangout Areas**
  - Casinos, fancy places, spas, salons
  - ...With a touch of nightly snooping, breaking into homes, CRIME?!?
- **Stand Awakening/Personal Desire**
  - 5 years ago-ish
  - Happened during an investigation she was conducting
  - Involved something that "happened" when she was young. Nothing more is elaborated about this. DUN DUN
  - Regardless of what this mystery may be, Myra is dead set on solving it, mostly by gathering connections privately.
  - Basically, she's a snoop

**Bellamy Rowe**, played by [Naem](#)

& **Isolated System**, a cybernetic zombielike Stand that can manipulate and redirect energy/entropy at intimate range

Early 20s, conspiracy theorist, weirdo-type who becomes your friend but ultimately stays a weirdo, not mean (just bizarre), online as [openyourthirdeye@aol.com](mailto:openyourthirdeye@aol.com) on Usenet

- **Family/Friends**
  - FOREVER ALONE
  - Parents think Bellamy should get out more; they try to respect their interests but ultimately find them a bit odd
  - Live together in a smallish apartment
  - **Usenet user [slitheringtruth@aol.com](mailto:slitheringtruth@aol.com) aka Lizard Guy\***, a fellow alien conspirator (but more the worryingly dogwhistley kind), who isn't really a "friend" per se, but, like, Bellamy enjoys trolling them.
  - **Usenet user [planetxapocalypse@juno.com](mailto:planetxapocalypse@juno.com)**, another fellow conspiracy theorist, but a bit more tame compared to the other guy.
- **Occupation/Hobbies**
  - ALIENS, doesn't have proof but knows they're out there
  - "The Government"
  - DRUGS (it's just weed)
  - They're, uh, "taking a gap year" from schooling. Cough.
- **Favorite Locations/Hangout Areas**
  - Places with mysterious lore/history
  - Illuminati-touched, rich-people-type places (hello Myra??)
  - FAST FOOD
- **Stand Awakening/Personal Desire**
  - They don't know if it's always been with them, but they truly noticed it a year ago
  - TBA if it was a specific incident.
  - What they really want is a world devoid of darkness and corruption...
  - ...But they don't have any real ideas on how to fix it

Victor "Vic" Abagnale, played by [Zoey](#)

& **Wire Train**, a Stand made of bundles of wires that can manipulate said wires, sense currents, & share/manipulate emotions through them

Late 20s, con artist, wants to trick people and steal things, often utilizing his ability to do so.  
Doesn't REALLY believe in occult stuff beyond Stands

- **Family/Friends**
  - Younger sister named **Cassie**! Has a Stand! (**Electric Avenue**, "electric powers")
  - Doesn't talk to his parents much, if they have Stands he doesn't know.
  - A frequent customer to his job is **Fred Jeremy Hoobastank**, gullible heir to a rich landlord family
- **Occupation/Hobbies**
  - Hobby is his job--occult investigator who likes conning people
  - Not much going for him otherwise
- **Favorite Locations/Hangout Areas**
  - His office
  - Spooky places that his clients tell him about, mostly
  - Bars
  - His sister's apartment
- **Stand Awakening/Personal Desire**
  - It was a recent event a year or two ago
  - His sister had a Stand for much longer than he did, but he knew about it
  - An enemy Stand user was after his sister!
  - With his newfound ability, he also discovered that this Stand's user felt "hollow"...
  - It's bothered him a little nowadays, but otherwise, he doesn't like to rock the status quo
  - He wants consistency, doesn't want to waste his life, and he intends to just keep doing what he's been doing...but he knows he can't do that forever

& the most important question,

**How did the crew come to be?**

- A Stand-related mystery that drew them all together
- They solved it, and decided to meet up again to protect each other in the ways only they can as Stand users.
- Later, this was developed into the concept of **Baha**--a sheepdog with a suit-Stand called **Who Let The Dogs Out**, which enables Baha to effectively clone himself and run amok.
- With the sudden appearance of a bunch of identical dogs, it was certainly enough to catch all of their attention...
- Nowadays, Baha has been adopted by Dean.

In City of Mist, the **"A Day in the Life" session** comes next, kicking off your game for real. It's meant to establish your characters' routines in a low-stakes, everyday environment, with no moves or rolls. It's also, very conveniently, a Beatles song.

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## SESSION SUMMARY

### 00. A Day in the Life

- It's a normal January day in the city, the day school gets back in session after Christmas/New Year's break. Some NPCs are hinted at, but clearly they are not important.
- Dean has Pikachu slippers, this IS important.
- Dean sets up his shop and has Mikey come in trying to peddle him Beanie Babies that aren't even rare according to the official Beanie Baby Handbook.
- Vic leaves for his office right away, having an appointment with Fred Hoobastank about an apparent "living shadow"-type person. They proceed to go on an adventure where Vic makes Fred believe he successfully defeated the shadow person. Dean is involved very slightly.
- Later Magne finds a weird coin that teleports to you.
- Bellamy finds Lizard Guy on Usenet so annoying, they agree to go outside with their parents to the zoo just to take Polaroid photos of lizards. They get a "fuck you" online in response which leaves them feeling not very successful.
- Bellamy likes monkeys.
- Juniper goes to school, meets up with Clarita/Anna/Brock (sort of), and learns that celebrity performance artist Kinky Toe is in town.
- Maverick likes Kinky Toe but like, ironically, probably.
- Anna knows about SHA and stand abilities in general. She thinks it's cool. Clarity is unaware. Brock is definitely unaware.
- There's also a new skate park that has invited controversy due to the inherent danger of skateboarding but also that it's near a wooded area that has had abductions reported in the past, but this is not 100% confirmed.
- Cultists might be involved. The author of the article is Kathleen Petrie, known sensationalist.
- Juniper agrees to stake out the skate park and woods that night as part of their school club. Brock doesn't attend that night.
- Myra plays phone tag with Anthony Managuchi, and eventually sets up an awkward appointment for him at Cheeseburger in Paradise as he needs a new suit for a party he's hosting. Kinky Toe has been invited.
- Anthony brings his wife to the appointment for some reason, which is kind of weird.

- Later that evening, Myra closes off all contact and gets to work on her private investigation projects.
- Vic sends out an email inquiry about the skate park, it might be of interest though it's kind of out of his scope.
- He gets a call from Cassie informing him that she's suddenly moving to student apartment housing in Foxglove because she can afford it. It seems a little seedy as he knows some weird stand users are there.
- Juniper & co. are staking out in the woods and hear some spooky animal noises, but no weird cultists.
- She's interrupted by her mom looking for her and finding her, telling her Maverick is in the hospital because he had a seizure.
- Juniper does not know of anything like this in Maverick's history.

## 01. Goldfinger, Part 1

- Juniper visits Maverick in the hospital, him just as confused as she is. He doesn't have a medical history of seizures!!
- He claims it was some skate punks at the skate park (he was there earlier TOTALLY NOT BECAUSE there was a rumor some Kinky Toe art was going to be painting there). They interrogated him about an "Anna," and after blowing them off, they bludgeoned him and kidnapped him.
- He woke up at some abandoned-looking location, the skate punks interrogated him some more, particularly some "middle school looking kid with frosted tips," and then let him go out of frustration.
- He stumbled to a bus stop, got home, and then...had a seizure!
- Juniper tells everyone this info, then the next day starts. Juniper notices her camera snapped a photo of a grungy looking treehouse in the woods.
- The case is worked on while Juniper goes to school, and Juniper herself goes to ask Anna questions.
- Myra rubs her elbows up to the police chief and learns the owner of the skate park is a certain "Yoshimi," but can't find any more info about anyone with that name.
- Vic sets up traps in the woods, Bellamy looks online but finds no evidence that there had been skate gangs in Dawn Metropolis.
- Anna DID try skateboarding once...but was bullied and didn't catch onto it. She claims the bullies all had frosted tips, and were wearing red shirts that said "Skate or Die" that were spray painted on.
- That evening at Dean's shop, they have Pizza Barn pizza and discuss their next plan. A stand is suspected...but middle schoolers? With stands?? WHO KNOWS??
- The gang goes to the skate park. Dean wants to "infiltrate" and pretend to be a skateboarder. Dean and Myra provide skateboards, and Juniper is nervous about her mom calling her out again, so Myra gives her a full on skate punk makeover. It's cute!

- Teens are at the skate park but there doesn't seem to be any delinquents. Juniper thinks they should split up when she sees some Jolt Cola cans leading into the woods where the treehouse is. She provides walkie talkies.
- Teams: Juniper/Vic into the woods, Dean/Bellamy stays at the park. Vic wants to make sure Juniper doesn't go into any traps. Myra goes behind Juniper and Vic, invisible, as backup.
- Bellamy recalls reading an article about an older skate park that was planned to be built in a richer part of the city, but then was taken down due to snob citizens protesting against it, citing the risk of child injuries and fear of delinquent skate punks.
- Juniper finds a Student ID from her school in the bushes, a freshman named Throckmorton Byrd, who is Vic's cousin. In the ID, he has braces and brown hair.
- Back at the park, Bellamy does a sick (stand-assisted) kickflip and attracts attention - from Throckmorton himself. Who has frosted tips. And a "Skate or Die" shirt. He asks them about Anna.
- In the woods, the skate gang crashes in their treehouse, talking about Mighty and Throcky and how they're confused about why they care about Anna so much. Myra cloaks everyone in a smokescreen with Melody Nelson.
- Vic busts out his skateboard and uses Wire Train to make a wire ramp and pretend to show off sweet skateboarding skills, descending upon the gang.
- "I am a professional skater" -Vic, to the gang
- "THIS IS VIC THE HICK, ALL THE WAY FROM THE BACKWATERS OF ALABAMA" -Juniper, his manager or something I guess
- Their eyes light up. They get an enthralled-3 status and are immediately subdued. Vic asks them where their leader is.
- CUT TO THEIR LEADER: Mighty Bosstone and Throcky interrogate Bellamy, wondering why Anna is special, does Bellamy know anything?
- They say they know a gang is after her. They look at their shirts. "We are the gang, but we're not going to tell you anything"
- After the negotiations quickly descend into chaos, Mighty takes out his skateboard and prepares to smack Bellamy with it. Dean tries to help with Agua Verde but only succeeds in making the skateboard a little moist. Throcky grabs Bellamy as they fall, but they start to feel a little funny at his touch...
- Dean gets fed up with these punks and tries to burst the water content of a case of Jolt Cola Mighty had put on the ground out and turn it into a sword.
- This backfires. Badly. It becomes a spiky ball of ice and explodes in Bellamy's direction. They successfully deflect it with Isolated System, and it crashes near Throcky and Mighty.
- Mighty knows he's in over his head, and orders Throcky to do something, at which point Throcky reveals his stand, Goldfinger (which looks like a lil cyborg skate punk with sunglasses), and then also reveals that circuits have been placed on Bellamy's back, and their body starts to feel all tingly. The "funny feeling" status turns into "bodily override."

- CLIFFHANGER WHOOPS

## 02. Goldfinger, Part 2

- Vic keeps spinning lies to try to get info out of his new best friends, the skate teens, looking for Mighty's weakness, because of course Mighty is the stand user!
- He learns that Mighty is ~insecure in his masculinity~ because he has an annoying little sister.
- Throcky meanwhile tries to skate around Bellamy and Dean, but Dean successfully gets him off his skateboard making the pavement all watery.
- However, Bellamy punches Dean...because Goldfinger's circuits are controlling them!
- Mighty comes in to tackle them both while they're distracted, and gets Bellamy...and as he comes for Dean...the other party comes back to witness this!
- Vic quickly tries to distract Mighty by using Wire Train to throw Cherry Coke at him, which succeeds and bursts all over him, pissing him off beyond belief...making him charge at them instead.
- Myra uses the gaudy, feminine suit that she was sewing for Anthony and teleports the image of it onto Mighty, who immediately freaks out and throws his clothes off and runs into the woods. The skate punks follow, worrying for their beloved leader. Mighty is taken out with a mortified-3 status.
- Throcky meanwhile tries to sneak off with Bellamy (not out of Bellamy's own volition). Bellamy tries to reverse Throcky's ability with their own, but fails, and Throcky manages to run off with them in tow. By which we mean Bellamy getting forced to follow him.
- Juniper sees this and rushes after them on skateboard, catching up to Throcky but damaging her equipment in the process.
- Myra gets into the car and drives up to help the chase, and Juniper pushes Bellamy into the car--but the Goldfinger circuits try and stop them. They successfully use Isolated System to break free from the control and punch Throcky, causing him to lose energy rapidly.
- The combined might of Juniper and Isolated System causes Throckmorton to surrender. Everyone comes upon the scene, and Vic gets to see that his cousin is up to shit!
- They interrogate Throcky about what happened:
  - At the park's opening, the skaters were told by a woman named Yoshimi to look out for Anna Managuchi.
  - They didn't want to go with her idea but they were curious about why "Anna" was so important...
  - Mighty remembered something about how there were cultists abducting people in the 60s in these woods, and they couldn't pass up the opportunity to imitate the urban legend.

- Thus Maverick's incident was just Throcky pushing it too far...he followed him home and went all out with his ability.
- Throcky mentions how he's only had his stand for two months. He learned they were stands...from the school nurse, who apparently has one that heals people! A CLUE TO INVESTIGATE LATER??
- Kinky Toe was supposed to be at the skate park, but he never showed up, which is fine with Throcky because his art is TOTALLY overrated.
- Bellamy remembers reading that Yoshimi was behind the old abandoned skate park project, too.
- Throckmorton gets the scolding of his lifetime from Juniper due to what he did to her brother. He then remembers his pogs are at the skate park and augments himself with Goldfinger to speedily skate back...
- Everyone heads home, case closed.
- Myra and Juniper have a scene where Myra acts like a cool big sis and makes sure Juney is okay after all that.
- Vic and Throcky have a scene where Vic warns Throcky that stands can't be taken lightly...and offers to train him on weekends. He is a good cousin and accepts as long as it doesn't get in the way of his Smash 64 tournaments.
- Downtime! Dean trains his ability, Myra focuses on her SECRET MISSION using her secret basement lair, Bellamy recovers from the damage they took, Juniper gets better rope from Dean, Vic hangs with Cassie and tells her about Throckmorton, and if she would be interested in also training him (the answer is yes).
- Then at like 3 AM...when Myra is ascending from her secret spot...she gets a call...from Anthony Managuchi....asking for his suit...because his party is this weekend...

### 03. Good Vibrations

- It's moving into mid-January now, the weather still cool but mostly sunny; snowfall rare. Anthony's party is nearly upon them, but there's some unfinished business...
- Vic is setting up his office for the day; he slept in a little late. Two years ago he got his stand because he was attacked, and yet he still hasn't seen hide nor hair from the enemy user...He doesn't know why.
- After he's done monologuing to himself he gets his first customer for the day, a woman named Vera around his age who says she's the layout editor for the weekly local paper, the Weekly Buzzard. She's super awkward and stuttery.
- Vic tests her by summoning Wire Train but gets no reaction from her.
- She says that lately she feels like she's "haunted."
- Meanwhile, Bellamy is training their stand near the skate park. They successfully entropy-ify a tree till it's half-withered, but when they get out of range of the tree it slowly but surely recovers.

- The skate punks can't see anything, looked like a dude just killed a tree with their stare or something. Incredibly metal. Bellamy says it's "tree beetles."
- Dean is walking Baha on a scenic path away from downtown, because Baha getting into a mess means there could quickly be 20 Bahas making a mess.
- The weird coin-that-returns-to-him-when-thought-about somehow makes an appearance underfoot. He had forgotten he even had this thing. It keeps getting recalled to his hand, but then suddenly teleporting back down the path.
- He decides to follow it. It leads him into town, and he tells Baha to behave.
- It ultimately stops teleporting in front of an abandoned stage theater. He remembers hearing about how this place got shut down about a month ago, but never saw many shows there himself.
- He slips inside using Agua Verde's liquefying abilities, seeing that the place is dusty as all hell but still has furniture, posters, etc. up. Looks like it was closed and no one did anything with it yet. Assumedly it's for sale.
- Myra calls Anthony and tells him his suit's ready, it's got a horrible animal print in order to appeal to Kinky Toe. He loves it.
- Myra says in exchange for this urgent demand she would like to know the guest list for the party. Anthony recalls a few names and says he'll email the rest when he gets home. Myra is also allowed a +1, presumably for an employee she likes.
- The guest list, or at least the names that mean something to Myra:
  - Anthony, Andrea, and Anna Managuchi
  - The Hoobastank family, Anthony described them as property owners
  - Kinky Toe
  - Mai Sharona, Myra's acquaintance and casino owner
  - J. Hallyday, J.J. Goldman, and G. Brassens, a.k.a. Jay, Jay-Jay, and G-Man, members of the mafia
  - Vera Trau, layout editor for the local magazine
  - Hansen Orzabal, a violinist Myra had seen perform a couple times
  - Rock Lobster, Juniper's part-time boss
  - Yoshimi Flagrante (!)
  - ...Plus some names of other rich people, which aren't as important.
- The presence of the mafia worries Myra, she devises her own Kinky Toe-style costume for herself with a snake hood. The less she interacts with them the better.
- Juniper goes to school with the goal of faking sick to meet the stand user nurse!
- Throckmorton recognizes her in the halls. "Why are you here" ".....I go to school here"
- Anna shows up next, carrying a book about meteor showers, wanting to get into stargazing but being a little embarrassed about it...
- Clarita pushes them into class before they can be late!
- Later Juniper fakes a fever using some HotHands on her forehead real fast, goes to the nurse's office...

- ...to find a large, scruffy man wearing Hawaiian shirt-patterned scrubs. He's the nurse! His name is Blue Hawaii.
- Juniper activates her stand right away, confusing Blue a little. She asks him if he has a stand too, he says yes and shows her his--a little UFO-looking stand called Good Vibrations.
- He can heal you with it, but by accelerating your natural healing, which also results in energy use and thus tiredness and hunger. It's a trade-off.
- He can also totally tell she's faking it, so he doesn't use it on her for now.
- They get to asking each other questions:
  - He met Throckmorton after he wiped out doing a stunt outside for his classmates.
  - He doesn't know anything about skate park cultists and thinks Kinky Toe is pretentious but doesn't know anything more on him either.
  - As for weird things happening lately, he does remember a story about a month ago where a whole local magic troupe was ousted from a downtown stage theater because they didn't have the finances, but it seemed a little weird to him because he thought they were doing well??
  - HEY WAIT A MINUTE YOUNG LADY WHY ARE YOU ASKING ALL THESE QUESTIONS
- He warns Juniper she shouldn't be running around looking for trouble, and sends her back to class with...his personal phone number. In case she gets hurt...
- Juniper keeps these events to herself, seems weird to tell the others.
- BACK TO THE OTHERS, Vera tells Vic that she feels like some sort of ominous force is upon her, that she can't breathe or sleep sometimes. Sounds like plain old anxiety to him.
- He asks her to take him to her apartment so he can conduct an investigation; she obliges no problem.
- Vic subtly senses Vera's emotions with Wire Train's ability, and can feel the presence of...something else's emotions. Situated around her back. He gets her to turn around and lift up her hair...to reveal something small (assumedly a stand!) which flies away quickly!
- He tries but can't catch it before it zips out of her apartment--all he could pick out is that it looked bug-like and had an eyeball on its back.
- To ensure Vera's safety, he sets up physical "traps" around her house which are really Wire Train surveilling the area. She lives close enough to him that he can monitor this...and also refers her to a therapist.
- He tells Cassie about his situation for now, but holds off on telling the others.
- Dean meanwhile found nothing super suspicious (or sellable) at the abandoned theater and headed back to his store since Baha was starting to get tense, only to find that his office safe had been cracked open and that his stand knife had been stolen!

- This was established in chargen--Magne and Dean had found a knife that could stab long-distance with a stand ability. They had stashed it for their own safety, as it would give whoever possessed it the urge to Stab.
  - Oddly enough all his money remained.
- He calls Bellamy in a panic, and tells them to call everyone else as he looks through his security footage. Bellamy gets to calling everyone, but notices that their AOL Instant Messenger keeps going off even though they have no one added as a buddy.
- Oh no it's the lizard conspiracy guy.....how did they find them.....
  - slitheringtruth: hey
  - slitheringtruth: you
  - slitheringtruth: are you there
  - slitheringtruth: ...
  - slitheringtruth: guess you think you're funny aren'tcha
  - slitheringtruth: this is serious you know
  - slitheringtruth: they're out there
  - slitheringtruth: i know you make fun of me but THEY'RE OUT THERE
  - slitheringtruth: have you ever lost a loved one?
  - slitheringtruth: huh?
  - slitheringtruth: tell me
  - slitheringtruth: WHY DON'T YOU TELL ME
  - slitheringtruth: DID YOU BLOCK ME
  - slitheringtruth: they're going to come for your loved ones and then they're going to erase them and replace them with cheap copies
  - slitheringtruth: when that happens don't come crying to me
- Bellamy responds with "dude chill" and they get blocked.
- Dean's tape has been overwritten so many times it's hard to make out exactly what happened. The footage of the safe seems to indicate multiple small-person-shaped silhouettes, and no apparent equipment like a stethoscope. And that's all the information he's getting for now!
- Myra picks Juniper for her +1 at the party and plans to make a matching Kinky Toe-aesthetic outfit as well.
- Vic isn't sure how he can get in but he's sure interested :/ :\ guess he'll SNEAK IN
- Dean is NOT going, not with all those rich fuckos on the list
- Bellamy isn't interested in parties, even though they want to know Yoshimi's Deal. So they figure they'll help Dean out in the meantime.
- The parties are split into Myra/Juniper + Vic (party party) and Dean/Bellamy (knife party).

- On the rooftop of Dean's pawn shop, a firefly-looking bug thing with an eyeball on its back flies away...

## 04. Flaming Lips

- THE PARTY BEGINS! But not without a scheme from Vic first...
- Initially kept secret from the other players, Vic goes in disguise...as Kinky Toe himself. He has Cassie pop KT's tires with her stand to delay the REAL one from getting to the party.
- Vic dresses up in a zebra-themed suit complete with zebra head mask. Surely this is foolproof.
- Myra/Juniper know Vic is going to sneak into the party but NOT like THIS. They are totally fooled. So is Anthony. Anthony is so happy "Kinky Toe" is here.
- The party is at the Managuchis' estate on Saturday evening, tucked away in the rich part of town, a huge house for just three people.
- There's yacht rock playing in the background, appetizers, and a casual atmosphere despite the fancy people in fancy clothes. Dimmed lights. Alcohol.
- The seating arrangement is thus:
  - Anthony/Anna/Andrea Managuchi + Kinky Toe
  - Fred Jeremy (Vic's friend), Bethany Mae (mom), Jean Luc (dad), and Copernicus Bob (grandpa) Hoobastank + Rock Lobster
  - Mai Sharona + Jay/Jay-Jay/G-Man
  - Yoshimi Flagante, Hansen Orzabal, Vera Trau
  - Other unrecognizable assumedly rich people.
- Myra is super interested in that Yoshimi table and goes on over there. Since she recognizes Hansen from his violin performances she introduces herself to him first, then makes small talk with Vera and Yoshimi in the hopes of getting to know them better in a subtle way. It doesn't quite work and she goes back to her seat feeling awkward.
- Meanwhile "Kinky Toe" butters Anthony up and down, waxing poetic about the state of his art and the nature of ephemerality. The idea is to get Anthony thinking that this Kinky Toe is the REAL one, so when the real deal shows up it seems like HE's the imposter. Such schemes.
- This all seems suspicious to someone. Yoshimi taps Vic on the shoulder. Myra notices this and listens through Melody Nelson's smoke portal she discreetly places on the ground, and claims she's going to the bathroom in order to eavesdrop away from the scene.
- Yoshimi whispers things to Vic like "dude what happened to the iguana" and "we don't have a zebra." EXTREMELY SUSPICIOUS but Vic can't break kayfabe and just gets her to calm down with various excuses.
- Now Myra's getting suspicious.....
- Juniper meanwhile wants to know what the HECK her boss is doing here. She approaches the table with Ms. Lobster and the 'Stanks.

- Turns out Rock Lobster and Copernicus Bob Hoobastank are childhood friends. They make small talk, and Fred Jeremy recognizes Juniper through stories Vic has told him. Not that Vic ever mentioned FJ to Juniper...
- DEAN & BELLAMY TIME. They didn't attend the party, so they're investigating around Dean's shop to figure out the Mystery of the Missing Stabby Stand Knife.
- Dean tries out a new power where he can see through forms of water, such as bubbles. It's neat, but unfortunately Bellamy mentions "Can't most people see through water?" and Dean is immediately deflated.
- They go to the abandoned theater again with Baha and Dean busts out his new powers to look behind the closed and dusty old curtain.
- There are signs of activity...not all the floor and costumes are dusty, and there's empty junk food bags around.
- Baha eats some potato chip crumbs off the floor.
- Dean steals(? it's abandoned...) a pirate hat from the costumes.
- Baha investigates the stage flooring...and then takes off! Toward...Anthony's house.....(dun dun dun)
- Juniper takes some photographs at the party, largely of the guests. The players think this is weird and creepy but Anna would probably like it for a scrapbook.
- Myra has had enough of "Kinky Toe's" suspiciousness and pulls him to a side room down the hall. They ask each other questions about who they are, what they're hiding, and what they're really after...
- MYRA PULLS HER PISTOL ON VIC?!
- "What do you know about Molly" VIC HAS NEVER HEARD OF A MOLLY????
- Myra TEARS THE MASK OFF EXPOSING VIC'S DISGUISE. Awkward.
- Vic tries his best to awkwardly explain his dumb con, and Myra is PISSED at this whole situation. Vic says he wants to help her, but she retorts with "Go on, try to look up Molly" and "This is my business, alright"
- She confirms that stand users are *of course* involved, and Vic has to help her now that he knows. She won't divulge any specifics though.
- Together they conspire to get details on Yoshimi and also fool the party so hard the real Kinky Toe can't defend himself. Vic plans to make a speech to the party about "his" art, but going out of the side room and...
- Vic notices Myra has a couple of those stand fireflies on her back, and the wire traps he left in Vera's apartment are going off.
- Myra also...bumps into the real Kinky Toe, wearing his usual outfit and an iguana mask!
- Myra instantly reacts, throwing Kinky Toe behind her with a smoke portal, and Vic RUSHES out to rip off KT's mask.
- IT'S...MAVERICK! JUNIPER'S BROTHER!
- He says "What the fuck are you doing," but it's not to them...it's to Yoshimi standing behind them, with her stand, Flaming Lips, out and attacking them with microwaves. Myra takes the brunt of it, cooking her guts for a good tier-3 status.

- Vic shoots out a wire from Wire Train, sharing his distress and getting her to back off. Maverick is furious she'd tried to hurt them.
- The whole scene turns awkward, Maverick has to defend himself, how he knows about stands, and how he hasn't told Juniper of his part-time job.
- Vic suddenly remembers the Firefly Issue, and moves to grab them off of Myra. He gets one, and the other flies away. Vic wonders why these would be here and at Vera's place, and Yoshimi guesses it's trying to figure out Kinky Toe's identity...
- The stand user talks through their stand, saying "I've heard everything!" which sets Yoshimi off to blast the bug with her powers. Vic is upset, he wanted to interrogate them...he takes the mask off and lets Maverick go to the party. The jig is up.
- Their attention turns to Yoshimi--why did she want the skate punks to keep an eye on Anna? Apparently it was a request from Anthony...Myra verifies through an Investigate roll that this is true. WONDER WHAT'S UP WITH THAT
- Regarding the skate park business, apparently her dad is a lazy property owner that uses Yoshimi to do most public appearances for him. She doesn't work for Anthony, but he's a family friend and approached her about it because he was worried about Anna skateboarding or *something*. Yoshimi was very "yeah whatever" about it. Her stand seems dangerous, but she doesn't seem malicious herself.
- Juniper is tired of waiting for Myra's return so she runs outside and comes across all THIS shit. "Vic you're Kinky Toe?!" "No your brother is" "I KNEW IT THAT'S WHY KINKY TOE'S SO LAME"
- But there's something suspicious about the way Yoshimi talks about KT...she keeps using "we."
- Her jig is up too. She, Maverick, and Vera(!) are all Kinky Toe together, and wear different masks to express their own identities. It's just a fun side project...
- Juniper resolves to have A Talk with her brother. Vic just wants to go home and check on Vera's apartment. Myra wants to get back into the party. The awkwardness settles down. No one's going to mention any of this to Vera because she would be mortified probably.
- But when they return to the party...
- The guests are all frozen in a state of shock, either standing up or looking like they were in the process of running away from something. No one's moving, but the music is still playing, so time's still flowing. The people are cold and hard like stone.
- Welp! ͡\_͡(ツ)͡\_͡

## 05. Lonely Heart

- Dean and Bellamy arrive at the scene just in time to see whatever the HELL has happened here

- The guests at the party, upon further inspection, seem to be cut like crystal in texture, as if their bodies turned into it. They're movable but stay in their frozen poses, don't move or twitch, etc.
- The majority of people seem to be running toward the door or getting out of their seat, presumably to run to the door. Some are midway through ducking under their tables, like Maverick. Nice one Mav.
- Yoshimi just gooooooooooes to call the cops. Yeah.
- Anna is frozen pointing up at the ceiling. There are burn marks up there, including some on the floor!
- Juniper uses her Stand to investigate inside the photos she took earlier that night! She discovers three things: There were fireworks set up on the ceiling, there was a mysterious caped-and-tophatted figure squatting in the corner, and an open vent.
- She immediately goes for the vent without really telling anyone, but Bellamy follows out of concern/curiosity.
- Vic tries to make sense of the scene, trying to find out the nature of this attack, and mostly gets a sense of dread. After all, what reason would there be to just freeze a random bougie party? There has to be malicious intent...
- The scene seems like people were running from something they could see, not a Stand, but then a Stand's ability affected them afterwards.
- Juniper and Bellamy come out from the vents into the foyer past the main door. Could the culprit really have just left??
- Just then, the crystallization wears off. Everyone seems to turn back to normal...except for Copernicus Bob, who turns out to have been sneakily sliced in half as a statue!
- The scene quickly devolves into chaos as everyone notices a bisected old man bleeding out on the floor.
- Dean immediately tries to help, maybe liquefying this man with Auga Verde in an attempt to put him together to stymie the bleeding will help him survive??
- But his roll fails and so he fucks up massively, melting the floor a little too, getting both Copernicus Bob and several randos fused into the floor as a result of it. It's great. Copernicus Bob is definitely dead.
- Vic tries to help people out of the muck with Wire Train before the floor solidifies! Some are saved but he was not fast enough for all of them.
- When Vic saves Anna she tells him they were dropped on by a weird magician guy!
- Dean is suitably freaking out. Myra marches over and gives him some...reassuring...slaps?? Look it reduced his status, okay
- Vic tries to take the state and calm everyone down through words, trying to keep them in one place since the cops are coming and it's gonna be even crazier then.
- He works up a speech about being an investigator for this case, which works on the Managuchis and Maverick, but not many others.

- Juniper and Bellamy come back in time to comprehend this chaos before the cops show up! Which they do!!
- Myra uses her smoke abilities from Melody Nelson to sneak everyone out...except Vic gets left behind as he's still busy trying to calm everyone down.
- Bellamy mentions the abandoned theater, and they all prepare to head there to hopefully find the culprit.
- The team waffles on how to approach this--he'll know they're after him no matter what way they enter, the building's abandoned! Myra tries more of her smoke-sneakiness but can't concentrate.
- Dean tries with a bubble after getting his act together trying not to think about how he tried to help a man live but instead helped him die and
- Dean can see inside the bubble and scopes a silhouetted figure up in the rafters, but he's seen in return, and a knife is thrown at the bubble, popping it.
- FUCK IT DEAN BURSTS INSIDE IN A PANIC. Everyone else follows suit.
- Myra tries to go in sneakily regardless, portaling up into the rafters. Dean, however, is "fucking everything up," throwing chairs around directly at the rafters, etc. This causes the roof to cave in a little...on top of Myra.
- The magician is no longer up in the rafters. Juniper's getting tired of this game, and she deliberately calls him out to show himself or else he's a coward. He takes her up on it, coming out from behind the stage curtain.
- His name is Quentin Hyde. Dean would have seen him on the posters. He's raggedy, hunched over, skinny, obviously the person living here.
- But without any real introductions he throws a knife at Juniper from afar! Bellamy moves to intercept with their Stand, but doesn't get the timing right and is grazed by the knife instead.
- Meanwhile, Vic wants to get away from the police at the crime scene, and goes up to a disheveled Vera. He tells her they need to go back to the traps he set at her apartment because they could be related to this case.
- Once they bungle past the cops, Vic gets serious and actually reveals the fact he has a Stand to her! This cracks his conman Routine since he's being honest for once. Serious threats call for serious measures!
- He finishes the setup by calling Cassie to meet him at Vera's apartment, and we'll continue that adventure next time! BUT FOR NOW...
- Myra fires a warning shot at Quentin on the stage, which goes through his hat. He gets pissed about his hat and grazes her with a thrown knife.
- Dean just gets fucking pissed and charges Quentin, punching him backstage but then having his arm crystallize--revealing Quentin's Stand, Lonely Heart.
- Quentin stumbles to his feet, hissing, saying that they don't know what Copernicus Bob did to him. The others all convene here, trying to corner him and possibly get information out of him. He twists his cane and reveals it to be a cane sword!
- Juniper tries again to convince him, saying he should tell his story and maybe they'll understand. Fearing his life since he's surrounded by so many enemy

Stand users, Quentin elaborates that Copernicus Bob Hoobastank was the theater's landlord and shut them all down when they weren't profitable enough. Having a hard time finding other work, he eventually wound up homeless and bitter, blaming Coppy Bob for what had happened to him.

- Juniper is like "cool motive still murder" and busts out handcuffs that she apparently had don't worry about it. Quentin panics and makes a run for it, trying to exit stage left
- Myra trips him up using portal magic, and he's disoriented and cornered again. Dean, Bellamy, and Juniper all rush to restrain him, but as they run toward him they all crystallize! (This was all a result of bad rolls and it was great.) Turns out Lonely Heart activates when you move suddenly.
- Quentin regains his composure and taunts Myra at the other side of the backstage...putting his sword against statue-Dean's neck.
- MYRA'S HAD ENOUGH. She goes all out, tossing her cigarette to make a shitload of smoke portals to punch the hell out of Quentin. We're talking at least 20 times punching the hell out of him. HER FRIENDS GIVE HER POWER. Wait, wasn't she supposed to be the lone wolf...? Hmm.
- Nevertheless Quentin is absolutely KO'd and the crystallization wears off and they're able to cuff him. The gang discusses what to do with him next, should they really give him over to the cops even though this is all the result of magic mumbo jumbo they wouldn't have the least idea about??
- Reluctantly, yes, they decide to hand him over to law enforcement.
- JUNIPER DOESN'T UNDERSTAND, ARE COPS BAD?? WHY DOES THE PARTY SEEM TO HATE COPS??? TUNE IN NEXT TIME

## 06. Plantasia

- Vic goes with Vera to Vera's apartment, and calls up Cassie, who reluctantly agrees. Apparently she was going on a "date" with some triplets that are at her apartment complex. She wasn't sure if it was a date because dating three guys at once that all have the same face seems weird.
- Vic's Stand was just being used for detection of the firefly Stand, but we have a flashback where he sets up a net-esque trap outside one of Vera's windows. The firefly inside the room flies into it as soon as Vic enters through the door.
- Cassie is skeptical this Stand could be a threat, but Vic picks up pissed off emotions through his wires.
- This little firefly is 200% done with him, and as Vic's distracted, tries and blasts him with a laser with its eye! Cassie tries to push Vic out of the way with her Stand, and his hair gets singed by the blast.
- VERA IS SO CONFUSED SHE CAN'T SEE ANYTHING.
- Cassie is pissed that this little bug dare hurt her brother, so she sends a current through Wire Train with her own Electric Avenue and fries the fly. Vic is now upset because this means once again there's no answers.
- ...But then he feels his original wire trap go off under the bed in Vera's room

- Vic dupes them by pretending aloud that he knows where all the fireflies are in the room are, and several of them fly out the walls this time, avoiding the wire trap. Because Stands can go through walls don't worry about it I'm pretty sure this is just as inconsistent in the source material
- Vic thinks fast and tries to JUMP OUT THE WINDOW with the assistance of WT as a bungee...it does not work. One of the fireflies blasts the WT connection, and he falls unceremoniously onto his back. Oof.
- He watches helplessly as the cluster of fireflies flies off into downtown, just appearing as faint blue lights...
- He tries to phone Juniper, and Juniper says "she knows a guy" and then calls Blue Hawaii to heal Vic. Blue reluctantly agrees to do so, but gets on Vic's ass a little for hanging out with a teenager and potentially putting her in danger
  - "Are you Juniper's friend"
  - "I'd say I'm more of a mentor"
  - "What are you doing mentoring a high schooler"
- MEANWHILE WE CUT TO A SCENE, DAYS LATER, of two individuals discussing a newspaper at a cafe. One is short and wearing a light pink dress and a sun hat. One is tall and purple and wearing a flower crown and 60's-ass bodysuit. The tall one is discussing how Quentin Hyde got arrested, and he was a Stand user wasn't he? So it must have been other Stand users that did it...
- The small one mostly just agrees with the tall one. Tall one comments on how "they tried to recruit [Quentin]" but he refused because he was the type to wallow in his own pity. It's a shame, because "they could have given him everything"
- Dean is out in the woods near the lake trying to practice his Stand ability in order to fix things, since he basically killed a man with his ability before...(he didn't really, dude was gonna die either way, but it's the principle of the thing)
- He's sad and sitting on a stump. Trying to put sticks back together.
- Bellamy came with him to try and encourage him! (And also they feel bad for him.) They have a chat about perceived responsibility as Stand users, with great power, etc. etc.
- Bellamy wants to let Dean fix their injury from the knife Quentin threw at them earlier! Dean nervously tries, starts to fuck up, but Bellamy encourages him and he heals them successfully! :)
- Juniper meanwhile wants to interrogate her brother and sets up a literal interrogation room in their basement. She grills him about his life as Kinky Toe and his involvement with Stand users...DOES HE HAVE A STAND??
- He wants to know how she knows about this but he has to reveal his first. It's called Plantasia, and it makes living things grow, but he mostly uses it on plants, because he is a plant nerd
- Juniper totally makes fun of him for this. He asks him HER Stand's name and then makes fun of hers. This continues for a while.
- Maverick reveals he used to hang out with some other Stand users in high school but doesn't do much with it nowadays. He mentions one named Nemo McCarthy

but doesn't really remember the rest. Juniper demands his yearbook but WE'RE GETTING OFF TOPIC HERE

- Who would be someone stalking the identities of Kinky Toe? Maverick figures it's someone who wants to reveal it to the public, because there's a sort of intrigue with anonymous artists that makes people want to solve the apparent mystery of their identity. A reporter, maybe? That's an easy way to make info public.
- Juniper checks the local papers...there's one journalist that's always sensationalist in her articles, one named Kathy Petrie. Her latest article is criticizing Anthony Managuchi for the chaos at his recent party.
- Myra time! She's been hurting since the last battle. She needs to relax in the spa and recover. This is a fancy casino city, of course there's at least one spa.
- She calls Juniper to discuss the current suspiciousness of Anthony Managuchi, wasn't there something he was going to announce at the party that got interrupted by Quentin? And he's still spying on his daughter, right?
- The plan is for Myra to invite the whole family to the spa tomorrow with her while Juniper goes into their house and snoops around.
  - "Is he the bad villain man?"
  - "He seems more like an idiot"
- Vic is meanwhile looking out for any information on the Stand user that originally attacked him and Cassie. He knows the name is Black Hole Sun and that it has a gravity manipulation ability, but has no info on the user.
- On the local Usenet he manages to find a photo that has BHS in it (don't worry about how a Stand can be in a photo) over a rooftop downtown. He enlists Juniper to go inside the photo to see what she can see...They meet up at the Subway inside Wal-mart.
- In exchange for Juniper's help (or more by her own demand), Vic tells her about the time he got attacked by this Stand user, but leaves out that Cassie was the target and the weird empty feeling the user gave off during the battle.
- On the other side of the roof, seemingly looking in BHS's direction, Juniper sees a small pink lady with a parasol and sun hat, and a tall purple hippie-looking enby with a flower crown. Hm.
- Juniper takes a photo inside the photo of these two, because...she can do that apparently.
- The Subway employee (who is the same as their Pizza Barn delivery boy) sees nothing weird about Juniper's arm coming out of a photograph. Just another day.
- AND NOW THE SPA SCENE! Of course the Managuchis take up Myra's offer, why wouldn't they
- Myra and Anthony are in a mud bath while Andrea and Anna are in a pool. Anthony has cucumber slices over his eyes with sunglasses over the cucumber slices.
- Myra tries to gauge him with some obtuse questions about surveilling one's child, but Anthony catches onto her and asks her what she's getting at. Myra comes out and asks if he does such a thing to protect Anna.

- Anthony confesses that Anna was in a car accident a long time ago and he almost lost her. The agony of potentially having to bury his child has made him a bit paranoid since, and he said he was worried about her since he heard skateboarding was such an injurious sport. :(
- Meanwhile we learn Juniper was sent into the Managuchi house by being shoved under the door while in a photo (by Myra). She goes to the upstairs rooms, particularly Anthony's study, where she's never been.
- She tries to log onto his PC unsuccessfully as he actually has a password, but investigates his desk instead. We learn:
  - Anthony had a speech prepared where he was going to declare his bid for mayor later this year.
  - He seems to be doing it in good faith and love for the city, mentioning wanting to clean it up and give back to the community that's supported him for so long.
  - In the desk was also a photo of Anthony and a grizzled cowboy-looking man that Juniper's never seen before, with a date on the back placing it around 10 years ago. (Of note is that this reveal was also to answer the question of what enemies Anthony may have.)
- Juniper takes a photo of the photo (specifically of just the cowboy guy) and marches down to police HQ with it, since he looks kinda like a sheriff??? Police chief Stupeflip says he has no idea who the man is, but he'll tell her if he sees anyone that looks like that.
  - (Just kidding he just shoves the photo in a drawer. Crazy kids!!!)
- To close the session out, we see a gloved hand putting an article to print penned by a certain Kathy Petrie about the identity of Kinky Toe...

## 07. Initials BB

- We open with Myra who is overlooking her finances...and she's starting to go into the red :(
- The next day a meeting is called together at Total Tea Time so the gang can discuss what they've learned.
- Dean brings Baha, don't worry Myra talked with the owner and said Baha was very well behaved
- Things discussed:
  - Anthony's fear for his daughter's safety
  - Juniper discusses what she found in his desk (mayor speech, sexy cowboy photo)
    - "He can't be a mayor, he's a dufus"
  - Myra wants the photo and scrutinizes sexy cowboy's fashion to realize where he came from...she sees her own fashion brand.....but she doesn't remember him at all?!
  - Regarding Vic's photo of the two eccentrically-dressed people that were near Black Hole Sun:

- "They certainly look like stand users"
  - "What do you mean"
  - "I mean look at us?"
  - ".....what do you mean"
- Juniper mentions how the fireflies seem to be going to the business district and how she has a theory that it's the reporter Kathy Petrie. The building that publishes the newspaper IS down there
- Myra mentions how Anthony was griping after the spa date that Kathy was on his ass, and had been on his ass before. She seems like quite the cantankerous journalist
- Dean just wants his knife back....
- But for now the whole Kathy business is priority! The plan they come up with is thus:
  - Dean sets up an interview with her, pretending to have a hot scoop
  - He slips Juniper in a photo in an envelope, who will spy in her office once she's out.
  - Myra will provide backup invisibly through her ability.
  - Vic and Bellamy will be outside with walkie talkies in case shit goes south.
- This will happen tomorrow! For now it's a school/work day. Juniper goes to school with the express goal of talking to Anna and Clarita at lunch.
- She mostly wants to ask Anna if she knows that her dad is spying/stalking?? her??? She just kinda weirdly accepts it, "yeah I know my dad's weird"
- Clarita chimes in that she'd kill her dad if he did that
- Juniper asks if Anthony has been doing anything weird (or, weirder) lately and Anna seems dodgy about it...but Juniper ultimately convinces her, Anna says she'll talk to him about it, but why, is something going to happen to him?
- Juniper subtly warns Anna that if she sees something that seems like Stand activity to let her know...her family could be a target of the firefly Stand. That's all.
- Vic goes to visit Myra. Kind of unusual.
- Myra is looking desperately to see if she ever fulfilled orders for some sort of cowboy outfit, to no avail. It's like this guy didn't exist.
- Vic wants to talk to her about the investigation into "Molly" and acts overdramatic about how he has no answers, everything is dead ends, it's just SO HARD to investigate something you're starting at SQUARE ONE on, Myra must have SO MUCH more evidence than he does, he might as well just GIVE UP
- Myra just kinda sighs and catches what he's throwing. He wants more information. She looks very sad, not pissed like Vic was expecting, which catches him off guard.
- Vic tells her to let him in, that other people are the greatest resource she has; Myra asks if he cares about his sister, Vic says she's the most important person in his world.

- Myra brings Vic to her house! And takes him to her secret side room!! Which looks like a crazy newspaper strewn conspiracy room! Pepe Silvia!
- The red threads converge on a family photo that has an obvious space where someone used to be, next to a babby Myra.
- Myra tells a story:
  - She had a peppier, more outgoing twin sister named Molly that disappeared completely one day, completely erased from existence
  - She was investigating something as a teen, and was attacked
  - Myra watched her get killed by getting thrown at high impact to the ceiling of a room, like gravity was reversed, which COMPLETELY TAKES VIC ABACK
  - Myra had to take her place in life.
  - Myra found a journal Molly left over, that mentioned her stand called Initials BB
  - Myra discovered her own Stand when investigating Molly's investigation. She doesn't know what specifically she was investigating.
- Vic shares in turn about how his sister was attacked, how it was likely the same Stand, connected to those two suspicious hippie/lolita people in the photo, and how through Wire Train the user felt emotionless. Those are all the details we know about BHS.
- Pretty heavy scene, but they got some good bonding in through it!
- MEANWHILE, AT NIGHTTIME.
- Maverick gives Juney his yearbook and points out Nemo, the friend he said had a Stand. Said his Stand was a bubbly translucent thing that could use people's senses, shrug, it was more investigatory. He said he was a nerd and they lost contact after high school. Not entirely sure why they hung out.
- When looking over the graduating class, Juniper spots a strange space between last names beginning with H and L that look like they should have some other kid's photo in there...but no one's there.
- Maverick seems confused, but can't recall anyone. Must be a weird printing error!!!

## 08. Behind Blue Eyes

- Juniper has a dream the day before the planned mission--a dream about her "alien abduction" years ago:
  - She got to tag along with her brother and his friends into the woodsy side of the city to investigate something; it was getting late but they still let her come.
  - In the woods appeared three silhouettes, barely visible against the sunset streaming through the trees. Two appeared monstrous and one clearly human but injured. They seem to have teleported in.
  - The four of them hide. The human figure floats into the air as if being abducted. It starts to scream.

- She could barely make out her brother's friend call her name and move to defend her, and then the world became suddenly dark and quiet.
- THAT'S ALL! Juniper is woken up by the sound of phone calls, Maverick answering, getting angry, hanging up, and then answering more phone calls.
- The news article about Kinky Toe got out, published by Kathy Petrie as theorized. It essentially doxxes all three members, and Maverick is getting phone calls off the hook of people pestering him about it.
- Juniper suggests he disconnects the phones, but what if there's a business call? What if someone wants to scout him for his talent?! That would be one good thing to come from this!!
- One phone call ends up for Juniper. It's Rock Lobster; she can finally move on from mourning Coppy Bob and wants Juniper to come into work today. Juniper had the mission scheduled...and she ends up denying solving a mystery in the interest of pursuing her career.
  - Esspee, jokingly: "I'm going to turn your entire family into a puddle of water and mix it together"
- Because of the above comment, Juniper calls Dean to tell her she's cancelling, is it possible the mission could be another day??
- They argue a while about the urgency of the current mission (she's *already* exposed Kinky Toe, what could be next??) vs. Juniper not willing to give up furthering her career.
- Dean thinks he and Myra will be fine on their own. He tells Juniper jokingly that "You're not much use in a fight anyway," but she takes it personally and hangs up....
- Dean gets his friend Magne to sub in for Juniper. Dean will give a signal by opening a window, and Magne can use his Stand to steal files from Kathy's office.
- It could be dangerous to waltz into a potential enemy Stand user's own office, but they enact their plan per their previous idea regardless:
  - Myra turns herself completely invisible and follows Dean in as Dean makes an appointment with the receptionist to see Kathy, as he has a "hot tip."
  - Vic and Bellamy wait on a nearby public bench. Vic is "reading" a newspaper with eyeholes cut into it. You know. To keep watch on things.
  - Magne is bored of waiting already and offers to go get coffee across the street. They let him go unsupervised, surely nothing will happen.
- MEANWHILE, JUNIPER IS AT HER JOB!
- She's dusting off a femur with her boss Rock Lobster, only to discover...that this is a human skeleton...
- Ms. Lobster calls 911 while Juniper excavates more of the skeleton, it could be a murder?!
- With the skeleton is some torn up material, one piece having a patch on it that says NASA!

- BACK TO DEAN!! He is called up to Kathy's office. Everything looks normal and orderly...Kathy herself looks sly as all hell, but happy to have Dean there. She closes the door behind him.
- Dean says he has a tip on Anthony Managuchi; Kathy mentions that "Did you know that no one knows where his money comes from?"
- Dean looks for Magne by propping the window open...but doesn't see him. Vic and Bellamy haven't seen him come back either.
- Dean asks Kathy what she's after, and she says what she's after is simply the truth. When pressed about Kinky Toe, she states that they were promoting their art via vandalizing private spaces and generally considered a nuisance! The people need to know!
- Dean tries to fudge a story...he doesn't want it to be a REAL story because he doesn't want her antagonizing Anthony...but he didn't think ahead this far...
- Myra meanwhile tries to invisibly get into Kathy's filing cabinets. Dean can hear Myra making noise and melts Kathy's coffee table's leg in order to create a distraction. The commotion works, and Kathy heads to the other side of the office, confused, while Myra gets to do some snooping.
- Myra finds these things in Kathy's filing cabinet:
  - A folder labeled "The Terror," which she was specifically looking for
  - Trying to investigate the mysterious cowboy-looking man; she looks in the files relating to the police as he vaguely resembled a sheriff. She discovers that going back far enough in time, articles start mentioning a vague "police chief detective" with no other name or description given.
  - Information on the main crew: Juniper and Bellamy are absent, Vic and Dean's businesses are mentioned but no other details, but there is some snoopery info on Myra, particularly her closeness with Anthony Managuchi. "Affair???"
- Myra takes the Terror documents, writes "I'm coming for you next" and puts them away
- Back to the dig site, Rock Lobster is overwhelmed sitting in her van, using her car phone to get in touch with the police.
- Juniper wants to find out more about the mystery skeleton. She can deduce that the skeletal structure is biologically female and that the bones are shattered in a way that suggests blunt force trauma across the body, but Rock Lobster wants to not interfere in what could be a potential crime scene.
- Lobster mentions that wasn't there that one space shuttle crash around here like a decade ago?? Oh wait Juniper might have been too young...
- JUNIPER TAKES IMMEDIATE INTEREST!! She has to do some investigation on her own...
- Vic and Bellamy are getting worried about Magne's absence. Bellamy kind of wants to follow where Magne went, whereas Vic is worried about Dean and Myra's operation without Magne's help.

- "I can't believe Dean brought someone so unreliable" -Vic, before going across the street to look for Magne
- Bellamy gets tapped on the shoulder by a man with a swoop of two-toned hair, wearing a jeans vest, jeans, and a jeans shirt...a joutfit
- "Hey, you hang out with that Dean guy, right?"
- Bellamy kinda awkwardly wonders what he's on about while he glows, summoning a suit Stand, immediately showing what it does by touching the bench Bellamy's sitting on, and...out pops the World's Sharpest Bench Knife.
- He goes in to stab Bellamy, but Bellamy counters with his own Stand's punch, popping the knife back into the bench, albeit not perfectly; the knife-shaped hole remains, and the bench simply has a new knife-sized protrusion in it.
- THIS PISSES THE GUY OFF, AND HE POPS OUT \*TWO\* KNIVES
- Vic, meanwhile, in the street, comes across a man with a swoop of two-toned hair, wearing a joutfit, who asks if he hangs out with Dean
- Vic of course lies and says no, the stranger yells at him to cut the crap, that he's seen him and his friends! He summons his Stand, which is a colony stand of a small group of humanlike figures...all holding knives, which appear to be glowing with heat. This is probably the Stand that stole Dean's knife in the first place.
- Vic continues with his charade, pretending not to see it even as it attacks him, and he slings his arm over the stranger, wondering why he's suddenly hurt??
- The guy seems to be falling for it...he's starting to look nervous that maybe he hurt someone innocent.
- Meanwhile, Kathy is impatiently waiting for that Hot Tip on Anthony Managuchi.
- Dean finally blurts something totally false out: Anthony is going to totally pack up and leave the city soon, for no apparent reason!!
  - Kathy wants a source
  - Dean stutters that...it's a friend of his daughter's.....
  - He literally just calls her Juniper Tonopah like he doesn't give her a pseudonym or anything...
  - Kathy already knows Maverick so now she knows Mav has a little sister...great job Dean.....
- Dean just awkwardly moves to leave and asks Kathy if she's seen anything weird...shall we say...bizarre supernatural, she says no, she doesn't believe in that stuff.
- As Dean grabs the door handle out, Kathy's Stand--the fireflies--fills the room! Dean can't help but jump at the sudden appearance, which of course gives Kathy the biggest, smuggest sense of satisfaction
- She gloats that she saw through him the entire time! What exactly was he trying to pull?! She's seen him with his friends! She sees everything!
- But she doesn't know Myra's there...while Kathy is getting ready to shoot a laser, Myra tries to position Melody Nelson's smoke portals accordingly.

- Unfortunately the window's still open, which blows the smoke around, and the laser avoids Dean...but ends up hitting Myra, exposing her and making her preexisting gut pain that much worse!
- This only emboldens Kathy further. "Nothing gets past Behind Blue Eyes!"
- Dean focuses on the water from the coffee machine and tries to chuck an ice ball at her, but she predicts this and simply zots it back into water vapor.
- Meanwhile, Knife Suit Joutfit Guy is now stabbing Bellamy with TWO knives. They exchange blows, and Bellamy successfully starts to trap him with Isolated System's ability, but not without getting stabbed in the arm.
- Vic is still reeling from the leg stabs, but he sees the commotion in Kathy's office (lasers are pretty bright after all), and notices the open window...he turns to his aggressor, who is still unsure if he has the right guy in the first place??
  - "Buddy."
  - "Yeah?"
  - THEN VIC USES WIRE TRAIN TO SUDDENLY HURL THE GUY DIRECTLY INTO KATHY'S OFFICE WINDOW
- NEEDLESS TO SAY, THIS DISTRACTS KATHY ENOUGH FOR DEAN TO START PUNCHING HER OUT
- "YOUR BEHIND BLUE EYES IS NO MATCH FOR MY AGUA VERDE!"
- It's very anime and good. Kathy is knocked senseless and falls to the floor
- Myra stands above her, clearly pissed, and makes an illusion of Black Hole Sun behind her as if that's her Stand..."You don't want the Terror coming for you"
- Kathy just meekly nods...she believes anything right now, she probably has a concussion
- Knife dude #2 is left in Kathy's window. Dean and Myra make their way out.
- Vic feels very satisfied having done this, but then hears someone struggling in a nearby alleyway!
- He checks it out only to find Magne...grievously wounded, bleeding from the stomach!!
- "Vic...it's the knife!"
- OH SHIT THE KNIFE!!!

## 09. Deep Cuts

- The identical triplets are named Niles, Ricky, and Chuck McLean. Their Stands are named Mack the Knife, Tiny Daggers, and Deep Cuts, respectively. Deep Cuts is the knife that Dean had.
- Niles is still in a heated battle with Bellamy, using his bench-knives effectively but tiring out as he is in the grip of Isolated System without realizing it.
- He acts cocky, but then Bellamy stating that they had already activated their Stand gives him pause.
- Dean and Myra get ready to leave Kathy's office, but Ricky, despite being wedged in the office window, doesn't want to go down without a fight. He's here to get revenge on Dean.

