

4

SPECIAL EPISODE

MF
MONKEYFUN

Spirit of '77



MASTERPIECE '77

Includes
7 Ready-to-Play
Characters!

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

Credits

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Very Special Thanks:

William "Big Daddy" Shakespeare

"...It's all about the big ass laughs and monkeyfun..."



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Well Met, Rock Stars!

This is a special **Spirit of 77** adventure that takes place in the world of William Shakespeare, with the players taking the roles of the famous “survivors” of the Bard’s most famous plays. Although it’s intended as a one-shot adventure (and requires an understanding of the **Spirit of 77** game system), we’re hoping this provides your gaming table with laughs and adventure while making you brush up on your English literature.

(Don’t worry, we slept through that class too).

This Very Special Episode includes:

Seven Pre-Generated Characters: Each of these Shakespeare characters is built in the **Spirit of 77** system, ready to play.

New Adventure: The Play is Still The Thing - This adventure transports your **Masterpiece 77** players to Denmark and Castle Elsinore, a year after the bloody events depicted within Hamlet. Luckily, things are going to be *much* smoother this time.

Mini-Adventure: Huzzah To The Funk! - Want to transport your pre-existing **Spirit of 77** characters to the Elizabethan action? We got you covered with this mini-adventure framework that will let you use the **Masterpiece 77** adventure in a modern setting.

And you know, this band takes requests! Interested in seeing more **Spirit of 77** action in different settings? Drop us a line at our website, www.monkeyfunstudios.com! We’re eager to keep bringing the action for everyone, no matter where or when.

Huzzah and Keep on Truckin’,

~The Spirit of 77 Gang

The Play's Still The Thing

"It is a tale told by an idiot, full of sound and fury, signifying nothing."

The Lowdown:

The secondary and surviving characters of Shakespeare's plays have gathered together at Castle Elsinore a year after the dreadful events that once occurred.

What tragedies will befall these sole survivors of the Great Bard's work? Play to find out.

How to Use This Adventure:

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

Preliminary Set-up:

Suggested Theme Music: "Four Seasons" by Vivaldi

Our story is set in the Danish castle of Elsinore, a year after the ascendancy of Fortinbras to the throne. Not of the Danish royal family, Fortinbras had originally set upon Elsinore with the intent of seizing the throne by force, only to discover the ghastly remnant of eight murders, including the King, Queen, their son, his betrothed, and three of his classmates. Now Fortinbras struggles to remove the grim reminder of how he laid claim to the throne with merriments, traveling performers, and with any luck, a peaceful observance of the dead. In order to combat this he is holding an evening of festivities in honor of the first anniversary of his ascension to the Danish throne...which is also the one year anniversary of the previous royal family's grisly deaths.

Preliminary Questions:

- *Why did you accept Prince Fortinbras' invitation?*
- *How did Prince Fortinbras receive you upon arrival?*

After a scrumptious dinner, Prince Fortinbras has brought forth a traveling group of players that will be performing "The Murder of Gonzago" in the Throne Room, as a way to dispel the rumors that Castle Elsinore is haunted with the ghosts of the former royal family. Prior to the Prince's arrival to the throne room and the start of the play, the other attending dignitaries socialize with the players.

Additional Questions:

"Pray pardon, Sir John..."

- *"Why dost thou no longer keep company with Good King Henry? Surely he hath not forsaken thee!"*
- *"Is it true thou shall marry soon? Do tell of this fortunate maiden!"*

"Lord Dogberry, a word if thy may..."

- *"Twas your party I did see arrive, good and proper gentlemen one and all. What are their names so I may greet them upon the morrow?"*
- *"My Lord, I did hear your household to be given honor with a crest and heraldry. What design hath thou chosen?"*

"I beg thee, Good Master Stefano..."

- *"Twas said you are a learned student, in pursuit of academia abroad. What dost thou seek in letters, what matters do you aim the sharp end of thy wits?"*
- *"It was noted my good man, many a fair lady here this eve have been quite taken with thy charm and face most fair. Which lady gives thee pause to reconsider the bachelor ways of scholardom?"*

"By Callisto's forebears... It is indeed a Bear!"

- *"You show goodly affection to thy companion, protective in thy clawed step and borne teeth. Who does thou suspect of grievous attentions to thy ward?"*
- *"Tis said all bears are equals in the eyes of God to men, capable of noble works that rival the Alexandrian temples and Aristotle's art. What dost thou do to show such equality to Adam's children?"*

*“Do mine eyes deceive? Is good **Nick Bottom** thy name?”*

- *“’Twas said you were