- Ricky sends Tiny Daggers at Dean but Dean throws up a wall of ice with Agua Verde. TD's super-heated knives are melting it slowly, it won't last forever!
- Ricky is trying to find a way to get out of the window when Myra creates some smoke portals to bisect his arms, making them come out the walls instead. This freaks Ricky out enough to nullify his attack, but he's still yelling and making a scene.
- Myra tries to turn them invisible to finally get away, but her unchecked gut trauma interferes with her ability to smoke (also just don't smoke, kids). Dean notices this and tries to heal her:
  - "I'm kinda going in there and patching things up"
  - "So you're like, liquefying her lungs, and...?"
  - "Smoothing them"
- Horrifying.
- They walk out invisibly and see Bellamy's fighting with a guy who looks just like the guy in the window. But both of them are winded from their previous encounters, and they know Bellamy can handle this.
- Vic meanwhile is trying to help Magne from his knife-induced injury. He puts Wire Train's wires across the alleyway buildings in case it catches anything, and tries to put some wires around Magne's wound to halt the bleeding.
- Magne just wanted to get some coffee...he was stabbed by someone down the street, who ran off right away. He could only hobble into an alleyway as he didn't want to create a mass panic. Don't wanna get civilians involved in Stand affairs.
- As Vic hears his story, he gets stabbed in the shoulder seemingly from above. He propels himself up with the trap he just made to see someone running through a roof access door.
- He cautiously opens the door...nothing happens. But as he goes down the stairs, his traps notice someone from below with murderous intent, and he just manages to jump out of the way from a stab coming from below!
- He leaps into the hallway at the bottom of the stairs and sees the clear figure of yet another two-toned, hair swoopy, joutfit wearing bastard man. This one's Chuck McLean, and he's carrying the knife that was stolen. Or stolen back in this case, since it's also his Stand. It's just bound to a knife.
- Chuck looks back and sees Vic gaining on him. He holds out his knife ready to strike, but Vic tries to shoot out his wires faster in order to slam a door in front of him where he's not looking.
- Unfortunately Chuck can clearly see Wire Train, and he slashes through the wire before anything can happen.
- Vic holds his hands up in fake surrender. Chuck slows down...maybe they can talk about this. Chuck demands to see Dean since Dean was the one who stole his knife. He doesn't want to hurt Vic if he can help it.
- Vic says he can take him to Dean, heads to the nearby window of the store in this building and jumps down. He invites Chuck to follow him, but Chuck is showing suspicion...but him poking his head out the window is enough. Vic entraps him

with Wire Train and blasts all his contempt for him in one emotional feedback burst, punctuating it with "No wonder Cassie turned you down." A whole tier-5 status!!! Ouch.

- Chuck immediately starts crying over Cassie. "SHE'S SO HOT, MAN." He wanted to date her but so did his brothers and he knew it was never gonna work out cuz who dates 3 guys with the same face at the same time?!
  - "Do you wanna talk about it"
  - "No"
- He's reduced to a puddle of sadness in the store. People around him are concerned, but they also see the knife and the blood. Police are being called.
- Meanwhile Bellamy is getting the upper hand against Niles, tiring him out and breaking him down quietly while Niles uses up most of his energy just throwing all his weight into the knives he's holding.
- Dean finally comes out of the inviso-smoke behind Niles, waves at Bellamy quietly, and performs a COMBO ATTACK they developed in a flashback scene: Dean creates small icicles to release heat in the air, which Bellamy harnesses with their energy abilities in various ways. This is apparently called the "Hot Spot."
- Today Bellamy uses this as a flash in front of Niles to temporarily blind him. It works, and he goes on the ground reeling!
- JUMP TO JUNIPER. She went home early due to the whole skeleton situation. She boots Maverick off the family PC (he was playing Civ II) in order to do SERIOUS RESEARCH.
- Bellamy had helped Juniper learn to navigate Usenet in the past, and she uses these skills to find info on the dead body she found. DISCOVERIES:
  - The shuttle crash was around 10 years ago. The entire crew of 7 people died. One crewmember's remains were never found. Her name was Bunny Thompson.
  - A piece of insulation apparently broke off and got stuck in the engine, combusting and causing several mechanical failures the crew couldn't recover from.
  - Two teenagers were the eyewitnesses to the event as they were camping nearby. They report seeing a "zombie." Their names were not given by any articles since they were minors at the time.
- Maverick starts arguing with Juniper again, Juniper insisting she knows something supernatural that ISN'T A STAND is afoot, while Maverick insists her "abduction" years ago was a bad dream. Juniper gets pissed off and leaves, crying.
- She runs into Throckmorton and is in the right mood to let him offer his hand. He says he's going to a store "that sells everything," he wants some stickers for his skateboard, but maybe they have spooky stuff for her too??
- Vic is helping get Magne back to the others now that the Chuck situation seems to have resolved.

- Niles is basically passed out on the ground near Bellamy and Dean now. He asks the gang if they're a part of the Terror, which makes Bellamy shout I KNEW IT but no, they're not, could you elaborate more on that please??
- Niles states that the Terror is a group of Stand users that controls the city. They're either pulling the strings, or serve the interest of those that pull the strings. Usenet talks about it here and there, which is how Bellamy knew.
- Niles says that one of the rumored members was spotted at the Snake Eater Casino recently...that's all he knows though. He also figures his brothers were defeated since they're ganging up on him now?
- He tries to rag on Dean some now that he knows Dean's present, but Dean defends himself with "I JUST *FOUND* [THE KNIFE]"
- Niles then notices Ricky is wedged in a third story window and hobbles up to go get him. Vic stumbles over with Magne. The party reconvenes. Cops are at the shop across the street now. Myra reveals herself and wants to get out of here.
- To the hospital? No...what would a hospital know?? Vic introduces the party to BLUE HAWAII. Sorry Juniper you trusted him with the info but there is no privacy here
- Bellamy decides to stay behind, and talks to Niles after he comes out of the office with his beat-up brother. Bellamy mentions that Dean said the knife gives people murderous intent, but Niles says that Chuck is just "like that" and that he and Ricky have told him to go to therapy...
- They exchange emails. Bellamy recognizes Niles' email from a Usenet exchange where they used "bringing a knife to a gunfight" as a metaphor but Niles took it personally. Also at the time Niles didn't know there were Stands that did non-stabbing things.
- Blue Hawaii picks up the phone, clearly in the middle of making dinner again, wondering "Is this Juniper's 'mentor?'" Vic says yes...and there's a couple people injured here...
- Super awkward exchange follows, Blue Hawaii will help them but not without learning just what the hell's going on here first, especially since high school students (Juniper) are involved.
- Dean helps stabilize Myra and Magne's injuries in the meanwhile, taking from what he's learned about his ability. Myra is especially impressed since she saw Dean fuck it up big time at Anthony's party.
- Everyone meets up at Dean's shop, seeing Juniper already there--with Throcky. Who are in turn surprised to see them. Throcky especially, given all the injuries everyone has, and that his cousin is with them??
- Myra just wants some ibuprofen. Throcky decides not to ask too many questions, buys his Garbage Pail Kids stickers, and leaves
- Blue Hawaii shows up as Throcky leaves, and Juniper is PISSED OFF at Vic for revealing Blue's ability to everyone and abusing it like this!!
- "Why didn't you take Magne to a hospital?!" "How do you explain this to a hospital?!"

- Blue doesn't mind so much though, he's here for ANSWERS.
- Vic introduces themselves as an investigation group to Blue--Juniper included, which has him worried. Dean agrees with him, and the usual argument of Juniper's Safety™ erupts.
- Myra has to interrupt them by getting them back on track and talking about the MYSTERY OF THE CITY. Bellamy mentions how the Terror was essentially confirmed by Niles, and then Myra slaps down the file on the Terror that she stole from Kathy's office.
- The gang looks over Kathy's documents. They're all filled with her own notes and theories, so they can only go by her own personal bias, but this is what they find:
  - Several big names in the city are mentioned, particularly Anthony and Andrea Managuchi. The rich are common speculation regarding the Terror, because they're high-profile and could be either easy targets or, on the flipside, working with them. The Managuchis were suspicious to Kathy because of how much property they own and how their fortune is a mystery.
  - The violinist Hansen Orzabal, who was at Anthony's party, has a Stand that Kathy has seen him summon a couple times, but they were sheer coincidences. She doesn't know its ability and she hasn't kept tabs on the guy's movements because there's bigger fish to fry.
  - There is a "shadow person" running around the city, basically a human silhouette unconnected to any human, that Kathy has seen several times and suspects to be the work of a Stand. It slips into shadows and essentially disappears, making its movements hard to track, and its user is completely unknown. This surprises Vic as he thought he made that up specifically to con Fred Jeremy Hoobastank all the way back in the beginning.
  - Black Hole Sun was seen around the Foxglove apartments about a month ago. Kathy speculates that the Foxglove complex seems to have an unusual concentration of young Stand users--it could very well be a recruitment ground for the Terror. Cassie just moved in there...
- The crew is stunned over these revelations...and Blue Hawaii recognizes the gravity of the situation. He says he knows an organization that studies the supernatural that could help them look into this, and pulls out a business card...for the Speedwagon Foundation!
  - (The players at this point go absolutely fucking nuts)
- Blue tells them that they helped him when he awakened his own ability years back. Myra's heard of them before due to their studies on Stands and knows they can be trusted.
- Myra wants the help, but now she knows they're all really getting into the thick of it, and wants them all to state their motivations for investigating clearly:
  - Vic wants to know the truth.

- Juniper knows that something more is going on in the city and wants to find it.
- Bellamy wants to help change the world, dismantle the system, etc.
- Dean thinks they were given Stands for a reason so it should be a moral obligation to use them to help others where others can't even see what's going on...
- The gang lets Blue photocopy Kathy's documents so he can send it over to the SPW. He then heals them, but the weight of what they're about to investigate can't be lifted...
- The crew's theme changes at this point! Their initial mystery of "who is pulling the city's strings" has been solved: It's the Terror, no doubt about it!
- 🥳
- Meanwhile, back in Juniper's house, her camera equipment frees itself from its case on its own and starts taking pictures of the room's ceiling rapid fire, wasting all the Polaroids. WEIRD!

## 10. We Will Become Silhouettes

- The crew theme has improved! Blue Hawaii (and his connection to the SPW) are official Allies™ now.
- The crew needs to get each other up to speed! Being healed by Good Vibrations makes you hungry, so they go to Cheeseburger in Paradise. Myra is paying.
- Juniper doesn't really feel all happy and united right now, so she says she has to go find...something. Myra tries to stop her, but Juniper says she's tired of people not believing her, and leaves!
- Bellamy turns to Dean and says "This is worse than the liquefying thing, you should feel worse about this than you feel about that"
  - "What, because Juniper's not putting herself in danger?"
  - "No, because you HURT HER FEELINGS"
  - The others pressure him to apologize
  - "Let's do that later"
  - Dean doesn't feel like he needs to apologize :/
- Myra has had enough of this and gets up to find Juniper. The remaining three are now worried about who's paying for the meal?!
- Juniper goes to the police station to perhaps find details on the mystery skeleton. Police chief Stupeflip isn't very receptive to the requests of a teenager and tells her the remains are being analyzed by the lab here at HQ. That's all she's going to get.
- Juniper kind of wants to sneak in...but knows better. On her way out, she bumps shoulders with someone she recognizes...he looks a bit more unkempt than she remembers, but it's Nemo McCarthy, Maverick's old Stand-using friend from high school!
- He sees her and immediately starts running away. Huh.

- JUNIPER OF COURSE GIVES CHASE. It's by now that Myra pulls up, sees Juniper chasing someone, and tells her to get in--so they can chase him better. In the car, Juniper quickly fills Myra in on who Nemo is in relation to her, etc.
- Nemo sees a car chasing him now and darts into an alleyway, jumping up and climbing the fence between buildings.
- Myra teleports Juniper over to the other side of the fence with her ability, and Juniper catches Nemo with a net!
- Juniper wants to ask him desperately about what happened during her "abduction." Myra helps Juniper get the words out (and also didn't realize Juniper felt so ignored...), mentioning that she knows that Nemo is a Stand user etc etc.
- This FREAKS Nemo out, he just stammers in response, pulls out a knife, cuts his way out of the net, and runs for it yet again. Boy has legs for someone that doesn't look like he's eaten in weeks
- Juniper is tired of running after him...but she knows now. Why would he react like that if it didn't happen??? Maverick is a LIAR
- Juniper and Myra sit down nearby to talk
- Juniper recounts the full tale of her abduction; Myra posits that it could be a Stand. Juniper says yeah she's feeling that way more than ever nowadays...but she wishes in her heart that it's aliens. She just kind of wants to get taken away up to space...
  - (Juniper is an otherkin confirmed)
- Myra shares the story about Molly in exchange and how Juniper's not the only one who's had something weird happen to them that they only vaguely remember. Myra has been really relaxed about telling that story lately!
- They agree to go back to Cheeseburger in Paradise. The Gang is relieved.
- Duran Duran is waiting on them. They wonder why they keep seeing him. He just tells them he has like 6 part time jobs cuz he's poor. It's also obvious he's stoned right now. (Maybe he keeps getting fired...)
- SO THEY DISCUSS PLANS:
  - Vic is not sharing anything about Foxglove to anyone but the audience. :/
  - Myra makes a mental note about how Hansen Orzabal, who apparently has a Stand, was at Anthony's party sitting with Yoshimi and Vera.
  - Juniper summarizes the Dead Space Body of Probably Bunny Thompson incident. When she talks about the potential involvement of zombies, Bellamy relates as they've heard of the conspiracy theories on Usenet:
    - "I guess this proves Bunny wasn't controlling them" "What??"
  - The casino seems to be the next big Investigation. A member of the Terror was spotted there, so maybe it has something to do with it. They have to do some prep for this though. Juniper is still just 18. Vic considers making a fake ID for her...Juniper is (worryingly) VERY interested in the prospect.

- Bellamy's still thinking of Quentin...they could visit him in jail for some clues, or perhaps break into the Hoobastank residence for clues. The gang is good at breaking and entering.
  - The gang gets all caught up on the photos showing Black Hole Sun and the two mysterious Probably-Stand Users.
  - And that's it for this scene!!
- Juniper resolves herself to go home and confront Maverick about his behavior earlier. She pressures him but he again seems cagey. It's not until she guilt trips him about how terrible she's felt about this and how bad she feels that her brother is hiding things from her that he finally spills the beans!!!
  - Maverick doesn't remember everything either! Which is a huge red flag! But it's partially why he's so uncomfortable talking about it, he can't exactly prove Juniper WRONG about anything...
  - He's pretty sure he witnessed a murder, but he doesn't know who or what or why. And someone besides Nemo and Juniper was with them, but...he also doesn't remember! So familiar, and yet so far away...
  - They discuss how freaky and scary this is. PEOPLE ARE DISAPPEARING. That's a fact. People that could be important, that they've forgotten everything about!!
  - Juniper gets the yearbook and shows Mav the missing photo, sees how the missing name is between H and L. (It was a small school or something don't worry about it).
  - Mav mentions how he had gone on a small adventure in the city with his friends once to bust a museum thief...but he didn't talk about it at the time since it was 100% supernatural stuff and his family was 100% normal. Juniper is kinda thrilled that he had a sorta hero gig once. Too bad he can't remember all the details!!
  - Juniper wants to investigate who the missing picture could be of. Before she gets up to go, Maverick grabs her wrist and the siblings promise to be transparent with one another. They don't want to be the next ones going missing.
- Juniper goes back to her room and UHHH HER CAMERA IS OUT OF HER CASE AND TOOK PICTURES OF THE CEILING AND WASTED ALL THE POLAROIDS?!
- AND NOW WE MOVE TO DOWNTIME:
  - Dean/Vic/Juniper all recover power tags because those power tags are burnt as hell.
  - Bellamy gives attention to their normal human life by spending some time on the World Wide Web.
  - Myra calls together Vic/Juniper (the two that know her secret mission) to look through Molly's notes in case any information jumps out at them, and she also WINK NUDGES Vic into telling Juniper about the Black Hole Sun attack, the Stand that seems to tie them all together!

- IN MOLLY'S JOURNAL THEY FIND:
  - MOLLY HAD A BOYFRIEND?! Myra is POSITIVELY SHOCKED she would hide this from her THAT BITCH!!! But anyway Molly mentions how she and her boyfriend stumbled upon something "too horrible for words." This was the last entry.
  - In previous entries, she mentions how a boy named Campbell taught her about Stands and helped her with Initials BB when she first manifested it. This must be the boyfriend.
  - Unrelated but in Juniper's interest, much older entries mention how friends from Molly's class, Daniel Ripley and Laurent King, saw the space shuttle crash and said there was a zombie but she didn't believe them because it sounded like a dumb story teens would make up.
- AND THAT'S ALL FOR THAT! Vic wants to go ~~interrogate~~ talk to Cassie now. They meet up at her campus' cafe.
- Vic wants to talk to her about Foxglove but she seems a little reserved...she mentions how it seems like strange things are happening lately.
- He immediately jumps into the BHS sighting, which catches her off guard. She listens to him as he tells her that there's a dark undercurrent to the city and how her apartment complex might be a recruitment ground...
- Cassie is all like wow I didn't expect this kinda talk I just wanted to say Anthony Managuchi's gonna run for mayor and I support his campaign??
- Vic stresses that it seems like people are disappearing from reality. Especially since he has a friend whose sister was a target...he doesn't want his sister disappearing too. And the common link seems to be that the targets knew too much...
- WELL AREN'T YOU LEARNING AN AWFUL LOT?? Cassie wonders. Vic is like YEAH.....YEAH I AM.....
- Cassie's worried about him. They vow to look out for each other. But wait a second how did Cassie learn about the Managuchi campaign thing wasn't that at the party and got botched anyway due to murder???
- She says she learned from Yoshimi, who's been around Foxglove. Yoshimi WAS at the party! She was passing the rumor around just for chitchat.
- That seems to settle things down for now...
- The stinger is Juniper returning home from school after these few days have passed. She comes across more equipment messed up in her room...this time it's her spirit box. And the oscilloscope is going off! AND IT'S ASKING "HELLO?"????
- IN THE END OF SESSION...Myra gets to flip a mythos card into a logos! She gains a yet-to-be-seen Nemesis but also...a new ability...in that she was SECRETLY JACKED THE WHOLE TIME AND KNOWS KUNG FU. WOW.

## 11. Space Oddity

- Juniper comes into her room to talk with the "ghost" that seems to be communicating in her spirit box!
- The ghost can communicate well enough. It seems to be an actual honest to god ghost??? But they can't remember anything...until...they remember one name...their last words...
- "Space Oddity"
- A Stand? A ghost? Ghost Stand? Stand ghost? Something's going on here
- BUT FIRST, Dean and Bellamy visit Quentin in prison! Surprisingly, he agrees to see them.
- He's very obviously a manlet without his grandiose magician garb
- Bellamy and Dean have to share the prison phone together, heads pressed together
  - "How's...jail"
  - "Bad"
- THEY ASK QUENTIN A FEW THINGS, AND GET THE FOLLOWING INFORMATION:
  - Copernicus Bob told him the theater wasn't doing well which is why he shut it down. Quentin never thought they were having trouble.
  - As far as Quentin knows, Coppy Bob was the only landlord he had. It's possible he had his own boss that gave their own orders, but he never knew them if he did.
  - He received an offer from a tall and purple person(!) named "Gabriele" for a house, as long as he "joined them"...he didn't have any idea what that meant, and was too suspicious about it, so he turned them down. Sounded like a bribe.
  - He may be reduced to a street rat now...but he still has pride. Which is why he ended up seeking revenge the old fashioned way.
  - "Have you got a plan to break out yet?"
  - "No???????"
- THE GUARDS GET TOO SUSPICIOUS AFTER THAT AND IT'S TIME TO LEAVE.
- Juniper tries to help the ghost remember, assuming it's the ghost of Bunny Thompson.
- Space Oddity (as they shall now be referred to as, or "SO" for short) ends up recalling a cloud of dust surrounding them...and that's it. Remembering feels strange...everything feels strange to them right now.
- Juniper lets them know that they're in Dawn Metropolis, but SO says they've never heard of it before. They've never been to Nevada before!
- Juniper calls upon...Anna and Clarita! To hang with the ghost! And see the proof that there actually is a real ghost! ...And decide what to do with this information!
- Regardless of whose ghost SO is, they decide to remain genderless for now.
  - "Ghost gender"

- "The secret third gender"
- Vaguely related comment: "That's honestly what a lot of the desert is, a lot of skeletons"
- While trying to help SO remember, they explore SO's abilities. They seem to be able to possess objects within reach of the current object they're possessing. So for example, they could possess Juniper's camera that was nearby the spirit box, but they had to be placed upon Juniper's bed afterward in order to possess the bedsheets.
- Very ghostlike behavior, but still could fall within the ability of a Stand!
- There's some debate on what to do about SO's existence--Anna kind of wants to take this discovery to TV, but Juniper wants to keep it close to home as their secret thing. Plus all that attention would be crazy.
- Myra wants to know more about Daniel and Laurent's whereabouts nowadays. She calls her boutique manager, Frou Frou, who is established to have gone to school with both Myra and them:
  - They were married 3 years ago!! They're both Ripley now.
  - She doesn't know what their careers are, she assumes it's either something dubious or just not having a job at all, why else would you not talk about it?
  - Myra agrees, if they're rich it'd be a reason to slack off as well.
- Myra looks up their contact info in the white pages and tells herself to let Juniper know since it relates to the space skeleton!
- Vic meanwhile calls upon Bellamy to help him investigate the Foxglove apartments, and also interview Yoshimi. He calls up Yoshimi as well and they agree to meet in the parking lot of the complex.
- Vic hopes he can also explore the complex somehow while asking questions...
- Bellamy wants to know why exactly this place is suspicious? Vic mentions the Terror connection but lies and says it was a tip Kathy gave him. The biggest curiosity on his mind is if it's true that there's a higher concentration of Stand users here or not.
- Yoshimi comes out on time, locking the complex door behind her...can't get into those without someone buzzing you in. Good luck!!!
- It is established via flashback that Bellamy moved all the trash cans in the parking lot together in case they need to hide their Stands in something. Imfao. Not conspicuous at all
- Vic wants to ask first about Anthony...how did Yoshimi know about his mayoral campaign?
- Yoshimi says oh he just blabbed it to me when he was telling me about the skate park stuff. He really doesn't keep secrets at all
- Yoshimi also mentions how he seems kinda easy to exploit and Vic gets a glint in his eye...(oh no) SURE WOULD BE FUN TO GET SOMEONE RUNNING FOR MAYOR IN YOUR POCKET, HUH

- He next asks about seemingly dangerous Stand users in the area, particularly citing the Knife Triplets. Yoshimi immediately reacts with UGH, THEY ASKED ME OUT!!
- Vic then goes nuts saying how his sister, who lives here, was asked out by them too!!
- YEAH THEY'RE TOTAL WEIRDOES!!
- But she has a hard time thinking of anyone else that strikes her as dangerous. It's not like they're going around fighting each other or anything, but she understands Vic's worry for his sister.
- Yoshimi in turn is awfully curious about how Vic knew about Anthony's plan too...Vic may have heard it from his sister, and Yoshimi was gossiping about it, but she didn't tell Cassie specifically. Even though she said Yoshimi was where she heard it from...probably a friend of a friend scenario. Probably.
- But overall, Yoshimi seems innocuous. Either Foxglove is some sort of red herring, or the dangerous folks here are lying low. If Stand users attract each other, it's only natural someone dangerous would eventually show up, surely? Yoshimi goes back inside.
- SPEAKING OF...Bellamy is trying to sneak in to gain any sort of intel.
- Bellamy heads to the other entrance in the building, where a short kid wearing bright green and a load of pouches is in the middle of heading outside. (He is immediately dubbed "Pockets Boy.")
- They hide in some bushes and then rush in before the door can close!
- Of course, the kid notices this sudden movement, but not who or where it came from. He looks around, confused, but just shrugs!!
- A first floor unit #16 is slightly ajar...dare Bellamy explore it...
- A quick peek couldn't hurt!!
- It's a dark, disheveled room...but before Bellamy can go further, something starts tugging at them...not physically, more like...gravitationally...
- Bellamy feels himself getting stretched away from the doorway...and then someone says....
  - "I knew you were trouble"
- Before they can try and right themselves to see what's going on...given they're kind of floating now...they're suddenly and violently teleported to the parking lot!!
- Vic freaks out and they discuss the situation; they're not sure if it's BHS or a different Stand. Vic does remember a tugging sensation from the fight, especially when gravity was changed around, but there was no full-on stretching sensation or teleportation or anything...
- They decide to leave Foxglove alone for now and the foreseeable future. There's a lot going on here that they don't know about that could get them into huge trouble.
- The gang decides to meet up one last time before enacting their Casino Plans!
- Juniper introduces them all to Space Oddity. Everyone has mixed reactions
- Dean thinks it's unethical Juniper's just keeping them in a box?!

- Vic mentions his dealings with ghosts...you know...as a con man...gotta keep the facade up even to a real-ass ghost?? Well good job because now SO is clinging to him and asking him many questions about real authentic ghosts he cannot answer
- Myra wants to MAKE SPACE ODDITY A BODY. Since they possess objects, and Myra's a fashion designer, she has MORE than enough mannequins to spare. She is totally not doing this just so she has an easy modeling subject or anything
- "AM I THE ONLY ONE WHO THINKS THIS IS SUPER WEIRD" - Dean
- Myra wants to focus on the casino, but SO could be a nice distraction. Something lighthearted.
- Bellamy recounts their scary experience, and they all agree that Foxglove should be avoided for now.
- Lastly, Myra decides to get into contact with Daniel and/or Laurent in the hopes of resolving mysteries surrounding Space Oddity.
- She calls their house up, and gets Daniel on the line. He's happy to hear from Myra again.
- Myra mentions her call relates to something years ago...and Daniel says hey, can we meet up? I much prefer to talk in person...
- That kinda surprises her but okay sure?!
- He would like to meet up tomorrow...
- ...At the casino!

## 12. New Order & Joy Division, Part 1

- A news blip on the TV announces that Anthony Managuchi has held a press conference stating his intention to run for mayor, with the dubious slogan of "He's Doing It!"
  - The incumbent mayor he's running against is Comfort Eagle, a by-the-books Republican type.
- Juniper needs a fake ID. Vic knows how to hook her up. What a reliable guy!!
- Mikey Bohr, the old man last seen peddling Beanie Babies to Dean, is apparently an expert forger. With a decent photo of Juniper wearing makeup to look older, he gets one right out for her.
- Juniper asks Vic why he knows all these types of people that can do illegal things...Vic handwaves her question away by saying he just needed to get into some places in high school. She can tell he's not telling the whole truth, but also can't get any further info out of him...feels bad.
- NEXT ITEM ON THE AGENDA. Space Oddity needs a body!! Juniper and Bellamy come over to Myra's studio for the event. Juniper and Myra are interested in the fashion aspect but Bellamy is more interested in what SO's specific tastes are.
- Still, Bellamy is flattered Myra even let them in the studio given they wear studded sweatpants

- SO gets to pick out their mannequin, it's pretty much your average run of the mill size (so, tall, with long legs). It has joints and everything, don't worry about it, Myra's mannequins are special. More like an artist's figure than anything else.
  - "So it's Surface?"
  - "SURFACE 2!!"
- SO feels strange in their new body. They can apparently communicate through it, though their voice kind of feels like it's entering your head directly. They have a sense of touch but it's dull, but it's much clearer when touched by a Stand...
  - It seems conclusive then, that they are a Stand ability, but there's still something distinctly ghostly about their circumstance and abilities as well. Perhaps, in the end, you can be both Stand and ghost?
- BUT THAT'S NOT WHAT'S IMPORTANT, WHAT'S IMPORTANT IS FASHION
- Juniper and Myra discuss wigs while Bellamy suggests painting their face. But face paint wouldn't really help since they couldn't emote with it at all.
- What is their aesthetic??
  - "Uh...Space?"
- Myra wants to lean into that, suggesting maybe some sort of astronaut helmet look? SO says that sounds good, covering the face sounds like the best option, but wouldn't that still stick out??
- They start leaning more into a motorcyclist look instead, that's a pretty socially acceptable way to walk around with a helmet, right?
- The jacket can have an astronaut/NASA design perhaps.
- So it starts coming down to things like:
  - Long blond wig underneath the helmet
  - Sunglasses
  - Scarf
  - Gloves
  - Jacket
  - ...Hot pink lipstick
  - Eyelashes
  - Blue drawn on eyes
  - "It's like we're making them in a dollmaker and we're just going through every category"
- In the end, SO walks away with a spacey motorcyclist appearance. They're cool with this. Also hey you guys are going to a casino can I come too??
- SURE
- Myra makes sure everyone has fancy outfits for the casino. You don't need to dress up for a casino of course, but Myra *wants them to*
- SO IT'S TIME TO GO TO THE CASINO!!
- Reference to anyone who hasn't been to one: casinos are huge. They step in through one of the front entrances to find Mai Sharona, the casino owner whom Myra knows, arguing with a guard. Behind her are Tiramisu, a character defined

at chargen as a member of the mafia, and...Duran Duran, their pizza delivery boy?? He's all cleaned up? And doesn't seem stoned??

- She immediately lights up when she spots Myra & Co. and rushes over to her. Uh oh.
- THE GIST OF HER SITUATION IS THAT there's been an uptick in cheating at the casino but she's not sure who the culprit is. There are two major incidents so far:
  - There have been reports of players temporarily blacking out at the poker tables, suspecting foul play/manipulation, though they can't tell what exactly happened. They have pictures of security cam footage of the affected tables, but it's B&W and grainy and not much can be made out.
  - There was a large payout at the slot machines which has already been redeemed, but upon inspecting the machine it appears to have been rigged somehow. Glitched machines' payouts don't count, per casino policy, so that money needs to go back.
- She's SO glad Myra is here because she could use the help of someone with SPECIAL ABILITIES (Myra starts sweating). She gestures to Tiramisu and Duran as hired help also with these abilities. Neither party seems particularly surprised about the other, but the PC party is super suspicious since this is apparently *part of the mafia*
- Like, fair?
- "I know this looks bad but they're nice people" -Myra, sweating while explaining to the party that the mafia are her friends
- The gang RELUCTANTLY agrees to keep an eye out.
- Juniper "goes to the bathroom" to attempt to go inside the security cam photos. She successfully gets inside, but their quality is still shitty, so she can only make out basic silhouettes and shades.
- There is one consistency though: These shots of the poker tables all contain one short, dark silhouette, with something like a shiny ring on, maybe a wedding band. Probably the perpetrator.
  - "Like a wedding band they polish every day because they love their wife?"
- They decide to split up to cover more ground:
  - Bellamy follows after Duran Duran and Tiramisu. Sneakily. They're heading to the mall area.
  - Myra's going to meet Daniel as promised. Vic wants to help in some way in case Shit happens.
  - Juniper wants to be a big kid and use her fake ID to get a drink at a bar. Dean is coming entirely to supervise her.
  - Space Oddity shrugs and decides to go peer over at the slots area for any weird activity????
- AND SO IT IS SETTLED.

- Vic has the idea to impersonate a dealer in the private poker room Daniel has set up, just to be a second set of eyes in case anything happens, but he needs to know what room it's going to be to get there ahead of them...
- Myra tries to convince Mai to give her the info ahead of time, but Mai is suspicious of Myra apparently needing information she can go ask her friend about...not to mention it's a matter of privacy. Mai says she'll give it to her but only if she also takes Duran and Tiramisu with her, which she can't do since that would defeat the point of why she's doing this at all!!
- It's okay though, Mai isn't a Stand user, and Vic can always crawl into the office with Wire Train, knock out the security cameras, and take a peek at the info. Daniel's booked room 4B.
- Juniper's at a bar, and notices someone that looks as young as her also there, so she sits next to him. It's...Pockets Boy!
- Dean recalls Bellamy's warning about seeing this guy at Foxglove, but he doesn't make a scene about it. He just watches Juniper carefully...because he cares about her but also respects her freedom, or something.
- Pockets Boy is interested in who Juniper is. She introduces herself as Tulip. He introduces himself as Curtis. The players do not care. They keep calling him Pockets Boy.
- Juniper's wondering what he's doing here. He says he's doing "secret stuff," but she gets him to open up a little more to show the fake ID he also has. It says he's Curtis Morello, but any verification on where he lives is obscured as it has a bogus address like 123 ABC Street. It's a wonder how he even got in.
- Juniper shows him her fake ID in turn, which alarms Dean, but he still doesn't say anything...Juniper's got this...totally...right...
- Curtis seems cool with it though, he talks about how he loves breaking into places he shouldn't be, which resonates with Juniper since a lot of her paranormal investigation involves that too.
- She asks what's in his pockets. He shows her the contents of a few: lockpicks, a paperclip and a piece of string, cash, movie ticket stubs, chewing gum, and so on and so forth...general Scheming Goblin Child type items.
- One of his pockets has Pokemon cards, in particular the holographic Charizard card. He calls it his prized possession, but Juniper points out that it's only Edition 2. He claims this isn't important but still clearly takes offense.
- After some more badgering, he stumbles off drunkenly, Juniper having to help him up. "Thanks Tulip" and then he is GONE
- Vic enters room 4B. There's a poker dealer already there asking if he's Daniel Ripley? Vic says yes of course, asks for a drink, the dealer goes into the back room to the cooler...and Vic swiftly subdues him and ties him up, putting him in a cabinet in the back. Sorry dude.
- As he's finishing that up, a tall redhead enters the room and introduces themselves as Laurent Ripley, who is on the attendant list alongside Daniel and Myra.

They'd like a Coca Cola. They don't seem suspicious of Vic, but he's feeling a bit pressured since he has to act natural pretty much immediately!

- Bellamy is quickly found by Duran Duran, who didn't even know they were sneaking. Duran and Tiramisu are chill with this and make casual conversation.
- Ahead, near the entrance to the casino's performance arena, are...Andrea Managuchi and Hansen Orzabal, talking!! GASP!!!
- Duran Duran gets ice cream, but Bellamy is on high alert since they suspect both of these individuals. They decide to eavesdrop on their conversation by pretending to window shop at a nearby store.
- Their conversation is mostly small talk; Andrea is disappointed by her husband's seemingly sloppy campaign and thinks he's going to get ruined out there. He's super busy now that he's campaigning; she feels like she's never going to see him at home.
- Bellamy investigates flashback style by recalling some rumors they've heard on Usenet:
  - Hansen was a nobody until he suddenly exploded on the classical music scene; in this sense he feels like a supposed "prodigy" out of nowhere, which is confusing. If he had the talent how come no one was talking about him until now?
  - Andrea was also apparently no one of note until marrying Anthony; there are accusations of her being a gold digger, or perhaps having darker ulterior motives now that she has access to his money.
  - Both of these are reasons they could have connections to the Terror...a group of Stand users with higher interests could definitely create/fund both of these situations.
  - There's no way for Bellamy to definitively tell...but there's a menacing aura over them...one of them is definitely in cahoots!!
- Andrea says goodbye to Hansen and moves on. Bellamy is now awkwardly there with Hansen and tries to think of something casual to say, but just asks if he knows where the bathroom is. He simply points to the nearest sign for restrooms. Yes. Yes of course. I will go now. Goodbye.
- Bellamy eventually returns back to Tiramisu and Duran. Tiramisu mentions the rumors that Bellamy just recalled--wait, are you on Usenet??
- They exchange emails, and turns out that Tiramisu is planetxapocalypse, a conspiracy theorist established at chargen.
- So yeah, a member of the mafia is posting to conspiracy Usenet newsgroups about Planet X. It's out there. Be careful.
- Duran is kind of out of the loop, he only ever posts on rec.drugs.cannabis.
- IT'S FINALLY TIME FOR MYRA TO MEET UP WITH DANIEL. He certainly is waiting for her at the casino fountain, but he looks a lot different than she remembers. He was always a bit moody as a teenager, but now he's leaned fully into that 80s/90s goth style, with huge obscuring black hair and black eyeliner.

- He certainly is a dark, short silhouette...and he happens to have a shiny wedding band...as if he polishes it every day...because he loves his wife...
- Myra's impressed at his change in aesthetics and aura. He mostly kinda shrugs and is more interested at scrutinizing Myra. He asks if she came alone, to which she replies that she has friends, but they're doing other things around the casino. He presses her on that, you just brought them along to not do anything with them?? She emphasizes they all knew she had an appointment with a friend, they wanted to come along for the ride, it's NO BIG DEAL.
- They make it to the room, Laurent says hi and hugs Myra, always the more open one of the two. They state that poker isn't really their thing, they're just here to watch.
- Vic is also here to watch...carefully. Daniel seems to be glancing his way too, but this is a friendly poker game with no actual money, more just a means to converse among old friends. Vic still considers CHEATING in Myra's favor in case stakes get high for ANY PARTICULAR REASON...
- The poker game begins. Myra's cards aren't super great but she plays it cool. She asks Daniel and Laurent what they've been doing all this time, is this casino something special for them? Why here?
- Daniel mentions how he was always into the casino scene and this was the first place he went. He and Laurent came back from vacation recently and simply felt nostalgic for the place. You know how it is.
- He bets a little high, he seems confident in his cards. Myra doesn't want to fold just yet despite her cards continuing to be bad, so she raises her bet as well. Daniel says that he wants to know about Myra, too. Particularly how much she's changed from high school. She was always the wallflower type, and now she has a famous fashion brand??
- "Oh well...you know...I took some classes..."
- But that's not what Myra is feeling in her heart. She's sad and uncomfortable thinking about what happened to Molly, and also after Molly's disappearance she assumed her "taking her place" was the new norm; people don't seem to remember her as a wallflower anymore. And yet Daniel does??
- Daniel glances briefly at Laurent. Laurent "accidentally" tips their soda onto Vic with a loud "whoops!"
- Daniel reaches for his hair and says "sorry," but Vic is distracted from Laurent's move and doesn't exactly see what happens.
- When he looks back, Laurent and Myra are both panicked at the fact Daniel has apparently passed out. Laurent wants Vic to call 911, but Vic is immediately suspicious and says to wait a little bit, as "there have been reports" of people blacking out at poker tables lately.
- Vic takes a closer look at Myra, who isn't really carrying herself the way he's always seen her. The PCs learn that Myra has a status of "bodysnatched-5."
- Upon looking closer at Laurent, he also notices a particular receipt sticking out of their pocket, a prize redemption for the slots...

- Vic tries to think things through--what would be the purpose of possessing Myra if it left Daniel's body vulnerable? He comes to the conclusion that since they're definitely the casino cheaters, Daniel could run off with Myra's body specifically to frame her for the cheating.
- He can't let that happen!! He tries to play it cool by going to the back of the room again, and plants wires just underneath the walls.
- By now Laurent is demanding a call to 911, pretending to be concerned for Daniel, and catching on to Vic's stalling.
- Vic catches onto this too, and busts out another bluff: He turns his coat inside out to reveal a costume change Myra had planned earlier, to make him look like a detective. He introduces himself as Bon Jovi (don't worry about it) and threatens harm on Daniel's body unless they give him information. The tied-up real poker dealer is revealed for emphasis.
- Laurent is freaking out, but "Myra" doesn't buy it. He says that he's caught onto Daniel's bodyswapping, to which Laurent says "He saw through New Order?!" which VISIBLY MAKES "MYRA" FLUSTERED. "Shut up!! Don't say that!"
- Vic has two questions:
  - Do they know anything about the Terror? They don't, and the confusion seems genuine. He advises them about their control of the city, and how they're all dangerous Stand users, in an effort to convince them to back off.
  - His next question is about the night of the shuttle crash...and "Myra" clearly doesn't like that. "Myra" bolts for the door!!
- Thankfully Vic had already barred off the entrance with Wire Train's wires, which stops "Myra," but he hadn't factored Laurent jumping in, going "I got this," and summoning their own Stand, Joy Division, which happens to have four arms, two holding swords.
  - "My weakness!" -Vic as Joy Division slashes through Wire Train, allowing "Myra" an avenue of escape
- That's not going to stop him though. He tussles with Laurent for control, managing to grab the receipt in their pocket, showing a payout so big they have to be the slot rigger.
- They're not going down without a fight, though, and try to attack him back. Their Stand is fast, but Vic manages to dodge their attempts.
- In a fit of desperation, Vic uses Wire Train's long-distance capabilities to send the receipt to Dean and Juniper while also getting a hold of Bellamy, telling the party to look out for Myra as she's possessed and probably going to turn herself in.
- However, the focus on this provides the perfect opportunity for Laurent to attack. "I didn't wanna do this" they say, as they use Joy Division's ability...
- When Vic focuses back on his own body, he's now somehow fused with the tied-up dealer and Daniel's unconscious body, as a strange mangle of limbs. Legs coming out the shoulder, arm out the back, etc. A straight up abomination with a status of scrambled-3.

- Laurent uses this opportunity to also run for it!! DUN DUN

### 13. New Order & Joy Division, Part 2

- Wire Train's distress signal gets to the party! Bellamy tries to go find the others, and Duran Duran/Tiramisu part ways with them, instead opting to go directly to Mai.
- Juniper and Dean are meanwhile tasked with What to Do With the Receipt. Dean decides to walk to the office with it "like a normal person" and report what's really going on.
- Juniper wants to rush there more urgently, but that of course looks obviously suspicious.
- Bellamy runs past, and Juniper follows! Dean just powerwalks behind. This results in another Dean vs. Juniper argument. There are getting to be many of those.
- All of a sudden, the gang bumps into a blackjack table! After getting their bearings, it looks as if they were somehow teleported, or shifted, or something similar, in front of the table. The casino itself looks normal, but they've been misplaced.
- Indeed, there's a group of three other equally confused people close by down the main stretch. They see the PCs and march up to them angrily, saying they stole their spots at the table!!
- The crew doesn't have time for this! Dean and Juniper rush back out, but Bellamy lags behind to do some investigation.
- Laurent is watching them from another table...drinking some tequila...they don't know what Laurent looks like, of course. But we do.
- STILL THE SUSPICION IS THERE. They approach them, tap them on the shoulder, ask if they've seen Myra.
- Nope. They sip their tequila.
- Bellamy doesn't buy it. They scrutinize them further, and see a chain sticking out of their pocket that looks suspiciously like the chain attached to Myra's hamsa accessory on her hijab.
  - Laurent doesn't seem particularly good about keeping things all the way in their pockets. The PCs joke that they have those female fashion fake pockets that aren't good at actually being pockets. This is now canon.
  - "So what are you really after," Bellamy asks
  - "I believe I should be the one asking that"
  - "Not if I hit you first"
- OH BOY THEY BOTH SUMMON THEIR STANDS
- Meanwhile, both Dean and Juniper have noticed Bellamy is no longer with them. Dean thinks Bellamy can handle it, but Juniper wants to help them. Another mini argument ensues. Juniper is sick of this and runs off to help Bellamy.
- Laurent gets the first hit in, using Joy Division's arms to quickly swipe at Bellamy and the surrounding area...which, somehow, ends up getting Bellamy's legs

switched around with a person standing nearby. The NPC is a Jojo Short Person™, so this causes Bellamy's balance to go all out of whack.

- "This is the plan, to equalize the height of everyone in the world to make Daniel feel better" - the players
- Nevertheless, Bellamy gets Isolated System off too, causing some of that energy (or really, Stand attack) to go back to Laurent. One of Laurent's arms gets switched with a big beefy guy's. They seem impressed and amused by this development, not deterred in the least.
- Bellamy isn't going to back down. They want Myra's accessory back. They try to reach for it in Laurent's pocket, but they catch Juniper rushing toward them in the corner of their eye, and it throws them off balance! They slip up and start falling, and Juniper's in the crossfire!
- As Bellamy tries to skitter back, Juniper picks up a stanchion (we had to look this word up) and tries to swing it at Laurent in this opening.
- Laurent's fast, however, and then swipes at Juniper with both sets of arms, just like what happened with Bellamy!
- The following occurs, which is probably a split second in real-time, but this is Jojo time so don't worry about it:
  - Juniper doesn't really want to smash Laurent in. The swing is more of a feint so she can grab the accessory from Laurent's pocket just as Bellamy tried before. It's a success!
  - However, Laurent's still threatened by her advance. The stanchion is suddenly switched out with a much heavier signpost, making Juniper fall to the ground under its weight. (Ironically the sign is a "No persons under 21 beyond this point"-type sign.)
  - Bellamy sees this opportunity and launches themselves up to try and get hit by the attack, hoping it would reverse the switch with their legs. It doesn't quite work. They only catch the last bit of the swipe with the sword arms, which ends up...bisecting their short legs completely off them!
  - They're not bleeding or anything, they have full control of both halves of their body, they're just....bisected.
- Laurent gives up on the fancy accessory. With both PCs temporarily confused, they run for it!! In the same direction Dean was heading in!
- SO, WHAT'S GOING ON WITH DEAN ANYWAY?
- As expected, he comes upon a scene of "Myra" at the front office, getting casino-detained by Mai. Duran Duran and Tiramisu have also caught up, less sure about what to do with the knowledge that Myra's-possessed-apparently.
- Dean tries to convince Mai to hear him out that Myra's not in her right mind. Mai doesn't trust him even if he claims to be Myra's friend, but he tries to win her over by showing that he's even wearing an outfit Myra made!
- Mai agrees to back off, confused with all this supernatural bullshit going around that she can't see, but she wants the real culprit kicked out of the casino!!

- It's now Duran Duran and Tiramisu's job to go find Daniel's body. They head off to the poker rooms. Such is the life of a lackey.
- Dean's first thing to do with "Myra," is, of course, threaten to hurt him. Daniel (as he shall now be referenced, because it's Daniel) knows Dean won't lay a finger on Myra's body. He looks awfully smug about it. This is pissing Dean off.
- Dean settles by freezing Daniel's feet to the floor. The GM starts getting very confused by having characters named Dean and Daniel in the same scene.
- Now there's an awkward atmosphere in the air. Dean can't leave Daniel on his own, so he tries to get some answers out of him, but it just results in pissing him off more:
  - Dean again tries to be threatening, but again Daniel sees right through him with the smuggest grin. WHAT'S WITH THIS GUY???
  - Why is he doing this? He wants to frame Myra so he can get off scot-free, of course.
  - He knows that Myra & co. are after Specific Information They Know. He'd fork it over if Dean lets him go. Of course, Dean isn't doing that, Daniel & Laurent need to be brought TO JUSTICE
  - Why Myra? It was convenient. He knew her, it was easy to set up a meeting. Sorry not sorry.
  - Dean observes that Daniel's ability is "bodyswapping, huh." Daniel says yes. It's fun.
  - [The entire scene gets compared to this tweet](#)
- Dean decides this guy's smug attitude has put him at his limit. He wants to try and freeze Myra's limbs, so that Daniel's aware, unhurt, but immobile, so he can then make a Frozone slide and transport him to the others for further interrogation.
- Daniel somehow knows he means it this time, but is defenseless against his move!
- But...Dean's concentration has been thrown all off thanks to Daniel's impenetrable smugness. He messes up the attack, not only causing Daniel's limbs to not freeze completely, but Daniel breaks free of the ice on his feet!
- DANIEL STARTS RUNNING FOR FREEDOM...only to slip and fall because there's still ice on his feet.
- But then...he starts...coughing and hacking...Dean tries to assess the situation...but it doesn't look like something being faked. HE STARTS PANICKING
- Laurent is now coming into view of the scene!
- Juniper needs to make up for lost time. She picks up Bellamy's separated torso "like a backpack"
- As established previously, Juniper can actually have others wear her suit Stand. She puts Bellamy's torso in it and has it follow her own movements, so it's kind of like Bellamy is piloting Subterranean Homesick Alien like a mecha, but Juniper is actually the one doing the piloting.

- The duo charges at Laurent and dropkicks them RIGHT ONTO THE SCENE.
- Myra actually comes to--in her own body! Coughing and hacking...having an asthma attack.
  - When Myra flipped her Mythos card, she gained a Nemesis. According to game rules, a Nemesis doesn't actually have to be a *person*, so the GM gave her asthma due to her smoking problem ;)
- As she recovers, she remembers the last thing before her blackout. Daniel pulled back his hair...his Stand is his hidden left eye! There was a flash, and then...nothing. Until now.
- She doesn't have much time to process this though, because the Gang is asking her all sorts of questions only the real Myra would know. She passes with flying colors.
- Laurent tries to get up and regain composure, but Juniper swiftly puts them in a headlock. IT'S OVER
- As Myra gets brought up to speed, we switch perspective over to the horrid entanglement of bodies that is Vic, Daniel, and the Poor Poker Dealer That's Still Tied Up. Daniel suddenly comes to.
- Vic is as sat down as he could possibly attempt to be. Daniel doesn't seem alarmed at their...configuration.
  - "We're busted"
  - "Yeah"
  - "Well, it was fun while it lasted"
- The rest of the party is united against Laurent. They start badgering them with questions, but they try to weasel their way out of it, saying if they let Daniel and them go, they'll tell them everything!! They'll even treat them to dinner! Do they like wings? There's a great wings place nearby!!
- It's convincing enough for the party. Laurent gets dragged along under close surveillance as they undo the damage to their own body and Bellamy's. Once at the poker room, they painlessly separate Vic/Daniel/the dealer's bodies using Joy Division's sword arms to split them apart, and the hand arms to put them back together. Interesting.
- The party immediately begins badgering Daniel with questions now that he's with them. The players pick up on the GM constantly asking them if they mean what they're saying after they say something around Daniel (lol oops), and Myra comes to the conclusion that New Order is a lie detector.
  - Daniel says yes, sort of. It's more complicated than that. New Order basically can sense if feelings match up with words and actions. If there's too much of a mismatch, he can take over their body in turn. You can't betray your feelings around him!
  - So it does work as a lie detector at its most basic, but it can also work with things such as feelings of doubt or mistrust, white lies, feints, or...bluffs, which was why he was at the poker tables in the first place.

- He would only take over another player's body if he was concerned about their cards, only take a quick glance at them, and come back. But it was clearly enough to arouse suspicion. CAN'T FAULT A GUY FOR TRYING
  - (This wasn't stated at this time but for reference: Laurent was cheating at the slots by swapping the reels around to force a win.)
- The party's satisfied with this answer, but Myra's boiling with rage, and of course Daniel knows she means it. She tells him off (and even calls him a manlet!) because she was expecting A NICE TIME PLAYING CATCHUP WITH FRIENDS and they TAKE ADVANTAGE OF HER LIKE THIS. This friendship is OVER
- Daniel just kind of takes it, seemingly unfazed, but we all know he's not.
- BUT LET'S GET TO THE WINGS
  - OH WAIT
    - WE BROUGHT SPACE ODDITY WITH US
- The party can't find them at the slots. Laurent mentions seeing someone who looked like a biker over at the arcade.
- Bellamy and Juniper find them still at the arcade! They're specifically playing a motorcycle racing game, to a small crowd of spectators, no less!
- They seem a little embarrassed as they get off the machine since they weren't really doing their job. But they say a boy in a green coat told them they'd be a good fit for this game, so...
  - "Wait, did he have a lot of pockets?"
- Bellamy starts sweating as Juniper mentions Curtis, and then informs her that he still very well could have been the Terror member at Foxglove!!
- Juniper then informs Bellamy that Curtis said he likes breaking into things. He could have broken into Foxglove that day...Bellamy had broken into there too, after all. And the door to that apartment WAS ajar...
- Hopefully that's truly the case, and he isn't as suspicious as they think.
- BUT NOW IT'S FINALLY TIME FOR WINGS. Specifically, DeMarco's Wings & Things™. Where you can get Wings. Or Things.
- The party's order includes:
  - "Deluxe Things Platter"
  - Loaded potato skins
  - Bucket o' wings w/ special sauce
  - Wings with "more sauce than chicken"
  - Myra's just having a bottle of wine. Too pissed to eat.
  - For reference, the "Things" are simply any non-Wings items.
- Finally, Daniel and Laurent regale the party with their backstory:
  - Indeed, they were camping out in the Black Rock Desert 10 years ago, specifically to stargaze, since you can see basically everything out in the desert.
  - That night, the shuttle crashed nearby! Not *near* nearby; they weren't in harm's way or anything, but the ensuing dust storm that was kicked up wrecked their tent, and they had to find shelter.

- Of course, it's hard finding your way in these conditions, so instead of shelter, they stumbled across a "person"...in a torn-up space suit...but the human body inside was disfigured beyond recognition. "Zombie" was the only word for it. Naturally, being teenagers encountering a zombie while lost in a dust storm at night, they freaked out and ran away.
- After some aimless wandering they eventually stumbled to a payphone and called the police.
- But more came than just the police...a company they had never heard of before also came on the scene.
  - "It was called...Speed Weed?"
  - "The Speedwagon Foundation!"
- And there was some...police chief they can't remember the name of...they go back and forth guessing his name started with K or M or whatever, but it's obvious neither of them know. The party's getting a little freaked with how much this mystery guy keeps coming up.
- Vic tries...something...to help them remember. Helping them work through their emotions their memories gave them. Hopefully something will come up...
  - They recall that the payphone was near a dinky, run-down hotel out in the desert. They stayed there afterward, but they're not sure if the place is still there anymore, since it already looked like it was struggling.
  - Mysterious cowboy man...HAD A SON?? They have an equally foggy memory of him; it's not like they really chatted it up. But he was at the scene regardless, which was a little strange since the incident seemed so serious but he was also a kid around their age.
- All in all, it was obvious the shuttle had valuable cargo. The Speedwagon Foundation took Daniel and Laurent in in the days after the crash, where they learned the shuttle was carrying a meteorite specimen.
- They were being monitored because soon after, they developed their Stands. Coincidence? Daniel doesn't think so. Their Stands are a space virus!
- Space Oddity looks concerned from all this information. Juniper, even though she's into aliens, doesn't buy this at all, since no one else in their party got a Stand through any weird meteorite incident. Bellamy, however, is POGGING
- The party discusses this information. Supposing this meteorite could give someone a Stand...and that the police and SPW were involved...it seems obvious the meteorite is important. And this cowboy guy seems more and more likely to have been "erased" just like Myra's sister Molly. And what if something like the Terror got their hands on it? They could create Stand users at will! It'd sure be a good reason to erase someone!!

- The party really doesn't want to dwell on the repercussions of that at the moment...Their meal winds down, and the gang warns Daniel and Laurent to maybe take a vacation away from the city for a while. They were at the heart of the incident; they could be potential targets.
- The party gets ready to go their separate ways after Daniel and Laurent head home, but Space Oddity seems to be hesitating. Turns out the whole "meteorite" business triggered some memories...
  - They remember being a part of a space crew! The same space crew! They remember getting the meteorite sample!
  - But the memories are still foggy...Daniel and Laurent did seem familiar, though. They probably were the "zombie" after all...
- Based on this, the party makes the following hypotheses:
  - Bunny could have acquired a Stand ability through the meteorite, and used it to save herself. Somehow her memories were lost in the process, maybe due to the nature of the Stand.
  - If Space Oddity was that zombie, they could have been possessing their spacesuit, since their body had officially died. Disoriented from the crash, the potentially new and confusing ability, and the dust storm all at once, they could have simply been buried under the sand after wandering aimlessly.
  - The above would explain why Juniper found Bunny's skeleton, and why Space Oddity only showed up now, after their NASA patch was recovered. They could have been lying dormant all these years.
- This all seems to make sense, and the party decides to keep SO around since they've nowhere else to go. Specifically, they're going to be hanging out at Myra's studio!
- But then something else hangs on the gang's mind...
  - *If the cowboy guy really was erased, how does Anthony Managuchi have a photo of him??*
- Juniper wants to go undercover and maybe try asking Anna about it, since Anna's her "in" with the Managuchis. The issue is, the photo was found in a desk in Anthony's personal study, so...it's kind of hard to come up with any other excuse as to how she got it.
- Vic was at Anthony's party as an "investigator." He could potentially weasel an excuse in that way. The party decides to roll with this angle, but for now it's time to wind down....
- TIME FOR A STINGER
- It's evening, with sunset striking the casino parking lot. We see Hansen Orzabal getting ready to go home, packing up his van with his equipment.
- A tall, thin shadow that's clearly not his own steps out from Hansen's shadow. He looks at it without any hint of surprise, and even asks "Going home?"
- It nods, bows, and prances off! WHAT'S UP WITH THAT

## 14. Hatful of Hollow, Part 1

- The story goes into March! Things are warming up around the desert. Flowers are blooming. And so on.
- Bellamy is spending this nice day browsing Usenet inside instead, of course.
- [They find a very concerning post on the local weird newsgroup](#), naturally involving slitheringtruth. He sounds serious.
- Bellamy sends Niles an IM asking to ask slitheringtruth to unblock them, but Niles just responds like "lol you think I have him added? lololol"
- Turns out this guy is kind of hard to contact...
- MEANWHILE, Juniper is reconnecting with her supernatural investigation club. Brock has left the club officially, but that's okay because Juniper has an important announcement to make!!
- She's moving the club from a school club to a general town community club! They'll be able to have outside members now! And the first outside member is Space Oddity!
- Clarita and Anna recognize SO from when they were in the spirit box. Anna is a little worried about the extra credit she would have gotten for being in a school club...BUT IT'S FINE THEY HAVE A NEW MEMBER NOW.
- Juniper's card for her club activities gets an improvement! She can call on her friends to help her now!
- Both Dean and Vic want to bother Kathy again. Dean feels sorry about clobbering her last time, and Vic wants to perhaps enlist her for help investigating the Managuchis.
- Vic sets up the meeting since Kathy wouldn't really know him, but Dean comes through the door right with him which makes Kathy immediately suspicious.
- Kathy and Dean immediately start arguing, of course. Kathy arguing about Dean putting her into the hospital last time and Dean arguing that he was just fighting back against her lasers. Kathy claims self-defense. And so on. Vic gets them to Stop.
- Kathy will help them out with Anthony...if they help her first. She's been meaning to look into the Hoobastanks, and she wants the party to sneak into their house while she distracts the family with an interview.
  - According to Kathy, the theater closing wasn't the only seemingly random, perfectly usable property they've shut down. It all looks disconnected from the outside, but that's just why she suspects someone might be pulling strings.
  - With Copernicus Bob out of the picture, he might have some leftover files or records at their home that they can check out.
  - The party agrees, because what else can they do?? If it gets them on Kathy's good side, she could be a useful ally.
- Myra goes to the gym to buff up and add more power tags to her sick new kung-fu abilities.

- Vic wants to hang out with Throcky and Cassie, helping Throcky with his Stand ability as he plays around in the skate park. Several times Throcky flings himself into a tree.
  - "Why is our family like this"
  - "I ask myself that often"
- HOOBASTANK INVESTIGATION TIME! The party is Kathy, Dean, Vic, and Myra. Kathy will go in as the interviewer to distract the family, Dean will pose as an assistant and provide backup as necessary, and Vic and Myra will sneak in in their usual way to find the juicy evidence.
- Myra and Vic follow around Dean and Kathy invisibly. Bethany Mae Hoobastank is none the wiser, but Fred Jeremy notices them out of the corner of his eyes while he's busy making cookies in the kitchen.
- They're out of eyeshot now, but Myra and Vic have to come up with a plan quickly, because Fred is coming to the doorway!!
- Vic tells Myra to go on ahead invisibly. He knows Fred; he can possibly reason with him.
- Vic reveals himself to Fred Jeremy, who is understandably confused why his friend is apparently sneaking around his house.
- Vic thinks on his feet and tells Fred that he saw the shadow people again! They're around his house! Fred buys into it completely and starts getting paranoid, looking around for evidence of them. He suggests investigating the basement because there's lots of "weird stuff" down there. This is the perfect cover, so Vic eagerly follows him down.
- Meanwhile Bethany Mae Hoobastank has taken Dean and Kathy to Copernicus Bob's study. She starts talking about her father but then gets upset over his recent death. In turn, this greatly upsets Dean, not only from the general awkwardness of the scene, but also the fact that he was there! He tried to save him! But he couldn't!! GUILLLT
- He tries his best to console her. She composes herself, but it doesn't make the atmosphere less tense. The group finally manages to move on with Kathy's urging, giving Myra the perfect opportunity to sneak in from behind and do some prime evidence gathering.
- She finds one big thing: a file of information Coppy Bob had related to his landlord...business? Landlording? Landlordery? Anyway:
  - Immediately it jumps out that Copernicus Bob Hoobastank was corresponding with an "ftrent4842@aol.com (Florence Trent)" that the players are recognizing from the Usenet thread earlier.
  - Florence had provided suggestions of what properties to close down, with no real pattern among them. Landlords don't really answer to anyone, so this is exceedingly strange.
  - The correspondence stretches back about three years. She would often provide suggestions on how to "flip" the properties (and recently she was telling him to repurpose Quentin's stage theater into a movie theater).

- Cross-checking with current news, it seems a few of these ventures have succeeded for the Hoobastanks, but not all. It feels like strange risk-taking behavior for a property manager.
  - "Land development hell" (haw)
- This is good enough info. The party can look into this further later. It's time to get out of here.
- Fred Jeremy Hoobastank is showing Vic the "weird stuff" in the basement, but the "weird stuff" is just regular people "weird." Hunting trophies from grandpa, war memorabilia, etc. Vic convinces Fred the shadow people are no longer here, and the party reconvenes with Kathy outside.
- Kathy's pleased with their discovery, and they discuss interacting with Anthony again next. Kathy mentions that this might be difficult to do, since the man is awfully busy on the campaign trail now. She's been trying to set up an interview with him for a solid week now with no luck.
- The party feels more confident about perhaps arranging something given they're more of his acquaintance than Kathy is. She's still skeptical, but she offers the last bit of dirt she has on the guy:
  - From the outside, the Managuchis appear to be bleeding money. There's been a lot of failed ventures for the family. Sure, they're known to own "half of the town," but what "half" they own seems to change all the time!!
  - Kathy was surprised by Anthony's mayoral run for that reason; it seemed like a reckless thing to do given what she knew about his money habits.
  - She doesn't have their tax returns or anything of course, but based on this info, she theorizes that they're either up to their ears in debt, or they're receiving money from an outside source.
  - The "outside source" idea worries the party--they did just run in with the mafia, after all. Kathy's less afraid of that possibility; if it's the mafia, wouldn't they order him around better about how to spend the mafia's money???
- There's no way they can look into this right now...it's all speculation. Time to move on. Getting in contact with Anthony is the first hurdle, all the questions can come second.
- Back to Bellamy! They have a certain lizard-obsessed man to track down.
- PCs suggest Bellamy doxx him. This is very funny but also sort of evil. We also cannot think of a better idea. We establish that slitheringtruth has some webspace, but he's protected his identity even under the [WHOIS](#) lookup. So that means it's HACKING TIME.
- It's established that via flashback Dean gave Bellamy some sort of old computer that could be used to reverse engineer code, similar to [the real-world IBM 5100](#). We translate this into decryption even though this doesn't really make sense. Shh.

- Point is, in-story, it works, and Bellamy not only gets the guy's address, but his real name, too. Also the old computer kicks it immediately after. Bellamy's code was too strong.
- Anyway, slitheringtruth turns out to be Nemo McCarthy, Maverick's old Stand-using friend who fell out of contact with him. Juniper encountered him once before, but he wasn't cooperative and he currently remains a mystery!
- Bellamy sets out to that address, keeping all these developments to himself, but then they come across Throckmorton, returning from the skate park! Except...there're square-shaped holes where his eyes and ears used to be?!
- The holes don't seem to be actual physical holes--he's not bleeding or anything, and they seem to be just Voids--but he can't see or hear anything. He tries to communicate with Bellamy, telling them to take him back to his house or to his cousin Vic's. He sure hopes he's talking to someone friendly.
- Bellamy does indeed take Throcky over to Vic's office and explains the situation to him. They fumble around with Throcky for a while, trying to get over the communication barrier, but eventually get him to calm down with the help of Wire Train's emotional connection shenanigans.
- He states he was at the skate park practicing the tricks he came up with with him and Cassie, after they parted ways. Then he felt a presence behind him, and suddenly he was blind and deaf!
- He's fine staying at Vic's office while they go get this resolved, but he really just wants to go home and play SNES games...
- Vic and Bellamy head over to the park, but have a hard time finding any evidence of a Stand user's presence. They request the help of Dean, but more specifically Baha, thinking they can use Baha's nose to sniff out something they can't see. Dean heads over to help too since Baha is basically his dog at this point.
- Baha sniffs around and gets excited, which activates his Stand. However, as soon as that happens, a strange figure rises from the ground behind him...
- It looks like a dark, hollow alien creature--and inside it is a bunch of floating eyes and ears! It grabs at Baha's face, and Baha's eyes and ears are taken, too! And just like that, it swoops back underground!!
- WELL, THE ENEMY JUST GOT A LOT CLEARER. Poor Baha is so disoriented.
- Just as soon as Vic is trying to get a handle on this Stand's trigger, Dean immediately summons Agua Verde to make an ice wall, which immediately summons the enemy Stand in turn. Dean's hoping to block it with the ice wall, but the Stand is fast, and it manages to get Dean's eyes.
- Dean tries to punch the Stand before it can go back down, but he's too late and accidentally punches Bellamy through the ice instead. Oops.
- Vic scolds Dean because that was very reckless!! LET'S FORMULATE A PLAN FIRST PLEASE?!
- The plan they come up with is this: Vic still has a Wire Train-brand wire trap for the skate punks around here. They'll use Dean as bait under this trap, then have the Stand get caught in the trap. Bellamy will freeze it with Isolated System.

- They set it up, and it goes off without a hitch! The Stand comes to a sudden halt by the wires, and some stray eyes and ears fall out. Gross.
- (At this point, for simplicity, the GM informs the players that the Stand is named Hatful of Hollow. It's the commercial break eyecatch or something.)
- The team scrambles to find the eyes and ears they can at least recognize; Baha's are at least easy to pick out. They slide back in and reincorporate just fine. Double gross.
- But now that the Stand's trapped...what do they do? If it's a remotely controlled Stand, the user might not even know what's going on with it. Getting to the bottom of the user and why they're doing this seems like the only way to proceed, but how do they track them down?
- Bellamy suddenly remembers the Usenet post they read earlier today:
  - I have asked you TIME AND AGAIN to keep your eyes and ears out.
  - It's obvious now that I'm the only one who can do anything about this.
  - I'm going to find them myself.
  - *Oh fuck this is Nemo McCarthy's Stand*
- Dean is trying to find his own eyes and Vic is trying to find Throcky's. Bellamy explains their hunch on who this Stand's user may be. The name is familiar to Vic; he recalls Juniper mentioning her and Myra's run-in with Nemo before.
- We cut to later on! The party has been fully informed of the situation! The plan going forward is this:
  - Dean is going to stay with Baha for tonight. Baha seems a little rattled from the encounter.
  - Vic is going to put Throcky back together and bring him back home.
  - Bellamy and Juniper want to talk to Nemo the most; Bellamy because of their Usenet connection with him and Juniper because of Nemo's history with Maverick. Plus, he was there at the time of Juniper's "alien abduction"...and now he's posting about aliens online...
  - Myra also wants to assist, because she was there when Juniper first encountered Nemo, and is awfully curious about what's going on with this guy.
- The party heads off to Nemo's house, which is a cozy little home in the suburbs.
- The camera pans over there. We go further, into the dimly lit basement, which clearly doubles as a bedroom. Sheets and clothes and documents are scattered around everywhere. It's not dirty *per se*, just highly disorganized.
- Nemo McCarthy types furiously at his computer. He occasionally looks over to a pet pigeon in a cage, smiling.
- "We'll find him, Smitty!"

## 15. Hatful of Hollow, Part 2

- We start right away at Nemo's house, and the gang decides to knock like normal civilized people. Myra hangs back a little due to her sticking out the most.
- Mrs. McCarthy answers the door; she seems like a kind old lady but she's a little mystified as to why the party is here.
- She lets them in when they say they're here for Nemo. The house is quaint and kitschy; she asks them if they want anything, etc. and oh, are you Nemo's friends? I just didn't know he was inviting anyone over nowadays...
- The party claims they're online friends, but she seems suspicious. She mentions how he doesn't even trust her anymore and that he even thinks she isn't his mother!! He's refusing to go to therapy. So why would he invite people over himself?
- Bellamy starts doubting that this is going to work...but the party convinces her to loosen up. She says she'll be in her room down the hall if they need anything, but Nemo lives in the basement.
- They go open the basement door, but it stops with a chain lock on the inside. They briefly discuss what to do next, but then...they hear...Nemo cocking a gun from down the stairs...
- Bellamy hurriedly tries to convince him, mentioning their Usenet email, at which point Nemo reflexively shoots, but only hits the chain lock, breaking it. The bullet ricochets harmlessly.
- Agitated pigeon noises come from inside the basement.
- The gang heads down cautiously. The basement is dimly lit and highly disorganized; bed permanently unmade, clothes on the floor, etc. Pigeon (named Smitty) in a cage in the corner.
- Bellamy tells Nemo that they never gave him enough credit, which makes him drop his guard. What? What are they talking about??
- Juniper and Bellamy state that they came here for answers, but Nemo's most suspicious about Myra since she looks rich and the rich are all in on the alien conspiracy, of course.
- Nemo summons Hatful of Hollow and demands to check if the party is real. They barely even get a word in before his Stand approaches them and takes their eyes one by one. He puts them back immediately after glancing out of them.
- No one likes this, but they offer no resistance since he's at least putting them back??
- They inquire as to how this verifies whether or not someone is "real," and he replies cryptically with "fake people don't have any senses."
- THAT'S WEIRD. But it ties into how he seems to know that people have been disappearing and forgetting. The party decides to be as open with him as possible in an effort to bridge trust, and they deliver a brief summary of their investigation and what they know about the missing people. They even mention the possible involvement of the Managuchis, Hoobastanks, and the Terror.

- Juniper tries to reach out to him in particular due to knowing him through Maverick. She mentions how there seems to be a friend they both forgot that seems to be related to the alien abduction/murder she witnessed...and Nemo starts looking increasingly uncomfortable.
- Juniper notices this and tries to get him to talk. He stammers, and claims he knows who that was.
  - His name was Josiah Jones! His best friend!
- This name does not mean as much to the PCs as it does to the players. The players are freaking out.
- Nemo has a hard time elaborating beyond that; instead he summons Hatful of Hollow and starts looking through all the eyes it stole. It seems he can see through everything someone else has seen with his Stand.
- Juniper snaps him out of his trance because she wants answers. Josiah was at the abduction, right?? Was he the murder victim?
- Nemo snaps that no, he was there and he helped protect Juniper...he reports a similar scene to what Maverick had stated before: two figures in the distance carrying a vague victim he can't quite remember, but he's sure was murdered. The three boys were hidden, with Juniper behind them.
- As it soon became obvious these people had murderous intent, Josiah moved to shield Juniper, and then...
- Juniper remembers how her vision and hearing suddenly stopped at that moment WAIT THAT WAS NEMO NEMO USED HIS STAND ON HER?!
- Nemo looks awkward at that statement. Yes, that was him, he thought to do it because the victim got attacked at that moment and he didn't want Juniper to get traumatized.
  - WELL SHE DID ANYWAY, JUST IN A DIFFERENT WAY, GOOD JOB
- Juniper gets mad at him but he defends himself by saying she didn't know about Stands, it seemed Stand related because those guys were TOTALLY aliens and Stands come from space as an alien space virus so OF COURSE the aliens would have Stands and DANGEROUS MURDER ONES TOO
- He slows down and states this is why Maverick left their little gang. The three boys erupted into an argument after escaping the situation, and Maverick didn't want his little sister getting involved in Stand business. He cut off contact with Nemo and Josiah after, since they wanted to pursue this case instead.
- This statement gives Juniper pause...Maverick and Nemo's mysterious fallout had been Maverick trying to protect her this entire time...
- She totally doesn't agree with the aliens with Stands thing though. It really looks like her "abduction" really wasn't an abduction at all...
- Nemo doubles down on the aliens thing in turn because his mom is CLEARLY an alien imposter. The party is tired of hearing this and asks him to elaborate. His story is thus:

- Nemo always had his Stand ability. Growing up he felt alienated, being the only one with superpowers and the only one who could see them, but that changed when he met Josiah (and later Maverick).
- Josiah's Stand was called Moving Pictures. It could swap the properties of objects around while having their appearances remain the same. Nemo uses an example of his rifle + a pair of headphones; after the swap, the headphones would still look like headphones, but would be able to shoot you. Scary.
- Three years ago, as a result of investigation from that mysterious abduction/murder, Josiah disappeared. Josiah had wanted to go off on his own, and didn't tell Nemo where he was going in order to protect him. Nemo argued with him on this, but he didn't budge, left, and then never returned. Then people forgot he existed.
- Months after Josiah's disappearance, Nemo started to notice people he would steal the senses from...not having senses. As in, he would steal someone's eyes, but not see anything. This had never happened before.
- Eventually this got more and more prevalent, and Nemo soon noticed that the only "real" people with "real" senses left were all coincidentally Stand users.
- He had used his Stand on normal folks all the time (such as when the boys busted that museum thief together). The only conclusion he could come to was that "normal people" were being replaced. If it's aliens using their own Stands, it would make sense normal folks were more susceptible. Going after human Stand users is more likely to backfire.
- He states that the "Terror" the party mentioned is more likely an alien Illuminati in on this conspiracy.
- Bellamy asks Nemo if there's any way the party can check for imposters, but Nemo doesn't know of anything beyond his own ability to utilize the senses.
- Juniper and Myra suggest that Nemo should team up with them! They could share their investigations with each other! They try to convince him, but he just doesn't accept it. He seems preoccupied with his own thoughts.
- At this point the party's not sure what to do or how to even process all the things Nemo's told them. Then Juniper stumbles on a small box in the mess on the floor of the basement and picks it up. She reads the label aloud: it's prescription antipsychotic medication.
  - (Usually used for treating schizophrenia. This is me, the GM, confirming Nemo as schizophrenic)
- Nemo freaks out and takes it from her, tossing it in the trash, because it's poison, anyway!!! His therapist is one of the aliens, too! He doesn't go there anymore!
- BELLAMY CALLS THE PARTY INTO A HUDDLE BECAUSE UHHH THIS KIND OF PUTS THINGS IN A NEW PERSPECTIVE, MAYBE THEY SHOULDN'T HAVE ENCOURAGED HIM????
- "I can hear you"

- BELLAMY IS DISTRESSED
- Myra quickly pulls out Molly's journal and begins cross-checking Molly's information with Nemo's to see what sorts of truths she can find:
  - Molly actually mentions Josiah, Maverick, and Nemo, but mostly seems familiar with Josiah! Notably she mentions that Josiah is "Mr. Jonah's son"--IS THIS SEXY COWBOY MAN???
  - More specifically, she says Jonah was in charge of the investigation on the meteorite! This has to be the guy!! Jonah Jones!
- As Myra mentions these things, Nemo practically takes the journal from her. She lets him read it but keeps a close eye on him. He gives it back afterward, looking a little sheepish.
- He's just happy to have confirmation that Josiah was real. He was beginning to think he made him up...
- Juniper isn't sure Nemo will accept this...but she gives him her phone number. Remarkably, he takes it and stuffs it in his pocket. Bellamy asks if maybe he can unblock them? He doesn't say anything, but he moves to his PC and boots up AIM.
- It's about time for the party to go. Seems like they've gotten all the information they can. Nemo sees them awkwardly leaving his basement, and tells them to let him know if they find anything regarding Josiah, because...he loved him.
- Oofa.
- The scene ends there, and the trio from Nemo's informs the remaining two party members of what they've learned. Vic isn't really sure about the whole "fake people" thing. Daniel's ability to lie-detect and bodyswap seems to work just fine even today.
- Timeskip. Juniper gets called into her internship, but this time she refuses to come in since she wants to investigate the city's mystery instead. Rock Lobster has to let her go, and Juniper flips her routine card since she's out of a job!! Rock Lobster will come back as one of Juniper's nemeses. That's ominous.
- Instead Juniper goes to convince Anna to help her with her upcoming mission involving Anthony. It's downtime time!
- Anna seems suspicious about it...when confronted about her anxiety she obviously lies about it.
  - "Clarita told me when you say 'no' too fast that means you're lying"
  - "Meep"
- Juniper convinces her rightfully that her father could be in danger if they don't find out how he's related to Jonah. She shows Anna the photo; she seems nervous about all this...but she accepts. She'll be around to aid Vic and Juniper with anything they need to convince her parents.
- Bellamy shows up at Blue Hawaii's house for some healing. His wife, Hawaiian Punch, answers the door and says he isn't home, but he's just a nurse, she's a DOCTOR, she can heal them up the old fashioned way.

- At this point we mention their son, Hawaii Pt. II, and I think at this point the players hate me for these names
- Dean tends to his pawn shop! He organizes his stock and cleans up the place all nice. Then that coin Magne found all those months ago rematerializes and starts rolling away on another journey.
- Dean has no choice to follow it because he is pretty curious about it. It starts heading to the outskirts of the city, toward the desert, but by this time Dean is way too tired to even think about heading to the desert, so he marks the location on a map for later.
- Myra is experiencing some art block and calls up Dean just as soon as he's getting back. The two meet up at Dean's pawn shop and they discuss business. Namely, Myra finally brings Dean up to speed regarding Molly and her disappearance/investigation, since he was the only party member not in on it at this point.
  - (DEAN ISN'T SURE HOW TO FEEL ABOUT BEING THE LAST ONE LEFT...)
- Myra's burnt out. She needs a drink. She's tired of this investigation but she has to keep going for the sake of her sister. It sucks.
  - (It's also decided later, but worth noting here, that Myra's possessions card flips due to how much she's been ignoring her boutique!)
- Meanwhile Dean still has his feelings of moral obligation to help others with his ability, since he's one of the few that possesses a Stand. Myra can't help but agree, she knows without her Stand she wouldn't have gotten nearly this far.
  - Dean compares himself to Spider-Man, he has superpowers and no parents, no Uncle Ben figure though.
  - Myra is.....Catwoman???
  - General lack of knowledge of comic books continues
  - "Juniper is Peter Parker"
  - "But Peter Parker is Spider-Man??"
  - Dean mentions the Coin Incident to Myra. They both make note of it for later.
  - "What do you do to relax?"
  - "I dunno, I have an arcade cabinet?"
  - (It is decided that Dean's arcade cabinet is Mortal Kombat)
  - (Cathartic)
- Vic wants to follow up on the original clues Blue Hawaii said he was sending to the Speedwagon Foundation, along with some other questions he has to ask them.
- He rings up the SPW! He's answered by an intern named Daft Punk. The players' hate of these names continue.
- He first wants to follow up on the status of the meteorite found in the desert:
  - When he mentions Dawn Metropolis, the intern has a hard time finding it, but manages to find it filed under the Black Rock Desert.

- ...Apparently, the meteorite was STOLEN SEVEN YEARS AGO!
  - Daft Punk reports that what he's seeing on screen seems to have some corruption or redactions to it. Names are blank, and data is missing. Clear signs of erasure.
  - Even worse, the case appears to still be open. The meteorite was never retrieved, or if something happened to it, no report was submitted regarding it. The trail ends here.
- This is starting to freak Vic out, so he instead moves to a different topic. How about that information on the Terror that Blue Hawaii was going to mail to the SPW? Do they have any new leads on that?
  - Daft Punk tries to look in the SPW's database, but once again struggles finding Dawn Metropolis. He double-checks the spelling and everything.
  - When he asks if Vic can help him locate it on a map, Vic starts getting worried. He gives him the approximate location, but still Daft Punk can't find it. On an actual map of Nevada.
  - Fear is starting to sink in. What about Usenet? Can he access the local Usenet? Vic emails him the address. Daft Punk can see the email...but when he uses that Usenet address, it doesn't connect to anywhere.
  - The last correspondence the SPW received from Blue Hawaii WAS the report about the meteorite seven years ago....
- Vic is full on in a panic now. What the hell does this mean for the city? Is the city erased, too? Is it even real??
- Daft Punk quickly drafts up a report for his superiors about all this. Vic tries to tell him the best he can about everything that's been happening in Dawn Metropolis. At least they still have phone contact...
- Vic tries to get any information he still thinks he can obtain from SPW right now. He asks, perhaps in vain, about any information about Black Hole Sun that could possibly help.
- Daft Punk actually manages to track down someone with similar-sounding abilities in the database. Apparently there was someone in juvenile hall around five years ago, in Reno, with Stand abilities listed as "gravity manipulation" and "warping."
- Unfortunately, he can't provide any identifying information other than that, since they were a minor and it isn't legal to put those details in the news. But it's looking likely that BHS's user is now a young adult.
- Vic thinks he's heard enough. He thanks Daft Punk and hangs up.
- He then screams.
- He immediately calls the party together at the pawn shop, along with several of their friends, such as:
  - Daniel & Laurent Ripley
  - The Hawaiis, or rather, Hawaiian Punch, as Blue is still Out Somewhere (which is worrying)
  - Cassie, Maverick, and Yoshimi

- Space Oddity
  - Notably EXCLUDING Kathy because this might be too much to let her know.
- Vic informs everyone that, as far as he can tell, Dawn Metropolis doesn't appear to exist to the outside world.
- Naturally, everyone's incredulous, all talking above each other, trying to figure out what this means, etc.
- "We exist in a pocket"
- There seem to be some random exceptions--obviously, contact was made with the SPW through phone and email, but not through snail mail or URLs.
- Then there's the topic of the Ripleys having gone on vacation recently...or so they think. Laurent recalls that it was in Fiji, for a week, and Daniel says that they have photos from the trip at home! So what gives!
- Vic tells him to go check the photos straight away. Juniper offers to go with Daniel, since through her ability she can actually check if a photo is real or not--if it's fake, she can't enter it.
- They meet no resistance on the trip over. Daniel immediately fetches a photo of him and Laurent on a beach. It doesn't look altered in any way, no stray Photoshop pixels or anything, and yet...Juniper can't enter it.
- This freaks them both the hell out.
- Vic is currently on the topic of how the meteorite was stolen. If the Terror is who stole it, then they could have been making powerful Stands this whole time, perhaps with the abilities to affect the city in such a way.
- Cassie is starting to think she should transfer out of Foxglove. It's expensive to go apartment shopping again, but if it truly is a "recruitment ground" for the Terror as suspected...this could get bad.
- Vic flips TWO whole cards due to all these revelations. The thought that he was being duped this whole entire time in the city shakes him to his core. He's overwhelmed with emotions and most of them are negative.
- Daniel and Juniper come back with the announcement of the fake photo. Laurent freaks out with him. They definitely recall taking the picture, with a real camera, and real film, and even having it developed at Walmart! What were they really doing the week they were gone?? Where were they? Did they just BELIEVE to be away, and really they were...still here? Or somewhere else?!
- The party discusses the idea of trying to leave the city to see what would happen, but they chicken themselves out of it fearing potential negative consequences. The Ripleys apparently lost a whole WEEK, what sort of things could they get caught up in if they tried to leave?? Where even is the city right now, anyway?!
- Myra wants nothing to do with this. She's three drinks deep and was already feeling burnt out. This is insanity.
  - (Later we also decide that Myra flips ANOTHER card as well, this is getting ridiculous and we will resolve all these character changes next session!!)

- Bellamy is just staring. At nothing.
- "The Terror controls the city! Existentially! If a Stand is doing this we have to defeat it!"
- "What if we can't?" -Bellamy
- Juniper argues next, stating she doesn't wanna just lie down and die!
- Bellamy needs to take a fucking walk.
  - Dean pats them in understanding, but Juniper follows them outside.
  - They open up! For a long time, they thought everything was pointless in life. And this is just reminding them of those feelings...
  - Juniper tries to paint the party as the city's only line of defense. We're the only ones that know these things, after all.
  - Bellamy spins it by saying they're the only ones that know these things because the others got erased!
  - Juniper knows that but she still wants to try! They already know so much, they're already in so deep! And they need Bellamy's help! Don't sound like you're resigned to fate!!
  - Bellamy apologizes...but they stress that this was the first time they had spoken their mind.
  - Juniper's sorry, she didn't mean to write them off...but they have to stick together. No disappearing for any reason! Mentally, physically, existentially, whatever!
  - "You and I are friends now if that wasn't clear already!"
- The chaos is (sort of) winding down at the shop, with some folks heading home. Vic offers Cassie to stay at his apartment for now, and she takes it.
- But then...as Juniper comes back in...he feels like he owes her an apology.
  - Vic tells her that he isn't entirely a paranormal investigator. Juniper catches on quickly that he's confessing to being a con artist.
  - "I investigated the stuff I thought was REAL" (meaning, Stand stuff)
  - "And you investigated that stuff for money?!"
  - Juniper calls him a bad person; he agrees with her.
  - He says he's telling her now because none of it really matters anymore. What's going on in the city is way more important. They've lived their entire lives here and the city doesn't seem to exist...
  - But Juniper's not done with his original topic. She's furious that he's made a living off of ripping people off.
  - "You might not think it matters but the way you treat people DOES matter. I thought you were cool"
  - Vic says he wants to focus on the Terror and related mysteries. Juniper says fine, but after that, she's 100% done with him. She moves to head home.
  - He briefly stops her to tell her that he thinks she's a good investigator. He doesn't quite believe in aliens, but he believes in the investigation she's

been conducting, especially regarding the meteorite. He also thinks she's a good kid...

- "Don't stop believing in those things because of me, it has nothing to do with you so don't worry about it"
- She begrudgingly says "fine," but is unwilling to let go of her anger. She starts running home and declares him "worse than Dean," INSULT OF INSULTS
- That night, Juniper has a hard time sleeping because of all that's happened.
  - She sees a figure with Maverick and Nemo...Josiah Jones. He was tall and blond, always wearing a poncho...
  - She remembers him after all!
  - He would actually show her his Stand ability, though she didn't realize it was at the time. He claimed to be a "magician" with the things he could do with objects, and showed her his star-shaped "tattoo" on his shoulder. (Not a tattoo, of course.)
  - Then flash forward to the "abduction." Josiah moves to defend Juniper, covering her, while Nemo then summons his Stand to block her senses.
  - Josiah looks toward the victim, and the last thing Juniper hears is Josiah saying "Wait, is that Campbell?"...

## 16. Running in the 90's

- The session opens with narration involving who we know as Gabriele, hanging up a phone in their apartment (or what we can assume must be their apartment). Behind them sits the Pink Girl Seen with Gabriele in That Photo with Black Hole Sun.
- Gabriele discusses the phone call they just had, and establishes a few things:
  - Pink girl is Florence Trent, the woman seen posting on Usenet and corresponding with the Hoobastanks via email.
  - They're both members of the Terror, but they didn't seem to know that they were being called the Terror.
  - Gabriele hates the name because it makes them "sound evil"; Florence doesn't seem to mind it because "people should be afraid of us."
  - Whoever was on the phone seems to be in on what's going on with the PCs, as they also reported to Gabriele that the PCs have discovered that the city isn't on any US map.
  - Florence looks surprised, though what that might mean specifically is unknown as the SCENE SWITCHES.
- Juniper wakes up from the dream she had last session! She remembers Josiah?? And someone named Campbell? Campbell was the victim of the "alien abduction"?!
- She goes downstairs to have breakfast...her family is waiting for her. Apparently Ms. Lobster called about her being fired from her internship. They're both upset, but dad more so.

- They're disappointed with her squandering her future like this, and they know about her supernatural club! They think she's wasting her time on fantasies!
- Juniper storms outside. She's not sure where she's going.
- Bellamy is spending their morning chatting with Nemo on AOL. They're thankful he unblocked them.
- Neither of them have gotten sleep. Nemo says he's been "digesting" the information Bellamy & co. gave him last time. He says he doesn't want to jump to conclusions, and will contact them when he has a more defined theory.
- Bellamy actually wanted to contact him to apologize for their Stand. They had attacked HoH with Isolated System and were wondering if it had any effects on Nemo:
  - Nemo didn't notice anything because remote Stands work that way SHRUG?? DON'T LOOK AT ME. He says he doesn't know about HoH's whereabouts until he commands it back to him.
  - Bellamy insists on apologizing anyway, and Nemo states how Josiah taught him once that your Stand can't do anything you don't actually want to do. As it's an expression of yourself, it obeys your will and your morals.
  - They continue talking about the idea of dangerous Stands. Bellamy elaborates on their entropy-related abilities.
  - Nemo hasn't actually had run-ins with many dangerous Stand users given how his own ability isn't particularly good for combat...but he's sure a Stand having the *potential* to be dangerous isn't the same thing as a user themselves being of a dangerous persuasion.
  - To him, a dangerous person will make dangerous use of their Stand regardless of what its ability is. If they're that determined to harm someone, they'll have practiced how to do it within their own means.
  - He gives the example of his own Stand--if he really wanted to, he could rob someone of their own senses and have them stumble into a situation that'd hurt them while they weren't aware of it, like walking out into traffic. But to Bellamy, that's not quite the same thing, since injury would technically be the drivers' faults.
- After some philosophical back-and-forth, Nemo eventually surrenders to his own need to sleep.
- Later in the day, Dean is tracking his coin again! Though he's still doing it on foot and given it's going to the city outskirts I'm not exactly sure what he was trying to accomplish here
- Myra drives up and parks her car. She senses a man in need.
- Dean shows Myra how the coin returns to him when he just thinks about it returning and tells her how it's been acting up lately, going off on its own.
- Myra is just about to offer to drive him around to follow the coin, but then...they hear...the noise of a car...
- MYRA'S CAR IS DRIVING AWAY?! CHASE SCENE ENSUES.

- Myra uses her newly-awakened abilities to turn into smoke and potentially get under the door of the car. Unfortunately since she's inexperienced, she only manages one arm before reforming. This hurts as much as you can imagine.
- Still, she has a good enough angle to see that the car doesn't have a driver.
- Dean then tries to use abilities HE hasn't before, "Frozone"-ing over to catch up with the car.
- This also doesn't work out for him. He merely slips and falls on his ass.
- Myra manages to haul herself up and open the door so she can finally get inside. The car is on and its controls are moving, almost as if it's possessed!
- The car seems to be directionless in its driving as if it doesn't have any real goal. It's speeding up doing laps around the block.
- Is...is the car alive??
- Vera is now on the crosswalk down the street. The car is not stopping.
- Dean pops the tires with makeshift ice-road spikes!! The car skids out of the way of any harm and comes to a halt!
- Myra calms the car down, which snorts stubbornly like a horse. The players are informed that Myra's moment of evolution choice was a new set of abilities for a "Ride," in this case her car that came alive and now has a Stand.
- It is dubbed "Running in the 90's," because Of Course.
- They get those tires fixed (thanks AAA) and get back on track following that coin!!
  - It rolls out to...a seemingly abandoned lot on the edge of town, 1969 Saguaro Lane. I'm pretty sure most cities out west have streets named after numbers and stuff instead for the grid system but fuck it I live in the northeast and that thought is alien
  - We flash back a little to reveal that this place was the site of Hotel California, a small little hotel which is the very same place Daniel and Laurent had seen Josiah previously, near the site of the shuttle crash. Apparently it had been demolished years ago.
  - The coin rolls to a stop at the equally abandoned parking lot next to the vacant land. It...glows? And then seems inactive...
  - There is a kind of weird vibe in the air Dean and Myra pick up, and incomprehensible whispers in the wind, but no matter what they try they can't seem to get anything out of the area.
  - They decide to make note of the address and come back later once they've reconvened with the party. Maybe together they can figure it out.
  - Oddly, the coin doesn't seem to be teleporting back to Dean anymore...it seems like...well, just a normal coin, now.
- We check up with Vic next by illustrating how his day has currently gone.
  - The answer is: not good. Everything in his routine just feels...off.
  - HE IS TIRED.

- He meets up with Juniper (still cranky from the fallout with her family) to organize themselves for when they meet up with Anthony Managuchi as planned. Considering the last session's events, they don't have much to say to one another.
- Juniper is mainly going to hang with Anna and work behind the scenes as necessary if Vic has trouble wrangling anything out of Anthony. They're both determined to do this, they're just...on edge...
  - Andrea lets them in and gets Anthony, but she seems uneasy about Vic's presence.
  - Vic begins with his spiel about how he was the supernatural investigator at the party, etc. etc. Anthony was worried he was showing up because his house was haunted!! But no of course not, Vic's here for SOMETHING ELSE
  - While chatting it up with Anthony in his study...Vic rummages around in Anthony's desk with Wire Train...and...*the photo he's looking for isn't there*
  - Anthony offers to get Vic a drink, and they move to chat in the living room, where Juniper is, because VIC IS ALREADY GONNA NEED THAT HELP
  - Juniper and Anna quickly and sneakily retrieve a photo album from one of the many Managuchi bookshelves. The photo is in there now. As they show it to him, Anthony visibly gets nervous.
  - They basically interrogate him! Who is this man? Why does he know him? Why does he have a photo of him if he had disappeared?!
  - The Convince roll works, and Anthony quickly breaks down. Jonah Jones was his best friend! And he suddenly disappeared one day, and people forgot?! He even forgot!! How does the party know?!
  - Vic tests Anthony and Andrea using Wire Train--Andrea mostly because she's within earshot of the conversation, and has been oddly silent. Anthony's feeling panic, while Andrea...doesn't seem to have a reaction?
  - THIS IS A BIT WORRYING.
    - Vic is trying not to show much panic himself, and tells Anthony that Jonah's disappearance was no accident. He was targeted by a force known as the Terror, which controls the city.
    - Anthony mentions that the party's investigation is reassuring to him. He says that he thought he was looking into it, but he just kind of...forgot about it. Like some sort of cloud fogging up his brain. It's strange.
      - (This statement does nothing to help Vic's panic)
    - Vic mentions that Anthony's friends, the Hoobastanks, seem to have some dealings with the Terror. And if the Terror is this close to Anthony, he could be a target too.
    - He leads to his main question: Anthony Managuchi, how did you obtain your wealth?? This could be a key factor in determining how related the Managuchis are to this case!

- Anthony pauses. His nervousness does not lessen. (Then again it's clear by this point that the man seems to be a walking bundle of nerves...)
- Another Convince roll hits, so Anthony confesses. With Nevada being a part of the wild west and all, his family came seeking fame and fortune, and...
  - The Managuchis are a line of old train robbers.
- It sounds a little silly, but hear him out!! They've hoarded their wealth for so long, his grandpappy Antoine Managuchi wanted nothing to do with it, considering it dirty money, but Anthony thought maybe he could reinvest it into this community he loves? Try and reinvigorate the family name a little?? But yes, he realizes this makes him look suspicious...but there's not much else he can do about it...his poll numbers aren't doing so hot currently. Maybe there's no redemption for a Managuchi...
- Vic sighs and believes him. He offers him some advice: he should present himself a bit more seriously if he hopes to obtain a political office. And his slogan sucks.
- The interrogation winds down. It seems that while yes, the Managuchis have a shady history, they aren't as directly connected to the city's conspiracy as their friends the Hoobastanks could be. Still, the party warns them to keep a lookout for anything suspicious, and begins to take their leave.
- Anna and Andrea are at the door wishing them goodbye. Vic is still super suspicious of Andrea, so he gauges her emotions as he talks to her and shakes her hand.
- She *has* emotions, but they feel unnatural compared to what Vic is used to feeling through other people. When her emotions change, there's no gradual shift; instead it's like a switch is flipped from one to another, with no variance.
- It feels hollow.
- Empty.
- He lets go of her hand.
- Vic remembers how the others mentioned Nemo saying that
  - "Fake people have no senses"
- He suddenly has an understanding of what he could have possibly meant.
- He leaves very fast.
  - NEEDLESS TO SAY JUNIPER HAS NO IDEA WHAT'S GOT HIM SO SPOOKED
  - "Andrea Managuchi isn't real! She's a...a doll!"
  - JUNIPER SUGGESTS MURDER MAY HAVE HAPPENED.
  - Is she a construct? Was she ever a real person? Did she get replaced at some point? Anthony seems innocent and unawares...she's either been deceiving him this whole time or a switcheroo happened at some point!!
  - Anna is real after all, Anna is DEFINITELY real...

- How does this all work...? What does this mean about the Stand user of Black Hole Sun, who also felt empty?? This is definitely something that requires more investigation...
- But that's all they can get done for now. Vic and Juniper go their separate ways.
- Juniper's just getting started, though! She phones up Dean, who is busy trying to figure out what exactly happened with his coin earlier and why it's no longer working. He hasn't made any progress though, so he's willing to hear her out.
  - "Are you ready"
  - 
  - "Are you even sure what i'm asking you for"
- Juniper wants to try leaving the city. Dean has a driver's license and some time to kill. Myra's still with Dean, and spittakes at the idea, but she decides to follow along and keep watch within city borders in order to make sure nothing crazy happens.
- They discuss how to go about this as they drive out there, and decide to first try it out by tying a rope to Juniper & Dean as they walk past city limits.
  - They walk past the "Welcome to Dawn Metropolis" sign...and... ..nothing seems to happen?
  - Maybe they need to go farther.
- Plan B: get in the car and drive. Myra will wait at the sign (she brought a chair and a parasol). Dean draws a smiley face on the sign.
- Dean begins driving, with Juniper in the passenger seat...
  - As they drive down the seemingly endless 80 mph highway, the two start to forget why they're driving. They're given a status of forgetful-1.
  - They press on despite this, reassuring each other that they have to be going somewhere important. The status upgrades to confused-2. Why are they doing this? Don't they have more pressing things to do at home?
  - Dean starts to doubt this. Where are they even going? There's nothing but highway for miles! No one else is out here! He pulls the car over. The status upgrades to drawn-3.
  - The pair start thinking about home. Juniper has her friends and her club. Dean needs to feed Baha! He can't just leave Baha alone at home! The status upgrades to compelled-4.
  - Dean starts driving furiously home. Juniper does not object. The status is now possessed-5.
- It's been about 10 minutes. Dean passes the sign for Dawn Metropolis and Myra sitting there, and all clarity returns to them. He slams on the brakes. What the heck was he just doing?!
- The party takes a while to flip out at this turn of events and to get Myra up to speed. They start theorizing on ways they could experiment with this, such as sticky notes reminding themselves of why they're driving (Memento-style!) or Juniper's ability to hide inside what's effectively an inanimate object, but they're

too wiggled out to do that right now. They decide to go back to everyone else first.

- Meanwhile, Bellamy gets a message from Nemo, refreshed from his recent nap. Nemo recalled a bit of information that could perhaps help their crew. Essentially, there's apparently a liminal space in the city, someplace haunted. A "ghost hotel."
- This hotel only appears in the city during the day when the new moon is overhead. It was apparently demolished long ago--Hotel California, 1969 Saguaro Lane.
  - Nemo makes a leap in logic in saying this makes sense because they're in a desert, of course the ghosts would only come out during the day here. Of course!
- He's never verified the information himself, partially because he felt like it was bogus, and partially because he doesn't really like the idea of interacting with ghosts, but...if Bellamy's party is trying to figure out the secrets of the city, that could be a place to look. A new moon is set to happen in just a couple days, too!
- By the way Bellamy, how are you doing?? Sorry I didn't even ask that!
  - "...Kinda bummed out."

## 17. Hotel California

- We open on the next day in the story, where Vic wakes up and goes over to his office to do some very important work he had just thought of.
- He wants to call Nemo about something! But we see that he has like, 10 unanswered voicemails. They're all from Fred Jeremy Hoobastank, whom we haven't heard from in a while. He's been ignoring them because, well, have you HEARD about everything else going on around town??
- He begrudgingly listens to them regardless:
  - They're mostly by-the-numbers calls of Fred asking Vic to check out some random supernatural thing he probably made up in the moment.
  - There's one where he sticks in a passive-aggressive jab in there where he tries to guilt Vic into talking to him by mentioning that his GRANDPA DIED recently.
  - There's another where he says the police were looking for him?? That's kind of worrying
  - Then the latest one swerves right back into Fred making up some kind of story. This time it's that he's at the junkyard, which is haunted, apparently.
- Cassie enters the office while Vic's listening to these, bringing over some lunch. When he's done (and looks obviously irritated), she asks him what's up. Vic elaborates that it's the guy Cassie had jokingly said "had a crush on [Vic]," but she laughs and tells him to ignore it. He's just trying to get Vic's attention.
- Vic WANTS to just forget it, but it's kind of hard to just write it all off...especially when part of it mentioned the police...
- But still he manages to compose himself enough to call Nemo as planned.

- It's this point where the party is reminded Vic was never actually there when they met Nemo...so they've never actually interacted...
  - Nemo's mom answers the phone. Obviously Nemo isn't just going to take any old phone call, and a muffled disagreement can be heard on Vic's end.
  - She asks Vic how he knows Nemo, and through some back-and-forth he finally manages to talk to the man himself and tell him that he's friends with Bellamy and Juniper.
  - Nemo still needs a good Convince roll, and Vic says he has a mission for him that could be a clue to figure out what happened to Josiah. That works to convince him to talk to Vic, but he wants to meet in person to do so. The wires are tapped, after all.
  - Vic soon discovers the wires are not tapped. This does not matter to Nemo McCarthy.
- Nemo is waiting for Vic outside his mom's house, leaning against the vinyl siding. He has his glasses on even though he doesn't really need them when he's not going to be outside more than 5 minutes. It's whatever.
  - Vic shows Nemo a picture of Anna Managuchi and tells him he wants him to steal her senses to verify if she's real or fake.
  - Nemo's not really sure what verifying the identity of the "Managuchi kid" will do??
  - Vic elaborates that she's a friend of Juniper's so he can't just do it himself (lest Juniper get mad at him), but furthermore Andrea definitely seems fake, and so since she's Anna's mom, verifying it for both of them could unveil some clues. If Anna's real and Andrea's fake, then it implies Andrea was replaced later on or something, right? But if they're both fake, then that means fake people beget other fake people...?
  - Nemo agrees after some hesitation. It doesn't feel like a big deal to him, but if Vic thinks it'll lead to something, he'll do it and get back to him.
- Vic heads back to his office, and finds...another voicemail. From Fred. UGHHH
  - This time Fred says the "junkyard ghosts" got him and he totally has tetanus and is in the hospital now.
  - Uh *huh*.
  - Vic thinks he's lying, Cassie just thinks the whole thing's hilarious. Vic expresses worry that if Fred gets his parents involved in this drama, there could be trouble, since Fred's parents are rich landlords.
  - Cassie asks him what trouble's specifically worrying him? It's not like the Hoobastanks are *his* landlords. They couldn't do to him what happened with Quentin. She manages to help Vic calm down and focus on the more serious task at hand, for now.
  - He should get some rest.
- We check back in with Juniper! We last left her on shaky terms with her family and avoiding going back home, but surely she's gone home by now...right?

- She has, but things are tense. She's not really talking to her parents if she can help it, and it seems like they don't have a lot to say to her, either.
- On this night, she's essentially doomscrolling Usenet, trying to distract herself.
- Maverick comes in! For once he's not sassing her, and genuinely wants to talk.
  - He asks Juniper if there's anything he can do...unfortunately there really isn't anything unless he can go get them a new dad. He says yeah Dad's always been like that...he wasn't happy about Mav's artist tendencies, it's why Kinky Toe was hidden from them in the first place...
  - He says maybe Juniper can come hang out with him, Yoshimi, and Vera sometime? High schooler hanging out with the COOL COLLEGE STUDENTS. Juniper is not opposed!
  - They talk about the nature of the city...how it feels like there's no one they can trust. Mav tells Juniper if she finds anything to not leave him out of it. It's important that he gets updated on this stuff too!
  - They discuss how the city could be in a "bubble" and how Juniper tested trying to leave it, only to come back. She comments on how chill Mav seems to be, but he confesses he's just trying not to show too much stress. Like, they still have to live their normal lives between investigating. What's the point in being freaked out 24/7? Even if the city's a big sham they're still living in it day to day.
  - At the end of the conversation, Maverick promises to make Juniper some double chocolate cookies. He flashes her a sincere smile, the most sincere looking one he's worn the entire campaign.
- After he leaves, Juniper goes right back to scouring Usenet for clues. Unfortunately, SM64 has just come out, and everyone is discussing "L is Real 2401." (I GUESS THIS CAMPAIGN TAKES PLACE IN 1996 NOW???)
- Meanwhile, Myra is at her shop late into the night. Work has been piling up worse and worse lately; as the mysteries get deeper, she's been ignoring her boutique more and more.
- Her boutique manager, Frou Frou, is hovering outside her office door, fidgeting with the hem of her skirt like she wants to talk to Myra. Myra lets her in after some deliberation.
  - Frou Frou jumps right into how work has been very stressful lately what with Myra being out most of the time. Business expenses are piling up, they're in massive debt, when is Myra going to release a new clothing line?? She hasn't seen a new idea from her in weeks!
  - Myra is gut punched by this but tries to play it cool. She composes herself and states she's hit a creative block.
  - Frou Frou doesn't take that as an answer and mentions how tiring it is answering phone calls from angry investors all the time, having to respond to their probing questions with "I don't know," getting yelled at, etc.

- Myra gets mad but tries not to show it and continues to be cagey with Frou Frou. She tries to get Frou Frou to leave so she can be frustrated in peace, so Frou Frou decides to quit right there and then. She storms out the building.
- Myra remains tense, all alone in the darkened building. When she manages to compose herself...she gives herself a makeover!
  - (One of those "instant Jojo makeovers" that Kira had, as Setsu described. Myra Act 2?) (The design has not been drawn yet but I am sure it is great.)
- We flash back a little now because these scenes were kind of done in order of drama and not actually chronologically hsdhdsdgh IM SORRY
- ANYWAY, BELLAMY AND DEAN. That afternoon. They're discussing current events and what they're doing next.
- Magne and Space Oddity are hanging out. Magne is referred to as the "guy who got stabbed" to refresh the party as it's been a while since we've seen him. He's out of the hospital now!
- As established, Magne was the first one to discover the coin (which is now inert). And then the players realize we never established what the coin *looks like* so now we decide:
  - It's a big gold coin with a weird seal.
  - For some reason that description leads us to the conclusion that it's the Centenario, a special 50 peso coin (that isn't actually legal tender)??????
  - For plot establishment, I state that originally, Winged Victory on the obverse of the coin did not have her wings, but now that the coin has gone inert, her wings are back.
  - INTERESTING.
- "Maybe someone died in the ghost hotel and had magic to send the coin out for help to lead someone there" -Dean
- Magne doesn't object to the theory, but he comments that the party seems to be up to "some crazy bullshit." After getting stabbed just because of some knife he found, he doesn't really feel up to joining them on any of this.
- Space Oddity wants to go to the hotel, though! What if they learn more about being a ghost from it??
- Then we switch to a brief scene the next day. The moon rises over the vacant lot at 1969 Saguaro Ln in full daylight. The faint crescent rises to the sky's zenith only to disappear as the new moon...then a hotel materializes under it like a mirage. コゴゴゴゴ
- The Gang takes Running in the 90's (hereby referred to as just "90's") to the hotel. Juniper is squished in the middle back seat and Dean is shotgun. This is important. We joke that Space Oddity is in the trunk since they don't need air and there's not enough seats.
  - (Don't worry they could always be possessing an object someone is holding onto or something as a way to include them in the car)

- It's the middle of the day and it's unseasonably hot. Indeed, a hotel now rises before them where previously it was just dusty desert. It doesn't look decrepit; simply old-fashioned and quaint, with three stories. It seems like a place a tourist would stay specifically for the atmosphere, or if there was truly nothing else available.
  - (It's basically Hotel Dusk)
  - "That wasn't there before, right" -Myra
  - "Definitely not" -Dean
- They all head in together!!
- It seems...fairly normal...until the double doors close behind them and suddenly the weather outside seems to change. What was once broad daylight now seems to be entirely foggy.
- The front desk is empty. Totally normal!! Upon investigation, there are forms for check-in and such, but they're all dusty, old, and blank.
- As seen from the outside, there are three floors. The rooms are organized into east and west wings on each floor, though not too many rooms on either side.
- That's still a lot of ground to cover, so the party discusses how to split up. They decide that two groups of three makes the most sense, as each team could take one side the building, and there is still a good amount of people to cover each others' asses.
  - Juniper and Vic aren't even looking at each other. It's obvious they should be in different groups...
  - The west group is: Juniper, Myra, & Dean
  - The east group is: Vic, Bellamy, & Space Oddity
- **INVESTIGATION START**
  - The east group goes first narratively as there was a real-world coin flip in their favor. Bellamy investigates all the way up to the top floor, where the ~fancy suites for rich people~ are. Apparently a tacky little hotel like this still has money for fancy suites.
  - In the fancy suite for rich people, there's even a fireplace.
  - There's something sparkly in the fireplace.
  - Something mineral.
  - When Bellamy picks up the shards, they feel power course through them, and into their Stand...
  - Hm.
  - As they dwell on this, Space Oddity points out what appeared to be just the dark brown color of the floor's wood grain is actually a huge, old bloodstain...the splatter coming from the direction of the fireplace...
  - The entire hotel shakes.
- **FLASH BACK A FEW MINUTES TO THE WEST GROUP**
  - Juniper is busy investigating EVERY SINGLE ROOM. They all seem the same. And she keeps going. And going.

- They aren't even done with the first floor yet. How many rooms does one hallway have?
- The exterior maybe had about...16 rooms in a row, tops?
- The room number is already up to 140...
- Uhhh.
- As the group just starts to get freaked out about this...
- The entire hotel shakes.
- The hotel starts to tear apart! Not literally; more in a metaphysical sense. A black void bursts out of the rooms and the floor of the suite breaks down.
- 
- 
- All the characters are swallowed up.
- 
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- Juniper is in her house during any normal given day. She goes downstairs to get breakfast. Her parents don't speak to her. She tries talking to them, but they don't respond or even look her way.
- Maverick comes in and starts toasting some bread. Juniper talks to him, look at how crazy our parents are being! Can you believe that, they're just ignoring me!!
- ...But he doesn't respond either.
- She tries to touch him but just goes right through him.
- ...Is this what it feels like to be erased and forgotten about...?
- Juniper runs out into the street.
- 
- Dean is in his pawn shop, which looks weirdly sanitized and organized. The weather outside and the lighting inside are a stark gray. Magne isn't there, Space Oddity isn't there, Baha isn't there, the party isn't there.
- The Terror got them all. Dean's the only one left.
- Dean just waits there. He knows they're coming for him. What can he do? He's just one person. If they couldn't do it together, there's no way he could do anything more just by himself.
- 
- Vic is chilling in a jail cell for his various con artist schemes (fraud, posing as an investigator, etc.). He's completely alone and can't find a way out...but then a silhouette of Cassie appears in front of the bars. She's not here to help him though; she just declares that she's disappointed in him, and that him getting caught ruined everything. She leaves.
- Vic, alone again, starts to get frantic trying to find a way to escape.
-

- Myra's in her shop, which has seen better days. Everything's dim and empty with Frou Frou gone. All of a sudden, a figment of Black Hole Sun bursts into the shop and starts flinging her around with its gravity powers.
- She...doesn't even put up any resistance. She knows this was an inevitability. She gets flung against walls and ceilings and doesn't bat an eye. Black Hole Sun doesn't say anything.
- But Myra isn't seeing Black Hole Sun, she's seeing Molly.
- 
- We finally go to Bellamy. They're in their house, seemingly up to Normal Bellamy Activities. They get a phone call! They answer it!
- The voice is indistinct, but it tells them to go ahead and eliminate Vic and Juniper, because they're a member of the Terror, right?
- We see now that corpses of Dean, Nemo, and Myra are at Bellamy's feet.
- It takes a moment, but...
- They say it will be done.
- 
- Juniper runs into Myra's boutique, still panicking and unsure of what to do.
- Myra can see her! But Myra's having KIND OF a tough time with BHS. BHS doesn't seem to be focusing on Juniper.
- Juniper has a new use with her Stand now! She can take her suit's big ol' arms and do stretchy dimensional tricks with them. She pulls Myra out of BHS's gravitational grip with her now-giant hands, and chucks them out of its range!
- ...Into...
- Vic's jail cell?
- Vic is excited to see them, maybe they can help him escape!!
- This is not really the Vic they know.
  - "Why are you in jail"
- Myra offers to teleport them out with Melody Nelson's newer smoke abilities. Vic trusts Myra the most!
- She can't take others through, but does indeed teleport out and gets the Comically Oversized Prison Key Ring to open the door for them.
- Vic is relieved, but frantic to get out, and runs out of there, into...
- Dean's shop!
- Dean is incredulous at his seemingly dead friends showing up out of nowhere; he goes into the back room of the store, holding his head.
- Juniper follows after him, but he tells her to be quiet! They're not real! He SAW her die!
- He starts hyperventilating.
- Juniper wants to convince Dean she's alive...and Dean helps her roll, through his own wish that this is the real Juniper. This "combo move of friendship" additionally clears up everyone's minds!
- They're in Hotel California! This is a dream?!

- But that realization does nothing to change the scenery around them...so they decide to go outside. Surely that'll transport them like they've been doing, right? They still have two friends missing!
- Indeed, they find themselves in Bellamy's room.
- And see the corpses at Bellamy's feet!
  - "Well I didn't expect them to just come to me"
  - "Especially the ones you've killed"
  - "Especially those ones"
- Suddenly Bellamy seems very scary.
- Dean tries to talk them down, says it's the hotel, it's a Stand, it's visions, snap out of it!
  - "Do you have any last words"
- Dean and Myra try to neutralize Bellamy, but Bellamy counters it for the most part, only hurting minimally. They're not deterred, and start attacking Dean! He should be dead and now he's back, so they'll just kill him again!
- Isolated System hits Dean hard, punch rushing him. Dean falls slowly backward as the energy is sapped out of him and the room around him. Dean has a traumatized look on his face...how could Bellamy have done this?
- Juniper and Vic work together to put Dean and Bellamy in a photo with Subterranean Homesick Alien. Everyone's using hurt/help points like crazy this session!
- The idea is to put Dean in the photo WITH the SHA suit on, so he can breathe, whereas Bellamy is left in the photo without it, in the hopes that putting them in danger will get them to surrender and release their hold on Dean.
- It works! Juniper and Vic use their Stands to take a picture of the room, grab them both, get Dean in the suit, and throw them both in.
- Perhaps because this is a dream inside a hotel that's a ghostly figment, the photo didn't actually capture anything, and is just a completely black Void.
  - Without air, the only way to talk is through their Stands. Bellamy is not deterred, holds their breath, and tries to swim to the open "photo frame" at the top of the void.
  - Dean doesn't want Bellamy to hurt people! Bellamy doesn't care and keeps on swimming!
  - Dean has to do something to stop Bellamy...but his ability requires some sort of moisture to be of use...
  - ...His own body is 60% water...
  - He stops holding back and converts his own body water into ice. Dean pulls back Juniper's suit, Agua Verde grips his exposed arm, steam comes out of it, and it floats over to envelop Bellamy! It solidifies, and encases Bellamy in ice successfully!
  - Dean, however, gets all shriveled up as a result, and feels himself getting woozy. He can barely focus, and feels himself start to sink further down into the abyss...

- Something grabs a hold of him, which startles him! It's Space Oddity, who gets a quick rundown of what's been going on.
- Outside the photo, back in Bellamy's bedroom, the rest of the crew is antsy about how to proceed. What happened to Bellamy, exactly? Is this something they're afraid of...?
  - They notice the others trying to "swim" to the frame of the photo. Vic sends Wire Train in to give them a makeshift rope.
  - Bellamy gives Dean the stink eye as he grabs them to help get them out.
  - Vic picks up on Space Oddity's immediate emotions as he pulls them out as well...seems like the void in the photo was exactly their nightmare--the feeling they had, having been trapped underground alone all those years.
- As the characters are pulled out of the photo successfully, the world rumbles again.
- A voice rings in their heads, "Oh dear, what happened here?"
- As the party tries to figure out what's going on, the world appears to melt around them almost like a glitch in a video game. Then suddenly, they're all spat out into the hallway together!
- Everyone takes turns apologizing for what just went on.
- But in front of them is a ghostly figure of a woman...pretty blue dress, long blue/white hair, completely white skin...but her face...she has "vague" facial features, as if she looks like every woman at once. It's not like they're constantly changing or anything, it's just...metaphysically vague. And the party can tell something's off.
- She notices them staring and apologizes, putting on a mask that bears an upside-down fleur-de-lis (which has been used as the "logo" for the campaign server since the start).
- Juniper in particular is freaking out. AN ACTUAL GHOST?!
- The others start bombarding her with questions--was that her Stand?! Did she do this to them? Why?!
  - She says no, she was saving them! She senses that the party has deep spiritual powers that allowed them to see this place...but it is not a place for humans...
  - She doesn't remember who she is or why she's here, but she knows she's a ghost and that she's bound to this hotel.
  - She doesn't know why the hotel is the way it is, but since it was demolished long ago, doesn't that make it a ghost too...?
  - She does seem legitimately nice, if a little scatterbrained. She states that she considers herself a de facto "guide" for this hotel in case any humans get stuck in here, as the party just did.
  - She mentions she's not like the other ~~girls~~ ghosts in here...oh yeah, there are other ghosts in here. Lots of them. They're all in the basement, like an endless sea, unable to move on. They don't even have faces, they don't talk, don't emote, etc. She has no idea what makes her different.

- She theorizes that the agony of these empty ghosts is what causes the metaphysical horrors inside the hotel. It radiates out from the basement and infects everything here.
  - Except wait...one of them...came alive recently...
  - Well not alive in the *alive* sense. Haha! But he's barely holding on, she has no idea how it happened, but his face actually came back and he spoke...
  - He stated he was going to try and hold on for someone.
  - THE PARTY IS LOOKING AT EACH OTHER VERY WORRIED
  - She says wait...are *you* the "someone"?????????
  - THE PARTY IS PRETTY SURE THEY'RE THE SOMEONE!!
- She quickly teleports them through the floors of the hotel similarly to how they felt coming out of the dream rooms--the hotel seems to open up, melt, fall apart, etc. But suddenly the party is deposited at the basement stairwell leading down!
- From what they can see into the basement, indeed, shoulder-to-shoulder there's a "sea" of ghosts. Phantoms? Husks? As described, they don't have faces. They have clothes, hair, jawlines, etc. that could perhaps be used to identify them, but no facial features whatsoever.
- As typical of JJBA-styled "ghosts" they're all gold and sparkly, but don't seem to be moving on in any sort of way. Except for a bit of glitter rising up in the back of the room...
- But as the party gets closer to actually stepping inside the room, the husks closest to them turn their heads as if to look at them. Creepy. The ghost lady says they're not sure how they'll react to actual living human presence. How will the party approach this??
- Vic wants to hang back and "do something." Juniper sasses him and asks if she can help. Vic says she can't help.
  - "I get it" -sassy Juniper
  - "Whatever" -Vic
- Myra, Bellamy, and Juniper decide to be the brave ones to wade into the crowd of husks, with Vic behind plotting his scheme, Dean taking a rest, and Space Oddity seeming to be dissociating from this whole thing.
- Myra uses her kung fu to plow through the husks without much effort, leading the other two through. They reach for her, and their touch is chilling, but none of them can get an actual handle on her.
- Juniper, however, gets distracted by a husk in the crowd that resembles Myra. It reaches for her but she quickly swats it away!
- However, this gets Myra's attention too...and she sees her. It's Molly! She reaches out for her...but she's not keeping the other husks at bay anymore. Juniper starts getting dragged away!
- Bellamy is paying attention though, and runs after her! They use Isolated System's energy-sapping punches to stun the ghosts as they make it through to her.

- While this chaos is happening, the players are curious if there are other ghosts they recognize:
  - One looks like Copernicus Bob Hoobastank. Dean notices this and is a little freaked out!
  - As Juniper rights herself, she sees a ghost that looks like the person she saw in her dreams, getting abducted. Campbell...?
  - Blue Hawaii is also amongst the crowd. The party forgot he was missing, huh?
  - "That's fucked up"
  - "Yeah it is isn't it"
- Myra makes it over to them and tries to spiritually commune with the ghosts. With her new intangibility abilities, she can make her own body "ghostlike," so maybe she could understand them on a new level? If Molly and Campbell are here, they'll surely react to her, right??
- ...They don't. She can't pick up anything from them at all. They're truly empty husks, it seems...
- Except for one that's incredibly closeby, now. The one that's glittering in the back corner...
  - Jonah Jones?!
- As described, he has a face. He's carrying an encyclopedia. He reacts to their presence. He's excited to see them! He doesn't have a lot of time! (And he has a Southern accent!)
- He thanks them for giving him his Stand back...? He says that his Stand (which is the titleless encyclopedia he's carrying, literally, it's A Stand With No Name) works similar to [psychometry](#), where he can catalog an item, read about its history, recall it to him, imbue his soul in it and track it...
- Seems that the mysterious coin was a part of this Stand all along. Now that it's returned to Jonah, part of his soul has come back...? He seems to imply that more items his Stand could have cataloged are out there.
- He seems to go off rambling and interrupting his own thoughts, especially about how foggy his memory is. Only having a piece of your soul that's also actively trying to ascend away from you will do that, apparently.
- He seems friendly overall though, and happy to see the PCs.
- Juniper asks him if Josiah is here? Jonah is like, oh, is he missing??
  - Oh....oops.....
- The PCs try to see if he can remember anything! Why did he die? Does he remember the meteorite??
- He does! He takes a second to think about it...then his expression twists! He was KILLED over that meteorite! Here! In this hotel!
- He can't remember who, of course...
- The PCs try to see if he remembers other people. What about Anthony, who said Jonah was his best friend?? ...Does Anthony have a Stand?

- Jonah starts rambling again, saying no, Anthony, wait, who? Oh yeah, that guy! Anthony, no, that guy doesn't have--
- Then he seems to stare into space as he apparently recalls something else suddenly.
  - He grabs the PCs! He doesn't have any time left!
  - He doesn't remember how, or where, or who, but he remembers the name of the Stand that controls the city!
  - You have to find it!
  - And stop it!
  - Stop 「Endless Fantasy」!
- And of course, in true cliffhanger fashion, his time is up. His face fades away. He becomes an unresponsive husk.
- Hm.
- 
- After this scene, Vic has figured out the "something" he wants to try. He wants to talk to the ghost lady.
- He thinks maybe reading emotions with Wire Train could lead him to some discoveries regarding her past. Maybe even if she can't remember, he can help her recall something important...? Perhaps related to why she's stuck here?
- She has nothing to lose, so she agrees. He spreads Wire Train to her and metaphysically throughout the entire hotel in a massive effort to read something, anything from her past. He's successful at obtaining details, but the memories are fuzzy:
  - She died suddenly, but not agonizingly. Seems she was surrounded by people she loved. A family, perhaps?
  - More specifically, there's a blurry memory of a child with black/blue hair, and heterochromia--one pink eye and one purple. Hey, it's anime.
  - Specific details about her own life still come across as too obfuscated to make sense of. How she relates to this hotel remains unclear.
- Vic seems dissatisfied with these developments. She tells him she's "sorry [she] couldn't be useful," and Vic, in his own thoughts, selfishly agrees.
- The party meets back up, and the ghostly woman helps escort them out, as they think they've learned all they can from this hotel for now. Of course, don't want to get stuck here after sundown, haha! (*Can you get stuck here?!*)
- Indeed, after they all step outside the hotel, it fades away. Bellamy had kept some of the purported meteorite shards JUST in case, but unfortunately, they fade away too.
- Time to go back to the pawn shop and decompress!
- Vic is writing notes. Myra gets everyone some takeout. Dean is chugging a lot of water.
- Juniper has a bad feeling, and calls up Anna, telling her she wants to meet up tonight. Anna seems hesitant, saying she's just sitting down for dinner, but she agrees to let Juniper over afterward.

- The party discusses various things over their food:
  - The ghost husks; Jonah apparently being trapped down there.
  - How the meteorite was the apparent center of this; Endless Fantasy probably spawned from the meteorite, right?
  - It was a normal hotel until the murder, perhaps?
  - How does the blue lady fit in??
  - The Terror, or what would become the Terror, stole the meteorite, creating Stand users with it...? Seems like the most likely explanation.
  - The party saw Jonah, but no one saw Josiah.
  - What causes people to forget someone, and what causes the husks to be trapped in the hotel...could be different Stand abilities? If Josiah truly wasn't down there...Josiah doesn't have to be dead to be forgotten??
  - ARE they even dead, or ghosts at all? They're *husks*, they're different from the blue lady or Space Oddity.
  - Their "ghosts" aren't actually there. Jonah's soul didn't stick around once it returned, it assumedly moved on and left him a husk again
  - The lady with the mask super died. A real ghost. Vic knows what he felt from her.
  - What's the difference between them?
  - Are all of the husks dead, or not??
- Mysteries, mysteries...
- Then, from the doorway of the store:
  - "Wow, that's a very interesting conversation you've been having!"
- It's Kathy, looking like the smuggest smugcat meme in the world
  - "I'M NOT IN THE MOOD"
- Vic instantly stands up, assuming the worst of her intentions.
- The party is on guard and suspicious of her, but she tries to reassure them. No, no, look, you gave me that ~juicy~ intel earlier, and you know, with my Stand, I have eyes everywhere...and recently I picked up on something else ~juicy~ you may be ~interested in~
  - (Plus she is also just enjoying the current news as well. Might as well give a little scrap back)
- So Anthony Managuchi's having one of his li'l political pep rallies over the weekend right? Well...from what I saw...
- Hansen Orzabal is going to assassinate Anthony Managuchi!
- 
- 
- 
- "We've known this guy has a Stand for like 10 sessions now and we never looked into it further"

## 18. Paper Tiger

- Juniper heads off to the Managuchi house as intended. Andrea answers the door and lets her in; Anna's waiting for her in the living room. Anthony doesn't seem to be home.
- We flash back to Kathy elaborating on her incident with Hansen--she states that Hansen is definitely a member of the Terror. She saw him coming home, looking exhausted and even deranged, ripping up articles with Anthony's face on them, and when the TV announced his political rally, he up and destroyed it.
- "Your dad's in danger!"
- Juniper asks Anna about her family's history with Hansen:
  - Hansen previously was seen at Anthony's party that was crashed by Quentin. He seemed unrelated to the whole thing.
  - Anthony was who invited him. Andrea considers him a friend.
  - Anna doesn't really know how they met or anything. She's a teenager, they're adults; she doesn't really pay attention to their social circles.
- After hearing Hansen has it out for her dad, Anna tries to reassure Juniper that he has world-class bodyguards. Juniper doesn't buy it because this is Stand stuff! You have to warn your family!
- Juniper wants Anna to at least talk to her mom, since Andrea seems to have the closest connections. Anna has no idea how to bring it up, since it's not like Mom knows about any supernatural things or will even believe it.
- After some back-and-forth, Anna agrees to talk to her mom, but only if Juniper is there too. So they head to the fancy family room where Andrea's settling down for the night.
- Andrea states that she is going to the rally to support her husband of course, but she didn't hear anything from Hansen that he would be there. She didn't think he was into politics.
  - This means...his attack could be a sneaky one?
- However, the conversation peters out because neither teenager knows how to bring up the core issue. They shuffle out...
- Juniper criticizes herself for not even asking how Andrea knew Hansen! How did she miss that! It'd be too awkward to go back NOW!!
- She wants to go home...
- Before Juniper leaves, Anna asks her how she learned this information. She could probably help convince her dad to take the warning seriously if it comes from a credible source, right??
  - Juniper says it's from Kathy Petrie.
  - You know, the reporter...who hates the Managuchi family and slanders them whenever she can...
  - Yeah...that'll convince him...
- ...Anna says she'll say it was just "a reporter."
- She wants to hang out properly when this is over...she misses hanging out with Juniper. Everything's seemed so scary lately.

- They hug!!
- Next up, Vic heads home for the night. He has a voicemail waiting for him at his office. He gets ready to get mad at Fred Jeremy Hoobastank again, but turns out it's from Nemo!
  - Nemo flatly reports back that "the Managuchi kid" is indeed fake. Yep. Nothing there.
  - He doesn't really see this as a big deal. He's real but his mom's fake; who has been replaced might not have rhyme or reason.
  - But there you have it. Have a good night.
- VIC HAS NO IDEA WHAT TO DO WITH THIS INFORMATION!!! He decides not to tell anyone else yet. They don't even know what being "fake" really MEANS! But this all sure makes him paranoid!
- Dean is in his shop after everyone else is left. Magne is idling by the doorway.
- Magne has to say something. He's kind of fed up with Dean.
  - He suddenly launches into criticism aimed toward his old friend; he thinks Dean has a sense of self-righteousness that's been going to his head. We're not heroes because we have Stands, we're just shitty washed up Gen Xers that mess with people!
  - I got STABBED because of this shit, Dean!
  - If there's REALLY a citywide conspiracy, how do you expect you and your new gang of buddies to be able to take it down??
  - Dean tries to rebuff him; is he supposed to sit around and do nothing?? But Magne isn't hearing it and seems to have given up. He turns to leave.
  - Dean dares him to say anything more, but he just says he thinks he shouldn't be hanging around here anymore. He slams the door on the way out with his own Stand, Silent Earthling.
  - ...And as a final fuck you, when Dean turns back to his shop, some of his inventory is gone.
- Dean is left frustrated and alone. He isn't pissed *per se*, Magne WAS still his friend after all, but he feels the sting of betrayal setting in.
- TIME FOR THE POLITICAL RALLY
- The party decides to arrive fashionably late, most of them coming via different means. The campaign is being held at the old theater Quentin used to be a part of, now gentrified into a brand new auditorium.
- Juniper arrives first, being dropped off by Maverick. She plans to simply head inside and take a seat, but she hears moaning from a nearby alleyway!
  - It's...the McLean triplets?! They're all wiped out, with cuts across their body!
    - (Wait, Chuck got out of prison? Someone must have posted bail...)
  - "He must have been a member of the Terror," Chuck mumbles.
  - "A master swordsman...took us down three vs. one..." says Ricky.
  - Niles just groans that the wounds sting.

- Juniper doesn't like where this is going. She takes out her camera to more closely identify their injuries, but Chuck grabs her leg and startles her so she drops it! He JUST wants an AMBULANCE, PLEASE call 911 already
- Meanwhile, inside, Vic hops up into the rafters like he's the Phantom of the Opera or something.
- Myra is driving Bellamy over in her car. However, instead of heading straight there, she takes a detour and parks the car...
  - Myra has been meaning to talk to Bellamy about themselves. She feels like they're a mystery to her. Just what was up with their little nightmare in that hotel??
  - It takes a bit of convincing to get them to talk, but Myra stresses that they should be open with each other if they're to work together, especially when it comes to the threats they're tackling in the city now.
  - Bellamy confesses to Myra, "Aren't you ever afraid of hurting people?"
  - "We could just as easily be working for the other side."
  - "No? No we couldn't. Are you implying that because we have Stands, we could kill people?"
  - The conversation addresses their different sets of morals:
    - Bellamy is under the impression that power corrupts--those that have Stands are tempted to do evil with them thanks to their powerful and hidden nature; they might not necessarily consider themselves "evil" even after this.
    - Myra meanwhile thinks that having this power doesn't automatically make you more susceptible to evil; the person's morals were already twisted, and now it's expressed through using their ability in evil ways. They simply received a new outlet to do things they were already considering.
  - "I don't think you're a bad person, Bellamy"
  - Myra symbolically offers her shoulder for Bellamy to lean on; they acknowledge that that's nice to know.
  - Myra wants them to be more open about their anxieties in the future.
  - "Yeah maybe"
- The lack of certainty frustrates Myra...
  - Bellamy: "So are you going to tell me something personal now?"
  - She starts driving back toward the auditorium, embarrassed.
  - "I don't know, you could ask me something?"
  - "Okay. What color do you wear on New Year's Day?"
  - Myra is taken aback by how normal the question seems!
  - She goes off on a fashion ramble.
  - Bellamy says "They say how it affects how your year's going to go. I don't know if I believe that, but..."
  - "This feels a bit deterministic????"
  - "The fashion world is scary..."

- We go back to Juniper as Myra and Bellamy pull up!
  - "Juniper are you okay"
  - "I'm alright"
- Just watching the guys get loaded onto the ambulance
  - "He had the prettiest orange hair I'd ever seen" Niles says
- Myra is like WHAT HAPPENED
- They got attacked by...Hansen...?
- By this time Dean shows up. The four of them shuffle in and take regular old seats, though spread apart from each other Just In Case.
- Myra happens to see a particularly big goth hairstyle on a particularly small man sitting on one of the end seats. It's Daniel!
  - He says he likes showing up to these sorts of things because he likes seeing what politicians lie about. Laurent's not one for it and isn't there.
  - Myra tells him the full story of why they're there! Daniel's alarmed about the whole potential assassination thing. He says he'll keep an eye out. Or two.
- Anthony appears onstage! The reporters in the front (Kathy included) go wild. He seems to have actually taken Vic's previous advice to heart, wearing a much more muted blue suit/tie than his usual ridiculous patterns.
- He still has sunglasses on though.
- He's gotta.
- He only just begins his speech when Hansen bursts on the scene from backstage, summoning a Stand that looks like an origami samurai, with two katana!
- Him appearing on the scene also activates one of his fancy **CUSTOM MOVES**, as he is a Danger as defined by City of Mist's mechanics.
  - (Because I, the GM, nervous about GMing for the first time, tried this actual helpful game mechanic in the first session, but was too awkward and embarrassed about it that I stopped using them to focus on telling the story instead.)
  - (But because I have ADHD and take frequent breaks I forgot about them entirely until just now LMAOOOOOooooooo THESE WOULD HAVE BEEN HELPFUL IN PREVIOUS SESSIONS I'M REALLY MAD AT MYSELF)
- Anyway point is when he enters a scene focused on a goal he gets a nice little status of determined-2, which can be invoked in his favor on any rolls applying to him.
- Juniper wants to interrupt the attack and give Anthony "the succ," which spurs an argument at the table.
  - What she REALLY means is using one of her newer abilities with Subterranean Homesick Alien, which elongates its arms and can effectively use them like wormholes, transporting things through them.

- She's able to do this, but due to her position in the crowd, it's not without sucking up a bunch of incidental audience members as well (including Kathy, who isn't happy).
  - She yeets them all behind her, and Anthony is safe...technically.
- Due to the chaos of these sudden events, the audience quickly starts panicking and running about. The mob of civilians is defined as another Danger, albeit a less threatening one.
- Anthony is confused by everything; he's only just barely registering that his life was in danger! Speaking of that, Hansen wastes no time jumping off the stage, heading up the aisle to get another shot at him.
- As the crowd starts getting more unruly in their panic, Myra summons Melody Nelson to confront Hansen head-on.
- She tries to get him to stand down, but this just activates another custom move, which gets her stabbed by his Stand, Paper Tiger, when she tries to convince him. This man is capital-D Determined.
- Hansen pushes Myra away, leaving her to get bumped around by the crowd seeking an escape. The motion agitates her new open wounds; the cuts administered by Paper Tiger function like actual papercuts in that they're bloodless, causing nerve endings to be exposed to open air, stinging with movement.
- Vic wants to reveal his position, dropping Wire Train down from the rafters in order to restrain Hansen by the legs. This succeeds, and Myra and Vic move in to further restrain him, but this reveals Hansen's final custom move--while he still has his "determined" status, any restraints are only temporary.
- Again, he is capital-D Determined.
- The party has to think of something quickly before he busts out of there! Dean gets an idea to activate the sprinklers and tells Vic to do it since he's the closest to them. Apparently they're force activated, so a simple slap with Wire Train and they're all off! Oh and some alarms too. This does nothing for the audience's existing panic.
- HANSEN BUSTS OUT HERE WE GO
  - "What if I make him physically uncomfortable" -esspee
  - "What" -me
- Dean wants to make Hansen frozen, exploiting all the, er, sprinklerage.
- Myra isn't giving up on trying to restrain him, not letting go of her chokehold despite him pressing onward. This agitates her wounds further, but she doesn't care. Hansen's status gets reduced from the scuffle! He's just angry now instead of determined. Being wet sucks.
- As Hansen continues his advance, Bellamy has a plan to get in his way, intercept Paper Tiger, and use Isolated System to turn Hansen's attack back on him. See how he likes it!!

- ...Unfortunately, Paper Tiger is just too fast, and Bellamy just ends up regular stabbed. Hansen feels emboldened by this and turns Paper Tiger next on Myra, in an attempt to finally shake her off.
- Myra dodges the blow, but now her wounds are really seething. Dean converts some of the wet floor to ice, so she can safely slide away from any retaliation from Hansen.
- At this point, the crowd has packed themselves toward the exits, and are now panicking again as Hansen draws closer. Anthony's still against the wall, unsure of what to do.
  - Juniper knows she has to deal with the civilians before she can do anything with this attempted murderer!
  - She uses the gear she normally uses for dealing with ghosts to raise her voice and command the crowd to file out in an orderly fashion.
  - It works! Now they can focus better at the task at hand!
  - Hell, even Hansen himself has a moment of clarity from this development. He seems to suddenly be aware of the chaos he's caused regarding the audience. A flash of regret is in his eyes.
- ...Even still, Anthony is within reach. His beneficial status may be gone, but his task isn't complete. He leaps for him, summoning Paper Tiger once more!
- Vic suddenly has a vision of Hansen's exact movements. He's aiming for Anthony's throat with his (Paper Tiger's) right arm.
  - He's not sure quite why he's having this vision--it seems to be related to how deeply he's ingrained Wire Train into the city itself, at this point. Maybe an effect of what he tried to do in the hotel...?
  - Furthermore, a feeling of panic seems to urge him onward. Vic can recognize it's an impulse that's not his own.
  - As if it's telling him, "You have to stop him!"
  - ??????
- He restrains him with Wire Train! Anthony follows the audience out, scrambling out the exit!
- Hansen's still struggling to get free and to follow Anthony. He can't let his mission go.
  - Juniper and Myra want to get to the bottom of this now that they have him where they want him! We have a quick Flashback into an Investigate move to see if they've gathered any clues that could be useful in figuring out just what happened between Hansen and Anthony.
  - Myra remembers that...while cross-referencing Molly's journal, in a small anecdote Molly wrote about her boyfriend, Campbell...she identified his last name.
  - Campbell Orzabal...
  - Wait...Orzabal?
- Juniper gets in front of Hansen! He stabs her just as he's stabbed everyone else that gets in his way. But despite the injury, she gets out:

- "You think Anthony has something to do with your brother's disappearance, that's why you're angry, right?"
- Hansen withdraws his Stand.
  - "You know Campbell?"
- His sudden confusion drives Myra up the wall.
  - "God fucking damn it! Of course we know Campbell! That's my disappeared sister's BOYFRIEND!"
- Hansen turns to look at her, eyes wide.
  - "Molly?"
- Before anyone else can get a word out--
- Without a sound--
- Hansen is violently shot through the head.
- He collapses.
- 
- The direction of the exit wound indicates the attack came from behind.
- Vic and Bellamy give chase! Juniper is frozen stiff, traumatized by what just happened right in front of her. Myra and Dean move to tend to Hansen's body.
  - Vic and Bellamy spot...a shadow person...?
  - It slips into the backstage area.
  - The shadow's silhouette gives the impression of a person they've seen in a photo before. A person they figure has a strong connection to the Terror. The person that tried to talk to Quentin...
  - The purple hippie one. Gabriele.
  - Unfortunately, the backstage area is entirely cloaked in shadow. Bellamy gets the idea to use their own energy redistribution abilities through Isolated System, combined with Wire Train's wires, to quickly light up the area.
  - However, it's already too late. There're plenty of shadows from the various items and props backstage, but no shadow people.
- Myra tries to see if Hansen perhaps had anything on him that could help explain everything that just happened. Respecting the dead kind of doesn't matter right now when the city could be in conspiratorial peril.
  - Besides your standard wallet/keys/etc., Hansen also has a crumpled up note in his pockets. It's wet and mushy by now, and a little hard to read, but it says the following:

*He's been playing you all along.  
 Keep your enemies closer, as they say.  
 Have you noticed the cameras under the lampposts?  
 He knows what you're up to. Might as well act now.*

*Curtis*

- HUH.
- We zoom out of the scene, up from the tragedy that just unfolded, out from the auditorium, away from the siren of the ambulances and cop cars now on the scene, away from the flash of cameras...
- We flash back to the year 198X.
  - We focus on the Orzabal household, an unassuming suburban home in the city.
  - Hansen is crying on his older brother, Campbell's, shoulder. The inciting incident doesn't matter. Hansen was always a crybaby; this scene was nothing new.
  - Their parents hear this, and come to them. But it isn't with sympathy; they want to stop this noise. They begin beating the boy, but Campbell steps in and takes the blows for him, as he always does.
  - Their parents' shadow looms over them, even as they find respite in the superpowers they soon find themselves coming into.
  - It looms over them even as they go into the foster care system, as their scars and bruises begin to heal, even as they obtain some semblance of a stable life.
  - Hansen watches as his brother seems to adjust better than he does. He joins the orchestra in high school, and even finds a girlfriend. Hansen realizes his brother is finding his own rhythm without him. He's sociable, boisterous, and talented, and Hansen finds he's moved out of his parents' shadows and into his brother's.
  - Just when he finally starts preparing to live life as an adult...
  - Both Campbell and his girlfriend disappear.
  - Without a trace, forgotten.
  - Hansen searches all over and interrogates all his friends--there was no trace of Campbell or Molly to be found. They might as well have not existed.
  - Hansen flies back deeply into a spiral like before, obsessive, collecting any trace of Campbell's existence he can.
  - He starts training, takes up violin in Campbell's stead, tries to be more who he thought his brother was, tries to keep appearances with his new friends in college...he tries to make it look like he has it together when internally he very much does not.
- Then one day, practicing with his stand...there's a knock at his door.
- A hippie with purple hair smiles outside, giving him an offer.
- "We have the means to help you out, if you'd join us."

## 19. Tears for Fears

- We open with a scene of Gabriele and Florence in what can be assumed is their apartment. Gabriele expresses guilt over having killed Hansen, explaining that since Stands obey the wills of their users, that means they WANTED to kill him!

Florence hugs and reassures them, saying if Hansen hadn't been killed, a lot more people would have gotten hurt. They then get a phone call.

- Gabriele answers, seeming a little shaky, but states that they'll "do anything" for whomever's on the other line. When they hang up, they tell Florence they "have a mission."
- HM.
- Back with the crew, the police are arriving at the auditorium. The party all flees before anyone has to answer any questions! Myra doesn't leave without grabbing Hansen's keys, however.
- When they're all safe, Dean sees that most of them are...pretty cut up. Hansen hit them hard. He tries to heal them all together, something he hasn't quite done before.
- Juniper helps him by...providing encouragement...?
- Nevertheless, it's a success! Their skin liquefies and reattaches.
  - "Agua Verde pinches the cuts back together"
  - Ew,
- They each head their separate ways. Time to recuperate.
- We flash forward to the newspaper the next day, reporting on the attack. There's a confused reaction from the general public. Anthony has given no comment regarding the event, and is in the hospital to check for injuries. His speech will be telecasted in private later. There's also a brief summary of Hansen's home life and education.
- Folks online are saying maybe incumbent mayor Comfort Eagle sent "the assassin" because he was afraid of Anthony's apparent challenge for his seat? Seems like Anthony's popularity is going up in the polls largely out of sympathy.
- There's also a small story in the paper about a breakout at a local prison that was resolved quickly. Hm!!!
- NOW IT'S TIME...FOR DOWNTIME. Been a while. The party needs it.
- Myra wants to investigate things at Hansen's house before everything gets too wrapped up in police affairs. Juniper offers to come with.
  - Myra's upset that Juniper had to see Hansen get killed in such a way, directly in front of her...
  - "I wiped the blood off, I'm fine" -Bee
- Hansen's address is in the white pages, there's no need to investigate to find that. His place is a small suburban condo; there's very few rooms but it's well decorated, even a little kitschy.
- At this point Juniper takes photos of the place, with the intent on investigating the house *inside* the photos later, using her Stand. The idea is to stay in Hansen's place as little as possible, in case someone else comes by.
  - Unfortunately we all immediately forget about this detail in true Jojo fashion. Myra sticks by Juniper for the rest of the investigation even though she wouldn't be able to be there in a photo with her without suffocating...

- IT'S FINE. IT'S MYRA'S DOWNTIME ANYWAY.
- They want to find what Hansen was being silenced for.
- His bedroom seems picked up compared to how Kathy described him throwing stuff and breaking things...but there is evidence that still occurred. There's no TV to speak of, scratch marks on the walls, etc...
- Hansen has a notebook on his desk. It's barely used, but one of the pages strikes them as important:
  - **"Tears for Fears** - Indigo, skinny, alien scuba diver(?)"
    - **"TFF sighting:"**
      - "Non-newtonian - all surrounding liquid turns solid against force. Can make barriers with it."
      - "(date of 3 years ago), Snake Eater Casino, around 6 PM"
      - "Casino fountain spiked up like TFF self-defense action. Indication the ability is being used nearby. Didn't see any barriers."
      - "No sighting of the Stand or Campbell. Just the effects."
      - "Grief-induced hallucination? Why now?"
- The date on the page marks it from around three years ago. The implication here is that Tears for Fears is Campbell's stand, and that Hansen saw its abilities in the wild after Campbell's disappearance five years ago.
  - "I don't like that" -Myra
- The last thing they find is a small note with a phone number for a certain "Gabriele." Frightening, but it could be big! They decide to hold onto it and not to call it alone. They'll discuss this with the others later.
- Myra gives Juniper a ride back, though she's a little rattled from these events too. The consequences of what they're all doing are just really starting to hit her.
- Juniper doesn't want to go home. She wants to get dropped off at Dean's apartment, which we are just now deciding is connected to the shop.
  - Dean is about to call someone when Juniper arrives. We also establish that Baha and Space Oddity are here. Dean's found family sure is weird.
  - "Did you need something?"
  - "I want to talk to Baha"
  - Juniper goes up to Baha.
  - "Can you apologize to Dean for me for being an asshole to him"
  - Baha licks her!
- Dean is so confused.
  - "You're like 12"
  - "I'M NOT 12, I'M 18"
  - "Really?"
  - "Did you really not know how old I was?"
  - "You got, like, a babyface"
  - "As far as I'm concerned, you don't really have a lot to apologize for"

- Dean doesn't really care about the "spats," and thinks that they "all have each other's backs." He asks Juniper if that's not the case for her...?
  - Juniper's still not sure about Vic...She feels stupid for thinking someone else thought like her, that someone else believed in cryptids and aliens and whatever.
  - Dean gestures to S.O. and Baha and tells Juniper she WAS right about things!!
- Juniper is happy she knows these things now...she didn't realize Dean was cool about all this. She likes feeling acknowledged!!
- Dean thinks it's their responsibility to figure out the secrets of the city.
- Speaking of...Dean mentions the jailbreak in the paper, including that he and Bellamy suggested to Quentin that he should try and break out.
  - JUNIPER IS GOBSMACKED. CONVINCE a CRIMINAL to BREAK OUT of PRISON??? What was Dean thinking?!
  - "I was going to call Kathy and ask if she's seen him"
  - "WE WERE HAVING SUCH A NICE MOMENT"
  - Dean tries to distract Juniper with the prospect of sharing a lunch together.
  - Juniper to herself: "I'm starting to think all these people are criminals"
- We dive right into Dean's downtime action, which is working the case, hence the stuff with Kathy.
  - Kathy to Dean when he mentions he thinks Quentin is the one that broke out: "What gives you that impression?"
  - "I can't say what I want to say over the phone"
  - SO KATHY SHOWS UP AT THE PAWN SHOP. Alongside the pizza delivery.
  - Of course, Kathy is now butting in on lunchtime by also sharing the pizza.
  - Kathy discloses that yeah, with her Stand, she caught a glimpse of Quentin on the run. He was skulking around Total Tea Time yesterday evening.
  - She mentions she didn't see anyone else escape or use any sort of Stand abilities, so it seems like this was a solo crime.
  - The gang, including Kathy, had learned more about Quentin's situation between their battle with him and now...namely that the Hoobastanks aren't entirely to blame for his current predicament. Florence was guiding their hand...
  - But there's no more information to be shared, so Kathy picks up her things and goes. She says she'll try looking into this Florence person.
- Bellamy does some investigation on appearances of "shadow people" online on the local Usenet.
  - Apparently there HAVE been sightings of shadow people here and there, not unlike the one they saw at the auditorium. The silhouette does seem to stay consistent, though "clothing" appears to change.

- They've been all over the city, apparently, but the most frequent visit seems to be...Total Tea Time.
- On nearly every post, Florence Trent replied, debunking them as hoaxes, tricks of the light, garbage stacked specific ways, the photographer's own shadow, etc.
- For some of these cases, they do seem to be a little bandwagon-y and probably not "real," but in others, it does look legitimate...Florence seems a bit defensive, doesn't she?
- Vic is at home and resting. Lord knows he needs it. He wants to explore why certain people feel "empty," and perhaps what that really means.
- We establish that after his stint using his wires at the ghost hotel, Wire Train's ability has expanded to follow faint emotional trails around the city. It's got him connected in a strange, supernatural way, surely with no future repercussions.
- He wants to follow this trail to find things in the city that are empty or surreal or weird in some aspect--liminal spaces, perhaps?
  - Vic wanders the streets, following his instincts. Wire Train's wires converge with the wires of the power lines, through the cameras under the lampposts, and...the strange energy coursing through them all arrives at the same building.
  - When Vic gets there, he's met with an unassuming, nearly abandoned-looking office building. Seriously, the big double doors are locked with a padlock, and the windows are boarded up.
  - That doesn't really matter, because Wire Train can easily help Vic climb up the facade and bust through a window. Unsubtle, but it gets the job done.
  - Inside, there feels like a hundred different monitors casting a hundred different shadows in their dull gray CRT light. There's discomfort just looking at them--the images are typical blurry, soundless security camera faire...but they're all familiar. The casino. Hotels. The theater-turned-auditorium. Total Tea Time. Dean's pawn shop. Juniper's school. Myra's boutique. Vic's own office! The coverage seems sparser out in the suburban areas...but downtown public spaces appear to be heavily monitored.
  - Vic panics and tries to find some evidence of who's doing this. Turns out he doesn't have to look far, as there's a novelty coffee mug right at the desk under the monitors that says "Gabriele" on it. Suddenly, all the shadows casted all around him start to feel hostile...
  - He rummages further in the desk and finds a notebook of written observations...all of the party, as suspected. There's notes of them at Dean's shop for their regular meetings, their arrival at Hotel California, the scenes at Anthony's party...all with dates and times too.
  - Vic now faces a dilemma. Obviously, he doesn't want the party to be monitored any more, but destroying these cameras would be too obvious

and show their hand. He opts to take a page out of the notebook to write down the apparent locations of each camera, with the intent of simply avoiding these places in the future.

- Satisfied but terrified at what he's found, he gets the hell out of there.
- Juniper wants to hang out with Anna, not only as she promised her, but also with the ulterior motive to investigate the Managuchis' house at the same time. You know, normal things friends do.
  - On the phone, Anna states the family is actually away from their house right now, as they're all afraid for their lives. Can she come to Juniper's place instead??
  - Juniper begrudgingly complies--what else can she do in a situation like that, really?--but she makes a note that she will just have to investigate on her own later.
  - They hang out, reading very early webcomics, probably involving SNES sprites.
- Downtime is over! The next day, Juniper is itching to get inside that fancy house. She extends the invitation to Bellamy.
  - "I know I've been doing this a lot lately but I need to go look around my best friend's house when she's not there"
  - "Yeah I understand"
- How so? Well, they don't trust Anthony, of course.
  - "What do you mean? Why not?????"
  - "Isn't it obvious? He's involved"
  - "Yeah, they're *targeting* him"
  - "HANSEN was targeting him, they *killed him* for that"
  - "Mr. Managuchi wouldn't hurt anybody!"
- You keep telling yourself that, Juney.
- They meet up at the house, and Juniper does her usual trick of taking a photo, going inside that photo, and having Bellamy push the photo under the door. GG EZ
  - There's an alarm that goes off, but Juniper's been here enough that she knows the code is 0413. After they both head in, they hear something clatter upstairs...??
  - When they peek around the hallway corner to investigate, they see...a flash of a bright green jacket dart inside Anthony's study, closing the door behind them...
- Juniper does her photo trick again. The photo gets stepped on when she gets slipped under the door, preventing her from popping out!!
  - Bellamy notices an area rug close to the door. They use Isolated System's entropy manipulation abilities to suddenly move it, tripping the aggressor and letting Juniper come out inside the room.
- It's Curtis, of course! He starts sassing Juniper immediately for breaking into the house, even though that's exactly what he's doing too.

- Juniper asks him what he knows, and he slugs her! Rude as hell!
  - He runs for an open window of the room. Juniper uses her new abilities with Subterranean Homesick Alien's arms in order to suck out all the random crap in his pockets, and it works!
  - She also lets Bellamy inside because they should be a part of this too.
- Even though all his precious cargo is gone, it doesn't seem to deter Curtis. Suddenly the two of them feel an intense tug of gravity, keeping them in place. Which...knowing the Stands they've been looking out for...is...pretty alarming.
  - He couldn't be, could he...? He's like 12.
- Curtis jumps out the open window, and the gravity effect goes away a few moments after.
- Well at least it wasn't a full-on fight...
- What was he looking for?
  - Andrea's jewelry is among the items that were ripped out of his pockets. GASP!
  - A drawer in Anthony's desk is also open.
  - In there is an old-looking, partially blacked out medical report:
    - The name is listed as "Managuchi, A[REDACTED]" so obviously that doesn't specify much.
    - The birthdate is readable, placing them at 11 years old at the time, and the date of the accident was 7 years ago, so they'd be 18 at present.
    - The incident listed is a car crash on US Route 395.
    - The patient required an urgent airlift to the hospital as they were in a minimally conscious state.
    - The primary care provider is listed as Dr. Hawaii???
  - The Gang remembers Anthony stating that he almost lost Anna in a car crash once.
- Other things found from Curtis' pockets:
  - The edition 2 Charizard card
  - Lockpicks
  - Knives(!)
  - Macgyver-type simple tools
  - Pocket lint.
  - Camera film
  - An entire Gameboy with Pokemon Yellow
- Juniper wants to get those photos developed. But for now...
- Vic calls upon everyone to NOT meet up at the pawn shop, instead telling them to assemble at the vacant parking lot where Hotel California manifests. It's an abnormally warm Spring day, they'll be FINE.
- Immediately afterwards, he gets another phone call. It's Daniel!

- He still wants to get that read on Anthony; the man in question didn't get very far in his speech, so what he could be potentially lying about is still up in the air. Daniel, of course, is determined to find out.
  - Vic's got connections, right? Daniel wants to be there for the TV broadcast. In the studio. New Order's ability doesn't work if it's just on a screen; the person has to be physically present and speaking.
  - Daniel can still hijack someone and then continue to read others, so he can always sneak into the studio as an employee or something. CAN VIC HELP A BROTHER OUT
- Vic can help him out. He'll just have to figure out specifics later. Right now he has a job to do.
- Cassie sasses him a little over the numerous phone calls he's been getting--"wow, you're popular"--which gives Vic a bit of a chuckle. Maybe he could use Cassie's help...so he invites her to come with him to the Parking Lot Meeting.
- Space Oddity is also invited, and...Kathy?!
  - She IS kind of on their side now...surely it couldn't hurt...right?
- Nemo is considered but the party ultimately rejects the idea.
  - "He would like to know, but because of that we're not telling him"
- SO THE PARTY ASSEMBLES.
- Kathy immediately begins heckling them, as expected.
  - "I am immediately regretting this decision" - Juniper
- Vic cuts to the chase and mentions how he found a "base of operations" for the Terror. He summarizes the situation with the vacant building that seems to be some sort of incognito security complex.
- He mentions how the monitoring seems to be just video...but who knows about Stand abilities that may be working in turn with it?
- He kind of starts panicking at the idea of that. Cassie helps calm him down...
  - She points out how the Terror has mostly left the party alone. What their victims have been murdered over is something they haven't discovered yet.
  - Vic wants to find out what that "something" is...but of course, they have to be careful.
  - Cassie calls this a "point of no return" where the Terror would be actively hunting them due to what they know. Unless that happens, they still have some degree of safety.
  - But Vic can't live in a city where he's doubting what's real! That kinda thing just screws with your head regardless if you're "safe" or not!
- Vic is nervous to go back to his office. Myra states that they can keep doing their daily routines--their enemies are expecting to see that, anyway--but if they need to speak as a group about more confidential matters, they can do that in a new, discreet location.

- Vic decides that Cassie should keep staying in his apartment, and he'll stay mostly in his office. They already know he's paranoid by now, it'll be fine...
  - Cassie hugs him, with a sad smile.
- It's Bellamy's turn to disclose information. They mention the reports of shadow people on Usenet, primarily around Total Tea Time. That's where Quentin said he had met up with Gabriele previously!
- Juniper mentions how they then broke into the Managuchi mansion (the Mansionguchi?) and Kathy teases her for being such a snoop. NOT SO DIFFERENT EH???
- The mention of Curtis has Cassie interested--she's seen him around Foxglove.
  - Then the mention of a gravity Stand has the party sweating...
  - "I just remembered why I hated going to the apartments" -Bellamy
    - There certainly was Curtis, and gravity-related shenanigans, while they had investigated around there...
  - But...would this mean...
  - *...IS CURTIS BLACK HOLE SUN??*
- Nah, no, absolutely not, he couldn't be. BHS is a confirmed former juvenile delinquent! How old is Curtis? 12??
  - "He's 20" -Cassie
  - .
  - The party freaks out.
- Of course, the crew hounds Cassie for more information. She doesn't know his living situation exactly...he could be there for the "student" housing, or maybe he's bumming off someone else, or he simply just breaks in there from time to time like the party previously assumed. He's not a student, but he's definitely an adult. And that's all Cassie knows!
- The party tries to focus. They have that phone number of Gabriele's...is now the time to call them? The nearby payphone? Vic could use Wire Train to gauge any emotional intent on their end and potentially discern motives.
  - (Also the players theorize Kathy will die first due to her curiosity and how she's coming around to being an ally for them...total death flag.)
- Soon the party huddles around that payphone all together. It's now or never...Bellamy volunteers to talk, with Wire Train hugging the power lines.
  - "Hello?" (Not that the characters canonically know this for certain yet, but the players can recognize it as Gabriele's voice.)
  - "SHIT I DIDN'T THINK OF WHAT TO SAY"
  - "What? Who is this?"
  - "I just found this number"
  - "Where did you find it?"
  - ".....On the street"
  - They hang up. Good job Bellamy.
- Wire Train picks up a general sense of nervousness on the other line.
- JUNIPER GOES NEXT. She takes charge and calls back.

- "Is this Gabriele?"
- It's a different, colder voice. (The players can recognize this as Florence.)  
"No. Are you harassing them?"
- "I want to know why they shot and killed Hansen!"
- Wire Train detects surprise.
- "Who is this?"
- Vic motions to Juniper as if telling her to lie!!
  - "This is a prank phone call with higher stakes" -esspee
- "I'm someone who knows what you did"
- "...Juniper Tonopah, right?"
- "UH. No"
- "Yeah, you're real cute. Savor your life while you still have it."
- The phone line goes dead.
- Bellamy grabs the phone again! They're not letting this go!!
  - "What is your deal?"
- They try to ask Florence to come after them first, not the rest of the crew.
  - "Don't be silly; we're going after all of you."
  - "Uh. yeah. See you soon"
  - "Bye"
- Wire Train feels cold malice...and a bit of amusement. Far more intense emotions than the previous voice on the line.
- Awkward silence as the party gets out of the tiny payphone booth...
  - Dean asks if they're going to bunk together in shifts or something.
  - Vic is worried why the Terror's taking so long to come for them!
  - Myra thinks maybe...they want the party to go to *them* instead? Like they're just playing with them at this point?
- The party decides to just go home for tonight. Can't arouse too much suspicion. But Juniper doesn't want to go to her house...Dean offers to let her sleep over at his place.
- Vic proposes that they get a jump on Gabriele (assumedly) at the weird security monitoring place. Cassie likes that idea, but maybe the party should split up for that? What if the Terror IS ten steps ahead, and if they get them all at once in the same building, something bad would happen and no one would be able to rescue them??
- The party decides to split in two for what they can assume is a coming battle:
  - Party 1: the hard-hitting half, investigating the office building in the hopes of encountering Gabriele. Bellamy, Myra, and Dean!
  - Party 2: the sneakier half, staying over at Dean's shop as backup. Vic, Cassie, Space Oddity, and Juniper.
- With that decided, the crew starts heading off in their separate ways...but Cassie lingers behind, glancing at the payphone. She tells Vic she needs to call Yoshimi, as they have a study group planned that she'd no longer be able to attend if she's staying away from Foxglove.

- Juniper pulls Vic away for a hot second, telling him he should wiretap the phone! What if she's lying?? Isn't this suspicious?!? Find out who she's really calling! It'd be SO EASY!
  - Vic can't bring himself to wiretap his OWN DAMN SISTER...why would Juniper even suggest that??
  - Juniper rolls Convince...and it succeeds. But even despite that...Vic takes the status and doesn't do it. He can't bring himself to betray the trust he has in Cassie, it just feels wrong.
- So Cassie has a nice little phone call the party can't really hear, and that's it. She seems satisfied.
- We close with Bellamy, Myra, and Dean, heading to the "vacant" office building the next day. They see a small, white-haired figure in an orange jumpsuit passed out on the sidewalk...Quentin?!
- They sit him up, but he's bleary eyed and seemingly looking through them. He doesn't seem to recognize them, apparently delirious.
  - TILL NEXT TIME...

## 20. Invisible Touch

- We begin by reestablishing how our characters have split up:
  - The three that plan to hunker in and around the vacant surveillance building: Myra/Bellamy/Dean
  - The "backup" crew that's pretending to be normal at Dean's pawn shop: Vic/Juniper/Cassie/Space Oddity/Baha
- The idea is the first party will get the drop on Gabriele as they head to work(?) at the surveillance building, and the second party will coordinate with them if anything happens, while simultaneously giving off an air of normalcy, since the pawn shop is one of the locations being spied upon.
- But Quentin being here on the sidewalk in front of the vacant building is kind of an issue...what do do with him?
- Myra wants to investigate him to see what information she can glean. She tries to prop him up and ask him questions, but he doesn't seem to be cognizant.
  - He mutters "stabbed" and scratches at his chest, but nothing seems wrong with his chest.
  - Bellamy asks if this was the cops' doing, but that just agitates Quentin to scratch hard at his arms and neck. He's breaking his own skin!
- Dean attempts to restrain him before things get worse, using his ice techniques.
  - It doesn't work! Quentin sees the ice approach and freaks out, flailing dramatically to avoid it. He hits Bellamy accidentally, getting them shoved into the ice attack instead!
  - Myra helps Bellamy back up and breaks the ice off them.
- Seems like the gang has a choice to make: go into the building they're here for while it's still early in the day, or try and stabilize Quentin before he gets into even more trouble?

- Quentin is running down the street at this point, so the choice seems obvious. They can't afford to split up further when they're heading into the unknown, so the party will go after Quentin together.
- Myra summons Running in the '90s! Hopefully Quentin hasn't caused a scene, though cars can be honking down the corner where he ran off to...
- Bellamy assists in this dangerous car chase by directing the car's energy outward, acting as a shock absorbing shield in case they crash into something.
- The party successfully catches up without causing too much of a scene! Quentin's tuckered himself out again, and has simply passed out on the sidewalk for the second time today.
- They bring him into the car and buckle him up tightly, but the question remains...how do they deal with him, in his current condition?
  - Do they call the Hawaii household? Blue may have disappeared, but his wife's also a doctor, right?
  - No, no, that's not necessary, if they just need his scratches mitigated, Dean can heal; he's getting good at it, even!
  - Though...
  - Quentin IS the man that led to Copernicus Bob's death...the one Dean tried to fix and botched so badly at the start of the campaign...
  - Bellamy and Myra hold his hands for emotional support as he summons Agua Verde. That trauma always comes back at the worst times.
  - It works!! Quentin still has scars, but he's not actively bleeding anymore.
- Despite color returning to him, he still seems bleary-eyed and delirious, not recognizing the party, even though Bellamy and Dean, the two people that told him to break out in the first place, are here.
  - ("You what" -Myra)
- Bellamy develops a hypothesis that the scratches on his person are the things causing his mental state in the first place. Maybe...with Isolated System...they could...isolate the scratches?
  - Energy...wise??
  - Like if they're temporarily suspended maybe his condition will suspend too?
  - This is peak Jojo logic. Might as well give it a go.
- This time it seems to work! Clarity returns to his expression, and Quentin wonders just where the hell he is!
- Again, he checks his chest, and is surprised there's no stab wound. He has a hard time remembering exactly what happened, but he can confirm it was a girl with a Stand.
  - A short girl...with braids...a dress...and a big sun hat?
  - That sure sounds like the pink girl in the photo the party's been chasing this whole time...
  - (The players know this is Florence, but the party hasn't connected the face with the name yet.)

- Quentin states the attack made him feel really scared, like he was being chased, but he can't really remember the chase...he just remembers the overwhelming sense of fear.
  - Trying to remember anything further starts to agitate him, and he starts scratching himself again. Seems the isolation technique is wearing off...
- ...Maybe this time the party should call the Hawaiis. At this point it seems like the only thing that can help is modern medicine.
  - Myra calls up Hawaiian Punch on her fancy car phone ('90s is a luxury vehicle, after all), and begins explaining the situation.
  - However, Hawaiian Punch cuts her off, because...she doesn't know who she is...
  - When Myra tells her they're acquaintances of her husband:
    - "I don't have a husband."
  - UHHH
- Myra hangs up.
- The party, freaking out all over again, comes up with the inelegant solution of giving Quentin over-the-counter sleeping pills, and then having '90s drive him around as he's buckled into the car.
- Surely nothing will go wrong with an apparently-driverless vehicle being let loose downtown that has both a mind of its own AND a need for speed??
  - *BYE QUENTIN!!!!* vroom vroom
- We switch scenes to the pawn shop, where Vic, Juniper, and Cassie are mostly trying to kill time. Space Oddity and Baha are there too, but they basically live here at this point so it's not that out of the ordinary.
  - Myra rings them up on that car phone and informs them of the past scene's events. She makes particular note of how Quentin described the girl that was "chasing" him, and her potential Stand ability.
  - Juniper relays this info to the others!
- To pass the time, Cassie suggests maybe they could play a board game together?
- But...
- Vic has a sudden vision! Of Cassie delivering an electrical shock to them all?! Very soon?!?
  - A BETRAYAL?!
- Vic stands paralyzed (ha) as his relationship theme card with Cassie disintegrates on the spot. Cassie is, of course, totally unawares that anything's wrong, and is just laughing like "What? Don't like board games?"
- He goes over to her...monitoring her. Watching closely...
- Juniper is still manning the phone, also oblivious to anything being off. She picks up the next call, which happens to be her parents! Though that isn't exactly a conversation she'd want to have right now...
  - Her mom asks her when she's coming home and that they're worried about her. Please come back, Juney...

- They even developed those photos from the film found in Curtis' jacket (that she gave them offscreen)!
  - Juniper hesitates; she really wants to see the photos, but they're not supposed to act too suspicious OR go anywhere alone right now...not that she can tell her parents that.
- Maybe her mom can just, uh, summarize the photo contents??
  - Mom tries her best, but she doesn't really recognize the people or the places in the pictures...except for one.
  - "Your friend, Anna. Pink hair, right?"
  - *Um.*
- Juniper turns back to the others, anxious to go home right this instant. Does Curtis know Anna, or was he spying on her, or...what? She has to find out!
- Cassie encourages her to go. It'll just be a short trip, right? Besides, grabbing something from home doesn't really stick out as weird behavior, even if they're being watched.
  - KINDA SUS CASSIE NOT GONNA LIE
- However...Vic tells her to go too. Weirdly. Stiltedly. He's too discombobulated to really think over what could potentially happen...and he also wants to potentially do something about Cassie, if he can.
  - And so Juniper goes! Surely nothing bad will happen.
- Back to the other half of the crew, they're deliberating on how to enter the surveillance building. The windows are boarded up, the door is locked, and there's no way to tell if something may be waiting to get the jump on them inside.
- Dean tries his bubble trick, seeing through the water created by Agua Verde to view the interior of the building.
  - It looks empty...but no lights are on besides the flicker of the CRT camera feeds. He thinks he can see the slight movement of a shadow against the limited amount of light inside...
  - But otherwise the premises are empty.
- Myra senses a trap and pulls out her lighter (just in case they need the illumination). Even though the party originally wanted to be subtle, it might just be best to take a brute force approach. They should just go in and destroy the equipment! Gabriele still isn't there, and that's who they wanted to get a drop on, so might as well wreck the place!!
- Dean isn't so sure about being THAT destructive; he could just go cut the cables to the cameras, and bam, problem solved! He slips in with his water abilities and easily unlocks the door. Easy in, hopefully followed by an easy out.
- Dean and Bellamy get down under the desk to fumble with the wires, while Myra stays near the doorway as a lookout.
- While Dean is occupied, he feels a tap on his shoulder...from the opposite side of where Bellamy is facing him. Nothing's in that direction, of course.
  - He asks Bellamy if they tapped him?
  - No??

- Then Bellamy feels a tap on *their* opposite shoulder, away from Dean.
  - UHHHH...
- After this confusion, Dean suddenly gets punched in the face, with no apparent assailant! Bellamy lights Myra's lighter in an attempt to locate where it came from. There's nothing in the room but shadows upon shadows...
- Dean recovers and hunts for more sources of light. There's light fixtures in the building, but no bulbs, and thus the lightswitch does nothing.
- Myra feels her own shoulder receive a tap, and reflexively becomes intangible with Melody Nelson to get the mysterious assailant to knock it off.
- We flashback to confirm that Dean has brought a bag of supplies from his pawn shop! He takes out a flashlight and a bowl of ice to diffuse the light around the room with his ability.
- With this new light, the Stand that is a silhouette of Gabriele Colin is revealed! The players are notified that its name is Invisible Touch.
  - Without missing a beat, it dives towards Myra's shadow! As it moves, the players (and characters) can see that it behaves exactly like a shadow itself--it's flat on the ground, no physical form, slightly transparent with the light, etc. But nobody's connected to it...
  - Myra disintegrates again, and IT (as it shall now be called), now surrounded by the diffuse shadow of Myra's smoke, makes a cartoonish gesture of blowing the smoke away...which actually affects Myra's real smoke, getting blown slightly despite no physical force.
- Myra figures it out. It's a shadow that affects other shadows! Maybe it can be hurt this way too?
- (The players are informed that for the sake of gameplay, Stands do not cast shadows.)
- She reforms and tries to angle her own shadow so she can go for its neck, but it's quick, and dives under the desk, back toward where Bellamy is.
  - It sticks out its arms from the desk's shadow to make a [crocodile shadow puppet](#), then opens the "mouth," aiming for the shadow of Bellamy's leg. Bellamy's caught unawares, but Myra pushes them out of the way, and gets bitten instead.
  - The bite is visible on her body, and feels like an actual, honest-to-god crocodile bite. Interesting.
- IT is still hiding under that desk. Bellamy has an idea, and takes a can out of Dean's bag, holding it against the light source Dean had created previously. In silhouette, they've essentially made a "hammer" shape using their arm and the can. Thanks to perspective, the shadow looks far more intimidating and powerful than their actual physical stance.
- They use this to knock IT out of the park! Quite literally, their hit is a massive wallop, and IT goes flying toward the entrance of the building.

- But while it's flying it makes a formation using its whole body. Kicking one leg back, both arms forward, almost like a figure skater position, but its fingers form a gun shape...
  - A blast equivalent of a cannon rocks the building with no noise but visible impact.
  - Everyone gets blown to the far wall, and the building starts to rumble as if on the verge of collapse!
  - Invisible Touch has been flung back further with the force of its own recoil, disappearing under the doorway and out into the shade of the buildings along the street.
- The crew tries to get out as fast as they can as the ceiling starts to fall, but Myra hesitates, nabbing Gabriele's notebook (and coffee mug!) on the way out. The party is safe, but the building collapses entirely soon after.
- So much for the security office...at least that takes care of the cameras? But now it's incredibly obvious that they were here.
- The party deliberates on what to do next. If Invisible Touch took a huge blow from that mallet attack, Gabriele could be hurting hard, wherever they happen to be. Maybe they can find them?
- But for now we switch back to Juniper, who has just left Dean's shop, determined to go get those photos from her parents.
- She goes down the street...but is greeted by Curtis, grinning smugly.
  - He's wearing his jacket, which Juniper had removed from his person previously.
  - Um.
- She obviously wants answers from him, and he pulls out the photos. His photos. The photos Juniper's parents were supposed to have...
  - He doesn't let her see them, of course. Juniper starts panicking, fearing that Curtis did something to her family in order to take his stuff back.
  - He doesn't confirm this, but he doesn't deny it either, leaving Juniper even more on edge.
  - He bounds away with surprising athleticism, grabbing onto a fire escape of a nearby building and climbing onto the roof. Juniper can't catch up, and he's bounding in the opposite direction of her house...
- She has to hurry and find her family!! She has to know they're okay!
- We zoom out as she runs. A police chase is ongoing around the outskirts of town, involving an apparently driverless car (with Quentin sleeping inside, of course). Meanwhile, an ambulance pulls up to Total Tea Time after a patron has suddenly become unconscious.

## 21. Pretty Hate Machine

- We start where we left off, with Juniper heading down the street on her own. She has two options: go check on her family in the suburbs, or chase Curtis downtown. Both take her away from the pawn shop and her allies.

- She chooses her family! This is more important!
  - As she continues, she can't help but shake the feeling that she's being followed. It's revealed to the players that Florence is stalking her, though she hasn't seen her yet.
- Back at the pawn shop, Cassie is still setting up her board game all innocuously.
- Vic has a new mythos theme involving magnetism and using wires as superconductors. He plans to use this against Cassie as soon as she starts doing anything fishy.
  - Specifically, he wants to use "atomic manipulation of wires" through the ground to build a defense around the shop. He tries to conjure this in secret, but his feelings of betrayal are getting in the way...
  - He can't do it without Cassie noticing his odd behavior. She doesn't stop him, but now the feelings of suspicion are mutual.
- "What's up?" -Cassie, totally not trying to get something out of him
  - Vic just says he's on edge, trying to set something up juuuust in case.
  - Cassie claims she's worried about Juniper being on her own.
- Just then, the phone rings! Cassie goes to answer.
  - Vic isn't thinking straight; there's a strange fuzzy feeling in the back of his head. Cassie picking up frightens him, and he quickly uses Wire Train to short the phone wires and cause a brownout in the shop.
- Cassie asks if he did that.
  - "No"
  - "Okay...wonder who that phone call was?"
- Meanwhile, Juniper continues to be followed by Florence. She's pretty fit, but the eerie atmosphere down the street is kind of getting to her. She tries to take back alley shortcuts, but the feeling of being chased doesn't let up.
- She investigates and becomes fearful as she hears noises of another person walking, but doesn't see anyone behind her.
- She also hears the siren of an ambulance a few streets down, which could be Gabriele hurting hard after the fight with the party! But it's in the opposite direction of her house!!
- She ultimately decides to head in the direction of the ambulance. If something happened to her family, it already happened. This ambulance isn't going to be there forever.
  - To escape Florence, she takes a photo, folds it into a paper airplane shape, and jumps in right after throwing it into the wind.
  - She flies over the streets! The feeling of being watched goes away, so the escape plan worked.
- In this state inside a photo, it's hard to make heads or tails about what's going on in the outside world. The "frame" peeking out into the world is all folded in on itself.
  - She sees someone's hand catch the airplane aggressively, folding it further, completely blocking out the view!

- Back with the other half of the party, they're hanging around the debris of what used to be the building with all the security cameras in it. They can't linger here; the sound of a building collapsing will certainly draw attention.
- Myra REALLY wants to look through Gabriele's notebook, but there's no time. She tries to call the pawn shop with her bulky 90s brick cell phone, but the line is dead!
- Thinking fast, she summons Running in the 90s with a snap of her fingers. The car starts zooming toward the party, but with a solid half of Dawn Metropolis' police force in tow.
- She...un-snaps her fingers. 90s rushes on.
  - "Hold on" -Bellamy
  - SHOULDN'T WE GET QUENTIN OUT OF THERE? HE'S STILL IN THERE!
  - "Do we care?" -Myra
  - "YEAH WE CARE" -Dean
- Myra still doesn't bear the feelings for Quentin her two current companions do. In her eyes, he's just a murderer. But what about 90s itself? Isn't that her car?!
- She ignores it. It can handle itself. She's more worried about what could have happened down at the pawn shop. With Melody Nelson's smoke abilities, she wafts into the air and flies towards the shop.
- With the police sirens fading, Dean and Bellamy can hear an ambulance a few blocks down. Dean feels like he owes Quentin something, so he decides to go after the car chase. Bellamy goes after the ambulance.
- The party is entirely split up now...
- We focus on Dean first. He's schlorping (*esspee's words*) through the gutters along the roads with his ability, poking out of the storm drains in the form of mist in order to keep watch of where he's going.
  - We discuss the logistics of being a consciousness entirely inside water and the possibility of, like, evaporating or something, but don't worry about it. Dean's fine. He's following the noise and clamor of the police chase.
- He manages to cut ahead of the cars and shoots out of the storm drain, freezing the splash of water into spikes! It works, but Dean's now flying into the street, with his Stand holding him.
- 90s' tires do indeed pop, but it was going pretty fast, and the car slams into Dean as it slows to a stop! The police cars behind also run into it, creating a pileup!
- Dean is (mostly) fine, though. Just a cracked rib or two. He can heal. IT'S FINE. Quentin's more important.
  - He unlocks the doors and grabs him! He also seems fine (besides the previous injuries from Florence), though the airbag's in his face and he's still pretty groggy.
- The cops aren't happy. They're surrounding Dean! They have guns!

- Dean thinks quickly, punching open a fire hydrant, causing a cascade of water and mist to obscure himself. A cop shoots anyway, because ACAB.
  - Dean manages to dodge it in the nick of time, and the water gushes onto the cops.
  - He liquefies both him and Quentin and gets the hell out of there through the drains, the cops yelling in the distance.
- We focus back on the pawn shop.
- Cassie's busy trying to fix the phone, and Vic is busy psyching himself out. His vision hasn't come to pass...but he knows it has to.
- The tension in the room is ridiculous. Cassie knows Vic's up to something and has the feeling he doesn't trust her. Vic knows Cassie knows. And so on.
- Vic tries to ask about the blackout in order to fill dead air. Cassie notes that other places on the street have power, so it's just them...
  - Does Vic know where the store's circuit breakers are? She could try resetting them.
  - Vic conveniently doesn't know. Cassie doesn't seem happy with that answer.
- Just then, Myra arrives in a panic! Cassie asks what's happening. She gives Vic the notebook retrieved from Gabriele's surveillance place. In turn, Vic informs Myra that Juniper is off on her own.
  - MYRA'S NOT VERY HAPPY ABOUT THAT HOW COULD YOU DO THAT
  - "It's just down the street. Vic agreed to it" -Cassie
- Vic tells Myra aloud that things are OK, that Juney can handle herself, but he doesn't know if it's safe for them to be here in the store anymore.
  - But while he's spinning this yarn...he slips a Wire Train wire close to Myra's ear to transmit the feelings of utter betrayal to her.
  - Ohhhhhh.
  - She picks up on the message.
- Cassie suggests calling Juniper's house with Myra's brick cell phone.
- Vic doesn't want her to call; what if the Terror's at her house and a phone call just alerts them that the party's on its way??
  - Myra steps back, starting the charade. "This doesn't sound like you Vic, you CARE for Juniper"
  - Vic: "What did you hear?"
  - Myra positions herself behind Cassie, and then Vic acts suspicious of Myra's intentions. Cassie's quite literally caught in the middle.
- Myra successfully convinces Cassie--subtextually--that she's on her side. She even whispers to her that she received "an offer" (implied from Gabriele).
  - She pulls Cassie aside and asks "Did something happen here?"
  - Cassie looks at Vic and nods.
  - This is all pretty damning, huh!

- Cassie says that Vic has been acting jumpy and doesn't think it's a Stand. In fact, she seems genuinely concerned about his mental health.
- Myra then asks about Cassie's own Stand and gets out mostly what we already know--close range, runs currents through things, etc. But she's getting suspicious that Myra needs to ask such things.
- VIC IS VERY ANXIOUS THAT THIS ENTIRE CONVERSATION AND ITS IMPLICATIONS ARE HAPPENING WITHOUT HIM.
- Myra looks around and tries to see if she can find anything incriminating...Cassie's school bag has some papers sticking out of it.
- Cassie's had enough, and sets out to find the circuit breakers herself.
- Myra uses this opportunity to talk to Vic! She apologizes for the theatrics.
  - "Are you okay?"
  - "I can't know that, there's too much--" He interrupts himself to mention his "brain fuzz" (as he calls it) that he's developed since the hotel escapades.
  - He directly mentions how he's been getting visions, and a recent one showed him that Cassie would attack them.
  - Vic's just mad at himself. The signs were there. The recent phone call, her apartment complex...
- Myra reassures him that she's there for him.
  - "We should find Juniper" -Vic
  - Myra agrees! ...But not before dealing with some present issues.
- Myra takes a risk and grabs the brochure sticking out of Cassie's bag...she only gets to see a little bit--

### **What is Delta Machine?**

#### *Our Mission*

- Support (\*Anthony Managuchi's party, I DON'T HAVE A NAME SORRY) for election to the Dawn Metropolis mayoral office
  - Encourage student involvement in the legislation and election process
  - Advance a pro-education climate in the city
- --Before the power comes back on, she hears a "HEY," and sees Cassie standing there!
- And of course, the scene dramatically cuts! To Bellamy!
- Bellamy's jogging down the streets toward the noise of the ambulance. It feels far away...and the players are informed that Florence is now pursuing them after Juniper didn't shake out.
- Bellamy senses this, and hears the sound of a shop's bell jingling behind them, like someone just opened the door. But they don't see anyone down the street...or in the store for that matter (besides the cashier, of course).

- They keep going, then. Surely nothing bad will happen! They gotta get to that ambulance!
- But the sirens aren't wailing anymore. Where was it coming from? How can they get there without an easy reference point?? They start psyching themselves out.
- A taxi to the nearest hospital maybe?? But wait, different health insurance companies usually want you to go to different hospitals depending on what they cover...so how can they even know it'd be the right one?!
  - CURSE YOU AMERICAN HEALTHCARE
- They hurriedly jump up to a nearby fire escape to try and scope the ambulance from above. They see it and come back down...
  - But then they feel a presence directly behind them.
  - They turn around!
  - It's Florence...and her Stand, Pretty Hate Machine. It's angry. It has lances for arms. It stabs them before they can even react!
- Things start getting hazy as PHM's attack makes them hallucinate. Florence and her Stand aren't perceived by them anymore. Time passes abstractly. They stumble forward.
- Soon they encounter a flash of a green jacket (Curtis, as the players can tell). It hands them a crumpled up piece of paper...
  - ...No, it's a photo! Juniper jumps out of it!
  - She's happy to see them, but then it becomes obvious that something's wrong with Bellamy.
  - (Curtis is nowhere to be found.)
- Bellamy senses an enemy Stand nearby! They summon Isolated System!
- Juniper now knows that something is very wrong with Bellamy, and runs away.
  - "Bellamy, the enemy Stand is getting away!!!"
- Bellamy is too zonked out to properly comprehend the situation, but tries to talk.
  - "What do you want?"
  - "I don't want anything!"
  - Bellamy has just been told that the Stand wants their life!
- That's enough of a motivator for them, and they start chasing Juniper. However, she's in much better shape, both physically and mentally, and is able to get away...in time to see the flash of ambulance lights nearby.
- She has to make a split-second decision: try and help Bellamy, or catch that ambulance??
- The answer is obvious. She has no idea what's gone on with Bellamy or how to help them, not to mention they're trying to attack her.
- She parkours over to that block of the city just in time to avoid a groggy punch from Bellamy and Isolated System!
- The scene at the ambulance is just as suspected--that's certainly the figure of Gabriele Colin being hauled out on a stretcher.
- Juniper wants to get in there with them, but the paramedics keep her away, since it's none of her business.

- "We are very good friends actually. We are family"
  - Gabriele blinks awake just long enough to say no.
  - The doors shut on her!
- Juniper can't give up now! She wants to sneak in somehow, but she has no photos to make use of and her camera's out of film.
- She takes the riskier route...with the sun setting behind her, she climbs on top of the ambulance roof just as it takes off. She uses the huge, shapeshifting arms of Subterranean Homesick Alien to create a "cocoon" of sorts, using its portal-like surface to refract light and make it look like she's not there.
- It works for the average man on the street...but the audience sees Florence squinting at the ambulance as it drives by her.
- BACK TO THE PAWN SHOP!
- Myra accuses Cassie of something suspicious. Cassie slaps the brochure out of her hands before she can finish reading it!
- She says it's just student-involvement-in-local-government stuff, Vic knows about this, he can back her up!
  - (The players are reminded of one of the earlier sessions, where Cassie stated she was supporting Anthony's campaign.)
- Vic asks Cassie what's going on; what were those phone calls about?
  - "What phone calls"
  - "I had a vision, it's a Stand ability I've been developing"
  - "A *Stand ability*?" (She seems to think it's a mental illness.)
  - "Of you attacking us."
  - "Vic, you need help!"
- He tries to elaborate on his evidence and how she's been acting suspicious, but he stammers and only ends up looking suspicious, himself.
- Myra tells him to breathe. Cassie tells him he needs a therapist. This "thing," whatever it is, is getting to him.
- He swears it's something! Even if he's not well, which very well may be true, there's still SOMETHing going on!
  - He feels so many emotions in this city...
  - What about Cassie's?
  - She seems more worried about Myra right now, and sincerely believes that Vic needs help.
  - Can he read her emotions? Can he trust her? Can he trust himself?
- He takes a deep breath...and wants Cassie to handshake on it.
  - She agrees.
  - They hold out their hands...
- ...And Dean shows up with a delirious Quentin slung over his shoulder. Oh wow, the tension sure is thick in here haha! I'll just go, uh, bring Quentin to the couch in the back...carry on...
- We cut back to Juniper, who just arrived at the hospital in camouflage, but how is she going to get in?

- She decides to sneak in through a fire escape, and succeeds! She even nabs some scrubs to look doctor-like. She easily accesses a directory in this disguise and finds Gabriele's room, but she doesn't go further until she locates the nearest phone and calls the pawn shop.
  - Vic picks it up and puts the call on speaker!
  - Juniper summarizes her situation. "I'm tracking someone, I can't tell you who, I don't know who's listening, but..."
  - She mentions Bellamy and describes their current state, which sounds all too familiar to Myra and Dean, what with Quentin currently sleeping on the back couch and all.
  - Dean mentions that Bellamy is who first suggested they help Quentin, and now Bellamy's incapacitated too...
  - Myra mentions having Gabriele's notebook. This is clearly coming to a head; maybe two of them can be sent out to get Bellamy? Buddy system and all.
  - "You keep tracking that person, we'll find Bellamy" -Vic
  - "Wait, you LOST BELLAMY?" -Dean
  - "That doesn't matter right now, okay? Fact is, we're split up and we need to reconvene ASAP!" -Juniper
  - They agree.....begrudgingly...
  - ...And Cassie agrees to that handshake again.
- Juniper bites the bullet and heads to Gabriele's room next. She picks up some doctors' tools along the way in case she needs them, like a scalpel and such.
- Florence is already there, sitting in a chair! UH OH
- As soon as she talks, Juniper recognizes her voice.
  - "You were the one on the phone"
- Florence seems...not *overly* malicious. She gives Juniper their full names: Florence Trent and Gabriele Colin.
  - It's revealed to the players that because Gabriele was KO'd, Florence is now vengeful, which will interfere in interactions with her.
- Juniper's not having it! She wants answers! For everything!! What's going on in this city, anyway?!
  - "That's your problem. Everything would be better if you just kept out of it."
  - "How many people have had to die because of you?!"
  - "I don't have to answer that question."
- Uhhh, maybe deescalating would be a better option...
  - "Sorry about your friend..."
  - "My PARTNER wouldn't be here if it weren't for you lot."
  - "I know someone that could help them!"
- Florence gets mad, why would YOU want to help??
  - "They're everything to you, right?"
- But Florence's seething aura gets in the way. She's not hearing Juniper's words and sees her only as an enemy.

- Juniper decides to stop holding back! Which is a game mechanic involving some sort of sacrifice in your character in order to do the impossible. (In this case it's ignoring one of the GM's custom moves, which I didn't consider a big price to pay. Let's start small.)
- It works! Juniper (temporarily) sacrifices her Paranormal Investigation Club theme, since the idea of spending time with her friends and busting ghosts just seems so far away right now.
- She kicks away the weapons and tools she brought with her and starts crying.
  - "I just want to figure out why people keep dying, to make everything make sense again, so no one else has to die!"
- Florence's stony expression barely falters...but she lets it slip that if she told Juniper everything she knows, she (Florence) would have to die. She didn't even know the city was apparently "fake" until they heard it secondhand from what the players discovered. She and Gabriele had to try it out themselves...and indeed, they couldn't escape the city, just like they couldn't.
- She gives everything for her "boss," the first mention of one in the story. She says she's just the bodyguard, and she's really feeling it now too. Turns out there's stuff even the Terror (*if that is their real name*) doesn't know...
  - "So you're just being used"
  - "I guess that's a way to put it"
- BACK ONCE AGAIN TO THE PAWN SHOP!
- Cassie extends her hand...
  - ...And as many can guess, she has a move specifically for betraying the party. She summons Electric Avenue immediately and surges electricity through the pawn shop, delivering a shock with the intent on paralyzing all of them there.
  - Vic engages in a flashback where he uses Wire Train's newfound superconductor-esque abilities to create a sink for the electricity around the shop's walls! Exactly the stuff Cassie was getting suspicious about.
- Cassie's move *looks* like it hits...but then the electricity is all drawn into Vic's coils. The whole pawn shop is under immense energy strain, the power flickering and browning out, etc. It's probably getting hot in there.
  - Dean is surprised--he never really engaged with Cassie enough to suspect her of anything?!
  - Myra totally called it, though.
  - CASSIE'S FUCKING PISSSED
- Vic furiously Jojo monologues back at her, explaining his new technique, and dubs it Chamber of Hellos.
- Cassie just lunges at him like a wild animal! Fuck Stand battles! THIS TIME, IT'S PERSONAL
- This gets rough for a hot second, almost threatening to turn into a cartoony Big Ball of Violence. But then...the entire world...rumbles underneath them...?
- And we jump scenes, of course.

- Juniper continues her talk with Florence.
  - "Is this how you want things to be?"
  - "Without our boss, we'd be nothing."
  - "Is there any way we could convince you?"
- Juniper flashes back to some Usenet discussion she stumbled upon while investigating the photo of Florence, Gabriele, and Black Hole Sun. Someone had found an older photo of Florence and Gabriele waiting at a bus stop, looking a bit more scraggly and disheveled, but still unmistakably them.
  - Juniper tries to plead using her knowledge of this, aren't you two so close, together forever, through thick and thin? Is this job really more important than that??
  - Florence replies that this job is EVERYTHING.
  - "Can you at least fix Bellamy??"
- She gets mad! Her boss would kill her if she defied him! She already made this clear!
- Juniper wants them to combine their powers! What if they work together? We don't have to fight!! It sounds like Florence doesn't actually like her boss much?
- Florence elaborates that they didn't even HAVE anything before this! That photo is from when they were suffering! But their boss gave them everything they have...
  - "Is this the 'offer' that Hansen was given?"
  - "Yes"
- And well, we know what happened to him...
  - "What about Molly?"
  - "Is that a victim?"
  - Yes, Juniper says.
  - "I don't know. I wouldn't know."
- It seems she's telling the truth...
- Juniper debates internally about how to shield Florence from her boss. If this is the boss of the whole Terror, it seems like he's just strong-arming them...and Florence seems so negative about her whole situation....
- After much inner frustration, Juniper lets it out.
  - "What is it that he can do that's got you so afraid?"
  - "Why does he want to do any of this? What's the point of all this?!"
  - "Who the hell is it?!"
- Gabriele blinks awake from the commotion!
  - "You mean Anthony?"
- They flop back down, unconscious.
- Before Juniper or Florence can properly react, the entire world rumbles underneath them.
- We quickly cut to Bellamy in their delusional state. Currently, they're on a rooftop. Beside them is Curtis. We don't know how this happened.
  - "Nice night, huh?"

- "I feel weird," Bellamy says, which is a perfect time to escalate their hallucinations and itching.
  - "Yeah, Pretty Hate Machine will do that to you!"
- Again, the entire world rumbles. Curtis grins.
  - "Wanna take a look?"
  - "Whu--?"
- And then Curtis summons his Stand, Black Hole Sun, to propel Bellamy into the air with antigravity.
  - (The players freak out. Is Curtis ACTUALLY the user of Black Hole Sun they've been chasing this whole time?? How does that add up with the timeline of events?! He's still so young even if he's actually not a kid)
- The world rumbles and freezes in place. We see that these events all happened at once:
  - We see Bellamy floating in the sky.
  - We see Juniper's shocked expression with Florence and Gabriele, about to say something.
  - We see the tussle in the pawn shop, Vic looking betrayed, Myra punching out Cassie, and Dean just being flabbergasted.
- Next, the crew doesn't see anything, exactly...but they feel the stare of eyes burning a hole in the back of their brain, one pink eye and one purple.
  - (Recap: These are the same colors of eyes the mysterious ghost lady described her child having.)
    - (I see that I didn't actually mention this in the session summary earlier, so that's a whoopsie on my part. This has been fixed.)
- A voice the party's never heard before starts telling them all to stop, in a tone that's half begging, half angry. Reality begins falling apart as Endless Fantasy changes Dawn Metropolis. And so the session ends!



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## 22. A Day in the Life

- WE START overlooking Dawn Metropolis from above, at the start of a new day.
  - The early May sun is shining brightly over the city; the gaudy signs of restaurants and casinos trying to outshine each other down the main strip.
  - At night, their neon blares loudly in every corner of one's vision. The moon has been waning, making the sky even more dominated by their light alone.
  - The coming Summer heat is starting to threaten the city below. There's not a cloud in the sky.

- It's the 90s, America just coming out of the Cold War, followed by a new boom in technology and this thing called "the Internet"...just making consumer culture even more obnoxious. But hey, the future looks bright.
- We summarize the character generation that happened "a while ago;" the PCs once again met during an investigation that led them to meet Baha and started collaborating together after that.
- We go down the list of PCs! Everyone introduces themselves and their Stand abilities!
  - Except Myra...she doesn't have a Stand ability. In City of Mist terms, she's a "Sleeper." For the Jojo hack, we're considering this a Speedwagon/Koichi-type--a character that isn't involved in the supernatural, but Knows about it.
  - Myra was simply "in the area" when the Baha Incident happened, and was curious too. After all, even if she couldn't see his Stand, she could still see his ability to clone himself, so it was like a stampede of cute sheepdogs. Who WOULDN'T want to check that out??
- Since it's May now, the United States Spring Break must have happened. The PCs are asked if they did anything over the vacation:
  - Juniper went camping with her family's friends, the Managuchis, at Lake Tahoe.
  - Vic and Cassie went to Yellowstone!
  - Myra spent time with her parents out of state.
  - Dean and Bellamy don't go out much. Bellamy just stayed home, while Dean worked through it. Pawn shops don't take vacations.
- And now we begin the "Day in the Life" proper! The scene has been set as "mid-afternoon on a weekday," and we go through the party's routine:
- **Juniper!**
  - Juniper is at school, obviously. Everyone's buzzing about prom and graduation, two big upcoming things for her class.
  - She's going to pass her classes, but she's not on the honor roll or anything. Perfectly Average.
  - We go over her best friend, Anna Managuchi, who's been friends with her since childhood. She knows about Stands, because of COURSE Juniper would tell her, but she's an unrelated normie otherwise. Her dad, Anthony, is currently running for mayor, and is doing Surprisingly Okay in the polls.
  - Juniper is eating lunch with Anna and her other best school friend Clarita Clarity!
  - THROCKMORTON BYRD, who is coincidentally Vic's cousin, is also here. He decides to butt in on their lunchtime.
  - He boldly asks Juniper to prom. Which is weird because he's a freshman and they're seniors.

- Juniper makes up an excuse that the three of them are having a "girls' night" during prom and they're not looking for dates, goodbye please
- Clarita rips into his ass while he's gone. He totally just wanted to date a senior because it'd make him look cool...
- Anna seems a little awkward. This is the first she's hearing about a "girls' night"...
- Juniper explains she just made it up to get rid of Throcky, but she still wants to get together if they're all cool with it!!
- They agree, but Anna still seems to have reservations she's not bringing up. Oh well!
- We flash forward to when Juniper's at home. She has a pet lizard she fawns over, named Fafnir! He's a red bearded dragon.
- She takes plenty of photos of him dressed up in tiny silly hats. He doesn't mind. He's the best. She has a whole corkboard full of pictures.
- We briefly mention her parents, her brother, and her archaeology job shadowing, which are all stable relationships in her life.
- **Dean!**
  - Dean likes to cook! He shares this with the crew when they're over at his shop. He prefers spicy foods though, so if they don't like it, they can leave it.
  - He makes homemade dog food for Baha too. What a guy!
  - We briefly mention that he has some residual muscle pain at the moment. He apparently threw out his back while carrying some merchandise in.
  - His best friend Magne is in the shop today, eating some of Dean's chicken noodle soup. Better than the canned stuff.
  - Quentin Hyde, local magician and fellow Stand user, enters the store! He's trying to sell off some old jewelry of his mother's, because "she doesn't need it anymore." Oh.
  - We go into Quentin's history with Dean--apparently Dean helped Quentin break out of jail long ago and they've been buddies ever since!
  - Why was he in jail? "Stand stuff, you know."
  - Dean felt sympathy toward him, also having a Stand and engaging in dubiously legal activities sometimes.
  - Dean appraises Quentin's jewelry more than it's actually worth, as a kind gesture. He doesn't tell him, and he seems happy and unsuspecting.
  - On the way out, Quentin seems a little wary of Magne, and is spooked by Baha as the sheepdog barks at him! Maybe he doesn't like dogs? Dean calls Baha to his side and pets him. All is well.
- **Bellamy!**
  - Bellamy is in college?! They're majoring in astronomy! Good for them!
  - They're finding it "pretty neat," though they wish the professors were more open-minded. By which they mean accepting that aliens exist, of course. But overall, they're doing alright.

- Right now, like Dean, they also have some residual muscle pain. They don't know how they got it. Maybe they just slept weird this morning?
- After classes, they head back to their dorm, where their roommate, Nemo McCarthy, is typing on a chunky old school laptop. He's majoring in computer science, but he seems to share a lot of Bellamy's Vibes.
- Both sides of their room are kind of the same too. Lots of conspiracy-adjacent posters. Aliens. Illuminati. X-files. Clothes on the floor. They get along well, as one might assume.
- Nemo just sort of...grunt-acknowledges Bellamy as they step in, without looking away from the Usenet newsgroup on his screen. Bellamy "hey"s. This is established as a common interaction.
- "We just kinda say random things to each other throughout the day with no warning"
- What a wonderful friendship.
- **Vic!**
  - We reestablish that Vic isn't feeling so hot about his "paranormal investigation" business anymore, but he needs money, so he's still at the office taking jobs today.
  - He starts off anxious--his last investigation had him spooked, apparently.
  - His sister, Cassie, is there! She's not an employee or anything, but rather just helping out around the office. Familial things.
  - Today Vic is visited by Daniel and Laurent Ripley, fellow con artists and Stand users. We establish their casino cheating schemes and that this is also how they met Vic.
  - Daniel tells Vic to put the news on, rather excitedly for his usual moody personality. On the TV is Anthony Managuchi, performing a ribbon cutting ceremony at the Snake Eater Casino, which had been ravaged by a fire back in late March, over Spring Break. Apparently, he helped expedite renovations out of pocket, which has been causing his poll numbers to go up.
  - In the crowd are typical figures--Mai Sharona, the casino owner, Andrea Managuchi, his wife, Kathy Petrie, a somewhat biased local reporter...and Daniel and Laurent in the back.
  - They go wild, excited to see themselves on television! They gush about Anthony, saying he was pretty cool, shook hands, even grabbed a bite with him. Did he even realize they were criminals?? Pretty fun stuff. They seem proud of this accomplishment.
  - They ask Vic what he's been up to!
  - Stand stuff. It's always Stand stuff. Currently he's trying to follow up on a lead about something called "The Terror" that Kathy supplied him. It sounds like organized crime, maybe there's mafia connections? Perhaps the Ripleys can help. After all, casinos are usually one step away from the mafia.

- They don't mind gathering intel. Apparently, Vic is trying to compile a list of all the Stand users in the city. Cassie thinks it's a little paranoid...
- **Myra!**
  - Myra's trying to keep up her boutique, but it's hard and she has to work overtime almost every day. The only other employee she has right now is Frou Frou, who is the best store manager and has never let her down. She doesn't deserve her.
  - We mention that while she's serviced Anthony's wife in the past, she hasn't really met Anthony. And really, just look at that guy's sense of style, would you even WANT to??
  - She has a bruise, how did that happen? She says it's an old one from high school.
  - "You should probably see a doctor about that"
  - Duran Duran, former pizza boy from the Pizza Barn, stumbles into the store, looking absolutely out of his element and high as a kite.
  - He manages to get out that he needs a suit. He's never shopped for suits before. It's for job interviews because he's looking for a new job.
  - Myra advises him he PROBABLY shouldn't go to an interview while stoned, but also that she could actually use some extra work around the store...
  - Does this mean what he thinks it means?!
  - It does!!! Myra hires Duran. He needs to go clean up and come in tomorrow. Suit not required.
  - How nice of her!
- After we go through every character, we then focus on what a crew meetup usually looks like. We're at the pawn shop. Dean is serving dinner.
- Two new friends show up for the meal! Florence Trent & Gabriele Colin!
  - We establish that they're fellow Stand users that the crew had a tussle with in the past over something, which turns out to have been a misunderstanding with Gabriele's Stand, Invisible Touch, since it doesn't talk and looks like a shady mysterious shadow person.
  - Vic was hired to investigate these "shadow people" incidents, and stumbled onto Gabriele as a result. Getting Gabriele involved also gets Florence involved, because they're a couple. But things are cool now!
  - They're friendly, but aren't a part of "the gang" proper, because they're busy at their jobs most of the time. They work for a property management firm called Delta Machine. They aren't landlords *per se*, but they work with landlords and real estate...no ethical consumption under capitalism!!
- Dean is serving gumbo! We have a "test roll" as Dean determines if the gumbo is any good or not. Apparently he's using Agua Verde to make it and everything. Is that really safe...?
  - He misses terribly.
  - "No matter how bad it is, Dean will still like it. Legitimately"

- The gumbo is completely liquefied. Eww.
  - "Where's the shrimp?" "Oh, it's there"
  - The crew tries to let Dean down easily...
- What are they all discussing tonight? (Besides Dean's cooking.)
  - "Aliens" -Juniper
  - "Yeah?" -Bellamy
- She mentions her latest theory of Atlantis being an alien civilization and having a self-destruct sequence in case they were found out, which is why it sank.
  - "Didn't Plato make Atlantis up?" -Florence
  - "Play-Doh?" -Dean
- "Didn't your roommate say something about Stands coming from space?" -Vic to Bellamy. Vic has NOTES
  - Florence is suspicious of this info. Even if they did, why does it even matter? Stands are here now. That's all they can really observe.
  - Juniper likes the idea of having the knowledge just for the sake of knowledge! Plus, it might help them in the future if contact with aliens was ever established...??
  - "If you know where something comes from, you'll know where it's going" -Bellamy, probably taking a bong hit
  - "Wait, will we be able to even FIND the aliens?" -Gabriele
  - "Wait, can I obtain a SECOND STAND if we meet these aliens?" -Dean
  - "I have not said ANY of these things" -Vic
- Gabriele throws out the fact that there are rumors of haunted buildings in town. Ghosts and aliens can't be THAT different, right? Stands are kind of like ghosts. It could actually be worth it to pursue urban legends like that.
  - Myra is so confused. She doesn't know the world of the supernatural very well; she just smiles and nods along every time crazy shit like this is brought up.
  - Vic isn't so sure about "ghosts" either, but more in the sense that he has this odd feeling that everything in the city is connected--a "ghost wire," he likes to call it, in line with Wire Train's abilities. (Cassie has agreed not to make fun of him for the name. She also thinks he's being a little overdramatic.)
- This concludes the Day in the Life session! The GM has some good Plot Hooks now. To close out the day, one last question is asked: How do your PCs sleep?
  - **Juniper:** In a really long dorm shirt, on her stomach.
  - **Dean:** Curled up on his side. Baha is next to him. Heart print boxers
  - **Bellamy:** In a long shirt and sweatpants; they roll around a lot. Their mattress has moved by the time they wake up.
  - **Myra:** In a sleeping robe with a sleep mask. "T posing on the bed"
  - **Vic:** Pajama pants, Ranma ½ t-shirt (good taste) or otherwise some sort of print. Curled up on his side.
- "That's kind of a weird thing to ask"

- "I just wanted to visualize it"

## 23. Far Side Virtual

- The weekend after the previous session, Gabriele shows up at the pawn shop with a Hot Tip.
- They did some digging into what the party discussed, and found some ~Spooky and Definitely True Local Stories~.
- One story in particular seemed to be the jackpot, with both ghosts AND aliens. (Maybe.)
  - Around 10 years ago, a megamall complex named Far Side Virtual Mall was being built on the city outskirts, hoping to increase tourism even in the more...desert-y areas.
  - After all, that's just what Las Vegas is entirely, right?
  - Ignore the name--it's just 80's embellishment. Everything was "virtual" then. The mall itself was concrete, of course.
  - Anyway! A terrible space shuttle crash happened nearby. It didn't hit the mall directly, but it was close enough to cause damage and a load of rumors. The crew was killed instantly.
  - Not every crewmember's body was found...and the dilapidated ruins of the mall still exist. Now it's just a testament to the hubris of Reaganomics!
  - So. That could be ghosts. Or aliens. Or BOTH!!! Why is the mall still standing, hmm? Because it could be haunted! No one wants to touch it!
- The crew seems a little intrigued, and they're not doing anything else today. They decide to check it out, and Vic calls Cassie and invites her to join.
- Gabriele can't come along though, as their job has them too busy, even on the weekends. This seems mildly suspicious, but the players are reassured that they are being 100% legit. They did not even have to roll for that one.
  - Bellamy: "I want what they have," referring to Gabriele's Gender
- The crew preps with some downtime activities!
  - Myra brings supplies as if she's going on an extended hike out in the country.
  - Juniper packs her bag up, ensures her ghost hunting equipment is in top working order, has a slushie, and is getting zen.
  - Dean brings a simple canteen full of water for his Stand to utilize, since carrying around a water cooler like a backpack isn't exactly feasible.
  - Bellamy investigates the incident on Usenet! They find Gabriele's story to be true. That the crash happened so close to the mall, and how not all the bodies were found, are the major reasons why the place was deemed as "cursed" and shut down.
  - Vic picks up Cassie and they chat on the way over. They get along so well. It's relaxing.

- Myra picks up the others in her "completely normal" car. She summons it like she did before (as in, snapping her fingers, and Running in the 90s responding to that), but doesn't think anything of it.
- The crew heads to Far Side Virtual!
- The early summer heat bares down on the decrepit concrete building. Sure, what's left of the roof will provide shade, but there's certainly no air conditioning.
- It's EXTREMELY of its time period. Broken neon lights, random geometrical shapes and patterns in the paint job, bright pastel colors that are now 10 years faded.
  - "Well, this looks like an OSHA nightmare" -Myra, giving everyone hard hats.
- The outside doesn't seem very suspicious; just worn down. Time to head inside.
- What strikes everyone immediately is that, once inside, there's actually a bunch of equally-decrepit merchandise scattered about in piles.
  - It's a great variety of stuff, products ranging from every sort of store you could imagine being in an 80s megamall.
  - The way it's clumped together seems purposeful, like it's actually someone's hoard.
  - Certainly, looters would have nabbed everything by now...?
  - SUSPICIOUS!! Myra wonders why someone would need all this junk.
- Juniper turns on an "industrial-grade flashlight." We briefly get distracted figuring out how many lumens it would be. We do not come to a conclusion.
- Vic checks the wiring of the place with his Stand and finds nothing. Which is expected considering the place has been turned off from the electrical grid, but y'know. No evidence of someone living here and using electricity, and nothing salvageable from decade-old security cameras either.
- Bellamy iterates what they had found on Usenet previously to the party. Dean has a weird sense of deja vu from the whole shuttle crash ghost story.
- But nothing seems to be coming to greet them...no one seems to be here.
- Eventually, Juniper takes the initiative in investigating further inside the mall! Vic provides backup by scouting with Wire Train to check for any hazards that are hard to see.
- Bellamy, Myra, and Dean decide to poke around toward the front while they do that. The mall has multiple stories and the stairs still seem mostly intact, so there could be something on the second floor as well.
- Dean suddenly finds himself tripping over a roller skate! He yells as he falls, alerting everyone to what just happened. He kicks the skate away ANGRILY, dropping it down into a pile of crud on the first floor.
  - Juniper comes rushing to check on him but ends up just laughing at this scene.
  - Dean tells juniper that skate was TOTALLY not there before!
  - Juniper gasps and sets up her equipment for Ghost Detecting.

- Myra digs into the pile where the skate fell, searching for traces of how this happened. She doesn't think it's a ghost.
- Bellamy recalls that they had seen a response on the Usenet to the tune of "I came in here and got beamed in the head by a Hot Wheels car WTF" (with people just mocking them in the replies). POSSIBLE HAUNTING??
- Juniper jokes to Dean that the ghost doesn't like him.
- Myra is confused. NOW it's ghosts?? Weren't we thinking realistically before?
  - She wants to figure this out more than anyone. She simply calls out "IS ANYONE THERE?"
  - She gets her response in the form of a toy gun in the pile shooting a foam ball at her face. So much for the hard hat.
  - This only serves to embolden her, diving further into the pile more angrily, still searching for some sort of physical evidence that someone real and physical is indeed messing with them.
- The players know what's up, though. Vic wants to shout out "SPACE ODDITY, WHAT ARE YOU DOING?" with no clue why he's saying it. However...the grip of Endless Fantasy on the characters is strong. The party can't recall "erased" information without a VERY good roll...
  - And Vic's roll fails.
  - He opens his mouth to say what he wanted, but the thought disappears as he's suddenly struck by an intense feeling of deja vu.
- Space Oddity rises from a nearby pile of stuff as a mannequin, about to punch him while he's distracted!
  - Myra intercepts! She grapples with the mannequin, and soon she realizes it's an actual mannequin, not a human in some sort of disguise. It's gone completely still in her grasp, but she can't deny what she's seen.
- Juniper whips out her spirit box to listen to the ghost! The radio flickers through news and sports stations, particularly clips of the announcers hollering for whatever reason, presumably out of joy, but when strung together like this, it just sounds like a scream. Uh.
- Bellamy asks if it can talk. Their foot is suddenly nudged by a magic 8 ball, settled on "YES."
  - "I think it might be friendly?"
  - NERF darts suddenly hit the wall nearest to Bellamy.
- Juniper wants to find WHY it's doing these things! She pulls out her equipment and detects spectral activity in the pile of junk, moving through the decrepit objects, possessing them one by one, but the ghostly presence never actually leaves the pile.
- With this information, Dean summons Agua Verde, planning to rush water into the mall's floor temporarily. This way, the objects will get washed away and separated, giving the party a better focus on where the "ghost" could be hiding.

- Turns out the heat inside and outside has dampened (heh) his ability to whip up a wave strong enough, but Juniper brought some extra water with her that helps him achieve his goal!
  - It might have been a little too strong, even...the resulting wave even sweeps back a partially-reclaimed-by-the-elements car the mall used to have on display as a sweepstakes prize or whatever. It knocks into a load bearing pillar and causes part of the roof to collapse dangerously close to Bellamy.
  - That could've been a lot worse. The crew probably shouldn't fight TOO hard in this place...
- But otherwise, the plan worked! The party easily spots an RC car that's moving through the scattered debris, most likely trying to find a new physical host.
- Bellamy gets in front of it, their hands raised in a nonthreatening gesture!
  - "Personally, I'm not here to wreck the mall or anything, I'm just wondering who's here, and, maybe, if I could say hi"
  - They want to know why this "ghost" is acting so aggressively toward them! They just want to talk!
- Space Oddity hesitates...but then drives toward a NERF gun, where they shoot closeby once more. They further jump into a terrifying half-rotten cymbal monkey, clanging angrily.
  - "What do you think? It's YOU!"
- Then into a Hot Wheels track, launching cars at the party.
  - "You left me here!!"
- No one knows anything they're talking about.
  - "That's exactly what I THOUGHT you'd say."
- In lieu of any more nearby objects, they then possess a vending machine near Juniper, and start tipping it over.
  - "ALRIGHT YOU LITTLE PUNK"
  - Dean catches this, and quickly uses Agua Verde to pop the soda cans and freeze the liquid as it spills, sticking the machine to the floor! Since there's nothing else nearby, Space Oddity is effectively trapped there until the ice melts.
- Vic approaches next, gauging that Space Oddity sure would be helpful to have along for their mission in investigating this Terror thing. Shame the crew never knew about them till now, eh???
- Myra's mad at them for the misplaced anger. What gives THEM the right to come after the party like this?! She marches up to the vending machine and gives a passionate spiel about how they didn't come here looking for a fight.
- Space Oddity basically tells the party to GTFO.
  - "We're ghost investigators!"
  - "You found your ghost, congratulations!"
- They ask for their name, and they tell them, and the entire party has deja vu now.

- Vic wants to convince them to calm down and team up! Maybe they can even, like, take them out of here, maybe even to Dean's pawn shop? There's plenty of items for them to possess there. WHADDYA SAY
  - This mindfucks Dean immensely (since these events basically already happened before).
- ZOEY AND I BOTH FORGOT CASSIE WAS SUPPOSED TO BE HERE OOPS. BUT SHE'S HERE
  - Vic and Cassie both convince Space Oddity to calm down and come out to the greater city at large, perhaps aiding them in finding the Terror. They don't seem like they've had a lot of fun sitting in this mall alone. The scenery over here is just kind of...gloomy.
  - They finally calm down and agree--they've been SO LONELY!! They impart their backstory, which isn't too different than before. They have a vague recollection of their crew on the ship, and the crash, and then they've been stuck in this mall for the past 10 years (instead of buried, like last time).
    - "My memories are hazy"
    - "Mine too" -Dean
    - "I think that's ADHD" -Cassie
  - They have the general overall feeling that they've been "abandoned" in some way. But when people show up at the mall, they just get frustrated and direct their anger to the strangers.
  - The party helps them achieve the self-awareness to realize that they're probably just confusing any intruders with their old crew, and thus take all their feelings out on them...even though friendship and a change of scenery is what they clearly need. And hey, the party can give it to them!
- The party also briefly asks about the meteor sample, but Space Oddity just assumed it was destroyed in the crash. They don't really have any way to pursue it, whatever the case.
- But ultimately, friends are made! Space Oddity is brought to Dean's pawn shop, and they find a new body for them. How weird, this cool astronaut-esque biker outfit and ball-jointed mannequin were COINCIDENTALLY right here! And it's the perfect thing!
- The gang ends up talking casually, squabbling a little as friends, Space Oddity being a little awkward but the party reassuring them that they're not intruding. It seems like this was resolved without much of a fuss!
- The camera zooms out. This was just a typical low stakes, weird-but-fun day in Dawn Metropolis.
- OR WAS IT???
- The shadow of Endless Fantasy still looms heavy over the party...strange moments giving feelings of deja vu, friendships and events that don't feel quite right. Soon, the cracks may begin to show...

## 24. Endless Fantasy, Part (x)

- We start a few days later and check in on the gang and how their lives are going.
  - The cracks of the new reality will begin to show, of course. But before that, some characters have some unrelated business to attend to!
- We open with Vic and Bellamy hanging out casually, getting ice cream while taking a walk.
  - "It's not like it's a date or anything" -Bellamy
  - "O-of course not" -Vic
- They're discussing ghosts, considering the events of the last session. Vic is a skeptic, but he will listen to the theories.
  - "When you think about it, a lot of 'ghosts' could be related to Stand activity" -Bellamy
  - This leads into a slight debate about the nature of Space Oddity: ghost? Stand? Ghost stand? Do some Stands just get left behind as ghosts? Does this explain ALL apparent "ghosts?" etc.
- They eventually move onto other conspiracies. Bellamy thinks an Illuminati-type conspiracy has to be legit BECAUSE there's so little evidence. They've covered their tracks, don't you see?!
  - Vic isn't sure this is how the burden of proof works??
- But that's not the real reason Vic wanted to meet up...
  - "You got pronouns, right? You, hey, um, Fuck"
  - Stumbling over his words. A lot.
- After some of that, Bellamy speaks up: "Vic, you're skirting around the issue. You strike me as a skeptic. So it makes sense to me that you don't believe in gender"
  - Completely deflates Vic's tension! And all of us at the table too Imfao
  - "I have it on good authority that gender is out there" -Vic
  - "I suppose most people have gender."
  - "You don't?"
  - "I suppose that's the one thing *I'm* a skeptic about."
- Vic asks Bellamy when they started introducing themselves as queer
  - "Usenet"
- That doesn't help Vic much! He's not much of an online guy!!
  - Next came Bellamy's parents.
- VIC IS RUNNING OUT OF OPTIONS. WHO NEXT???'
  - "We are running out of people, I'm afraid"
- Vic is just a mess about this!
  - "You think Cassie would make a big deal of it?"
- Vic has been considering nonbinary they/she. WHAT IF THIS STEPS ON HER TOES???'
  - "What's your gender got to do with hers?"
- Vic is just fretting because it's just been the two of them since forever...guy and girl.
  - "Those aren't even the only two options. So it's a moot point"

- Vic has to think about it some more.....they're unused to being vulnerable.
- But for now...we go elsewhere.
- Myra takes out Gabriele and Florence to the theater followed by a fancy dinner. How nice!
- They watch Phantom of the Opera. Myra and Florence don't get why it was advertised as romantic.
  - Gabriele loved it. They attempt to explain the main character arcs to them wistfully, a tear in their eye, and say they hope it gets a sequel.
  - (DAMN TOO BAD THAT NEVER HAPPENED HUH???????????)
- During dinner, Myra asks them if they know a way to nullify Stand abilities somehow, in the sense that "Stand users attract the presence of other Stand users."
  - She doesn't want to get RID of the abilities, and she doesn't want one herself, but is there a way to, like, mask them??
- Unfortunately, the lesbians haven't heard of such a thing. The Speedwagon Foundation might know, but that's their only suggestion. Whyever does she ask?
- Myra states that she's simply nervous about her friends' wellbeing. The idea that the supernatural--the potentially DANGEROUS supernatural--could be magnetically attracted to them, beyond their control, is simply too nerve-wracking for her not to address it in some way.
- To put it bluntly...she doesn't want them giving her friends any "hot tips" on any sort of Stand or Stand-adjacent lead anymore.
  - OBVIOUSLY, the duo doesn't seem very keen on this. Why should they let Myra police the things they say or do around people who are THEIR friends too? They aren't saying these things aloud, but they look like they're thinking them, sharing a doubtful glance.
- Gabriele phrases it politely when they tell Myra, "Maybe you should talk about these things with the others instead?"
  - Myra pushes back. They wouldn't understand!! It's different when you don't have these powers! Why would they even listen to her?!
  - "You sure?" -Florence
- Surely, if they're friends, and all mature adults, they should be able to handle this sort of conversation. But Myra can't seem to handle even *this* discussion--flashes of past trauma she doesn't quite understand start entering her head, and she zones out, ultimately excusing herself from the table and leaving Florence and Gabriele frustrated and confused.
- We switch over to a new day, with Juniper and Anna getting ready for prom. They try out dresses at one of those fancy dress rental places. They talk a bit about colors and styles, Juniper seeming much more knowledgeable about fashion than Anna.
- Juniper asks Anna if anyone's asked her to prom yet! Anna is taken aback by the question. No, of course not...

- Juniper doesn't understand that. Anna's pretty, after all! ANNA IS ALSO TAKEN ABACK BY THIS.
  - JUNIPER EVEN SELECTS A DRESS FOR ANNA
  - SHE'S PRETTY MUCH BEET RED AT THIS POINT.
  - Anna attempts to get something flattering for Juniper, despite feeling wholly inadequate at this point. Juniper likes it!
- After a long day of clothes shopping, they have a sleepover at the Managuchis'.
  - They do everything you'd expect in a perfect sleepover: home cooked dinner, movies, Super Mario Kart...
  - Juniper picks Yoshi and Anna picks Peach.
  - They have a great time!
- Eventually, it's bedtime, and Juniper finds herself wanting a late night snack...she creeps down to the kitchen. She spots a weirdly familiar photo on the refrigerator...the photo of Anthony and Jonah.
  - Except, in this timeline, she's forgotten about Jonah all over again, so instead all that's left is a weird sense of deja vu.
- Perhaps...if she just uses Subterranean Homesick Alien to sneak inside the photo...just for a few seconds...she can find out what's bugging her about it.
  - The two men look as they ever did; it seems like a candid, cute family photograph. They're both smiling.
  - But then she turns around...and sees the photographer. A woman with wavy blue hair, holding a clunky 70s-era camera. Smiling sheepishly, almost as if about to laugh.
  - She looks an awful lot like...Andrea...but her demeanor seems completely different...
  - It barely does anything to help Juniper's sense of deja vu, as the players also recognize that the wavy blue hair is a LOT like the ghost lady at Hotel California.
- Juniper's sense of reality is shaken! Endless Fantasy's grip on events falters enough for her to remember the previous timeline. In a flash, this is what she chooses to remember:
  - The trauma regarding Hansen's murder, how the party was in danger and lost a potential ally right in front of her.
  - The previous conflicts with all of her family members.
  - Curtis being super suspicious, potentially putting her family in danger. The fact he had photographs with Anna in them. The fact he knows more than he lets on.
  - But nothing more! Not the ghost lady, not Anthony's suspiciousness, not Florence or Gabriele, and not that Vic lied to her about their occupation once. Juniper remains deep in the changed reality, perhaps wanting to embrace it due to the trauma of everything that happened over the past year.

- She reflexively throws herself out of the photograph as her mind reels. Anna hears her thump, and comes down the stairs wondering what happened.
  - "Nothing, I just saw a mouse," Juniper lies extremely obviously, but Anna doesn't press the topic.
  - They go back to bed...but Juniper can't sleep. Eventually, she gets up again, wandering around the Managuchi household.
  - Is even Fafnir real? She questions it. Her parents would NEVER let her get a lizard...!
  - (She still has Fafnir as a pet in-story, but she can no longer use anything relating to Fafnir, mechanically, due to this doubt.)
- We leave Juniper there, and rewind a little to focus on what Bellamy's up to on this fateful day.
- Bellamy is...studying! How...completely expected for a college student!
- We get right to it, and Nemo barges in, probably after having attended a class, or...maybe it's something else? There's a sense of panic in his expression.
  - He states he finished his report on everyone on the campus with his Stand. The way he states it implies that this was something that Bellamy probably knew about with the inserted memories of this new timeline, but of course, this is news to the players.
  - ANYWAY, the point is, after examining literally everybody he could find at this school, he could only see through the senses of fellow Stand users, which is different than how his Stand operated before (as we know).
  - Everyone without any apparent supernatural ability was effectively blocked off to him.
  - He goes off on his usual conspiracies regarding doppelgangers...The point is, he's 100% sure that every "normal" person in the city has been replaced somehow, which is a much grander conclusion than what the party was considering in the previous timeline.
  - He also mentions that isn't Bellamy's friend Vic looking for this kind of information? Also with offscreen implications that they must have talked about it in the new timeline.
- Bellamy squints trying to process this all. What do you MEAN every unpowered person is fake?! Wait a second, that sounds vaguely familiar...
- Bellamy's sense of reality is shaken! Endless Fantasy's grip on events falters enough for them to remember the previous timeline. In a flash, this is what they choose to remember:
  - The greater conspiracy of the city, that a group of Stand users are pulling the strings behind the screen, and they might be called "The Terror."
  - That's it! Bellamy's memory playing it safe. Surely their friends can fill in the remaining details, anyway.
- While Nemo continues his ramble, with Bellamy not processing anything he's saying, they come to the realization that neither of them actually got into college.
  - "Shit"

- "What?"
  - "I don't know how to tell you this"
- WHAT'S DEAN BEEN UP TO?
- We get right into what Dean's been up to. Quentin is hanging out, spectacularly fails a new idea for a magic trick, and breaks his leg in the process! What kind of magic trick was it that was apparently so dangerous?! No idea. Point is he's injured, and Dean has to help, quickly!
  - Call an ambulance, perhaps?
  - Don't be silly, Dean can heal him! He does so almost reflexively.
  - But wait...
  - Since when could he heal?!
- While he manages to stabilize Quentin and take him to the back where he can rest, Kathy shows up at his door.
- She starts talking about an implied investigation into Delta Machine, requested on the party's behalf. Dean just nods along; he feels too weird right now to really question it.
  - "Some friends YOU are, being suspicious about your other friends' place of employment!"
- Personal jab aside, she gets right into her discovery:
  - She grabbed a hold of an internal memo. It appears the thing called "Delta Machine" is a shell company.
  - You know, like the fronts the mafia use? A bunch of independent-looking corporations that are all secretly controlled by the same entity?
  - Couldn't get a parent company name though. It just mentioned Delta Machine and "other subsidiaries."
- She doesn't know what specifically Florence and Gabriele are up to, but...
  - Delta Machine *is* the property management, and they're currently doing the renovations on the theater downtown. The Hoobastank family owns that one. Lots of recent property flipping.
  - Next is Mai Sharona's casino assets. "The one that got burned down and rebuilt this year"--Snake Eater--"and whatever."
  - And then there's the Managuchis' hotel assets. Kathy even discovered they had a hotel shut down due to a *murder* taking place, and then it was swept under the rug! Hotel California, has Dean heard of it?
  - Then there were some unrelated small businesses downtown...if they could call them "small" knowing this. Doesn't the crew hang out at Total Tea Time? Hey, is Dean's pawn shop a part of this too?? Haha!
    - Kathy says that jokingly, but Dean looks physically ill. He's pretty sure he owns the building and the business himself...he thinks.
  - Lastly, there was something about setting up programs at the local colleges, too. A potential recruitment scheme?
- Kathy's conclusion is that it seems like whatever the mysterious parent shell company is, it owns half the city, and the rich folks in town are in on it.

- Hey, is this that "Terror" thing? Certainly fits the description!
- Dean's sense of reality is shaken! Endless Fantasy's grip on events falters enough for him to remember the previous timeline...and then some. He wobbles on his feet.
  - By now, the players have picked up on the fact that specifying how much they wish to remember affects the consequences of Endless Fantasy's move, and that "remembering the erased events of every previous session in the campaign" does not incur the most dire consequence.
  - Why, then, is there that distinction?
  - In a flash, Dean chooses to remember **everything**. "EVERYTHING everything."
  - What that means, the players don't even know. If he fails the roll, he literally dies or is taken out of the game in an otherwise permanent way.
- Luckily...he hits! Dean gets to live another day, and deal with this newfound knowledge:
  - Now, being just one guy, Dean doesn't remember anything he was not personally present for. It's not as if he suddenly becomes omniscient or anything.
  - But it feels as though some sort of veil has been torn away at the seams of his mind...
  - He remembers the events of the previous timeline, the majority of the campaign. He remembers the fact that it feels as though the past few months have been written over, like he has two sets of memories now.
  - He can feel the distinct start of the current, new timeline, where his memories suddenly become one again. This must be where the timeline reset actually happened.
  - Likely, the second set of memories are a fabrication, created to smooth out any contradictory information in the past and leave him unquestioning his new place in the world.
  - But
  - Dean thinks further back, and realizes that this is not the only place he feels this sort of...memory disconnect.
  - The overlap.
  - The rewrite.
  - He remembers being born and raised in Dawn Metropolis, Nevada, all his life...
  - But...
  - He also remembers being born and raised in Reno, Nevada.
    - (Reno is a real life city that has also been mentioned in the campaign previously. It's clarified to the players that the characters have been living with the assumption that Reno is simply in a different place on the state map, and not that the city name is unfamiliar or anything.)

- Four years ago seems to be the distinct cutoff. Comparing Dean's two sets of memories, it feels like one day, everyone--himself included--woke up and unanimously agreed that the name of the city they lived in was, and always has been, "Dawn Metropolis." How did nobody say anything about this?!
- He also remembers the presence of Jonah Jones in the city, and when his name suddenly stopped being mentioned, too, circa six years ago. There was no report of a death or anything...he just disappeared. And in his second set of memories, Jonah Jones was never mentioned at all.
- Since the other erased victims weren't public figures, Dean unfortunately can't bring any new clues to the table regarding them.
  - Perhaps the fact he never seemed to cross paths with them is information in and of itself?
- That limitation implies something terrifying: how many times HAS their reality been written over, with them just not realizing it, because whatever was rewritten didn't personally affect them?!
  - Just because Dean can measure these particular memory cutoffs doesn't mean they're the only ones. What about Nemo, Maverick, and Josiah? Hansen and his brother? Daniel and Laurent's mystery vacation?
  - Leaving the city and being turned right back around...when did that start being a thing?
  - Dawn Metropolis, as a name, showing up later than Jonah's disappearance...changes to the city are gradual and still ongoing. How far back do they truly go?!
- Dean has to sit down. He's shaking. Kathy looks at him with annoyance, thinking he's reacting just a bit TOO hard to the new clues she's given him.
  - "Kathy...these businesses? Are they in the city? *This* one?"
  - "Yeah, why?"
  - "*Dawn Metropolis*?"
  - "...Are you feeling OK?"
  - "No"
- Over to Myra!
- We focus on Myra after her dinner/show with Florence and Gabriele that ended on a sour note. She had escaped to the roof of the building, her head pounding from the argument.
- She pulls something out of her pockets that had been with her this entire time...Molly's journal.
- She opens it up robotically and pages through a few sections...
- **10 years ago.**
  - This starts from the time Molly mentioned Daniel and Laurent seeing some sort of "space zombie," which she doubts the existence of. This is an entry Myra has the strange feeling that she's seen before...

- But a few pages later...it's apparent Molly was Daniel and Laurent's friend too. They even know about each other's Stands.
- Even more, Molly got in touch with the SPW! She couldn't let the whole meteorite crash situation sit. Being just a teenager, they weren't giving her much info to go off of, but she did get acquainted with one Jonah Jones and one Blue Hawaii.
- **9 years ago.**
  - Shortly after the entries where Molly first meets and dates Campbell.
  - A personal entry where she hopes she can become a researcher one day and maybe even get a job at the SPW. Do they do internships, she wonders??
  - Molly states that so far, she's only told Campbell...how would she even explain this to her family?
- **7 years ago.**
  - Molly writes that "Mr. Jones sat all of us down" (Campbell, Nemo, Maverick, Josiah, and Molly?) to declare that the meteor is missing. "He's not sure what that means or who did it, but we're all on edge now."
  - "Is someone trying to give other people Stands? Isn't that dangerous?"
  - "Who could have access to such a thing?"
- All of these missing and victimized people together...all learning about this meteor and on the hunt for its whereabouts...
  - The meteor...that Space Oddity mentioned?
  - Wait, does Myra know more about this? What does her sister have to do with a meteor-searching ghost? Did she learn about this before?
- Myra is overwhelmed by her conflicting memories and confused by her sudden bursts of negative emotion. Her sister's death changed her life in all sorts of terrible ways! Why?! Why is she saddled with this all?!
- Myra's sense of reality is shaken! Endless Fantasy's grip on events falters enough for her to remember the previous timeline. In a flash, this is what she chooses to remember:
  - Though the journal has been such a focal point in her life after Molly's disappearance, these emotions spark ire inside her toward her sister.
  - Wait, what sister?
  - Something breaks.
  - Myra chooses to remember everything in the campaign EXCEPT Molly's involvement! Even the distant memories of her sister fade away...
  - Mechanically, this roll resulted in TWO theme changes for Myra, so that can't be good for her sense of self!
  - Was this something Endless Fantasy even intended...??
- Myra tears off the pages of the journal and scatters them into the wind!
- When this is done, she collapses where she stands, holding her head in her hands...she remembers. She remembers she had a Stand...she's had a Stand this whole time. How could she ever have forgotten it?

- We see smoke coalesce around her, focusing into a loose form...a hazy hand places itself on her shoulder, but it looks different than Melody Nelson...
- MEANWHILE, Vic and Cassie are hanging out at Vic's office, mostly goofing off. Cassie is rambling about Monopoly strategies.
- Somehow this conversation organically segues into Vic discussing Stand strategies. Cassie mentions how she's frustrated with her Stand's close range.
- Vic says she only feels genuine when she's using Wire Train to solve problems, NOT when conning people to effectively do the same. That's a mask; just a way to make money.
  - This conversation is really just a way Vic is trying to build up to Gender Talk.
- BUT THEN THE PHONE RINGS.
- DAMN!!!
- Vic resigns herself to this fate and picks it up.
  - There's a woman on the other line who seems to be panicking, asking if this is the paranormal investigator?? She barely lets Vic speak, saying apologetic things like "This is crazy, I shouldn't have called" and so on.
  - "I know you don't know me...or do you? This is Hawaiian Punch"
  - The reason for her panic is that she's apparently been struck with memories of things that didn't happen. Or at least she feels like they didn't happen. Like her having a husband! She never got married! OR DID SHE?!
  - She remembers this number, and hearing Vic's name, but she doesn't *really* remember these things??
  - Who is Vic in relation to her? Did she really have a husband? Blue Hawaii? Who's that?
- Vic tries to calm her down because woah uuhhhhhh.
- They'll certainly hear her out, though!
  - Ms. Punch states that she found an old-looking manila envelope under her floorboards. Inside were documents mentioning a "Blue Hawaii." But she's a single mother...
  - Some of the contents disturb her; they feel like they're from an alternate reality.
- She just has one main question...
  - "Do you think people can be dead in one reality, and alive in the other?"
  - "Well."
- She doesn't let Vic finish that thought, instead stating that in the folder was an obituary.
- An obituary...for Andrea Managuchi!
  - "But she's alive and well, isn't she? I just saw her on the TV the other day...!"

- Vic's sense of reality is shaken! Endless Fantasy's grip on events falters enough for them to remember the previous timeline. In a flash, this is what she chooses to remember:
  - Everything from the previous campaign, except the knife triplets "because it's funny."
  - We imply that these recollections come in slowly, including Cassie's betrayal. An important informant is still on the other end of this phone call; they can't falter now!
- She gets to work reassuring Ms. Punch that she remembers Blue Hawaii and that he was very real, actually. He was working for the Speedwagon Foundation, if she's heard of it.
  - Hawaiian Punch confirms that yes, some of these documents have that on their letterhead!
- "I'm going to meet you in person--"
  - But then they look at Cassie and the campaign session memories--particularly of her betrayal--come flooding back.
- Vic realizes the past few months were a fabrication!
  - "Why did I have to remember any of that" -Vic, internally
- She doesn't want to say anything IMMEDIATELY...what if that triggers Cassie's own memories? This situation could get hairier than it already is.
- Cassie notices the hesitation as Vic closes out the conversation with Ms. Punch...
- Vic tells Cassie that they can't tell her right now. It's too dangerous. Naturally, she's a little upset by this caginess coming from her own dear sibling.
- Vic knows. They're on the verge of tears.
  - Cassie hugs her!
  - Vic sputters "I don't want to hurt you, ever"
  - "Why would you??"
  - Vic just mentions a vague anxiety over "Stand effects." That seems to sate Cassie's curiosity for now...
  - "If anything happens...I hope we can talk it out." -Vic
- We zoom out from this scene, and as a way to close out the session, the players are handed [a document that is stated to come from Hawaiian Punch](#), assumedly what Vic is picking up once they go to her.
- THE TL;DR SUMMARY:
  - The letter is addressed to Blue, but also mentions Jonah and the three of them hanging out. The implication seems to be that they were all friends once.
  - Andrea may be actually dead for real, and Anna(?) may actually be in a coma. Andrea is looking more and more likely to be the ghost lady at the hotel.
  - Anna isn't mentioned by name or even gendered, just referred to as the Managuchis' kid. It might *not* be Anna, or maybe Anna is *more* than just Anna?

- Anthony's backstory seems to be completely different than what the party knew before. He mentions being a salesman and having trouble with money, a far cry from his present-day wealthy hotel owner persona. Nothing about a dubious inheritance coming from shady family dealings, either. He's just plain broke.
- The players are left to ruminate on this new information as the session ends. How any of the above relates to Endless Fantasy isn't entirely clear, but it's plainly obvious now that the Managuchis have *something* to do with it. Now if the party can only get their conflicting memories together and figure out the big picture...

## 25. Amen & Goodbye

- We state that this is the day after the various...how to call them..."chaotic remembrance events"(?), in order to get everyone on the same page. Mostly because everyone was separated last time, so trying to piece together that timeline is a headache. So it's just The Next Day. Simple!
- We focus on Dean. He closed the store down after Kathy left, in order to stew alone with his uniquely mind-blowing revelations.
  - He told Kathy he just needed to, uh, "Look through some stuff," which somehow convinced her to leave.
  - Quentin was also sent home after Dean managed to heal him up.
- Dean stands discombobulated in the back of the store, going through nearly everything in the inventory, trying to compare what he knows about the items with the memories he can conjure up, just in case some critical detail can be found in them.
- Suddenly, there's a ruckus at the front door! Someone's banging on it, trying to get in. Can't they see the sign that the store's closed today?! So what if it's during normal hours?! Can't you READ
  - But still...it's quite the urgent knock...and with all that's gone on recently? What if it's someone he knows that needs help?
  - He can't help but peek out from the back. Just to be sure.
- It's...Anthony Managuchi?!
  - WITHOUT HIS SUNGLASSES ON?!
  - It's a bit hard to make out the details from this distance; the rising sun's also at his back, shading his expression. He seems to have...odd-colored eyes?
    - (The purple/pink of what the players suspect to be Endless Fantasy's user?!)
- Well, Dean might as well hear him out!
- As soon as he opens the door, Anthony shoves a medium-small box of knickknacks in Dean's hands, sputters "There's no time," and then collapses forward as if fainting.

- Alarmed and confused by all this, Dean only manages to catch Anthony with Agua Verde, his arms of course occupied by the box he hasn't even had the chance to glance at.
- Anthony groans and gets back up, holding his head. We can see his eyes clearly now--he has tired-looking, droopy eyelids, and actually, his two eyes are the same color: bright red. Hm.
- He seems drunk, stumbling back onto the nearest couch. The last thing he remembers is...coming to the shop! Simple enough?
- He offers Dean an awkward handshake, clearly not remembering him at the party that one time.
  - (We also clarify that Dean has memories of the party in this timeline, too, but no murders happened, and Quentin wasn't there. Dean did a random nonspecific good thing for the Managuchis in the past and was invited, or something.)
- Anthony's revealed to be suffering from a case of the ol' Brain Fog. Dean offers him some aspirin, which he takes unquestioningly.
  - However, there's something off about how he's acting...he may be acting drunk, but he doesn't really...SEEM drunk? He's not flushed, he doesn't reek of alcohol, his hiccuping is a little...cartoonish and forced.
- "So, uh, you were coming to sell some things?" Dean asks, motioning to Anthony's box.
  - OH YEAH. Anthony seems a little confused at the idea. Maybe it was a snap decision made in his...inebriated(?) state?
- He insists, nah, don't even need to appraise them! It's just some junk, give it to your friends even!
  - Uhhh okay.
  - He doesn't seem very sure about this decision, but okay.
- "Hey, didn't I see you at the party?"
  - Guess he DOES remember. Or is slowly remembering. Who the hell knows with this guy.
- He just tells Dean to consider the contents of the box a charitable donation, and winks, scuttling out the door before Dean can even ask him if he's well enough to be doing any scuttling.
- Dean is about to follow him, but then the pawn shop's phone rings!! SHIT.
- Dean considers his options...but ultimately picks up the phone. It could be ANYTHING, after all. Anthony's just Some Guy.
- It's Vic!!!
- "Dean, I have some information about Anthony Managuchi"
  - **SHIT.**
- Dean says he just left!! Well, where is he going?!
  - Dean looks out, and Anthony is already gone. Nowhere to be seen. Huh.
- Dean summarizes what just happened and wants to know what, exactly, Vic knows about Anthony, but they say it's better to meet in person.

- Before they hang up...
  - "How are you feeling?" -Vic trying to lead into the whole...memory thing.
  - Dean picks up on this. "I *remember*"
  - "Fuck. I mean, good, but also fuck." Vic makes a horrible exasperated noise.
  - "Yeah. *Yeah*"
- WE JUMP FORWARD TO THE GANG ALL ORGANIZING TOGETHER! Juniper is playing hooky today. (Shame on her!!)
  - Vic has a lot of papers and no suit jacket on. It's button up shirt and rolled up sleeves time.
  - Dean has been cooking, waiting for folks to get here, and is setting out chips and dip. His glasses are crooked; he looks tired and sad.
  - Juniper seems anxious.
  - Myra hasn't said a word since she arrived!
  - Bellamy is looking for surveillance devices. Totally normal behavior.
- Dean breaks the ice. "You know the city's fake, right? You guys all know that, right?"
  - "Oh, god" -Vic
  - "NO?" -Juniper
  - Bellamy raises their hand. "Well, I know a good deal of the people are fake..."
  - "Dawn Metropolis, right?" -Dean
  - "Not in this room, right?" -Vic
  - "Dean, spit it out!" -Myra
- Baha is eating a piece of chicken. Dean mentions how they all met during the incident that brought them all to Baha. Do they remember this?
  - Of course they remember Baha!! How could they forget Baha?!
- Dean mentions that Dawn Metropolis is, in reality, Reno. "This is not...*actual*."
  - Vic: "I fucking knew it! The fucking, Speedwagon phone call, what? Excuse me?? *Reno??*"
- Vic looks at Juniper..."We should start from the beginning."
  - Juniper gets mad that she's being delicate with her!
  - Fine then! Vic gets right into it, mentioning Endless Fantasy's ability and how they were investigating it...and then all forgot they were investigating it.
  - Juniper: "So this has happened to me before then, so it's not actually that weird. Well, I mean, it IS weird, but it's, like, less *existential*, I guess."
- Juniper realizes aloud that the alien abduction she witnessed may be an Endless Fantasy-induced erased memory thing...
  - "You were aware of it?" -Dean
  - "This isn't the first time someone's been able to remember something after forgetting, like Myra's sister" -Vic

- They're all like "yeah, Myra's sister!" and Myra just furrows her brow and deflects the topic to Juniper, asking what she remembers specifically.
  - Since Juniper forgot the majority of events of the campaign, she doesn't REALLY remember anything specific...it just feels foggy. But maybe her brother knows, cuz he was there?
- Myra inquires as to what they all were doing before the latest reset. Bellamy and Juniper have since forgotten the details about Curtis, Florence, and Gabriele...but the pawn shop fight with Cassie is very much remembered by the other three.
  - The trio collectively recalls the Delta Machine brochure that they found in Cassie's possession!
- Dean tries to scrawl out a timeline they can all follow.
  - He marks the years when the city was Reno and Jonah disappeared from the city's news cycle.
  - He sums up Kathy's investigation into Delta Machine and marks the known places where the company has its tendrils.
  - He points out discrepancies between his sets of memories, such as Anthony's party being uneventful in the new timeline, and disastrous in the previous one.
  - Quentin killed Coppy Bob Hoobastank before...and Dean's not sure what Coppy Bob's status is in this timeline. He's heard no mention of him.
  - (Vic says she'll look up an obituary when she can.)
- Vic recalls that they had important information to divulge about Anthony and the Hawaii family!
  - "Oh uh, Blue Hawaii was someone we were working with, who disappeared, and we forgot about him...He worked with the SPW."
  - They iterate that Blue, Jonah, and Anthony all seemed to be friends seven years ago, before all these disappearances went down.
- She reads Andrea's obituary aloud to let it really sink in...
  - "Andrea Managuchi died seven years ago."
- Dean points to the timeline; six years ago is when Jonah disappeared...
  - "Importantly, the Managuchis' kid was in a coma after that accident seven years ago." -Vic
  - Juniper doesn't understand...Anna's right there, isn't she?
- "Also, he was a salesman." -Vic
- Vic comes to their conclusion: Anthony's a hotel magnate now. He declares, in a letter he wrote himself, that he didn't have any money, and was looking to join the SPW.
  - The SPW researches Stands.
  - After all this had already happened, the meteor disappeared.
  - So did several people!
  - "The meteor that Jonah Jones died over"
- Myra: "Whoever got this meteor created this whole thing, engineered this illusion, and made the perfect paradise for Anthony and his family!"

- Dean: "If he's controlling this, why did he just show up here all disheveled?"
  - Myra: "It might not be him."
  - Vic: "The culprit might be Anna."
  - Juniper, immediately defensive: "It could be someone else!!"
- Vic hypothesizes that Anthony could've used the abilities of Stands to save Anna.
  - They call to mind the "fake people," which could potentially be enthralled under the command of Endless Fantasy.
  - Anna Managuchi is one of these people.
    - (Not something that was disclosed to the whole party before, especially not Juniper!)
- Dean wonders aloud why they're all caught up in this, then? What do they have to do with someone else's fantasy world?!
- Myra reminds the crew about how Stand users attract each other. Folks could have arrived *after* the Stand effects in the city took hold. Thus, the city essentially became one big magnet for Stand users, which then ended up trapped there unknowingly.
  - Vic: "I'm PRETTY SURE I've lived in Dawn Metropolis my entire life."
  - Dean: "Reno"
  - Vic: (sweating)
- Regardless, Myra wants the party to focus on moving forward. No sense debating what's real or not when they still have the problem ahead of them.
  - Dean: "So what, we kidnap Anthony Managuchi?!"
  - No, Myra wants to be sneakier this time, finding who's directly responsible and interrogating them from there. No rash actions like a kidnapping.
  - Dean: "So we need to pretend everything's fine, still."
  - Just like they had been trying to do last time...to varying degrees of success.
- The party agrees that Anthony is the prime suspect, either way.
- Myra mentions how the Terror and Delta Machine seem to align, especially regarding Gabriele and Florence's interests.
  - Bellamy: "They're our friends now, so we shouldn't fight them, if we can help it."
  - The rest of the crew agrees on that one.
- Vic mentions Curtis, which has Juniper jump. She suddenly recalls that he going to go after her family! Or, wait, did she ever get to confront him about that properly...?
  - Well maybe he wasn't, or at least not anymore, but he was incredibly suspicious!
- The crew knocks their heads together regarding The Curtis Issue.
  - They recall that Black Hole Sun's user was in juvenile hall in Reno five years ago, according to the SPW.
- Juniper mentions how Curtis was robbing the Managuchis.

- Is he working against the interests of the Terro-aka-/Delta Machine?
  - "I think he's on his OWN side" -Juniper
  - Dean wants to try and locate him, in the hopes that he could possibly be convinced to join the crew?? A bit unorthodox of an idea, but...
- Juniper mentions how Curtis exhibited "some kind of Stand ability" during the robbery. She mentions how she was kept in place by some apparent gravity...
  - "BLACK HOLE SUN" -Vic
  - Bellamy slaps the table really hard. "THE APARTMENT. That was him at Foxglove!"
  - "IS CURTIS THE ONE WHO ATTACKED ME YEARS AGO?!" -Vic
  - Everyone is freaking out.
- Vic assumes Curtis and Cassie are likely in cahoots as part of the Terror, regardless of any external agenda Curtis may have beyond this.
  - "Why would he be stealing from the Managuchis if he's with the Terror?" -Dean
  - "'CUZ HE'S A MENACE TO SOCIETY" -Vic
- The gang then discusses Cassie's allegiance. Maybe she's NOT with the Terror this time, if she doesn't remember.
  - Hopefully she doesn't...but who knows!
- Even one of the crew could've worked for the Terror in the past, with how many rewrites the local history has been through.
  - "I didn't" -Vic
  - Bellamy sweats, unable to muster a similar level of confidence.
- The party agrees that, no matter what, they have to get to Curtis and Cassie and interrogate them before any sort of memory-altering shenanigans happen again and reset them back to square one. It's the only real way they'll ever figure out their motives.
- But there's another question on their minds...if other folks remembered the past, wouldn't they know about it? Wouldn't people be running around on the street yelling about it? Online? Anywhere?!
- Dean elaborates on the conditions that cause his memory lapses; the Points of Reset, as they were.
  - The last reset happened during a tense time, where the crew seemed to be on the verge of a breakthrough regarding Endless Fantasy's reach over the city.
  - But the other clear points of reset don't carry that weight. They were just normal days, now with certain people missing from history, certain businesses in the city having been changed, certain tragic news no longer being reported, et cetera.
  - He's assuming that other people may have encountered Endless Fantasy in some way, and that's what caused it a reset for everyone else.
    - "Other people" being Molly, Campbell, Jonah, Josiah...and probably others.

- Ergo, if you discover what's been erased, you get erased, too. There's no time to yell it from the rooftops.
  - "They failed, and now they're gone."
- "Myra, do you still have Molly's journal?" -Vic
  - "What are you talking about"
  - "Your sister that disappeared?"
  - "I don't have a sister."
- UHHH. Zero emotional reaction from Myra.
  - "Yes, you do."
  - "The whole reason Myra was working with us was to find her sister! What reason do *you* have??" -Dean
  - "I don't remember one." -Myra
  - "She had to have forgotten. Multiple of us remember Molly, she was real!" -Vic
- Myra gets up in a sudden, jerky motion. "It doesn't matter what's real or not. We need to find who's responsible, and we need to KILL them!"
- She starts leaving.
  - Dean gets in front of her. "NO???"
  - "What are you doing?"
  - "We aren't KILLING anyone until we find out what's going on!"
- Myra doesn't give a shit; she just wants to get down to business and end it all.
  - Juniper: "Who are you going to kill?!"
  - "I don't know."
  - "You can't just GO OUT THERE and put yourself in danger!"
  - "Everyone's in danger here."
- Vic doesn't know if they should KILL them, but agrees that the best time to act is right now.
  - Vic's Identity for their Mission card is resolved! They no longer want to "destroy" the Terror (especially if it includes her sister). Instead, they swear that they'll "Never lose anything again."
- It's agreed that the party shouldn't engage Anthony directly--especially if he's more sinister than he appears--but maybe they can trick him, or someone else, into revealing information?
- Since Curtis seems to be up in the Managuchis' business with little fear or concern for his own wellbeing, he actually might be the strongest lead they have. If he has dirt on Anthony, it could be used to the party's advantage.
- Dean: "I think we have to make Cassie remember"
  - Vic: "No"
  - "That's our BEST BET right now. She definitely knows way more than we do, or, at least, *did*."
  - "I don't know why she joined the Terror, and I can't argue against her..."
  - "She's of no use to us unless she can remember."
  - "No!"

- They argue over each other, and it gets heated!
  - "She's my FUCKING sister!"
  - Juniper puts a hand on Dean's shoulder.
  - Dean: "Is that *really* your sister, or is the *other* Cassie your sister?"
- Vic PUNCHES DEAN!!
  - Juniper yelps and tries to push Vic away!
- Juniper starts blubbering:
  - "What the hell is wrong with you?! We don't need you fucking lashing out at anybody; you just told me my best friend isn't *real*! Okay? It's not just about you right now; we're all going to fucking make sacrifices if we all want to fucking figure out what's going on here!!"
  - Myra: "Are you going to be okay, Juniper?"
  - "No"
  - "We'll do it together."
- Vic agrees that, IF (and only *if*) they find leads, then they'll talk to Cassie.
  - Dean is not acknowledging Vic at all, and leaves.
  - Bellamy is a little shell shocked at all the interpersonal conflict that just happened before them. It's not really their speciality. They're much more used to online fights.
- Dean leaves, driving to Foxglove in a huff. Juniper follows him, going with him as she has no transportation of her own.
- Myra leaves afterward, disappearing down the sidewalk?! What's up with that?
- Vic follows Dean, but like, in her own car.
- Bellamy is alone with Anthony's box! They take a peek inside, because what the hell actually.
  - Inside are everyday-seeming items, but there are little things here and there that appear "off" about them, like they've been tampered with.
  - This means nothing according to Bellamy's memory, but the party is reminded that these "tells" are effects of Jonah's stand, which catalogs items to recall later.
    - (Previously the party had encountered a coin that Jonah's Stand had previously interacted with, and bringing it to his shell at Hotel California allowed him to talk to the crew, albeit briefly.)
  - INTERESTING!
- Bellamy can't focus on the box much longer, though, as a complete stranger barges into the pawn shop. They're tall and androgynous, with short hair...
  - Laurent Ripley?!
  - With a haircut. Their hair is black now, too. And they're sporting quite the scowl!
  - But Bellamy doesn't recognize them due to their wide-spanning memory fog...
  - It doesn't matter to Laurent.
- They whip out A GUN?!

- "What the fuck did you do to Daniel?!"
  - "What"
- "Oh, there's just one of you." They put the gun down.
- "Who's Daniel?"
  - "Oh god, you forgot about him, too!"
  - Laurent runs out the door into their car!
  - Bellamy quickly charges after them, slipping into the passenger seat.
  - "What??"
- They start pushing back against Bellamy, clearly not wanting their involvement. They ramble, mentioning that weird things are going on, and that they remember the crew's involvement in various mysteries...but it's hard to remember specifics...they just assumed the crew knew something! But if they don't, then get out!
- "I know where my friends ARE!"
  - Bellamy tries to convince them that they're investigators and they could know something about Daniel's whereabouts, even if they themselves specifically can't remember anything.
- That convinces Laurent enough. They stop with the squabbling. Laurent drives Bellamy to Foxglove!
- Myra is first to arrive...somehow. We don't see how.
- Dean and Juniper arrive next.
- Myra hides in wait, saying "Hi" from behind them once they arrive, which obviously startles them!
  - "How did you get here?" -Dean
  - "I walked"
  - "Uh. Huh."
  - If it's teleportation, that doesn't sound like Melody Nelson's ability, at least not teleporting at that kind of distance...
- Vic arrives next, shooting Dean a glare.
- The party agrees that the plan is to go to Curtis' apartment first.
- Laurent and Bellamy arrive last. Laurent wastes no time getting out and marching right up to Vic, with whom they're the most familiar.
  - They shake her shoulders, angry! Where's Daniel, have you seen him??
  - Vic: "I saw him two days ago--wait, do people not remember him?!"
- Laurent breaks into full-blown panic, and she tries to calm them down, to little avail. They're having a hard time listening to any reassurance.
- Myra tries to focus on how to split the team up. She tries to get Laurent to see sense, but Laurent's not having it.
  - They turn around to talk back to Myra, but Juniper is there with the puppydog eyes!
  - "It's better if we work together!"

- Juniper does her best to convince them! "We're the only ones here that can try and help you find him, okay? It's a really weird situation, but can you honestly say you have a better chance without us?"
  - They're overcome with a sense of sorrow by dwelling on this all...but it works to change their mind a little. They take a deep breath.
- The crew talks about how there's a Stand user they're tracking down that's responsible for this all, and how it's likely Daniel got caught up in this mess too. So finding the culprit will also lead to Daniel! (Hopefully!)
  - Laurent: "So this is what you've been up to? I don't envy you."
- Bellamy mentions Anthony's Box of Trinkets.
  - "What box?" -Vic
  - "Oh yeah, the box" -Dean
  - "Yeah, it was just weird stuff." -Bellamy
  - "What box?!?" -Vic
- OH YEAH, ANTHONY WAS AT THE PAWN SHOP!
  - It's at this point the players are gently reminded that, given how Anthony acted, it's very likely he was hijacked by Daniel's Stand.
  - Not that half the characters recall Daniel's ability, or that they're even making the connection right now, but, you know.
  - Might as well be transparent with the more obtuse plot twists to the players (and to you too, readers).
  - It's been a while!
- "OK, whatever" -Vic, still not really getting an explanation.
  - "We'll figure that out after this." -Myra
- The party lays out their plan of attack:
  - Dean, Myra, and Juniper will attempt to stake out Curtis' apartment, assuming the apartment Bellamy saw last time was indeed Curtis'.
  - Vic, Laurent, and Bellamy will attempt to talk to Cassie at her own apartment, assuming she doesn't think any fishy business is going on...
- The six approach the front door of Foxglove.

## 26. Black Hole Sun

- We continue right where we left off, establishing how they split up: Vic rings up Cassie, only mentioning her half of the party as being present (Laurent and Bellamy). Cassie lets them up, and all six enter.
- Cassie's room is #32, on the third floor. The remaining half of the party (Dean, Myra, and Juniper) stay on the first floor. They need to figure out some way to identify Curtis' room...
- As they investigate the area, the players are informed that Curtis has sneakily entered the area, through the magic of custom moves. None of the characters can see him or identify where he is, but he's monitoring the situation and plotting...*something*.

- Dean uses Agua Verde's liquefying abilities to slip inside doors and peek in quietly, to see if he can identify a unit that looks like it belongs to Curtis.
  - "How will you know it's Curtis' room?"
  - "Uhh, Pokemon cards, jackets everywhere, stolen goods, ...small, boy-size shoes"
- Eventually, he comes across room #16, which the players are informed is the same room Bellamy tried to enter way back when they first poked around the complex (and was subsequently teleported out of, in a wormhole-esque way).
  - It appears to be vacant, dim, and a bit disorganized; "kind of the same vibe as Sid's room from Toy Story."
  - "THIS MUST BE THE PLACE!"
- Dean slips his aqueous hand through the lock and lets them all in.
  - Behind the other two, still in the doorway, Myra disappears without saying anything.
- We cut to the group heading toward Cassie! She lets them in with no apparent suspicion about the sudden meeting.
  - Her room is relatively tidy, with pastel colors, posters of Steven Spielberg movies, and a cherished stuffed animal on her bed (which we establish is a frog).
  - She has a writing desk with her college books organized on a nearby shelf, a VERY early chunky laptop, and a transparent plastic landline phone. Trendy!
- Vic puts on a confident front, stating that the unexpected pop-in is for investigative purposes, and a phone call would be awkward. Never know who could be listening. Which is...not TECHNICALLY a lie...
- Cassie DOES seem a little confused about why Laurent and Bellamy specifically are tagging along, though. Seems like an unusual combo.
  - Both Laurent and Bellamy trip over their words trying to come up with a suitable excuse.
- Cassie sits down at her desk, eyeing them all. "Really, what is this about?"
- Vic gets right to it: they're looking for a missing person. Does Cassie remember Daniel?
  - She says he doesn't sound familiar.
  - Laurent, despite their badass makeover, looks like they're about to cry.
- Bellamy tries to get a read on Cassie during this conversation, and sneaks off to her minifridge to pretend they're getting a snack.
  - Cassie notices this, but Vic excuses this behavior, Bellamy's cool, they can have a snack, right????
  - "Ummm....help yourself, I guess"
- Near the fridge, Bellamy spies a disorganized stack of papers that look like they're just for research projects for college courses...but in that pile is a newspaper article from when the Snake Eater Casino was rebuilt, complete with a photo of Daniel and Laurent!

- In a meta sense, the players feel a "menacing aura" around Cassie right now.
  - "Well, I hope you find who you're looking for" -someone who is definitely telling the truth
- Bellamy shows her the paper! She fakes surprise. Laurent, meanwhile, is surprised for real! Photo evidence of Daniel still exists!!
- Vic asks Cassie again if she really did see him at some point--he *did* come by the office quite often.
  - Cassie sticks to her same story, saying she has some sort of brain fog about it, and that she's really sorry she couldn't be of more help..
  - This is going nowhere without some sort of direct confrontation...
- Vic changes tactics, hugging Cassie. She must be so stressed!
  - The camera pans around them, and behind Cassie's back, a wire sneaks out from Vic's hand.
- Cassie...doesn't feel confused about the things the party has been telling her. In fact, she feels pretty focused.
  - *Uh-oh!!*
- Back to the other three! Or...two?
  - Juniper: "Where the hell did Myra go?!"
- They can't make heads or tails of her mysterious disappearance, so they decide to keep investigating. She's bound to turn up sometime or another, but who knows how long they'll be able to snoop around this apartment...
- Juniper snaps photos of Curtis' unit. Dean fills the bathroom sink with water just in case an emergency use of Agua Verde is needed.
- Curtis' room certainly has a lot of things:
  - A huge 32-inch CRT TV sitting on the floor, connected to a SNES, which has Mortal Kombat currently in it. There are a lot of M-rated games and R-rated movies scattered in the bookshelves, with no apparent organization.
  - Dark curtains and a light that feels dim even when it's turned on. There's a desk, but it looks like it's barely been used, with a layer of dust mostly covering it.
  - A few clothes scattered about; overall, it feels "messy," but not exactly "dirty." Childish, even.
- Juniper starts poking around in the drawers, and immediately gets her fingers caught in one of those prank wind-up teeth toys. Almost as if Curtis was expecting someone to be looking around in his things...
  - Wait, are they being watched? Is this a setup??
  - Juniper warns Dean that they should probably hurry.
- Juniper next finds some papers in the drawers, one which looks like a previously opened letter, stuffed back inside its envelope.
  - It appears to be from a concerned father in fancy cursive, showing support and in apparent apologetics toward his son.

- It's signed "Comfort Eagle," the incumbent, Republican-leaning mayor Anthony is running against.
- She HAS to share this information with Dean. Curtis is the mayor's son?!
- Dean recalls something from his memories of the original Reno: about five years ago, there was a scandal involving the mayor. Not only was he revealed to have an illegitimate son, but said son was going to juvenile hall...
  - The son's name was omitted in the news, being a minor and all, but it's pretty easy to assume who he is.
  - This information is covered up in the current timeline...what could that mean?
- Before they can do any extra theorizing, and just as they turn to head out, Dean suddenly triggers a trap set by Curtis beforehand. Similar to what Bellamy had described before during their first visit to Foxglove, Dean is pulled with incredible gravitational force, crushing him and "spaghettifying" him, akin to descriptions of hitting the event horizon of a black hole.
  - To him, it feels like a painfully long moment in time...but to Juniper, it's instant.
- Dean is teleported away! Juniper screams, unable to react in time!
- Myra sees this happen from the doorway, out of sight of the others...she twitches, and begins an investigation of her own.
- Scanning the perimeter of the building, she notices Black Hole Sun outside, by the west face, floating around the exterior wall.
  - However, since she's missing her memories of Molly, she's also missing her memories of Black Hole Sun. To her, this is just a Mysterious Enemy Stand.
- She goes back toward Juniper, and suddenly makes herself known by putting her hands over Juniper's eyes. She reveals her Stand's new form: Deadly Valentine.
  - "Do you know about quantum theory?" -Setsu, explaining Myra's new powers in quite the JJBA-esque fashion.
  - Essentially, if Myra isn't perceived by anyone, she can change the quantum state of her atoms, effectively allowing herself to teleport while stealthed. If she's noticed by anyone, the effect ends.
  - "Oh, like the cat!"
- She's going to try and teleport Juniper and herself to where Black Hole Sun is at...though they're not sure where Curtis may be hiding. He could easily see her do it.
- The suspense heightens as we check back with the other team!
- While Vic is hugging Cassie, Bellamy makes the bold move to summon Isolated System where Cassie can easily see it.
  - Cassie squints and is like "What are you doing?"
  - Bellamy says "I'm PRETTY sure there's a member of the Terror in this building."

- Laurent is like ?????????? because they were only here for Daniel and have no idea about anything else going on in the plot right now.
- Cassie insists that, well, if that's really true, shouldn't they all go take a look and see if something's going on inside the rest of the building??
- Vic says that THEY should go, and Cassie should stay. The gang can handle this themselves!! (TURNING AND WINKING AT THE OTHERS)
  - Cassie seems suspicious, as she tends to have seemed lately about anything the crew tells her, but lets them do it.
  - Laurent is so confused. About everything.
- Vic, Bellamy, and Laurent huddle up in the hallway outside Cassie's apartment!
- Vic proposes a stakeout inside the building, setting up traps with Wire Train and such. They'll spread out and use the wires to communicate information.
- Laurent goes to hide out in the stairwell between the floors...
- ...And as soon as the party gets comfortable, they hear Laurent yell for help. The audience sees Black Hole Sun catch them in one of its own traps! Like Dean before them, they're teleported away.
- Of course, now that suspense has built, we have to switch to Myra and Juniper again.
  - They were in the middle of something last time, and now that we've finished this latest "meanwhile," the timelines have caught up.
- It's JUST time for Myra and Juniper to teleport into Cassie's apartment, where Black Hole Sun has been hovering around just outside.
  - From Cassie's perspective, the only visitors she had over had JUST left.
  - Then there was a scream.
  - Now THIS?!
- "What the hell are YOU doing here?!"
  - Myra pays her no mind whatsoever, instead opening her window, facing Black Hole Sun outside. Juniper is following right behind.
  - Cassie is now just as confused as Laurent was just moments before.
- Juniper offers to take the lead here; since Black Hole Sun (and thus Curtis) can easily see them peeking out the window, Myra's fancy new ability won't do them much good.
- Instead, it's time for Juniper to try her OWN new skills! By taking a photo and editing it with Subterranean Homesick Alien's recently developed ability, she can "edit" the actual, physical space the photo corresponds to.
  - It's sort of like she's Photoshopping it.
- However, jumping out a window, taking a photo, and then using your Stand ability on that photo all within a three-story drop turns out to be too much for Juniper. She bungles the whole thing.
- Black Hole Sun takes advantage of the opening, and with a swish of its arm, the gravity on Juniper begins to increase, making her plummet even faster to her doom!

- Myra hurriedly dives out of the building herself, grabbing onto Juniper and teleporting them both straight to the bottom, nullifying any pesky terminal velocity.
  - That could've gone much worse...
- So hey, what's been happening with Dean?
- He finds himself in the dark, apparently lying down against some thin carpet over a hardwood floor. He can move, and his eyes slowly adjust, finding himself in...
  - ...The downtown theater?
- He appears to be in the center aisle between the rows of completely empty audience seating. Guess they're closed today?
- He tries to see if anyone else is there with him...
- Suddenly, the lights on the stage flash on! There's someone front and center!
- It's...Quentin?!
  - "What's going on?!"
  - "You know damn well what's going on! You know *too much*, even!"
- After some fruitless back-and-forth, it appears Quentin also remembered something of the previous timeline(s).
- Before Dean can do anything else, Quentin whips out his cane sword and cuts something backstage with it.
- The chandelier in the middle of the theater begins to fall!
  - And thanks to Lonely Heart, it's also crystallizing!!
  - Dean is RIGHT UNDER IT!
- Dean quickly uses Agua Verde to try and change the chandelier to water, but only succeeds in converting some of it before it crashes down upon him. He's battered, but still mobile, and wriggles out of there without moving too quickly, lest Lonely Heart get him, too.
- While he's doing that, Quentin is throwing some knives his way, just to keep him on his toes. He's advancing down the aisle at an even pace, almost as if taunting him.
- Dean keeps busy by trying to freeze the knives midair, halting their movement. It succeeds, but he also feels something rustling around in his backpack...
  - Dean's scared to turn around too suddenly, given the circumstances, so he doesn't investigate this.
- Quentin's angry his life was apparently so cruddy before (being a homeless murderer and all), and he's taking it out on Dean for keeping him in the dark and pretending that they were friends.
  - Dean was just as much in the dark until very recently! But Quentin isn't listening to his pleas. He knows *Dean* knows, and that's what's pissing him off.
- Dean's lack of social graces mean that Quentin isn't listening to any attempts to convince him at all.
  - Maybe he doesn't care that Dean also didn't know. Maybe he's just trying to take it out on someone, and Dean just happened to be the easiest target. Pretty bad coping strategy, man!

- The rustling in his backpack happens again, and Dean glances back to see...
- ...Magne?!
  - Silent Earthling is the one stealing things out of his backpack, and it's revealed to the audience that its ability is specifically to be undetectable (but otherwise harmless). Thus, Magne mostly uses it for kleptomaniac tendencies.
- Magne reveals that he feels similarly to Quentin, and they actually first teamed up over their mutual hatred of Dean's caginess. Wow!!
- They begin to argue over the same types of things Quentin brought up, talking in circles, getting nowhere.
- Speaking of Quentin, he's very close now. He could easily kill Dean from this distance, but he seems more interested in drawing it out and being dramatic.
  - (As Dean is observing this, Silent Earthling swipes the entire rest of his backpack. Goodbye, backpack.)
- Once he reaches him, Quentin holds his sword to Dean's neck, pressing it in ever so slightly as a warning. He demands an explanation for all of this!! And don't leave out any details this time!!
- Dean begins to explain, and the camera pans up and out of the scene. As the scene transitions, we also see that Silent Earthling is now giving Dean a wedgie.
- Back to the situation at Foxglove, we see Cassie marching out of her apartment, determined to get an answer out of Juniper and Myra for their seemingly insane behavior.
  - Vic catches a glimpse of this and pinches their nose...typical Cassie behavior, immediately ignoring Vic's instructions...
- Cassie goes down the stairs, and Vic follows close after.
  - They mention how Laurent seems to have been teleported away, and tell Cassie "I think it's Black Hole Sun."
- We flash back to establish something Vic had set up earlier--wires wrapped around her comrades, in case something happened to them. They check on Laurent's wire discreetly in the present, only to find it stretched all the way to Snake Eater Casino.
  - She's not sure what that means entirely, but at least Laurent seems to be safe, and not, like, in a void under the ground or something?
- In true Jojo fashion, it turns out Laurent left behind something as a clue for the party to find...which Vic stumbles across on their way down. There's a stray magnet on the stairwell...?
- Through general vague Jojo logic, we establish that this is a clue about Cassie's own Stand ability that Laurent may be warning about. Has she been practicing with Electric Avenue??
- Finally, we catch up with Bellamy. They've been taking a quick look through Cassie's apartment. There's GOT to be something relevant to the case here...

- They go through her desk and find a photo album of a cookout she and the party had together a few weeks ago. It wasn't anything special, but it got Bellamy out of the house...
  - If she's so apparently sentimental, then what's the big deal? Is she a traitor? What, exactly, is she trying to defend?
- Digging further, they find some bank statements and official-looking documents.
  - It seems that the organization known as "Delta Machine" has entirely paid off her student loans.
  - Certainly a reason to keep quiet, but is it worth going this far...?
- We focus back on Myra and Juniper, as they have the most immediate problem. Black Hole Sun is looming above them, fittingly blocking out the sun.
  - Myra: "We need to figure out how this thing works."
- They start chatting about their strategic options, but it's a little hard to have a discussion when the enemy's right there. Black Hole Sun is about to strike!
- Juniper tries to grab her camera, but isn't quick enough. Myra attempts an evasive maneuver, running around the building out of sight, intending on teleporting to grab Juniper.
  - However, the unhealed damage she's built up over the past few sessions begins to take a toll on her, and BHS can easily follow her movements. She can't make it to Juniper in time!
  - This is what happens when you don't rest and recover, kids!!
- BHS has its full attention on Myra now, and teleports her away! The surrounding gravity keeps Juniper pinned to the ground, defenseless! Another one of Juniper's friends, taken before her eyes...
- It's at this time that Vic and Cassie make it down to the ground floor, rushing outside due to the commotion, only to find Juniper alone, looking defeated...
- Juniper relays the situation, emphasizing the need to find Curtis, because Curtis is Black Hole Sun, of course.
- Cassie seems a little surprised; "How do you know it's him?"
  - (Is she actually surprised, or trying to cover for him...?)
  - "We've been investigating" is all Vic will divulge.
- Vic takes initiative despite their cagey comment. They spread wires out all around the area, trying to seek out any wormholes-in-hiding in an effort to catch them before someone else can be whisked away.
  - Cassie just nods silently, looking surprised. Nothing more to say??
- Juniper resolves to pinpoint Curtis' hiding spot, and boldly asks Cassie if she would know any potential locations he would lurk.
  - Cassie plays dumb again, as usual.
  - Juniper directly accosts her: How could she live here in the same building with him and not know?!
- Cassie opens her mouth to say something, and nothing comes out.
- Just as she couldn't get more suspicious, she summons Electric Avenue, shocking everyone around her!

- Well...there's their answer, at least??
  - Vic is too stunned to react!
- Bellamy saw this all go down from their third-floor window spot. It was obvious, right?
- They keep a cool head. With the electricity now surging up the side of the building, they utilize Isolated System to redirect some of the current--not without shocking themselves in the process, but taking the heat off them gives Juniper and Vic an opening!
- Now free from the surge, Juniper jumps into a random photo with Vic in tow.
- However, this tactic leaves Cassie free to grab the photo afterward. She picks it up casually, as if retrieving something she dropped, and folds it over, making the world Juniper and Vic find themselves in completely dark.
- We cut back to Myra, who finds herself on a rooftop following Black Hole Sun's teleportation.
  - It looks like the roof of Total Tea Time.
  - Gabriele is there?!
- They don't seem bothered by Myra's sudden appearance, telling her they're just enjoying the weather, but Myra is completely on edge. She tries to hide, but eyes are still on her...turns out her shadow isn't her own. When did they even have the time...??
  - (Almost as if they were expecting her.)
  - "What are you doing?"
  - "I told you; I'm enjoying the breeze."
- The vibes are off and Myra isn't willing to play this game. She jumps off the roof, down into the alleyway, only to find Florence hiding there in wait!
  - Waiting for HER!
- Myra can barely comprehend that she's been tricked before Pretty Hate Machine is summoned, lunging forward with its lance-arms.
- Myra's able to flash step out of the way enough for PHM to just scrape her, but the Stand's secondary effects are sure to kick in eventually...
- She rushes out of the alley, grabs her car keys, and summons Running in the 90s!
  - As she drives off, we see that Invisible Touch is still tethered to her.  
(MENACING)
- Myra intends to go back to the apartment complex...So hey, what's going on over there, anyway?
- Bellamy's rushing down the stairs! They saw the scene with Cassie; they know she just pocketed their friends. They run into her reentering the building.
  - "Oh, Bellamy! Uhhh..."
  - "Uh, hi, can I take a look in your pockets?"
  - "Uhhhh, no??"
  - "Why not?"
  - "That's a weird thing to ask in general."

- Bellamy empties their pockets, as if this proves some sort of point
- Cassie just puts her hands on their shoulders...and zaps them!! She uses the opportunity to run up the stairs, far away from their reach. The sudden electrical shock indoors causes the building's own power to flicker. It might not be very wise to have this fight here...
- Inside the photo in Cassie's pocket, Juniper and Vic are arguing. What else is new, am I right, folks?
- Specifically, they're arguing about what just happened. Why didn't Vic do anything when Cassie's been so suspicious? It would have prevented them from winding up in this situation!
  - Vic couldn't be the one to hit first. That's their sister, after all.
  - "WELL SHE CERTAINLY DIDN'T SEEM TO CARE ABOUT *THAT*"
  - Vic can only counter with weak excuses, like "Oh, she's just been in over her head lately."
- That just gets Juniper more incensed. She understands she's her sibling, but she's WORKING for the enemy, not being manipulated against her will or anything! AND NOW THEY'RE TRAPPED IN THIS PHOTO!
  - Juniper HAD to bring up how suspicious Cassie was to her face. As a team, the crew has all been trying to get rid of Endless Fantasy and solve this mystery, to bring this world back to something that makes sense. She's not going to stop NOW just because it got personal.
  - "If you're going to get rid of someone's fantasy, can't I at least keep mine?"
  - "You don't get to say that to me!"
  - Oof.
  - "Fine. I won't, then."
- After a frustrating silence, Juniper says she doesn't care about apologies. She just wants to know what Vic's going to do when they get out. She just wants to know she can trust them. What are they going to do to fight Cassie?
  - "Neutralize her and get an explanation."
  - Vic wants to get rid of the Terror as an entire organization. Only then can she and Cassie get their lives back.
- Juniper comes up with a plan: if Vic can make an opening, she could try and switch places with Cassie using Subterranean Homesick Alien.
  - "AND she'll have air?"
  - "Yes, but we can debilitate and interrogate her this way"
- Vic resolves to do this...it's dicey, but it's their only shot.
  - "I know you don't trust me, Juniper, but I trust you"
  - "I want to trust you. Prove to me that I can."
- Vic sends out a Wire Train wire toward where there should be the sky, and uses all their willpower to push the photo open! It unfurls before them, and we switch the scene.

- Dean exits the theater, having mostly resolved the situation with Quentin and Magne.
- Myra zooms by in her car! ...And then stops and backs up once she notices Dean on the sidewalk.
  - "Get in"
- SHE FLOORS IT
  - "Florence and Gabriele are compromised"
  - "Compromised?"
  - "They...talked to me"
  - "Why?"
  - "I don't know."
- Enlightening conversation. Myra seems a little disheveled.
  - "What about Curtis? He kinda teleported me here."
- Myra and Dean summarize their recent scuffles.
  - "So we lost all of our fights today?" -Dean
  - "Seems like it. Juniper, I *believe*, is fine."
  - "'BELIEVE'?"
- Myra almost hits a fire hydrant turning a corner!
  - "Myra, are you OK? Should I drive?"
- She doesn't say anything, and in fact, starts driving faster.
- In her head, she hears an echoing voice, similar to hers and yet not, in a pleading tone. The statements are vague; what exactly does it want?? It seems sad. Did Myra forget something?
  - The audience knows the voice as Molly's, but Myra has no idea. She'd rather focus on peeling across Dawn Metropolis.
- Meanwhile, by the time Bellamy's come to, Cassie's already up a couple flights of stairs. It's going to take a bit to catch up.
- They look around the area quickly...and find a bouncy ball that some kid must have left behind.
  - They hatch a wild scheme! Could they perhaps transfer the ball's, well, *bounciness*, in order to bound up the stairs...?
- They summon Isolated System, toss the ball up, and punch it midair!
- Bellamy shoots up the stairwell almost cartoonishly, and lands safely, even further ahead than Cassie.
- Suddenly, Black Hole Sun appears, phasing through the walls of the building before Bellamy!
  - "GOING SOMEWHERE?"
- Cassie approaches from behind...Bellamy's cornered!
- But just then...
- Vic and Juniper burst out of the photo in Cassie's coat pocket! (And ruin the perfectly good coat in the process.)
- Juniper wastes no time whipping out her camera, snapping a photo of Cassie, and using her suit stand to throw Cassie into the new photo.

- Black Hole Sun, witnessing this all, winds up a wormhole trap under Bellamy.
- Vic decides to take care of this one. They throw out a wire, winding it around Bellamy, and pull them out of the way! However, the force of gravity still manages to rip the wire off and suck it in, doing minimal damage. The two party members are still safe.
  - "WHAT?! IMPOSSIBLE" -Curtis putting on his best "cartoon villain" impression, probably
- Vic uses the opportunity to grab Black Hole Sun! Bellamy aids her, redirecting all residual energy into Wire Train's lunge, ensuring that there's no escape.
  - Black Hole Sun screams like a 12-year-old.
- BHS is successfully subdued! Now, what to do with him...
- Vic threatens him verbally. "Curtis Morello," specifically.
  - "Oh wow, how long did it take you to figure that out?" (SARCASM)
  - Two-plus years...
  - "Took Cassie just a couple of weeks!"
  - "You live in the same apartment building."
  - "She didn't live here then." Smugness is in his voice.
- Vic, obviously miffed, tries to change the subject. What about Endless Fantasy, huh? Doesn't he want to get out of this, too? Isn't it better if they work together??
  - Curtis isn't interested in any sort of appeal to sentimentality. "What's in it for me?"
  - Bellamy: "What's in it for you right NOW?"
  - He doesn't answer.
- Curtis remains uncooperative. Vic tries a different approach, appealing to his trickster nature. He could steal more from the Managuchis! She could even help him! They could sell the spoils! Become rich!
  - They also have Wire Train scrunch him just a little more, for persuasion.
- But then, Vic can feel the photo with Cassie in it crackle with electricity...just a little, like a static spark. But it's there.
- And hey, just in time for Myra and Dean to show up!
  - Myra is looking...not so good. She keeps hearing a strangely familiar voice in her head...
  - *"Why don't you remember me?"*
  - She ignores it.
- Back on topic, Curtis responds to Vic. Anthony's "gullible" and his money's "fake," so, to him, it'd be funnier if the party actually pretends to join Delta Machine, and then betrays him after ruining him from within..
- Juniper: "Is this all a game to you?!"
- She can hear the sneer in Curtis' voice. "What if I told you that I've known Anna Managuchi for longer than you?"
  - This, of course, gives her pause. It gives everyone pause.

- He elaborates: Juniper's memories of growing up with Anna were all fabricated, and in reality, she only met her around two years ago.
- Vic can tell...Curtis isn't lying...
  - He does feel hollow, in a way, but it's different than the "hollow" Andrea felt like.
  - Andrea felt flat and robotic, Curtis feels...emotionally empty.
- That's neither here nor there! Curtis is clearly just trying to get them all riled up! And most of all, he's avoiding the topic at hand!
  - "That's not what we asked. WHAT is Endless Fantasy?"
  - "I was just telling you."
  - "Wha--"
- "WHOSE fantasy do you think it is?"
- ...
  - Juniper: "What, that's not--"
  - Myra: "Anna's not a Stand user."
  - Bellamy: "*It's not the real Anna*"
  - Juniper sniffles.
- Myra wrenches Black Hole Sun's arms behind his back in disgust!
  - "What do you do when you teleport people?"
  - Curtis is clearly in pain and hisses his next statement. "I'M not doing the killing, if that's what you're asking."
  - "You bring them to the murder site. That makes you an accomplice."
  - Molly's in Myra's head, screaming for vengeance!
- Myra verbally expresses the urge to kill Curtis.
  - Juniper: "That's not who we are!!"
  - Vic: "He has information!"
  - Curtis: "See, look, your friends are back together, aren't they? I didn't kill them."
- As this goes on, the photo with Cassie in it starts crackling more violently...and then stops.
  - Vic: "We have to get out of here!"
- Black Hole Sun asks if he can just be let go?
  - Juniper: "No, you should be IN JAIL"
  - "You sound like my father" (audibly rolling his eyes somehow)
- "Why CAN'T you let me go? Haven't I done enough for you?"
  - Vic: "You have NO place to talk."
  - "I know; I just wanted to say it."
  - UGHHH HE'S SO INSUFFERABLE EVEN NOW UGHHHH
- Considering the urgency, Vic begrudgingly agrees to let Curtis go...FOR NOW. She tells him to reconvene with them in an hour, and Curtis says he'll be there, in his own apartment.
- The photo with Cassie still inside it is placed in Cassie's room.

- Cassie is retrieved from the photo, nearly out of breath! While she's recovering in her bed, time passes...
- Myra's hallucinations have only been getting worse. When she's asked for details of what happened after she was teleported away by BHS, she struggles to remember.
  - She remembers that Florence and Gabriele were there, and she was on top of a roof of "a restaurant" and being nicked by "a knife or something." Not very descriptive.
- Dean suggests that maybe Black Hole Sun did some sort of attack while she was being teleported.
  - "I don't know, you were attacked too, have you been hearing things?"
  - "ME?! Are YOU hearing things?!"
- Cassie opens her eyes, sees the party, and simply says "Ah, shit."
  - "The jig is up!" -Juniper
  - "THE RECKONING COMES" -esspee (NOT Dean!)
- Begrudgingly, Cassie hears them out. She confirms that the rumored "Terror" and the organization known as "Delta Machine" are one and the same.
  - Juniper asks her why; why join them??
  - Bellamy answers before Cassie can: "Student loans"
  - She narrows her eyes. "I KNEW you were going through my stuff..."
- Vic asks why Cassie didn't bring them into Delta Machine with her.
  - Cassie mentions the things the party already figured: the secrets were potentially dangerous to know, the less folks knew about it, the less potential that these secrets would get out, et cetera...
  - But still Vic relents. She's her SIBLING, why go to THESE ends, just for some loan money??
  - "You con people. That's your thing. This is how I get ahead."
  - Oof.
  - She isn't making eye contact after that...
  - She says she just wanted them to live their own lives in peace, on their own terms, with her disturbing that as little as possible.
  - SURE KINDA SOUNDS SIMILAR TO WHY VIC DIDN'T WANNA CONFRONT CASSIE IN THE FIRST PLACE, HUH!!!
- Myra recognizes that Cassie was trying to protect Vic with her silence.
  - "'Hey, the city's fake' isn't exactly dinner conversation..."
- Vic has to leave the room...they have reached a critical mass of Thoughts and Emotions about the situation.
- An awkward silence ensues in her absence...Cassie just folds her arms and "hmpf"s.
- Myra goes back to trying to obtain useful information out of Cassie. Who's her point of contact for the Terror?
  - Her face hardens. "I can't tell you that."

- "What happens if you tell us?" Myra tries to sound as understanding as possible; the party's just trying to make sure everyone can be safe, including Cassie too.
  - "If I tell you, they'll kill me, and then they'll kill all of you." She's not giving any ground.
- Myra doesn't like that response, but doesn't want to make a scene. She heads out of the room too, partially to clear her head, but also to check on Vic.
- Dean continues to challenge Cassie's assertions. Surely the Terror can't take on ALL of them.
  - "Well, what's your plan?"
  - That shuts him up.
- Juniper is mad Cassie betrayed Vic! That can't be JUST for student loans, can it?!
- Cassie says it's not a betrayal! She's *protecting* them!
  - This just makes Juniper madder, since this reminds her of her frustrating experiences with getting anything out of Maverick in the past, when it turned out what Maverick was keeping from her was actually incredibly important.
- Juniper grabs Cassie! She yells at her that she doesn't want to live in IGNORANCE anymore; she wants to CHOOSE what she knows! *And she wants to know what's really going on!!*
- Bellamy tries to rationally explain Cassie's motives for Juniper, saying that student loans are overwhelming, and it can be easy to lose sight of things when you're dealing with financial troubles.
- Cassie doubles down: Is she REALLY so "evil" for wanting a utopian life where she doesn't have to worry about the struggle to make ends meet? If you had the opportunity to make your world "perfect," wouldn't you take it?
- Juniper still doesn't understand. How could Cassie still step over other people, participating in this conspiracy that gets people killed?!
  - Cassie mutters that "They were killed because they rejected it."
  - Bellamy: "You do know that's worse, right?"
  - Cassie refuses to comment.
- Dean says that, considering how things are going, it seems like they'll all get killed one way or another, so Cassie might as well confess what she knows! The party ONLY has a shot at solving this mystery if Cassie helps them...
  - "Okay, *fine*--"
  - Hooray!
  - "--but where's my brother?"
  - Aw.
- Juniper sighs and goes to get Vic.
- We flash back briefly, to when Myra exited the room. She heads outside to the third floor balcony, where she finds Vic...smoking a cigarette?!
  - "When did you start smoking?"

- "That's not a conversation for today."
  - "Before or after the reset...?"
  - "It was a while ago..."
  - Vic notes that Myra looks "a bit shit" right now, too.
- They get to chatting, mostly reflecting on their lives up to this point.
- Vic mentions how she always figured herself to be the big hero, the protagonist character type, but in reality, all they ever wanted from that was a sense of security.
  - (Wow...just like Cassie...)
  - Under Endless Fantasy's control, things made sense...but now? Where do you even go from having that shattered?
- Myra actually feels the opposite. Her identity had felt scattered then...and it feels even more scattered now. So many of her memories feel jumbled up due to the external meddling. Who even is she, at this point?!
- They both agree that, if they could get away with it, they'd definitely both live in their personal fantasies...but the truth of their situation is that choosing the fantasy ends up hurting people.
  - Turns out, life is just...what it is. You have to take the hand you're dealt.
- They conclude that the issue ISN'T that this reality, this city, is a fake...it's that their current realities weren't decided by them!
- The camera pans back, and we see Juniper come onto the balcony next...but we don't hear their conversation.
- Zooming out further, we see the silhouette of Invisible Touch slink out of the building's front door.

## 27. The Terror, Part 1

- Vic and Myra head back to Cassie's room, urged by Juniper. What's everyone's headspace looking like?
  - Juniper is angry that they let Curtis get away AND that someone they knew was a traitor.
  - Vic is "God" "So much" (their words). Her conversation with Myra cleared their head a little, and now they feel a bit more resolute.
  - Myra is running on autopilot, pushing her emotions aside. She can't deal with them right now. She feels for Juniper, too; Endless Fantasy has essentially taken years of her childhood away in favor of following a script.
  - Bellamy is uneasy and seriously considering what to do if Curtis is a no show...
  - Dean is also anxiously anticipating the near future; if the crew screws up at this point they're MEGA FUCKED.
- Cassie's still in her bed, waiting for the others.
- Vic enters and flashes a small smile!
- Juniper enters and immediately continues venting about how Curtis absolutely won't be there in an hour!

- The two of them begin arguing about this.
  - It continues for a while
  - Cassie looks secondhand embarrassed...
- Let's get back on topic!! Who are Cassie's contacts at Delta Machine?! That would be actually helpful information!
  - Curtis, Gabriele, Florence, and...Anthony?!
  - "That can't be right. He's a walking idiot, not a mastermind" -Myra
  - Juniper gets mad and blurts, "HE'S DOING THIS FOR ANNA, RIGHT?!"
  - "What?" -Cassie
- Anthony offered Cassie payment for her student debt in return for spreading the word about Delta Machine and his political campaign.
  - He helped her get into a good college and secured her current apartment.
  - The Anthony-Foxglove connection may also explain Curtis living there, but Cassie wouldn't know those details specifically. She didn't really pay attention to him moving in or anything. She doesn't even know when he did. He's just...*been* there.
- Myra wonders if that's all, because they've been following murders and disappearances, not just...bribery.
  - Cassie seems unwilling to say more. She looks worried after hearing this.
- Vic sits down on the bed. "I don't think we're as good at lying as we say we are; we could tell something was up with the other, yeah?"
  - Vic says they've been in denial because they wanted their perfect little family to be OK and for nothing to get in the way of that.
  - "That's not how it works, is it."
- Cassie takes a deep breath.
  - Vic offers to come clean about everything if Cassie does, and assures her sister that anything Delta Machine's threatened her with isn't gonna happen.
- Cassie hugs them and apologizes. She didn't want it to end up this way....
  - "Where do I even begin with all this?"
- After a pause, she does indeed begin: "Did anyone you know die?"
  - Myra mentions how it's hard to "know" on account of the forgetting. She summarizes Hotel California and its collection of ghosts.
  - Vic chimes in with additional info about the meteor that disappeared, and how Anthony is the likely suspect for such a crime.
- They briefly wonder aloud if the meteor crash site and the nearby location of Hotel California are indicative of anything...maybe the meteorite's influence is why it's a liminal space?
- Cassie gets back on track. "It's Curtis, isn't it. He's the one murdering people?"
  - "Abducting them" -Myra
- Then...who's doing the murdering?
  - Cassie thinks it's Gabriele and Florence.

- The party thinks that there's an unidentified Stand that may be doing the murder/erasing of people, or maybe Endless Fantasy itself? They're pretty much the only options left.
- Cassie had first assumed Curtis was doing the killing because of how she joined Delta Machine. Curtis fought her to test her abilities; she "passed," and was offered a position.
- So...what *is* Cassie's position, exactly?
  - She admits...it's partially to spread awareness of Anthony's mayoral campaign.
  - Vic bursts out laughing!
- Cassie buries her head in her hands and covers herself with her blankets out of embarrassment.
  - "You had me for a second" -Vic
  - "I DIDN'T WANT TO DO IT." She briefly adds that, *to be fair*, Comfort Eagle isn't much better.
  - "Well, if it wasn't for the conspiracy-murder, I might've actually voted for the guy"
- "Wait, where's Laurent?" -Myra
  - "LAURENT GOT SPAGHETTI'D," Vic blurts. "The casino! We need people at the casino!"
  - "What about Curtis?" -Cassie
  - "WE NEED TO SPLIT UP" -Vic
- Myra summons '90s outside the building! Honk honk. Before they head out, Cassie stops them, saying she has one last piece of information for them:
  - She does agree that there's something suspicious about Anthony.
  - Given Delta Machine's organizational structure, she believes that he knows about Stands, and seems to be aware of the individual Delta Machine members' abilities.
  - It's likely he also knows about the party's Stands, since the members regularly communicate with him about any incidents.
  - It also wouldn't surprise her if he has a Stand himself...but she hasn't heard about it if he does.
  - She has the overall impression that she's the "bottom of the ladder" of Delta Machine, and thus isn't privy to such details.
- Contemplating that, the crew organizes their next step. There's the issue with Laurent (and HOPEFULLY Daniel) at the casino, and also Curtis promising he'd be back in an hour.
  - Vic is the one that made the deal with Curtis, she has to stay here.
  - Myra is conflicted....she wants to see Curtis, but doesn't know WHY...something niggling at the back of her head.
  - Juniper frets; she wants to call her family. If it's quick enough, she could go to the casino...
  - Dean and Bellamy have no problems going to the casino ASAP.

- Cassie offers to poke around Foxglove with those who stay. She's never really SEEN Curtis' apartment...he's always wearing the same coat every day. How many does he have, she wonders...?
- Juniper goes to make that phone call. She's had a bad feeling about the state of her family ever since Curtis (or rather, Black Hole Sun) showed up, but she can't quite remember *why*.
  - (A refresher for those that may need it: before the reality warp, Subterranean Homesick Alien had previously nabbed Curtis' jacket when he was infiltrating the Managuchi estate. Her family developed a set of photos from a film reel found inside the pockets, but Curtis somehow stole them back at some point in time. She had seen him again, jacket and all, when she was busy trying to chase the ambulance Gabriele was in, and he only spoke in vague and menacing terms. This led Juniper to worry about her family's safety, but she had no time to check on them before the reality warp. The content of the photos still remain unknown.)
- Her dad answers! Whew?!
  - Her tone of voice makes HIM worried, and he asks where she is.
  - "Uhhhh....Anna's house. Doing...prom things. Yes." Can she talk to Maverick actually??
  - "Uh okay"
- Maverick gets on the line!
  - Juniper does her best. "Has anything *weird* happened at home lately?"
  - "Weird...in what way?"
  - "Like, people you don't recognize coming over?"
  - "No? Am I supposed to expect this?"
  - "If somebody in a green coat and hat and goggles shows up, get everyone out of the house as quickly as possible."
  - "Care to elaborate?"
  - "He's...he's just bad news, okay..."
- Juniper tries to explain as much as possible, but she devolves into a blubbing mess.
  - "Woah woah woah, what's going on?"
  - Juniper starts crying! People could die!!
  - Maverick offers to pick her up?
  - She doesn't want him to. She needs to help people *here*. But as for what Maverick could do...she brings up Nemo. Has he seen him lately?
  - Maverick hasn't really been FRIENDS with him in the past couple years...why?
  - She tells him to invite Nemo over until she gets back (which she's hoping will be tonight).
  - "'Cuz the things he was saying are actually kinda true...I just feel like the three of us could talk more about what happened back then. I feel like it could help; I feel like he's in danger, too."

- Maverick seems confused and concerned, but he says he'll do that, and that he loves her.
- We fast forward, seeing the gang split up once more.
  - Bellamy, Juniper, and Dean are going to the casino.
  - Myra, Vic, and Cassie are hanging around, waiting for Curtis.
- The split may have proven unnecessary, though, as when the latter half of the party enters Curtis' room to wait for him, they're greeted by a note on his table, alongside a six-pack of cheap beer and what appears to be a bag of weed.
  - The note is written on a page of an otherwise blank notebook.
  - "Heyyyy something came up, I'll get back to you later ;) Feel free to help yourself"
  - "This guy is the Vriska of our campaign" -Setsu
  - Well...it's not entirely surprising.
- Myra's going through drawers and shelves, and decides to take the time to introduce Vic and Cassie to her new and improved Stand ability.
  - Vic mentions it could be a trump card against Anthony. Delta Machine may have known about their abilities beforehand, but there's a solid chance they don't know about Deadly Valentine yet.
  - Cassie promises she won't tell!
- After demonstrating Deadly Valentine, Myra proposes something to Vic: if she combines this ability with their "ghost wire," perhaps they could teleport directly to places in the city? They could find Curtis RIGHT NOW by teleporting right to him!
  - Vic is doubtful, as her connection to the greater city at large is more "emotional" and not "physical."
  - They only received this connection through the wire system of Hotel California. It's not necessarily the city's grid, even! It's more like...the city's soul?
  - (Cassie seems worried, learning about this.)
- At any rate, Vic's nervous about combining two unstable abilities.
  - Myra concedes, but tells her to keep it in mind for later. You never know!
- Myra goes back to hunting for evidence of what Curtis wants, rifling through his various disorganized drawers and cabinets.
  - In a desk, she finds crossed out pictures of Mayor Eagle from newspaper articles. Very mature.
  - Seems that he doesn't appreciate his father much.
  - Given Curtis' relation to the mayor is never contextualized as anything other than a scandal...that's bound to have an effect on your attitude, right?
- Behind the pictures are...a sleeve of photos developed at some 24 hour place?
  - The roll of film Juniper had lost track of?!
- Myra opens it up to find:

- Several outdoor and urban scenes of dubious relevance. None of the locations are particularly familiar to the party.
- A candid shot of Anthony and Andrea Managuchi, taken outside of their house, with the couple inside and looking out the windows.
- A similar shot of Anna, in the Managuchi front yard.
- A closeup shot of Anna, indoors, though it's hard to tell where. She's glancing at the camera, but she's not smiling and the framing is terrible. There is glare from the flash, and red-eye. It seems like a photo that was taken suddenly, with dubious consent, but the shot is close enough that she had to have known Curtis was there.
- The photo of Florence, Gabriele, and Black Hole Sun up on the roof of Total Tea Time, just like the one spotted on Usenet months ago that led to this investigation in the first place.
- A candid, slightly unfocused shot of the party, hanging out near the pawn shop.
- Myra jumps to the conclusion that Curtis and Anna seem to be friendly acquaintances, and she wonders if something happened between them.
  - "Is Juniper the replacement?"
  - Cassie doesn't think it's that complicated. The photos could be in any order, from any time period. She just thinks he's a creep!!
- Still...Anna knows him...? That's new information for sure. Myra says they should tell Juniper.
- Vic is nervous to do that...she already hurt Juniper by withholding the whole "Anna is fake" thing.
- Aaaaannnd she might've...told her she was a con artist right before that...mumblemumble
  - "How long ago did you do this?"
  - "Well, it's the fantasy, time is so hazy..."
  - "How long have you been friends, again??"
  - "WELLLL, it's *the fantasy*, time is SO hazy"
  - Cassie baps them on the head with one of Curtis' vandalized newspapers.
- Myra says this is just something they'll have to get through, and only then can they move on...they'll figure it out when the time comes.
- For now, they decide to wait it out a bit more, hoping that maybe Curtis will come back soon. During this time, they take advantage of the lull, and rest up a bit.
  - Myra tries her hand at healing, for once! She does this by...rewinding her atoms to a different part in time...when she was not stabbed. (???)
  - Vic assists by atomically manipulating her atoms with their wires. (???????)
  - Myra helps guide Vic as their eyes must remain closed for Myra's ability to work. It's kind of weirdly intimate in a way only these ridiculous superpowers can be.

- Her wound is repaired!
- During this downtime, Vic recalls that Curtis had previously slipped Hansen a note, telling him that Anthony was the one he was after, which is what inspired the assassination attempt that was ultimately Hansen's demise.
- But they can't act on that just this moment...we have to check in on the crew headed to the casino!
- Juniper/Dean/Bellamy arrive there quickly, assisted by '90s.
  - The casino, despite having a fire earlier in the timeline and needing to be partially rebuilt, looks no worse for wear. Those contractors must have done an amazing job!
- The party is informed of a mechanical countdown: Daniel is bleeding out, so they better find him fast!
  - The party is also informed that they have a vague sense of Being Watched.
- Dean's immediate instinct is to investigate using all the fancy water fixtures in the complex, seeing through them and peeking out at the various goings-on inside. The casino's a big place; it has a hotel and a mall, too!
- Unfortunately, the casino's fountain has other ideas. When Dean tries to manipulate its water, it seems to solidify into spikes, pushing back and poking his hand.
  - He tries punching it. He hurts his hand worse.
- The players remember Hansen's note found after his death, mentioning how he had seen the effects of his brother Campbell's Stand, Tears for Fears, years after his death, here at this very casino...
  - Huh?
  - A quick glance at exterior campaign documents confirms this is indeed Tears for Fears' ability.
  - HUH?
  - Put a pin in that one for later, or something.
- Dean decides to use his bubble abilities instead, condensing the moisture in the air to create them. Vapor doesn't seem to be affected the way the fountain water is, fortunately.
- He scatters the bubbles throughout the whole complex in an effort to save them time.
  - The mall section has three whole floors; he sees the silhouette of Invisible Touch slink down an escalator to the basement level.
  - Uh oh. What're *they* doing here? Is Gabriele nearby?
  - He follows it to see what's up...
  - He sees a janitor...mopping up what appears to be blood. No sign of an ongoing struggle; just the aftermath, as well as a couple folks known to be mafiosi.
- We have a brief diversion trying to name the store the janitor is spotted in front of. It's described as a music/video game/VHS/general electronic media-type store.

It's one of those local-type businesses that moves into a mall and is probably gone a year later, replaced by another business no one has ever heard of.

- "Mario...2."
- "That's not a good name."
- "Jamz City. With a Z."
- THERE WE HAVE IT.
- "I see some blood, I see some mafia people"
  - Juniper, loudly and shaking Dean: "YOU HAVE TO FIND DANIEL"
  - The countdown to Daniel's demise ticks down.
- They take to the upper floor next. The upper level also houses the private poker rooms, which is where Daniel had taken Myra previously. Maybe he's there again?
- Unfortunately, there's a clerk there, expecting the crew to announce a reservation and a room number. Uh...
  - Dean sneaks a bubble behind him to peek at the list, and intends to claim to be whatever the next expected party is.
  - Bellamy provides a distraction by "Chatting the guy up about entirely wrong poker facts."
- It goes off without a hitch! The attendant lets them in and gives them a room key.
- But it's only for one room...the hallway contains a solid dozen, if not more. And they're all locked.
- That's okay, the gang has busted into MANY a locked door by now! They go to touch a door, and feel that it's...hot. At least on the outside. Too hot to reasonably touch and mess with the lock.
- It doesn't seem to be triggered by anything; the party's door is fine. They can enter their room and exit at will (which is just a normal poker room, and assumedly the rest are furnished the same).
  - The players realize this effect seems awfully similar to the deceased Molly's Stand ability, Initials B.B.
  - What this means...is unknown. It's certainly noted, though, especially in conjunction with the previous effect from Campbell's Stand...
- Juniper takes a hands-off approach, using her equipment instead. While she can't see inside the rooms, necessarily, she can perhaps use thermal imaging to see if one room feels off, even despite all the ambient heat. Or perhaps she can slip inside a photo and go under a door with the help of her friends??
- While she's trying to discern the rooms, some doors begin to open!
  - Completely normal looking folks come out, assumedly after having finished a poker game.
  - But...
  - They're focused on the party...
  - They start to brawl with them?!

- While it seems random in the fiction, the players are informed that these bystanders are compelled directly by Endless Fantasy to get in the way of the crew.
  - The crew will have to find a way to subdue them that doesn't involve hurting innocents otherwise! Or, y'know, they could hurt innocents. Either way!
- Dean acts fast, making the floor slippery! By way of drawing the moisture from the air, the convection from the doors turns it right back into vapor, further confusing the normal folks on the scene.
  - They lose their footing, slip, try to right themselves, slip into each other...et cetera.
  - It's stopped them from grappling with the party, but it's also caused general chaos! Now there's a small pileup of cantankerous people slipping and sliding around the hall.
- More doors open as more people enter the fray, and mostly meet a similar fate.
- Bellamy wants to take advantage of the chaos, using the momentum from the slipping and sliding people to kinetically deflect any collision they would take otherwise, giving them an opportunity to peek inside the now-open rooms.
  - Unfortunately, a new door opens, knocking Bellamy on their ass. They get swept up in the now sizable crowd.
- Some of the earliest brawlers on the scene are regaining their footing, too! They're coming for Juniper...she has to think fast!
- There's only a few doors left shut at this point. Assuming Daniel's by himself and wasn't captured by any of these bozos, only a few options remain.
- Collaborating with Dean, Juniper tries her usual "slip into a photo under a door" trick, with him folding photo-bound Juniper into a paper airplane, sailing her above the rabble.
  - It works!
  - But once under the door, the photo gets stepped on.
- Perfect time to switch the scene and focus on Vic and Myra's arrival! They've officially given up on Curtis ever returning, with Cassie staying back at Foxglove, just in case.
- They discuss the Ripleys, and conclude the poker rooms are the likely candidate as well.
- However, the hallway is still barred off by a locked door...and the attendant isn't there this time. They can definitely hear that *something* is going on in there, so they can't just let this go!
  - The countdown to Daniel's demise ticks down.
- Vic is about to brute-force the door open when Myra senses something amiss. This familiar feeling--there's a gravity trap here. Curtis has been around here! Is this what "came up" back in his note...?

- Myra does what she's been doing a lot lately, and punches entirely through the adjacent wall into an unoccupied poker room. And then into the hallway. Not with her Stand or anything, with her own two fists.
- The party already inside the corridor has barely any time to process the chaos.
  - "Dean, what the fuck's going on here?!" -Vic
  - Dean sputters. "Check the rooms, we're trying to find Daniel!"
- The players are also informed that, if they continue to cause excessive property damage to this building and/or generally hurt innocents, the police will be called in. It is a very public place to be making a scene, even without being able to see the punch ghosts.
- Myra does not care. After the easy access to the hallway, she starts punching through the walls of the rooms, because EVENTUALLY, she'll get to the one with Daniel in it, right?!
  - Unfortunately, it turns out Black Hole Sun rigged this place with more than one wormhole. Myra punches through drywall into Void, and gets, for lack of a better term, "schlorped."
- We'll get back to her later. For now, we return to Juniper. After being unceremoniously stomped on, she sees the ceiling again, and jumps out of the photo.
- Before her is Daniel, bleeding and tied to a chair! He doesn't show excitement when she appears--he seems completely out of it.
- An "ahem" from behind her, and...oh, Florence is here too. Pretty Hate Machine is already summoned, its lances pointing directly at Juniper.
- Well then!
- Juniper doesn't want a fight and knows she can't take Florence on directly anyway, so she attempts to use words instead. "Why are you fighting us when you could be with us?"
  - Florence isn't buying it. Delta Machine could give them anything they want; why are they struggling? The party's getting in over their heads and will get themselves killed if they keep up, or at least, according to her. And for what?
  - She stammers. "Because...because...none of this is even really-- ...This whole city...it's...fake. I don't want to live in a fake world anymore! I'm so tired of not being able to trust anything anymore!"
  - Florence doesn't seem particularly moved by Juniper's emotional appeal. "If you came with us, this city would be your *own* creation."
  - Juniper can't say anything to that...
- Back to the hall, Bellamy gets back on their feet. They can hear the murmuring going on in the room Juniper's in, and punch open the door!
- Florence looks surprised, but the crowd is trying to pull Bellamy back from entering.
- Vic swings over with Wire Train, and thinks fast! With her wires, she intends to weave a barrier between this room and the small crowd of people, sending them

emotional feedback, signaling to them to be afraid and keep away. A perfect way to minimize hurting anyone here!

- It works! The party now has a clear shot at Florence, and crowds into the room with her. She looks ready to stab all of them, but more in a defensive, agitated way. She knows she's not good with anything more than a one-on-one.
- But the party just wants to talk! Vic tries to do the convincing. At the VERY least, she could let Daniel go. What does he even have to do with everything going on?!
  - She keeps her secrets close, saying that he IS important, but not how, and that the crew doesn't "deserve" to know about Delta Machine's business with him.
  - Vic pleads, saying that they don't want to fight, and it's clear she doesn't either (or else she would've attacked them by now, right?). She tells Florence that she thinks she's a good person.
  - Florence frowns hard in response, clearly sick of this conversation.
  - Bellamy: "We're not leaving you alone until you let Daniel go...or we die."
- We cut back to Myra. She's been teleported into the interior of Jamz City, between some CD aisles.
- She stands up and senses another presence...behind the cashier's counter is Black Hole Sun!
  - "Sup?"
  - "...What?"
- As if it's its way of answering the question, Black Hole Sun snaps its fingers, and the ceiling of the store warps...teleporting Laurent in!
  - They remain floating near the ceiling, seemingly held there by gravity. They look absolutely beat to shit, eyes closed, barely conscious.
  - It's a pretty fair assumption that they tried to take back Daniel, and failed.
  - Black Hole Sun grins.
- Myra can tell this is just bait to get her to do something hasty. Gabriele and Florence would be much easier to reason with than THIS bastard.
- She quickly devises a way to grab Laurent and get out of this trap! She steps back, grabbing her jacket. She tosses it in front of her, perfectly obscuring herself from Black Hole Sun! Deadly Valentine activates, and she rockets up to the ceiling, grabbing Laurent (whose eyes are closed, how convenient), and noclippping harmlessly all the way to the upper floor!
  - "Eh?!"- Anime girl Black Hole Sun
- Two floors above Jamz City happens to be the Yankee Candle store. This is now a full assault on the olfactory receptors.
- The intense aroma of Man Town, A Child's Wish, Wedding Day, Nature's Paintbrush, and *whatever the hell else* is a combination strong enough to rouse Laurent, who's in Myra's arms.
  - They squint up at her. "Where's Daniel, where's the--the shadow one?"

- Before Myra can answer them, the windows of the store crack violently, two times, sending glass shards everywhere! There was no sound of gunfire, just the noise of the glass being impacted, but the resulting damage looks an awful lot like two bullet holes.
  - Invisible Touch was silent when executing its various shadow figures...
  - "Gabriele, where are you?!" -Myra, to nobody in particular, not quite remembering in the moment that Invisible Touch is essentially independent of its user.
  - We cut quickly to a shot of Gabriele in a nonspecific cafe, who sneezes.
- In a panic, Laurent tells Myra to get out of here and group up with her friends! She nods and runs for it.
- Speaking of those friends...we return to Florence, who is still backed into a corner, and still plenty angry about it.
- The team begins piling on the convincing arguments:
  - Vic: "How many deaths are we going to walk out with here today?"
  - Dean: "We all want the same thing, to be safe, and for our friends and family to be safe."
  - Juniper: "How long do you expect to be useful to someone that can easily toss you aside?"
  - Dean: "There's no way it's going to end well if we just keep fighting each other."
- Dean then offers her a drink of water. She takes it, but she doesn't look happy about it.
- Pretty Hate Machine slashes Daniel's bindings! Florence is ominous about her surrender, implying that by giving up, she's going to die.
  - Juniper is just like "Well OK I guess there's no convincing you, give up if you want to"
- Dean and Juniper shuffle out of the room first, carrying Daniel. He's barely conscious.
- Bellamy, as the others leave, expresses hope that they and Florence both will make it out of this.
  - She just sighs in response.
- Vic is the last out the door, and has a question for her: during that brief time where she, Gabriele, and the crew were all friends...was that friendship real?
- Florence takes a moment to respond. She says that it felt as though something was clouding her head. She had THOUGHT they had been friends back then, and that they had been friends for a long time, even, but that's not true, is it? It was only true for those few weeks.
  - To her, it WAS "real," but "real" in the sense of a method actor getting into their character. The "performance" was the "real" part.
  - But what does this imply? Did Endless Fantasy *want* them to be friends?
- Vic says hey, if she escapes, she could always head back to the pawn shop!
  - Florence grunts. The conversation dwindles...

- Vic adds that they've been thinking about getting away from it all once this is over, too. Move somewhere else...change their name...Queer Implications...
  - Florence wishes her good luck with that, and doesn't express interest in joining her.
- While the conversation may have felt unproductive, there doesn't seem to be bad blood, and the party said what they wanted to say. Vic leaves last.
- The Ripleys may have been found, but they still have to battle it out of this casino to ensure their continued safety. Florence may have been talked down, but she could just as easily regroup with Gabriele or Curtis, who are still at large. It's time for a showdown with the final members of the Terror.

## 28. The Terror, Part 2

- We continue where we left off, with the majority of the party exiting the poker rooms with Daniel in tow. They want nothing more than to find out who did this to him, and then to beat the shit out of them.
- Myra is rushing up to them with Laurent in her arms!
- We also establish that Daniel is being carried by Dean.
  - "Daniel's like a football tucked under his arm" -esspee
  - "NO HE'S NOT THAT'S A JOKE" -also esspee
- Myra's rushing a bit TOO strongly, and almost collides with Dean! But she catches herself. The crew reunites and goes over their stories with one another so they're all caught up.
- Myra's also wondering if they could find a private place to heal up in...not this hallway, it's compromised. But the party's visibly worn down at this point, and could use it.
  - Invisible Touch is also skulking around...where to go??
  - Laurent mentions...the bathrooms? Who would look in *there*, really?
- While they discuss their new potential location, invisible, soundless bullets start impacting the wall nearest to them.
- RUN!! CAN THEY INVESTIGATE WHILE RUNNING?!
- Myra stays back for just a moment to touch the wall, feeling its...atoms. Yes.
  - She tries to decipher the bullet trajectory from the holes, hoping to find Invisible Touch's current location.
  - Vic assists by summoning Wire Train, hoping to use its ghostly connection to the city at large! They do a cool Jojo pose, hand up in the air, with her Stand behind them!
  - The audience sees ONE BIG WIRE connecting to cablings and wires that don't *technically* exist.
- Vic has a premonition...of more bullets in the wall, culminating in her getting shot in the head. Better act fast!
- She releases a chamber of wires, acting as a shield! The wires cast shadows, which then "catch" the shadow bullets, because this is how Invisible Touch works.
  - In order to create this, Wire Train rips out the wiring from the walls.

- It buys the party some time! The impact on the shield does sting Vic a little, though...
- The closest side area is, indeed, the public restrooms.
- It's a bit awkward all cramming into the same bathroom, but...what can they do.
  - There's a guy in there. They just shove them in the stalls and tie them up with wires.
  - "Stay there, you're safer there."
- Laurent attempts to tend to Daniel's and their wounds, sloppily, as they're not doing so hot themself.
- Dean: "We need to get Florence to call off Gabriele!"
- Indeed, this seems to be the most immediate concern. The crew discusses the approach:
  - They come as a pair.
  - Either of them won't be too happy if the other is KO'd.
  - But trying to locate them just opens them up to danger...Florence could have gone anywhere by now, and who *knows* where Gabriele is.
- Dean, seemingly concluding: "We need to THREATEN Gabriele to get Florence to stand down!"
  - Everyone disliked that. Florence just might as well attack them, then!
- Myra doesn't think it's a BAD idea, necessarily...it just needs a different approach. Maybe they should convince Florence of Gabriele's *safety*? Offering to PROTECT them is probably better than offering to ATTACK them...
  - Dean: "This is like, mob terminology. 'Protection money'?"
  - Vic: "Protection from ENDLESS FANTASY."
  - Dean: "It just feels like semantics to me."
  - Vic: "You're a clown."
  - Juniper: "CAN WE JUST FOCUS, HERE?!"
- They eventually agree that convincing them to stand down together makes the most sense.
- Myra mentions Curtis, since he's apparently here, too.
  - Laurent: "Is that the kid with the green hat?"
  - Vic: "He's 20."
  - Laurent: "That's a kid."
- All three of these threats need to be taken care of, no matter the case.
- But the party needs some healing, not just Daniel and Laurent...
- People are coming into the bathroom while they discuss this. It's more than a little awkward.
- Dean takes the lead, but the flickering lights in this dinky bathroom start making him nervous about Invisible Touch popping out from anywhere.
- Vic uses their wire mesh to overload the bathroom lights, flooding the area with light!
  - Shadows have been greatly reduced. Public annoyance has been greatly increased.

- She puts a hand on Dean's shoulder. "You got this."
- It works! Daniel and Laurent may be too beaten up to be FULLY healed, but they're at least patched up and more cognizant.
  - Specifically, Laurent's just a little bruised now, and Daniel's bleeding has stopped, but he's still a bit delirious.
- Daniel squints at the bright lights as his consciousness returns to him. "Is this heaven??"
  - Laurent immediately starts kissing him all over. He makes various "oof ouch"-type noises.
- Part of the crew begins to summarize the situation to them as Myra steps up next, turning her attention to Bellamy, who's had a rough time of it these past few fights.
  - She needs to further practice her new ability's potential to heal, so might as well try now!
- She pulls Bellamy into the next stall that frees up, for privacy's sake. Bellamy has to close their eyes, too. "This may sting."
- She's going to...shift Bellamy in time and space, so that they become a "previous iteration" of themselves.
  - "Bellamy nods like that makes perfect sense." -Naem
  - Myra: "You might lose your lunch, but in the sense that you never ate it. You'll be fine."
  - Bellamy, with slight hesitation: "...Interesting."
- Myra has difficulty finding her footing, so Bellamy assists her by rambling off some chakra stuff they read about in some newsgroup no one else has heard of.
  - "We are now introducing Hamon into our setting" -Setsu
- Naem jokes that Hamon is exactly what Bellamy was reading about! "Breathing correctly can help you heal faster"
  - SURE WHY NOT.
- Both of them close their eyes and breathe in sync. There's a static effect on the "camera" as Deadly Valentine appears for a split second.
- Suddenly, both of their clothes look different, specifically in the little details like the position of the wrinkles, how the outfit is sitting on their bodies, etc.
  - They've shifted back a couple hours.
  - "Did you guys kiss?" -Bee
  - To the party, this moment was in total privacy...
  - There's a possibility...
  - "Schrodinger's kiss???"
- It's not perfect, but the pain is definitely lessened. After they're done, Myra notices Bellamy's remaining burn scars.
  - "How did you get this?"
  - "Oh, it was the doors in the hall."
  - This makes Myra feel on edge for some reason...but it's probably nothing! She doesn't press the issue.

- They shuffle out of the stall. There are people waiting to use the toilet. They're looking at the party weirdly...An employee approaches them, and asks them if they need anything.
  - Myra: "Uh, no."
- Maybe it's time to move on from this cramped, stinky public bathroom...?
- If so, how should the party split up? SHOULD they split up? Everything always goes to hell when parties split up, theirs included.
  - One half could look for Florence, as she couldn't have gotten far, and the other half could search for Invisible touch.
  - If Black Hole Sun attacks while they do this, they'll just, uh...deal with it?
- Juniper wonders if it's really such a good idea to focus on Florence if Curtis is still at large.
  - That's exactly it, Vic says! They don't want to split up! Black Hole Sun WILL attack them. It's basically an inevitability. It makes more sense for ALL of them to be there when it does.
- There sure are a lot of people that seem to need the bathroom.
  - Myra: "Do you know why these people seem to be after us?"
  - Juniper: "They feel like zombies..."
  - Vic: "Endless Fantasy's doing?"
- Juniper investigates the nature of the crowd--if there's something *supernatural* going on with them, perhaps her ghost-hunting equipment can detect it.
  - They're normal people on the surface, but the readings are showing that there's something "up" with them spectrally.
  - "It's like they're possessed."
- She scans the small crowd; they seem to be uniformly in this "possessed" state.
- Just then, something's detected in the ceiling corner. It's tiny, but it's giving off much stronger signals!
- It's...a singular drone of Kathy's colony Stand, Behind Blue Eyes. What's that doing here?!
  - Juniper quickly catches it with Subterranean Homesick Alien's "big bappy hands."
- The rest of the party doesn't like the look of this. Why is SHE here?! Is Kathy investigating the casino, too?
- The only way they can find out is by first getting out of this bathroom. Random people are blocking the door. This is one packed public toilet!
- Vic instructs Dean to splash the crowd with cold water and snap them out of it!
  - He turns on the sink, only to find it doing that spiky Tears for Fears thing the fountain did, which is annoying at best.
- This is the first time Vic's seeing it for herself. That's the Stand of...of...who, again?
  - Dean: "Yeah, he's dead"
  - Vic: "WHAT'S HIS NAME"
  - Dean: "It doesn't matter, he's dead!"

- Vic: "Myra, what was Molly's stand again?"
  - Something in Myra's brain just...clicks. "Oh, it's Initials BB."
  - "What's it do?!"
  - "It heats things up and cools them down--"
  - "*The doors!*" -Juniper and Vic, simultaneously.
- The implications begin to dawn on the crew. "Wasn't there a third person who--"
  - Vic: "Nemo, Maverick--oh, *Jonah!* I mean, Josiah. I always get those two mixed up."
- They discuss the Joneses' Stand abilities...They both involve tricks with otherwise ordinary objects, which makes it hard to determine if they've really "seen" them in the present day..
- Maybe there's more clues in the spots of the casino they haven't investigated yet?
  - Dean: "What does this have to do with the people trying to kill us?"
  - Vic: "Oh, nothing."
- Juniper urges them all to finally get out of here! A lot is going on in one bathroom.
- Maybe Myra could just...teleport them all out?
  - But, wait, they can't ALL fit in one stall together...
  - Juniper CAN put them all in one photo, though!
- As they go in, Vic creates masks made out of wires, so they can still breathe for a period of time in the photo void. Laurent and Daniel are still pretty haggard; they'll need it the most.
  - Juniper takes care to keep Behind Blue Eyes' drone with her.
- With that settled, Myra is easily able to teleport them back to the poker rooms!
  - Which have, uh, seen better days. The damage caused by the crew certainly hasn't been remediated this fast.
  - Plenty of casino staff are here, now, with the hallway corded off from the public. Conveniently, they're all looking away from Myra when she teleports in with the photo in hand.
- The party spills out of the photo into the room where Florence and Daniel once were.
- Emphasis on "once;" Florence is long gone. But this isn't the ONLY reason they've come back!
- Myra wants to investigate the mystery of the "hot doors." Why? How??
  - Since it's Myra, she investigates at the quantum level with Deadly Valentine.
  - It seems that the doors had the "heat" effect applied to them only recently.
  - The room the party was assigned never had such an effect applied to it, but all the rooms they didn't have keys for did.
  - Was this meant as a deliberate obstacle for them...?
  - If we suppose that Tears for Fears is being applied to the water in the building specifically to interrupt Dean's abilities...

- Vic: "It's like their Stands are being repurposed."
  - And then Zoey: "Hey, GM? Who's the user? I'm staring at you right now. I have a gun."
- As if offering a lead, a new wormhole opens up under the group.
  - Laurent: "Oh, no, it's happening again!"
  - Myra: "Hey everyone, let's beat up a 20-year-old."
  - Vic gives them all a wire to hold onto so they don't get separated along the way!
- They're unceremoniously dumped out onto a strangely depopulated casino floor, the machines still fully operational around them, beckoning with their lights and sounds..
  - The sudden motion from the abduction has Juniper accidentally letting go of the Behind Blue Eyes drone...goodbye sweet prince.
- Black Hole Sun floats in the center, almost like it's a video game boss arena, with the slot machines being the invisible barrier, or something.
  - Curtis talks through his Stand. "I was looking for you!"
  - Juniper, much less jovial: "I was looking for you, too."
  - Myra, assuming Curtis is their answer: "You control other Stands?!"
  - Curtis/BHS: "Nah, I'm perfectly fine with my own, thanks!"
- Black Hole Sun, the Stand they've been chasing this whole time, finally here in front of them all and raring to fight, winds up for an attack. Gravity starts shifting around the party; they're going to be flung into the slot machines at full force!
- This is what Deadly Valentine was waiting for. Myra's Stand-that-can-nullify-Stands shifts the area atomically, so that the altered gravity simply isn't present in the room, though it takes a lot of effort on her part.
  - "WHAT." Edgelord boy is enraged.
- There's an opening! Juniper, still wearing her Stand, quickly snaps a photo of the ceiling.
  - BHS taunts her. "What're you gonna do, HIDE in there again??"
  - Juniper alters the photo so that a particular section of the ceiling is transposed lower.
  - A shadow looms over the enemy Stand. In a split second, it looks like a sort of glitch one would find in a video game, with the scenery not loading in correctly.
  - There's a single beat for a cartoonish moment of realization from Curtis. "Eh??"
- A chunk of the ceiling falls on top of Black Hole Sun.
- The party starts dissing Curtis in celebration! As they're distracted, there's a gasp from Laurent, toward the back of the arena. They fall to the ground.
  - Daniel panics next to them, but says he didn't see anything just now...
  - Bellamy didn't either, but they want to figure it out before it gets worse!
- And THAT diversion allows BHS to wind up a new attack! A gravitational pulse sends everyone flying backward, colliding with the slot machines and chairs!

- Bellamy: "Welp. Alright." They summon Isolated System.
  - The players briefly have a discussion about the conflicting Stand effects. "Is gravity an energy?" thread locked after 10,000 pages of--"
  - ...Eh, it's Jojo. It doesn't matter. Please, let's not get into the unified theory of everything, here...!
- Bellamy rushes up to Black Hole Sun for a punch rush!
  - Vic recognizes their idea, and flanks; Wire Train stretches out to BHS's blind spot for a pincer attack!
  - It works, and Isolated System's energy-draining skills have great effect.
- BHS looks winded and takes a moment to recover...but Curtis clearly isn't done yet. "Is that all you've got?!"
- BHS lurches forward, lifting up the ceiling debris and flinging it back at the two attackers!
  - Vic sees it coming, and crushes it with Wire Train before it can reach her.
  - Bellamy is less fortunate--they've taken quite a beating these past few fights, and their reaction speed has been better.
- Myra sees Bellamy faltering, and quickly calls for Running in the '90s to save them! Wait, what, the car?! Aren't they inside a building--
  - *Beep beep.* '90s comes smashing through the wall. The additional debris it intercepts is nothing in comparison.
  - Bellamy ducks UNDER the car and is miraculously safe!
  - BHS: "What, you have a CAR now, too?!"
- While this happens, Dean notices Daniel suddenly collapsing! On top of that, a shadow slinks out from under Daniel's own...Invisible Touch!
- Quickly assessing the situation, Dean determines that the couple has been knocked unconscious, with some trauma to the head.
- Invisible Touch slips into a shadowy corner of a slot machine, and its hand extends out, making the shape of a gun...
  - THEY didn't get shot! Why is HE getting shot?!
- Dean gets shot.
- Juniper screams and rushes over to his aid! "No, I don't want it to happen again!!"
  - But what can she do? She's never healed anyone before. That's DEAN'S thing, and now...
  - It doesn't matter! She has to try *something*; she takes a picture of him!
  - Maybe she can use her new abilities to...edit the photo so that there's no wound? It's worth a try...GO GO JUNIPER AIRBRUSH
- IT WORKS?! Dean is just fine! Juniper is awash with relief. But they can't rest just yet...Dean spots Invisible Touch out of the corner of his eye again!
- It's time for some revenge. Dean grabs a stool from a nearby slot machine, and throws it at a trajectory such that the shadow of the seat collides with Invisible Touch's shadow arm!

- There's a silent collision, and Invisible Touch cringed back into its shadowy refuge, its arm mangled.
- Not wanting to be left out for long, Curtis' voice taunts the rest of the party. "You seriously thought this was going to be one v. five?!"
- Myra tells Vic to kill the lights. Wire Train sinks into the floor, cutting off the electricity supply to the room they're standing in!
- The brief blackout carries an ominous feeling within it...For their assistance with Myra's scheme, Vic perceives Deadly Valentine in hazy static.
  - As they're teleported with Myra, their ghostly connection to Hotel California reacts in turn.
  - In the static, she catches a glimpse of a sterile, blinding white hospital room, the bedframe facing her in such a way that it's impossible to tell if anyone's in there.
  - Huh.
- During this teleport, Myra is literally in the Void between existence and nonexistence. For the brief second Vic and Myra Aren't There, the rest of the characters present, protagonists and antagonists alike, literally forget about them ever existing.
  - Just like Molly and Campbell...
- Of course, in REAL time, the blackout and memory fuzz are just a disorienting flicker lasting the span of a blink. Don't worry about it.
- They manifest suddenly behind Black Hole Sun and take Curtis by surprise!
  - Wire Train looms above and around BHS, completely surrounding it.
  - There's just enough time for Curtis to have his Stand glance over its shoulder before it's "turned into paste." (Their words, not mine, I'm just the GM.)
- It's as if Vic and Wire Train are in all places at once for a moment, with their wires spread all across the room as a defensive chamber.
  - Vic herself looks as though she's on autopilot, her eyes glazed over.
  - She was nowhere with Deadly Valentine, now everywhere with Wire Train...surely this isn't healthy.
- Needless to say, Black Hole Sun is squeezed--hard. There are crunching sounds. It's not pretty.
- There's just enough of a pause for the crew to catch their breath before Curtis himself meekly crawls out from behind one of the casino machines in the back, muttering something like "Whyareyou--always--DOINGthis...tome..."
  - Referring to how Wire Train punished him last time, of course.
- Myra wastes no time. "Where's Florence?"
  - Vic suddenly feels a menacing aura directly behind Myra. "Right there!"
- Florence and her Stand are revealed...but she just blinks, not letting her sneak attack go to waste. Pretty Hate Machine plunges forward for a stab!
- PHM stabs Myra...but it just goes through, her body fizzling away into static.
  - Florence steps back, trying not to let surprise show on her face.

- Myra teleported safely out of Florence's reach. She pleads desperately:
  - "You are going to FUCKING listen to me! At this point, we have Curtis Morello down and we're being attacked by your partner's stand; we don't want to hurt them, and we don't want to hurt YOU--what can we possibly do to make this better?!"
- Florence flatly responds, "Kill me, then," charging recklessly ahead with her Stand on the attack once more.
  - Myra doesn't want to fight! This is entirely what she was trying to prevent!
- If Florence doesn't listen to rhetoric, then perhaps she'll just have to be convinced through force.
  - If she could show Florence that the party has the strength to take on Delta Machine...to take on Endless Fantasy...to take on this nihilism that has so clearly gripped her soul...!!
  - ANIME EMOTION POWERUP RAHHHH
  - Myra meets Pretty Hate Machine herself, and they duke it out! Lance arms vs....Arm arms!
  - (I don't think there's a Stand battle vs. a regular human in the source material but just hear me out here--)
- After exchanging blows for a few moments, PHM is overtaken and pinned to the ground, Myra's boots against its neck.
  - Myra: "I don't want to hurt you. This isn't a threat."
  - Florence gets a taste of the ominous static feeling...
  - "There are so many Stand users here that can fuck up reality in so many ways. We HAVE to deal with this."
  - Juniper adds her own two cents: "Don't you wanna be free from all of this? Don't you wanna leave, just for once?! We could all finally leave if we just stop FIGHTING each other...!"
- There's a flash in Florence's mind from when she and Gabriele were friends with the party, complete with the "cherished memory soft light" filter.
- Invisible Touch's gun-shaped hand puppet slips out from the shadow against the wall, taking aim at Myra...
  - ...and Florence...
  - ...tells it to stand down.
- She says fine, she'll have it their way...as long as they promise to protect her and Gabriele every waking second.
- Betraying Delta Machine comes at a steep cost. To keep them safe, they're going to have to be vigilant.
  - The crew, of course, accepts, much preferring them alive than dead.
- They discuss arrangements and ask if there's any information the duo could provide.
  - Meanwhile, Daniel and Laurent recover; it was just a temporary blunt injury.

- But there's someone else on the scene, right? Curtis is sputtering, still on the floor.
  - Florence: "I don't associate with him."
  - Vic: "You WORK together!"
  - Florence: "It's a job. Are you buddies with ALL of your coworkers??"
  - Can't argue with that.
- They collectively decide to just deal with him later, as he's clearly too exhausted to do much harm.
- Florence gets back on topic, mentioning that they're aware of Cassie's betrayal, so she could be a target.
- While the information is certainly helpful, Dean is less interested in this new partnership. He just got shot by Florence's partner, after all!
  - (Juniper comforts him.)
- Myra pulls out the Usenet photo of Gabriele, Florence, and Black Hole Sun. This is what kickstarted the party's whole investigation, from what feels like forever ago.
  - Florence seems utterly confused by it--where did they even get that?
  - Curtis laughs from the floor. He says he's the one that posted it!
- But that's not the point. Myra wants to know about their modus operandi. Where do the victims *go*?
  - According to Florence, the victims don't "go" anywhere. They're dead. Murdered.
  - Curtis supports this. "Yup, super dead."
- By whom?! *Who's the murderer?!*
- Florence says that Anthony has the victims brought to him by Curtis.
  - He's the one that *does* it.
    - ...
      - What?
        - Anthony...is the *murderer*?
- Where...where do the victims get teleported??
  - Curtis: "Oh, anywhere convenient and private, so there's no witnesses. Even this very casino!" He chuckles darkly.
- Here? There were murders *here*??
- The party feels their skin crawl.
  - Why does it feel like they're being watched, even now...?
    - They turn around, just to be sure...
- There's a poster on the wall behind them.
  - A poster
  - for Anthony Managuchi's campaign...
  - 
  - "HE'S DOING IT!"
  -
- ...

- Needless to say, the players are screaming.
- Once they finally calm down from this revelation, they press Curtis for details regarding Anthony's apparent Stand ability!
  - "Why don't YOU ask him?" he laughs, unhelpfully. He seems to be enjoying giving the party the runaround.
- Maybe Daniel saw it?
  - Unfortunately, he didn't get a good glimpse of anything when he was attacked, and his memory's still hazy, anyway.
  - Florence: "Sorry."
- Daniel tries to remember what he can, at least. His story is as follows:
  - He encountered Anthony outside his house, messing around with a box in the back seat of his car. Daniel asked if he needed help with it, and Anthony declined.
  - Daniel could tell that something about the box bothered him. New Order does more than detect lies; rather, it detects discrepancies between internal feelings and external actions. Lying is simply one example of this.
  - It might not necessarily be that Anthony was being modest about needing help with the physical act of moving the box, but rather, something about the box's contents could have been setting him on edge, producing a strong emotional response, which would be at odds with his seemingly casual demeanor.
  - Trying to puzzle out which of these explanations was the case, Daniel asked Anthony what was in the box. Anthony said it was "just junk"...and New Order saw an even bigger discrepancy in turn. It clearly wasn't "just" junk!
  - Daniel pressed Anthony further, assuming now that it must be something embarrassing or sentimental, but then Anthony became visibly agitated.
  - Daniel doesn't remember the details of the ensuing argument, partially taken aback by the change in Anthony's tone, and partially because of his still foggy memory...but he DISTINCTLY remembers Anthony aggressively summoning a Stand!
  - He didn't get a good look at it, or at least doesn't remember if he did. Anthony's blue-ish Stand aura, and a thin limb of the Stand that lurched forward to stab him are all that he recalls.
  - He uses "limb" loosely; it could have been any part of it, which could have been *anything*, considering how varied Stands are. But *something* shot out and stabbed him. The act of being stabbed is, understandably, the clearest memory he has of the situation.
  - Because Anthony's emotional discrepancy was at its highest, New Order activated defensively right as Daniel was stabbed! Tragically, he also doesn't remember what Anthony said that set off his Stand's bodyjacking

ability...only that Anthony was basically experiencing emotional turmoil. The vibe sticks in Daniel's mind more than any verbal content...

- He adds a side note that the stabbing from Pretty Hate Machine would come later, shortly after he reawoke. Oddly, he doesn't recall a specific Stand "effect" from Anthony's stabbing. Or, if there was one, it hasn't been made apparent yet. Ominous.
- Maybe bodyjacking Anthony recalled his Stand, halting whatever would have happened if their fight continued? Daniel knew he had limited time, so he didn't question it and ran for the pawn shop instead.
- ...Was a bit freaky seeing his own bleeding body just lying there, though.
- He was hoping to explain at least *some* of the situation when he handed the box off to the party, but then...he blacked out. He wasn't expecting the blood loss to get to him so quickly.
- ...But, when he came to, he had a headache and a bruise on his scalp. Someone knocked him out, he thinks. But who, and why?
- Considering this mystery person knew to knock Daniel out to get him out of Anthony's body, despite his own body already appearing "knocked out" due to New Order...maybe it's another Delta Machine member?
- Florence notes that, while she was in charge of guarding and questioning Daniel afterward, she was not the one that brought him to the casino, nor does she know who it was.
- It'll have to remain a mystery for now...
- The discussion dwindles from there, and there's a lack of attention paid to the events after Daniel's awakening.
- However, it's worth summarizing that the above conversation implies that he woke up in a room at the casino, and was interrogated by Delta Machine members (particularly Florence and Pretty Hate Machine). Given it's been a couple days since his disappearance, it's no wonder he was in such a sorry state when they found him!
- But what about Anthony's Stand? Curtis is unhelpful, Daniel's memory is hazy, but Florence is *right there*. Surely she knows something?
- ...Unfortunately, not much. What she DOES know is that it looks like "a little guy."
  - "Huh?"
  - "Like...a little guy." She gestures to her own small stature.
  - *Okay...*
- She draws an example of the Stand on a napkin, where it is revealed that her artistic ability absolutely fucking sucks.



- "I can't even draw a stick figure," she says with complete seriousness.
- She was always under the assumption that Anthony's Stand was weak, which is why he needed "the Terror" to act as bodyguards, challenge others that may threaten him, and abduct victims for him.
  - If all it's good for is a close-range one-on-one, when the victim has already been battered and bruised by prior combat, it couldn't be terribly useful, could it?
  - In return, Anthony supplies them with whatever they desire under the cover of "Delta Machine." If this mystery Stand has any useful qualities, it might be related to that, and not have a lot of direct fighting power otherwise?
- But what about the "ghost" Stands?! That could be related...! It could be him!
  - Florence doesn't know what that is. But if anyone here knows, it's probably Curtis, as he's above her and Gabriele in the chain of command.
  - (Seriously...?)
- Curtis is playing dead. Sigh.
  - The party begins to comedically wail on him and yell at him, but he keeps playing dumb.
- Myra threatens to "dump him into the void."
  - The party looks worried about Myra.
  - Myra's mind is elsewhere right now.
- Curtis says "Look. Remember my offer? Just betray him. He's stupid."
  - To emphasize his point, he reveals that he was the one that suggested that Anthony should run for mayor! He apparently ate it up entirely, and doesn't suspect any ulterior motives from Curtis at all.

- He reiterates that the party can just ask Anthony themselves. As if following a script, he would offer them positions at Delta Machine. They should accept those, and then they can stab him in the back.
  - It's kind of what Hansen tried to do...but he got sloppy! WINK
  - Not to dissuade them, of course...Curtis stresses that Mr. Managuchi might be a little *desperate* for hired help at the moment, considering the crew righteously gutted the previous chain of command.
- In the event Florence betrays the organization, *Curtis* would be the one in pursuit of her *before* Anthony would personally finish the job. So, really, it's him she's more afraid of than Anthony.
  - Dean just wants to kill Curtis and get it over with.
  - Vic DOESN'T want to kill Curtis, since he can still be a valuable source of information...in his own way, at least.
  - Curtis acts sarcastically happy that he has "a friend in this world."
  - Vic kicks Curtis.
  - The players are enjoying the Curtis abuse.
- This seems about wrapped up. The crew concludes that they've obtained all the information they can from this encounter. Back to that investigation grindset!!
  - Curtis, somehow still cognizant enough to form sentences: "You're all smart people, I'm sure you can figure it out."
  - Juniper punches him again.
  - Vic: "You're an awful piece of shit."
  - Curtis: "Not the first time I've heard that one!"
  - Vic: "It won't be the last."
- THE CURRENT PRIORITIES: Talk to Kathy about that Behind Blue Eyes sighting, and then get their asses to Hotel California with all the new things they've learned since the last time they chatted up the ghosts!
- But...what to do about Curtis? They're not going to LEAVE him here.
  - Dean: "Can I put Curtis in a block of ice?"
  - Curtis: "Woah woah woah, I'm RIGHT here."
- ...Juniper puts him inside Subterranean Homesick Alien and then sticks him in a photo, for an indefinite amount of time.
  - The photo is a picture of Juniper, Clarita, and Anna, hanging out at the mall, doing #JustGirlyThings.
  - Dean folds the photo. Multiple times. It's like he's been put into time out.
  - Florence: "Thank god, you finally shut him up."
- Florence says that she needs to get Gabriele for any further discussion.
  - Apparently, they've been here this whole time, simply in a cafe on the upper floor, eating macarons.
  - "They ARE good macarons."
- Daniel and Laurent express that they're getting antsy staying here. It seems it's about time to head back home.

- Time passes, and we see the party dispersing outside the casino. '90s is chaperoning the Ripleys back home, considering they were unceremoniously teleported here.
- Daniel is getting his bearings in the car, but Laurent hangs back with the crew, fidgeting.
- "I didn't know what I was gonna do without him."
- Laurent details their time together with Daniel.
  - They start by reminiscing about their mutual time at the Speedwagon Foundation. Their Stand was always kind of cut and dry, but Daniel's presented a challenge for him--it never "turns off," so to speak.
  - New Order seemed to change him as a person, being able to easily suspect others' ulterior motives, and all. He became more wary of people, friends and strangers alike, but no matter what, he always stuck by Laurent.
  - He once told them that they were the most genuine person he'd ever met. And that's why he loves them...
  - Truthfully, Laurent needs him just as much. He provides direction and stability in their life; without him, they're an absolute mess.
  - Smiling bitterly, they admit that, while they may act all goofy, the world wears at them all too often, and the smile is more a front.
  - They're depressed, basically.
  - But not around Daniel.
  - They were just...very scared...of the idea of life without him.
  - They start tearing up...
- Juniper hugs them! She can relate!!
  - Laurent reciprocates, and says that Juniper BETTER make it out of this alive, okay?!
  - Juniper: "Sunk cost fallacy, am I right??"
- After the Ripleys have been safely taken back home, the party goes to grab Gabriele, still at the cafe. Florence has already filled them in.
  - The crew steals some of their macarons as payment for all this hassle. They don't object.
- Once everyone's all gathered together at the cafe (must be a big table?), Vic uses this opportunity to announce, officially, that they're "Not a guy anymore."
  - There's congratulations, especially from Gabriele.
- They've taken some time to think of a new name...and have decided that it's Leah. She smiles perhaps her most genuine smile in a while.
  - Leah and Bellamy immediately develop a Secret Nonbinary Handshake.
  - The GM suggests that it's like the Rocket Power handshake, and is shot down. :(
- Juniper seems the most confused about this development. What's a nonbinery??
  - "Like Bellamy?"

- "Oh, I thought they were born that way????"
  - "..."
  - It's okay, she'll learn.
- Leah, to Juniper: "Just checking, but, do you know what gay people are?"
  - Gabriele: "I'm right here"
  - Juniper: "OF COURSE I KNOW"
- They were just making sure, because "Anna asked you to prom."
  - "WHAT?? Nooooo. THROCKMORTON asked me to prom. Anna and I are going as FRIENDS!!!!!!!" Sweating.
  - Myra: "Do you NEED to specify--"
  - Leah: "I feel like--"
  - Juniper: "WE'RE DONE TALKING ABOUT THIS NOW."
- Juniper says that, whatever the case, it doesn't matter, because prom "doesn't matter anymore," anyway...
  - She's hung up on how, since the whole city is under Endless Fantasy's control, including Anna, it's not "real."
  - The others are concerned--shouldn't she have fun? Who CARES if it's "real?"
  - Juniper's not sure she can HAVE fun, because "everything's going to be undone anyway."
  - Leah doubts that it *invalidates* anything...Endless Fantasy was still in control while she learned she was really "a weird girl," after all.
  - It's less the *content* they're fed here, and more the sense that they're under a force they can't control. "Whoever exists on the other side of this, they're going to have memories of that night too, okay? They're not going to forget. We're not either."
  - "Don't you remember? My best friend's *not real*. The only one that's gonna remember is *me*."
- Well...they don't know if that's necessarily true. It might not be the *only* Anna. It's *her* fantasy, right? Curtis told them as much. And while he's been quite the irritant...the information he's given has been largely true. If...obtuse.
  - Juniper sputters, without much of an answer.
- Whatever the case, it's certainly difficult to imagine Anna as some sort of evil mastermind.
  - Florence shares her opinion that "Anthony's daughter seems innocuous enough."
- Maybe prom is worth a shot after all?
- The camera pulls away from the scene. We see the party leaving the casino, and '90s shuttling more folks off as needed. It looks like this is the end of today's episode.
  - "You should have let me put Curtis into MY void" -Setsu, post-game talk
  - "He's MY character's foil! SURE, YOUR void is good, MY void is bad, whatever!" -Bee

- (This is joking around.)
- "If this whole city is a dollhouse, I'm putting him outside." -Setsu

## 29. Prom Night

- We begin with some housekeeping based on the previous session. When Juniper comes home at night, Nemo is there, awkwardly having dinner with her family. It's obvious he and Maverick still have some tension between them, but she's relieved to see him in one piece.
- We also establish that Juniper has custody of the Photo with Curtis Trapped Inside It. However, he can't stay there forever, can he?!
  - A long player discussion commences. Curtis is a tough nut to crack for the party; no one wants to necessarily *kill* anyone, and "eternity of torment"-type solutions (such as Deadly Valentine's void) aren't seen as any better.
  - Curtis doesn't give a shit about threats or sincere appeals...but he needs to be punished, right? They can't just let him go.
  - Plus, the entire time he's in that photo, he's wearing Subterranean Homesick Alien, and thus Juniper can't use her Stand.
  - There is, however, a language he speaks: criminal activity. He was certainly trying to convince the party to betray Anthony earlier, and seems more interested in bending rules and stealing things than anything emotionally fulfilling.
  - The players put a pin in this idea for later; for now, he can suffer in the photo world, without food or water, for a couple days. He's also still reeling from the beating the crew gave him.
  - When the party's ready to have a serious discussion with him, maybe it'll be better to just bribe him with a reward so great, he agrees to never bother them ever again.
- Next concern: Florence and Gabriele. The party promised to protect them and keep watch over them. This means someone should be taking them in. So, who?
  - Myra steps up! Her house is certainly big enough for an extended guest stay.
- Now that we're focused on Myra, she wants to do a scene with Leah. She calls her up. She wants to go to the casino, not only to investigate anything they may have missed in the heat of battle, but also to practice combining their Stand abilities to perhaps peel back the false reality of the city.
- Leah, however, seems...apprehensive to the idea. She says she's in the middle of something. We see her situation, albeit vaguely--she's in the bathroom, a pair of scissors in hand, with wires all coiled up and spreading out everywhere.
  - It's not that she DOESN'T want to do it...she just needs a rain check on that one.

- Disappointing, but Myra still wants to stay on the phone, because she thinks they're both "at the same point, now."
- Somewhat surprisingly, Leah disagrees, and says she can't, because she's busy.
  - Awkward!!
- After Myra dejectedly hangs up, Gabriele saunters over, having overheard part of the conversation.
  - They give her a shoulder hug and sympathy: "Oh no, did she turn you down?! I'm so sorry, let's get a drink!"
  - It's morning.
  - Myra is mostly confused at their behavior.
- We establish that Myra has changed--some of her brain fog has cleared. She remembers Molly's existence! Without thinking, she muses aloud, "Did I forget traumatic memories that resulted in the very reason why I'm here?"
  - Gabriele, still very much here, responds "I'm so sorry, rejection can do that to you, honey!"
- To resolve the scene, we cut back to Leah, taking her scissors up to her hair, and also, to some of Wire Train's wires.
  - Behind her flickers the spectral ghost wire, running from her skull...
  - ...which she cuts.
- With that all squared away, we now go to downtime. It's been a long past few encounters for the crew, with almost non-stop danger. While they wait for the new moon (which is canonically the day after this one), it's time to rest.
- Myra and Bellamy, in particular, could use some recovery. So why don't they have a scene together?
- Bellamy is currently stuck in bed. Myra goes to their house and just "starts cleaning up."
  - "MYRA, I LIVE WITH MY PARENTS"
  - Doesn't matter. They've let her in. She seems happy to do it--emotive and expressive in a way she just hasn't been in a while.
- Myra chats up Bellamy, as she feels like she hasn't talked to them too much outside the investigation. She doesn't really...\*know\* them!
  - "Well, not a lot of people really know me."
  - "I would LIKE to know you."
  - THEY STARE.
- Bellamy feels awkward. Myra asks about their interests as she's, quote-unquote, "Mary Poppinsing" around the room.
  - They mention conspiracy theories, and how they're "kind of how [they] got into this whole thing."
  - Myra says she's never "tried the Internet," and thought it was just a fad, because "the fax still works perfectly well." Oh boy.
  - Bellamy says that they could teach her if she wants?!
- The discussion proceeds from there, with Bellamy relaxing a little and opening up. But what are the others up to at this hour?

- We check in on Leah, who is restless. She doesn't want to talk to anyone, but she's stir crazy and needs to get out.
- Specifically, she wants to compare and contrast Dawn Metropolis with Reno, in any way she can. She wants to puzzle out their specific relationship.
  - From previous conversations, Reno is implied to exist separately from Dawn Metropolis. If one asks some random person down the Dawn Metropolis streets where "Reno" is, they seem to consider it as just a separate city in the state.
  - But...is it? Or is that just what they've been manipulated to think?
- From checking out city maps at the local library, Dawn Metropolis and Reno seem to be separate, but...their road grids are uncannily similar. Business names, if they're marked, usually line up, though a couple are different here and there.
- From checking online, there do appear to be news articles and forum posters that reference the existence of Reno, but...no specific news *about* Reno.
  - Is the Dawn Metropolis news rebranded Reno news, or...?
- What Leah's really worried about is, if Dawn Metropolis is in its own little bubble, are they even IN the real world? Or somehow outside it, trapped in a pocket dimension? Do they have any way to verify what the world around them is even *like* in the present?
  - None of this evidence points to either conclusion...she can only assume the worst.
- Juniper, coincidentally, also wants to investigate the "Reno" conundrum, but isn't sure how to go about it. She can't use her Stand, because it's being worn by Curtis.
  - Well...
  - Curtis is technically a source of information...he seems to know things no one else they've talked to does...
  - uuuUUUGGGGGHHHHHH
- Juniper sighs as she enters the photo through Subterranean Homesick Alien. This is different than summoning it and wearing it; rather, she's doing the opposite, summoning herself into the inside of the suit.
  - Wait, what? This is new. What does this look like?!
  - Apparently, the suit just...expands to fit her in it, alongside Curtis, who is still there. She manifests head-first as if "loading" into it. Okay.
- Curtis is half-dead and hungry, so he can barely comprehend this. He's startled enough to begin weakly slapping at her, trying to get her away, as if regarding her as some sort of hallucination.
  - Juniper pushes back gently, which is still enough force for him to knock it off.
- She asks him about the nature of this world. He asks her to be more specific, because his head hurts. She asks him how he's able to manipulate this reality!

- He says his Stand can teleport. That's its ability. Endless Fantasy is your manipulator...
- No no no, more specifically, she wants to know where the city *is*, like, is it on TOP of another city, or what?
  - Curtis says he's always assumed it and Reno were one and the same, as the juvenile hall he was detained in is still there in Dawn Metropolis.
- Juniper's next question: she wants to rip at the seams of reality and tear them to shreds, forcing it to change back into the real world. How can she and her friends do that?!
  - He doesn't know if that's possible, BUT, since Endless Fantasy is ultimately a Stand, he assumes that it has a presence somewhere in the city, controlling the various reality changes in relative safety.
  - If the party can find and fight the Stand itself, surely its powers will dissipate upon defeat, like any other Stand battle. At least, that's what he figures!
- He's always thinking with force, it seems...but Juniper remembers Florence's description of Anthony's Stand. She doesn't think Mr. Managuchi has a Stand like that?
  - Curtis says it's Anna's. He's told the crew this before. Get with the program!
- But...Juniper KNOWS Anna doesn't have a Stand! She doesn't disclose her methods to Curtis, but she tells him that (through the use of Nemo's ability) she knows definitively that Anna is a "fake person," a construct OF Endless Fantasy, not the Stand user.
  - Zoey, out of fiction: "Is that the real Anna?"
  - Curtis, in-fiction: "I dunno, I just assume Endless Fantasy could obfuscate that sort of thing."
- Juniper gets ready to leave, but then she suddenly remembers something from the previous timeline. She had stolen Curtis' jacket, but then, when he reappeared and threatened the safety of her family, he had it back! If he doesn't directly manipulate this reality, then...what was up with that?!
  - Oh, that? He asked Anna to get it back for him using her Stand, of course.
  - WHAT?! Juniper shakes him.
  - He says he told her to do it! They're friends! :)
  - Juniper goes berserk.
- Curtis says he works for her dad and they're of similar age, of COURSE they're acquainted.
  - It also explains the photo Curtis apparently took of Anna...
- But Anna's never mentioned him to Juniper before!! What the hell!
  - Curtis acts like he doesn't know this, and sarcastically states that he's completely wounded because of this information, HOW could cute little Anna NEVER mention her good buddy Curtis?! Ugh.

- As much as she just wants to keep beating on this guy, Juniper stops the conversation there and leaves, dissatisfied with his answers. But at the same time, she feels emboldened...she's certainly going to have a lot of questions for prom!!
- Lastly, we go to Dean, who is practicing some new moves with Agua Verde at a mirror he has in the pawn shop.
  - He's focusing on his ice abilities, crystallizing it on his person, making his hand full of spikes, and also flourishing with some "battle poses."
- He wants to be a bit more proactive in a fight, with better self-defense, in the off-chance he might need to actually kill someone.
  - Esspee: "OK, maybe not ACTUALLY kill someone."
- With that, downtime is over, and the party can investigate the next item on their list: what was up with that Behind Blue Eyes drone at the casino, anyway? Time to talk to Kathy...
- ...and Kathy has honestly no idea what the party's talking about. They're first mad at her confusion, but when has she ever actually lied to them?
  - Dean tries to detect if she's lying by "Checking if her water is vibrating at a...liar's level."
  - Sweat. Just detect if she's sweating or something. Why did you make it so weird!!
- She isn't lying.
  - That can't be right...how would she NOT KNOW about her own Stand's activities?!
- Myra can help with this. She grabs Kathy's face.
- Kathy is immediately freaked out by this and swats her away. What the fuck are you doing, lady?!
  - Myra explains as best she can that, with Deadly Valentine, she can check if Kathy's been meddled with at "the quantum level"--that is, meddled with by Endless Fantasy.
  - Given those circumstances, it's possible she did something which she then forgot about.
- Kathy begrudgingly accepts this procedure, offering her hand for Myra to hold instead. Sheesh, why didn't you just ask??
- Evidently, Kathy has not had her memory tampered with (at least, not any more than anyone else in the city). Certainly nothing recently.
  - Huh.
- Maybe her Stand is compromised?! Is she missing any of the colony? She summons Behind Blue Eyes and checks.
- Uhhh...nope. Everything's here.
  - What the fuck!
- It's highly doubtful that they'll be able to find the answer by just hypothesizing. Kathy offers to investigate the casino herself, because this is going to bother her, too.

- The crew fills her in on everything they saw there, including that there were traces of Stand abilities belonging to (supposed?) dead people.
- Kathy says she'll keep a lookout! It shouldn't be too much trouble; if something happens to a single BBE drone, that just translates to, like, a sprained ankle or something.
- But there's another thing...it might not necessarily be anything about the *casino*, per se. Rather, it could be related to the presence of the person they think is behind it: the boss of Delta Machine...Anthony Managuchi.
  - Wait, what? HE'S their boss?! Kathy can't help but crack up.
- The party has to reassure her that yes, they're speaking the truth...no matter how dumb he seems on the surface...
  - Leah thinks he's just like that. You can be evil but also dumb.
  - Myra doesn't think he's being evil ON PURPOSE...she's still holding out hope that he might be getting manipulated somehow, possibly because she was the party member originally closest to the Managuchi family.
- They tell Kathy not to publish this information. She says it's no biggie, as she doesn't publish the Stand stuff anyway. Normal folks wouldn't understand!
  - She points to her back cabinet drawer, in which the party first found her investigation into the Terror. In a way, it's responsible for why they're right here in her office, right now, talking about this. Funny how that goes.
- But, wait, before they go--why does she do secret investigation on Stand activities in the first place, if it brings in no press? What does she serve to gain from all that?
  - Simple: information goes for a pretty price!
  - But who's buying?!
  - "You guys!" She points at the party.
  - ...Touche.
- After that, Bellamy goes to Myra's house with no advance notice. They just kind of...show up, similar to how Myra just "showed up" at Bellamy's earlier.
- Specifically, they're there to talk to Gabriele and Florence, who are currently having tea.
- Bellamy, to Florence: "Can I ask you something?"
  - "Hm?"
  - "Why did you change your mind about Delta Machine?"
- Florence is taken aback by the emotional nature of the question.
  - She gets her thoughts in line, and replies that the party was fighting so desperately to have her STOP fighting them...that it had an effect on her. Their convictions made it apparent that they actually cared about her as a person, instead of just pleading pathetically in the hopes that she'd show mercy. So, she stood down.
- Bellamy looks like that doesn't quite answer their question.
  - Gabriele urges them, as they can tell they still want to ask something more.

- They say it's kind of heavy...
  - Gabriele invites them to sit with the duo.
- "Why didn't you just give up? Isn't it hopeless to fight against Endless Fantasy?"
  - Florence responds simply that she would either be dead by Delta Machine's hands for betraying them, or dead by the party's hands in combat. If she's dead either way, she might as well try *something* different if the opportunity arises.
- Bellamy is visibly uncomfortable, and elaborates. "When we were at the casino, all these random people were trying to stop us, like mindless drones, and I--I thought, I thought maybe everything we're doing is pointless, and we're just going to get our memories tampered with again."
- The two of them take a moment to think about this...
- Gabriele admits that, yes, their memories WERE tampered with at one point...but they broke out of it, right? Didn't the same thing happen with THEIR party? They posit that the whole "Endless Fantasy memory erasure" thing might be less stable than it initially appears.
  - Bellamy: "So you say that the flow of everything...is not bound to a law...such as thermodynamics."
  - Gabriele: "That's a bit scientific, but I suppose so! (*sips tea*)"
  - Bellamy: "In an isolated system, the entropy can only increase." It sounds exhausting, constantly fighting a losing battle like that...they're not sure about it. They think that eventually, they'll lose the will to keep fighting.
- Myra has been overhearing this, though. She adds her two cents; she thinks it might actually be the opposite. If the memory erasure gets more unstable as it goes on, then they'll all snap out of it more quickly and consistently!
  - Florence: "It's just ONE Stand user, right? If they're micromanaging the entire city, that's got to wear down on them. Eventually, they might just give up the will to fight, too."
  - Bellamy: "...So...it's a battle of entropy..."
  - Gabriele: "You're so smart!"
  - Bellamy actually laughs at that remark. "Thanks, that helps."
- Florence...cracks the smallest of smiles?!
- It's gone by the time Myra gets her camera. :(
- After this, Bellamy just wants to check up on Nemo, who is technically still their college roommate in this timeline. He's still at the Tonopah household after Juniper warned her brother that someone may be coming for his old friend.
- Currently, he's in Maverick's room, playing Super Mario Kart.
- Juniper answers the door and seems awfully curious about why Bellamy needs to see Nemo. They don't directly respond to her inquiry, instead sensing something is off.
  - Bellamy: "Are you okay?"
  - "No."
  - "Is it about Anna?"

- "I can't think about anything else, really."
- Juniper explains: since Nemo previously discovered that the Anna she knows isn't "real," she figured she couldn't possibly be a threat. But with all this confirmation that she might actually be behind Endless Fantasy...hell, she manipulated reality just to give Curtis his damn jacket back! (At least, according to him!!)
- Bellamy offers their theory: they don't think the "Anna" Juniper knows has been necessarily LYING to her...they speculate that there's a "real" Anna behind the "fake" one, and thus the *actual* Stand user of Endless Fantasy. If this is the case, it's unknown how much greater knowledge (or ulterior motives) the "fake" Anna could have. The Anna Juniper knows, the Anna the *party* knows, could very well be a completely normal girl.
  - Juniper isn't sure she buys it...all she knows for sure is that she doesn't want to go to this stupid dance!!
- "Sorry for talking your ear off, Bellamy. Anyway, Nemo's upstairs in my brother's room."
- As Bellamy arrives at the room in question, Nemo loses a race and throws the controller at the wall--oh hey!! It's Bellamy!! Let him just scoot over to the doorway and pretend they didn't see that!
  - Nemo explains why he's here. In his words, Juniper says he's "gonna die" and that's why he's not back at the dorm yet.
- Bellamy asks how he's holding up, and he says he's alright, given the circumstances.
- They cut to the chase, communicating that Nemo should deny any association with the crew in case things go south and "weird people show up."
  - ...Even though they already won over the Delta Machine employee in charge of surveillance (Gabriele). Just in case. You never know.
- We check in with a couple more NPCs, such as Hawaiian Punch and Space Oddity. Everyone seems to be doing okay, all things considered.
- Space Oddity questions why Dean is practicing "ice fists for killing people?"
- They have a discussion about the hypothetical resolution to their situation. IS the crew going to need to kill someone? Dean thinks it's not unwise to prepare for it. If anything, he's mostly sick of waiting for the climax.
  - "If I die, I die. If they die, I die."
  - He seems to think it's inevitable...
- Space Oddity reassures Dean that there are people that care about him, and that he should live for their sake.
- He understands...it's more the anticipation he hates. The dread.
  - "When are you going to that hotel, then?"
  - "Tomorrow."
- WE FLASH TO TOMORROW...!
- The party, minus Juniper, is headed to Hotel California. Juniper is on her own, preparing for prom.

- But...is it really safe to have her go by herself, given the circumstances...? She's a legal adult now, sure, but having a chaperone that knows what's *actually going on* might be helpful...just in case.
- However...it seems that question may be answered anyway, as Leah is having a hard time following the others into the hotel. She lags behind, clutching her head.
  - Dean: "You good?"
  - Leah: "This isn't a normal headache."
  - Dean: "You need some Tylenol?"
  - (WHAT DID THEY JUST SAY??)
- Leah reveals to the others that she cut off contact from the ghostly undercurrent of the city that she originally established on their first trip to Hotel California, and it seems to be having some ill effects.
  - "I knew this would happen. I made my choice; I can't be here. I'm good, not knowing what's in there..."
  - "I mean, we could tell you."
  - "Dean, I'm trying to be dramatic. Can't you go along with this?!"
  - Dean clears his throat. "I understand, Leah," he says, pushing up his sunglasses in such a way that light gleams off them with an audible sound effect. "Do what you need to do."
- Well! Time to leave this place and go call Juniper, then!
  - "Hey, change of plans. The hotel hates me, so I'm free!" No elaboration whatsoever.
  - "Uhhh, okay. Wow, you guys were gonna just leave me at prom on my own?"
  - "It's in the evening. We would be back by then."
  - "You don't know; you could get stuck!"
  - Indeed, while the new moon crests at midday, there's no telling how long they'll be gone, given the hotel seems to be outside time and space. Juniper wasn't even going to risk it.
- Back at the hotel, the remaining members (Dean, Bellamy, and Myra) head on in. Dean is holding the box of stuff the party presumes is Jonah's.
- The mission is simple--get to the basement and hand over the items. However, the layout of the hotel appears to have changed...
- Last time, the party was sucked into their own personal nightmares. They'd like to avoid that this time, if possible.
  - But they can't exactly figure out *how* to avoid such a thing, so they simply have to stick together and hope for the best.
- They wander...
  - And wander...
    - And wander...
- ...for what feels like ages. Juniper was right to stay home, they think.

- It's eerily quiet...not as malicious-feeling as it was last time. No menacing auras here. One can only guess why. The ghost lady won't show up either, even when they call for her.
- Meanwhile, Leah shows up at Juniper's place.
- Leah is "dressed like King from SnK," and Juniper has her hair down.
- Additionally...Juniper did not invite Anna over to get ready. She's alone.
  - Juniper: "Normally, you'd do this with your friends."
  - Leah: "You'll still have friends. I'm just the chaperone."
  - Juniper: "Well, given the situation..." (...is Anna really still her friend?)
- Leah tells Juniper to have a little hope, and focus on having fun.
  - Leah: "Y'know, there are other times you'll be able to get answers from Anna, if you can leave it for now."
  - Juniper can't. She doesn't know what to believe right now. She needs SOMETHING, some sort of breadcrumb trail, ANYthing. There's no point in putting it off!
  - Leah: "Making it a *little less* emotionally charged is a point, but I get it."
- Back at the hotel, they've finally stumbled upon the basement. Thankfully, they didn't get sucked into any nightmare worlds...it was just a lot of wandering.
- The place looks the exact same as when they last left it, with the same unmoving ghostly husks. But in the back...is Jonah.
- His shade reacts to the box of items; it seems the party's intuition was correct, and that these were items previously affected by a Stand with No Name. However, given how it went last time, it's likely that the amount of items directly correlates with how long they'll be able to talk to him.
  - This is the GM way of saying they have a limited amount of questions, so they better ask good ones.
  - Based on a dice roll, they get six.
- **Who killed Jonah, and how did he die?**
  - It takes him a moment to remember, but he's startled when he realizes it was, indeed, Anthony Managuchi.
  - (It might be worth noting--he calls Anthony "Tony," being the only character so far to ever do so.)
  - He recalls clearly--Anthony stole the meteorite from the Speedwagon Foundation, and gave himself, his child, and "a couple of his new friends" Stands with it.
  - He was confronting him about it when Anthony revealed his own Stand, using it to kill him.
  - It was instantaneous, so he doesn't recall any specific abilities.
  - However, he remembers "hooks attached to ropes" being what specifically stabbed him.
  - (Is this what happened to Daniel recently? The party notes to ask him about what sort of wound he had suffered.)
- **Why would Anthony betray Jonah to begin with?** Weren't they best friends?

- He recalls that Anthony was extremely depressed after the accident, and rightfully so.
- He and their other friend, Blue, tried to cheer him up and assist where they could.
- Anthony was struggling financially. He seemed interested in a job at the SPW, but he didn't get it.
- When asked why, Jonah figures it was like any job search, and that someone else was a better fit. He doesn't recall anything particularly exceptional.
- Likewise, Jonah always had the impression Anthony was a little jealous of him and Blue, being the "normal" friend, and all.
- Maybe those feelings were brought to the surface in grief?
- After he heard of the meteorite, perhaps he thought the supernatural would be his way out of crushing despair.
- **Why would Anthony give his comatose daughter a Stand?**
  - Jonah isn't too sure about this. He was still alive until about a year after the accident, and in that time, he never saw Anthony's kid outside of the hospital.
  - He hadn't even considered Anthony would pull something like that until it was brought up in their argument.
  - Maybe trying the meteorite on his child was plan B after his own Stand fell short of his expectations?
- As a side note...the players have been noticing something, and Bellamy is the one to ask: "You keep saying 'kid.' Is there a reason you're not mentioning his 'daughter?'"
  - "Oh, well, I don't remember him having a daughter, is the thing. But, my memory's pretty spotty right now, so..."
  - Hmmm. "Did he have a son?"
  - "That's what I thought...but you kept saying 'daughter' with such confidence, so I assumed I'm misremembering?"
  - Jonah doesn't get it, but the players do.
- Based on that last answer, Anna hadn't woken up from the coma even *after* obtaining Endless Fantasy. Could the "real" Anna be in a coma *even now*? If this is true, what the hell has Anthony been doing? Is this not to save his family?

**What is Anthony's motive?!**

- Jonah, of course, can't say for sure, but he can at least recount the changes he saw in Anthony after the meteorite theft.
- Beyond the new contacts he had made--a purple and a pink one, Gabriele and Florence--the first sign of anything different about Anthony was the sudden good luck he had with money.
- He was suddenly buying properties throughout the city, and had a special interest in starting a hotel business.

- Jonah was willing to overlook this at first, because he had just assumed Anthony's new friends were helping him out more than he and Blue were able to. And hey, Anthony seemed happier, so, wasn't this a good thing?
- But, eventually...Andrea Managuchi came back from the dead. Anthony had a wife again, and was acting like nothing had changed.
- Obviously, Jonah wasn't letting this one fly. He remembered the missing meteorite, and realized that the car crash and the theft happened within months of each other.
- On that fateful night, the two of them were celebrating the grand opening of Hotel California, the latest Managuchi property. But...it was also the perfect opportunity for Jonah to ask Anthony about his fears directly.
- Anthony actually confessed right away when confronted about the meteorite...but he seemed taken aback that Jonah wanted him to formally confess to the SPW, return the meteorite, and stop using Endless Fantasy to recklessly rewrite the timeline.
- This is what started their final confrontation...and as soon as Jonah picked up that Anthony had a Stand as well, he killed him with it.
- So...in that year, Anthony mostly seemed to buff himself up. His finances, social standing, and reputation had all improved, and he got his wife back.
- Jonah isn't sure what Anna gets out of this arrangement.
- Speaking of Anna...she arrives and meets up with Juniper, wearing the dress Juniper had picked out for her. Her hair's in a high ponytail, and she's wearing a sparkly silver bracelet.
- Anna says Juniper looks pretty!
  - Juniper does not share in her enthusiasm. Anna doesn't seem to notice, as the socially awkward, girl's-first-crush-type aura she's emanating is almost overwhelming.
- Leah hangs back, far enough to give the kids space, but still keeping an eye on them in case anything happens.
- First thing's first: to the snack table!!
- At the snack table is Clarita. She's apparently dating Brock Hampton?!
  - (It's been a while, so: these are Juniper's ex-club members. -GM)
- Clarita seems especially peeved to see Juniper, giving her the stinky eye as she comes up. She exchanges some performative "hello"s, then conspicuously bumps the snack table, splashing the fruit punch onto Juniper.
- Anna notices this, and pushes Juniper out of the way, taking the full brunt of the liquid at the bottom of her very pretty dress.
  - Juniper immediately gets into an argument--Clarita, what the hell is your problem?!
  - Anna tries to calm them down, saying it's not worth it.
- Juniper hears her, and with a frustrated sigh, goes to the bathroom, taking Anna with her.
  - Anna's clearly upset at this development, but is trying not to let it show.

- They try in vain to simply dab the juice out of the fabric, but it's stained pretty badly.
- While they do this, Juniper has a question for Anna about something that's been bothering her for a while now. Curtis once said that Juniper has only known Anna for a couple years at most. "How long have we been friends for?"
  - She seems confused, but answers that their families have known each other since they were born, so.....forever? :)
  - Juniper doesn't like this answer, but she takes it.
- Perhaps Jonah can help reveal what the truth may be, back at the hotel.
- **Is there anything else Jonah can tell us about the Managuchis that may be helpful?**
  - There's not too much, really. Back when they were all happy and healthy, they always struck Jonah like the quintessential American nuclear family.
  - To have them torn apart in this way just makes Jonah sad. He never would have wished this on his friend...even if he murdered him in the end.
  - But, if he's being honest, he could see the makings of that behavior in Anthony. He was never one to take "No" for an answer. He just never figured it'd go that far.
  - Being unable to save his wife, being unable to heal his child, not getting jobs he was applying for, not having superpowers, not having money...
  - ...Maybe it was just too much rejection at once.
- **One last question...Where was Anna hospitalized?**
  - He gives the name of a downtown hospital. We can assume it's a Reno hospital, since that's all Jonah knew the city as.
  - The party checks with themselves, and notes that the same hospital exists in Dawn Metropolis, too.
- And with that, the specter of Jonah begins to flicker and fade.
- He notices this, and tries to hurriedly finish his conversation. It's mostly present-day speculation, based on what he can see from his position as a ghost:
  - He definitely considers all the other ghosts down there to be a bad sign, but he doesn't have any strong theories about why they're left behind.
  - His Stand is fragmented by its own ability; cataloging items was bound to leave vestigial scraps of his power behind, enabling him to talk to the party when they return his Stand/soul to him.
  - But the others...?
  - Maybe their deaths themselves are what's trapping them here, and not the condition their souls are in? Could Anthony killing you bring you to this state??
- One last question before he goes: does the party know Josiah? Jonah hasn't seen his son down here, though he's seen a couple of his friends...He always took charge when he sensed something was afoot, so surely he's met the crew, right?

- Unfortunately, Jonah fully dissipates into his zombielike "husk" state before the party can properly answer.
  - The question hangs in the dead air...where IS Josiah, anyway?
    - (or, "Whatever Happened to Josiah Jones"...??)
- There's nothing more to do here. The party turns around, only to be surprised by the sudden appearance of the masked ghost lady behind them. She looks rattled.
- She shakily says that she heard everything Jonah said.
- She takes off her mask, revealing the face of Andrea Managuchi, looking as though she's about to cry.
  - This is the "real" Andrea from the photo Juniper saw--blue hair, glasses, etc. The dead Andrea.
  - (SIDE NOTE: With her serious demeanor, we see more resemblance between the "fake" and "real" Andreas. If anything, it seems as though the "fake" Andrea just has more makeup, hair dye, and contacts, while the photo-Andrea was simply dressed down. Ghost-Andrea appears to be between the two.)
- BUT WE WON'T HEAR HER OUT RIGHT NOW AS WE'RE GOING BACK TO PROM!
- Juniper and Anna leave the bathroom after an unsuccessful attempt to clean Anna's dress. Maybe Leah has something that could help?
- She has a mending kit in her shoulder bag, as well as a new trick up her sleeve. She places her hand between her eyes "in a really cool way."
  - "I guess this is where you get to see it, Juniper. Kind of a mundane scene, but it's fine."
  - "What?!"
  - "My stand has...evolved, lately."
  - "In what way??"
  - "You'll see. Butterfly 3000!"
- Wire Train has evolved--and true to its name, Butterfly 3000 has a mask in the shape of a butterfly. The wires have coalesced, giving it a more humanoid form.
- In this form, it can animate metal with Leah's voice, "giving it purpose."
  - In this case, the purpose is "fixing Anna's dress."
- With Leah's mending kit and their new ability, metal filaments start twisting and distorting in ways Anna, a non-Stand user (*allegedly*), can see. The filaments work their way through the dress, shortening and re-stitching it to cut out the stained area and still keep it looking coherent.
- Once done, the bottom now looks layered, "like petals overlapping." Anna is overjoyed!
- Now that that's resolved, Anna pulls Juniper back to the snack table excitedly, saying that she knows some pretty cool people. The mood feels lighter.
- But the mood elsewhere is turning dark...the ghost of Andrea Managuchi is panicking in front of the rest of the party.

- She overheard the discussion the party had with Jonah, and some of the things he said have made her memories flood back.
  - Well, sort of. By her own admission, she remembers *feelings* more than specific experiences, but a lot of what he said triggered a lot of feelings within her, to the point where she has to assume that they're true.
- In particular, she has a theory as to why she *can't* remember anything concretely...because a simulacrum of herself was created by Endless Fantasy, and still walks around "alive" today!
  - Her "memories" are being used to populate another entity's "memories"...and thus she can't access them. JJBA supernatural logic. Or maybe we're getting into more Kingdom Hearts territory, here?! Hold up, is fake Andrea the real Andrea's Nobody? Wait--
- But, regarding the stakes her family is apparently in...
- She remembers loving Anthony so much, but she hates this. She's in distress. She doesn't *want* this. She never wanted anything LIKE this. She needs to be let go.
  - She CAN'T be let go until this is resolved. She's stuck here. Endless Fantasy is keeping her trapped here!
- Anna was 11 at the time of the car crash. Andrea doesn't know where she is now, but if Anthony's been raising her these past 7 years, while all this has still been going on, what do they think he's been teaching her?
  - Does the party REALLY think Anna wants to be an accessory to murder?!
- Andrea starts sobbing, pleading with the party to get her daughter away from Anthony's influence.
  - Anthony's made mistakes that he needs to answer for, but Anna still has her entire future ahead of her.
  - She needs to live!
- The anguish resonating from the poor woman affects the stability of the hotel itself, and the interior warps around the party. It might be a good time to consider getting out of here, as much as it pains them to leave Andrea.
- As we transition scenes, the audience is offered an image of the "real" Anna Managuchi, as Andrea now remembers her:



- Back at prom, teens sure are dancing!
- At the edge of the dance floor, Anna practically vibrates, but seems unable to articulate what she really wants. "Do you want to...uh...would you like to...uhmmm..."
  - "Dance?" Juniper answers for her, not seeing what the big deal is. It's totally NORMAL to dance with your FRIENDS, gosh.
- On the dance floor, Juniper takes the lead, being the taller of the two. Anna is blushing like crazy, and finding it hard to make eye contact.
  - "Why are you so nervous?"
  - "What?! Who's nervous?!"
  - "Is there someone you're trying to impress?"
  - "UHMMMMMMMMMM UHHHH MMM HMMMMMMmaybe"
- They continue like this for a while, with Anna being more "into" it than Juniper is.
  - Anna: "I'm having a really good time...!"
  - Juniper half-heartedly replies that she's, uh, having a good time too.
  - "Are you...NOT having a good time...?"
  - "Actually, my mind's been fixated on, um."
  - "--Did I keep you from anything?! I'm sorry!"
  - "No, I wanted to be here to talk to you."
  - "About what?"
- Juniper knows she can't have a good time while questions still hang in the air. It all begins to come out: "We've been friends for a long time. You've said as much."
  - "Yeah?"
  - "Best friends aren't supposed to hide stuff from each other. They're not supposed to go behind someone's back, and--"

- Anna's frowning.
- Juniper gets to the point. "How do you know Curtis?!"
  - Anna looks stunned, but doesn't elaborate.
  - Leah gets a funny headache. Hm.
  - Anna, after a moment, her smile going crooked: "Why are you on this, all of a sudden? Can't we just dance?"
- Leah suddenly interrupts, sliding up to them. She can see the warning signs.
  - "Hey, Anna. I notice things are getting a little heated over here."
  - Juniper: "What're you doing here??"
  - "Stopping things from going bad."
  - Anna chimes in: "Going bad?!"
- Leah's trying to make them both step back and relax, but...it seems their sudden concern is only making Anna more nervous.
- As in, if she's complicit in all this...Anna is realizing what the party may know.
- She bats Leah away gently, looking for clarification through an "I'm sorry??"
  - Leah: "Uh." They pull Juniper aside instead, whispering. "I'm trying to look out for you...!"
  - "Look out...for *me*? I'M trying to get answers...!"
- Anna fidgets awkwardly with her bracelet and says she's going to get some more punch. She shuffles off immediately after, clearly trying to avoid the conversation.
- Juniper follows her! "Why are you acting weird?"
  - "You're the one that started it."
  - "Because I feel like you haven't been honest with me!"
  - "What do you mean?"
  - "I think you know what I mean."
  - "I just want to dance..."
- Juniper begins to get short. "It's just prom, why is it a big deal?!"
- Anna is unable to take the pressure much more. "This is the only 'prom' we're getting in our lives! I just want to have fun!" she blurts, beginning to cry.
  - "I'm having a hard time having 'fun' when none of it is even--"
- Anna does indeed seem to know what Juniper's getting at, and cuts her off. "What have you been doing, exactly? You've been mentioning an investigation for a while now, but you haven't told me what it's even about!"
- Juniper can't keep it in anymore. She sputters out that all of this world is fake, including Anna!
- Anna objects, her composure wavering. She's real, she insists.
- She takes Juniper's hands in hers. "Why don't you believe me?!" she manages to blubber, sobbing harder.
- Around them, the features of the school begin to warp, much like the hotel before...

- Leah notices this, and realizes it may be too late. She tries to muscle past the innocuous prom-goers, but it seems awfully crowded in this high school all of a sudden.
- Even if she catches a glimpse of where the two girls are, they feel impossibly far away!
- Anna says she just wanted to be Juniper's friend. She turns to leave.
  - Juniper can't let her get the last word, and calls after her: "Your dad is the Terror!"
- Anna responds by giving Juniper one last, teary glance, and then runs away, getting lost in the faceless crowd that now keeps Juniper from following.
- The last thing Juniper sees is a small gift box falling out of Anna's handbag.
  - Once she manages to muscle her way over to it, she sees that it's addressed to her.
  - She opens it...
  - ...it's a bracelet that matches Anna's.




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## APPENDIX: CURRENTLY RELEVANT CLUES

- **Note found in Hansen's desk:**

*Tears for Fears - Indigo, skinny, alien scuba diver(?)*

**TFF sighting:**

- *Non-newtonian - all surrounding liquid turns solid against force. Can make barriers with it.*
- *(date of 3 years ago), Snake Eater Casino, around 6 PM*

- *Casino fountain spiked up like TFF self-defense action. Indication the ability is being used nearby. Didn't see any barriers.*
- *No sighting of the Stand or Campbell. Just the effects.*
- *Grief-induced hallucination? Why now?*

- **Summary of Molly's journal:**

- Molly had connections to Daniel, Laurent, Blue, Jonah, Josiah, Maverick, Nemo, and of course Campbell.
- She was interested in the SPW and the meteorite case, and was seeking out an internship at the SPW.
- 7 years ago, Jonah confided in her, Campbell, Josiah, Maverick, and Nemo that the meteorite was missing.
- 6 years ago, Jonah went missing, and Molly stopped mentioning him in her entries.
- She mentioned something "too horrible to describe" in her final entry 5 years ago.

- **New information from Dean's recovered memories:**

- 6 years ago, Jonah Jones disappeared from local news, as other characters' memories can corroborate. He is the only real missing/erased person that Dean would have known of previously, being a public figure and all.
- 5~6ish years ago, there was a scandal involving mayor Comfort Eagle, as it was revealed that not only did he have an illegitimate son, but his son was being sentenced to juvenile hall. This son has since been revealed to be Curtis, giving him a possible motive to join the Terror. The scandal is not present in current Dawn Metropolis history.
- 5(ish) years ago, the Managuchi name would have come up on the news for the first time as new hotels opened and old ones were torn down (such as Hotel California).
- 4 years ago, the city suddenly changed from "Reno" to "Dawn Metropolis," and no one seemed to notice or care, the party included. While in "Dawn Metropolis," Reno was a known city, but assumed to be elsewhere on the map.
- The party meeting up around a year ago due to Baha running amok is real and true. No recovered memories conflict with this.
- The recent events from March to May of the current year have discrepancies with the events from January to March, particularly in terms of backstory, such as:
  - Quentin no longer being in jail and being friendly
  - Bellamy being in college
  - Juniper having her internship again
  - Florence and Gabriele being friendly with the party
  - Space Oddity being at a mall instead of buried in the desert
  - Etc.
- It is hard to verify these events beyond these months, as Dean had not come into contact with most of these people until this year. He can remember fighting with

certain characters, but can also remember befriending them around the same times as well.

- However, the events from March to May have been relatively consistent and "happy" in mood, up until this sudden and disastrous remembering.

## APPENDIX: COMPLETE CUSTOM MOVESETS

**The Terror's in Our Heads:** The Terror is an enigmatic force. To ask the MC a question about a character's connection to the Terror, you must spend two Clues instead of one. At the MC's option, you may be able to combine Clues with another player.

### HANSEN ORZABAL & 「PAPER TIGER」

*Violinist-Assassin of Dawn Metropolis*

Hurt/Subdue 4 | Talk Sense - | Invoke Campbell's Name 1

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**Holding on to Nothing:** When Hansen enters the scene, if he's set on a goal, give him **determined-2**. If he loses this status, the MC can renew it as a hard move.

**Tell a Dead Man How to Die:** When you **Convince** Hansen, you must first take **papercuts-2**. If the move hits, Hansen will always take the status.

**Deserts down Below Us:** When you've taken any **tier-2 or higher cut-related status** applied by Hansen, any move you describe involving physical motion will agitate your wounds. Apply **sting-1** to your existing status each time until the status is removed or the fight is over, whichever happens first.

**Storms up Above:** When Hansen is **determined-2** and takes a status relating to physical restraint, the status is only temporary.

### GABRIELE COLIN & 「INVISIBLE TOUCH」

*Silent Watcher of Dawn Metropolis*

Hurt/Subdue 5 | Persuade 4

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**Pointless Violence, Silent Tombs:** When Florence's **Hurt/Subdue** spectrum is maxed out, Gabriele becomes **emboldened-3**. Their **Hurt/Subdue** spectrum becomes "-" as long as the status lasts.

**Something You Just Can't Trust:** When you first find and talk to Gabriele, you're taken **off-guard-1** by their pleasant demeanor. When Gabriele is asked a personal question, they answer it obtusely. If you can't accept their answer, take **frustrated-1**.

**Something Mysterious:** Invisible Touch enters a scene **cloaked-in-shadow-3**. While it's under cover, you cannot **Face Danger** against its attacks. The status cannot be reduced unless it is by a power of 2 or more, at which point Invisible Touch becomes **exposed-1**. Invisible Touch can return to the shadows as a hard move, renewing the original status.

**In Silence and Darkness:** Invisible Touch's **Hurt/Subdue** spectrum is immune to statuses that don't involve another shadow. To interact with Invisible Touch, you may **Change the Game** to add the shadows cast by surrounding objects as temporary **shadow-figure** story tags. Describe what the figure is meant to represent, and its individual physical components.

**Here in the Glow of the Night:** When you **Investigate** an area connected to Gabriele, you feel the touch of a hand on your shoulder. Take **sciophobia-2** for as long as your investigation lasts.

## FLORENCE TRENT &「PRETTY HATE MACHINE」

*Content Moderator of Dawn Metropolis*

**Hurt/Subdue 5 | Persuade 4**

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**I'd Rather Die Than Give You Control:** When Gabriele's **Hurt/Subdue** spectrum is maxed out, Florence becomes **vengeful-3**. Her **Persuade** spectrum becomes "-" as long as the status lasts.

**Don't Turn Away from Me:** When Florence has you isolated in an area, she gets **stealthy-2** and an ongoing **eerie-atmosphere** descends on the scene, expiring when she either closes in on you or another player arrives. Take **on-edge-1**, ignoring **Face Danger** or other defenses. Every move you make during Florence's pursuit is done out of paranoia; after each roll of the dice, your current fearful status duplicates itself.

**Bow down Before the One You Serve:** When you take **panicked-3** or Pretty Hate Machine otherwise takes you by surprise, you look over your shoulder to discover Pretty Hate Machine pursuing you. It stabs you, replacing your fearful status with **hallucinating-4**. This status

cannot be reduced and is only removed when Florence maxes out her **Hurt/Subdue** or **Persuade** spectrums.

**You're Going to Get What You Deserve:** When you are **hallucinating-4**, you no longer perceive the presence of Florence and Pretty Hate Machine. Your actions become influenced by hallucinations; as time passes (MC's call), you develop strange, irritating, **itchy-2** sensations. **Itchy-2** can be reduced and removed through moves, but as long as **hallucinating-4** is ongoing, the effect is only temporary.

**Seething with This Animosity:** When Florence is asked a personal question, she first asks you one as well. Her presence is cold and piercing; you must answer honestly or she will take **distrustful-1**.

## 「SPACE ODDITY」

*Earthbound Vagrant of Dawn Metropolis*

### Hurt/Subdue - | Reason 5

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**Can You Hear Me:** Space Oddity's opening move in an encounter cannot be defended against.

**Sitting in a Tin Can:** The current object Space Oddity is inhabiting is **durable-4**. This status cannot be reduced or removed.

**Far Above the World:** As a soft move, Space Oddity can transfer to another object within arm's reach.

**Planet Earth Is Blue:** Statuses that involve physical harm only apply to Space Oddity's currently inhabited object, and not Space Oddity herself.

**There's Nothing I Can Do:** Space Oddity is immune to any status that would forcibly unbind them from an object.

**The Stars Look Very Different Today:** Any time Space Oddity would take a status that involves them remembering something they had forgotten, increase the tier by 1.

**Your Circuit's Dead:** When Space Oddity mentions an event you do not remember but feel like you should, take **deja-vu-1**.

## CASSIE ABAGNALE &「ELECTRIC AVENUE」

*Hidden Current of Dawn Metropolis*

**Who Is to Blame in One Country:** When you begin to doubt Cassie's motives, take **nervous-2** once per scene when you talk to her.

**The Dark Side of Town:** Once per session, when Cassie summons Electric Avenue with ill intent, the electric current suddenly surging through the area delivers **paralysis-4**. Regardless of the outcome of **Face Danger**, Cassie can make an additional hard move on you.

**Dealing in Multiplication:** When Electric Avenue is summoned, all present walls, objects, and people take either **positive-1** or **negative-1** (MC's choice). The statuses are not immediately obvious and will need to be **Investigated**. If these are removed, the MC can reinstate them as a soft move for as long as Electric Avenue is active.

**Take It Higher:** While Electric Avenue is in the scene, if your status is **positive-1** and you touch something with a status of **negative-1** (and vice versa), take **shock-3** (stacking separately from the polarity) and generate **smoke** at your location.

## CURTIS MORELLO & 「BLACK HOLE SUN」

*Empty Child of Dawn Metropolis*

**Times Are Gone for Honest Men:** When you **Investigate** something related to Curtis, regardless of where you are, he can enter the scene as an intrusion (MC's choice). If it's a private space, he is **sneaking-2** and watching you. If it's a public area, he's "coincidentally" there at the same time. If you see him before he has otherwise made his presence known, take **nervous-2**.

**Hang My Head:** If Curtis enters a scene while **sneaking-2**, he may additionally begin **scheming-1**.

**Drown My Fear:** If Curtis' **Scheme** spectrum is maxed out, the MC declares a target. Their immediate area is revealed to have been rigged with a **gravity-well**, sucking them in and teleporting them out of the scene to an unknown location. They cannot **Face Danger** against its pull. The **gravity-well** is removed from the scene afterward, and Curtis' **scheming** status is removed.

**'Til You All Just Disappear:** If Curtis and Black Hole Sun are both engaged at close range, Curtis creates a **gravity-well** at his feet and begins **teleporting-4** as a last-ditch escape

attempt. Any snares that may be restraining him are removed as the **gravity-well** sucks those in with him.

**In My Eyes, Indisposed:** **Convince** rolls automatically fail against Curtis unless your argument involves him doing something dubiously legal.

**In Disguises No One Knows:** Statuses relating to emotions and emotional appeals do not have an effect on Curtis.

**Hides the Face, Lies the Snake:** If you miss a roll against Black Hole Sun while engaging it at close range, it teleports back into the safety of long range alongside its hard move.

## APPENDIX: INCOMPLETE CUSTOM MOVESETS

### ANNA MANAGUCHI & 「ENDLESS FANTASY」

*Dreamer of Dawn Metropolis*

#### Distress ?

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**That Feeling I Forgot:** When Anna pleads with you to do something her way instead of yours, you feel drawn in by her sincerity. Take **guilty-2** if you refuse her request, once per scene.

**Blackout City:** The outcomes of **Convince** rolls regarding Anna's relationship to the greater conspiracy in the city are ignored. Anna instead takes **distress-1** and refuses to elaborate.

**Need You Here with Me Forever:** When you try to leave Dawn Metropolis, you begin to take statuses over time (the MC determines when these happen):

**forgetful-1**, what were you doing out here, again?

**confused-2**, why am I not back in the city?

**drawn-3**, you sure miss the city.

**compelled-4**, you desperately need to go back home.

**possessed-5**, you are not in control anymore, and automatically turn back.

You can avoid these statuses one time only by taking the **Leave the City** Moment of Evolution.

**A Thousand Words I Heard:** As a soft move, the facsimiles of people Endless Fantasy has created can become **compelled-4** to defend Endless Fantasy's own interests.

**We've Drifted Further from the Fun:** When Anna's **Distress** spectrum is maxed out, Endless Fantasy ends the session as an intrusion. Everyone present takes **Endless-Fantasy-4** ignoring **Face Danger** or other defenses. The statuses contributing toward Anna's **Distress** spectrum

are removed. Replace a Mythos theme with a nascent Logos theme titled "**Endless Fantasy**" relevant to something mundane your character finds enjoyable, for as long as the status lasts (*ignore build-up, nemeses, etc.*). The next session will be a new, rebooted "**A Day in the Life**" session, describing what was forgotten and what has changed; you will live this new life, if only for a little while.

**Like It's the Very First Time:** After the "**A Day in the Life**" reboot session, this move is revealed. **Endless-Fantasy-X** prevents you from remembering the old reality, and normally you cannot perceive its effects. If you wish to use your knowledge of the past reality as a method during a move (such as **Convince**, **Change the Game**, **Investigate**, etc.), **Endless-Fantasy-X** is applied against your roll. If the move hits regardless, take **deja-vu-1** as hazy memories only serve to confuse you. (*For improvements and moves that affect it, **Endless-Fantasy-X** is equivalent to **Mist**.*)

**Unleash the Wishes We Kept Sealed:** After the MC has determined you have spent sufficient time in the new reality, this move is revealed. Anytime during any scene, if you wish to clear your **Endless-Fantasy-X** status and find where the cracks are beginning to show, **Stop. Holding. Back.** The MC will decide the type of sacrifice depending on how much you wish to remember.

- **On a hit**, the MC will describe what disturbs you into realizing the current reality is a fabrication. Remove **Endless-Fantasy-X**. What you have chosen to remember is all you will be able to remember.
- **If you replace a theme**, you must make the "**Endless Fantasy**" Logos theme permanent instead; rename it, give it Attention, and follow the normal procedures for replacing a theme (*build-up, nemeses, etc.*). Explain to the audience why you just can't let it go, even after remembering the old reality.
- **If you do not replace a theme**, you must return your originally replaced Mythos theme in exchange for the "**Endless Fantasy**" Logos theme (*ignore build-up, nemeses, etc.*). The consequence of your roll (*marking Fade/Crack and/or burning all power tags on one theme*) applies to the returned theme. Explain to the audience why you gave up your fantasy, despite the temptation to stay.
- **On a miss**, take **Endless-Fantasy-4** in addition to the price given for 7-9. The new reality takes you deeper. The MC will describe what this means for your character.

## APPENDIX: MINOR CUSTOM MOVES

**Surrendered to Self-Preservation:** If Laurent is taken out of a scene, they react beforehand, using Joy Division in a last-ditch attempt to assist you. An opportunity is created or a clue is revealed, MC's choice. Laurent cannot be aided after this move, and is retired from the scene or otherwise incapacitated immediately after.

## QUENTIN HYDE &「LONELY HEART」

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**You Are the Move You Make:** If Quentin is monitoring your approach, Lonely Heart begins to crystallize your body proportional to how fast you're moving. Objects and people **crystallized-4** are also **sharpened-3**, and vulnerable to being **shattered-6**. Shattering creates **glass-shards** as a hazard in the scene.

## MAGNE STREBEK &「SILENT EARTHLING」

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**Elsewhere:** Silent Earthling is undetectable when it's in your periphery. It can make any number of soft moves against you, acting as a general nuisance. In return, it cannot inflict any statuses.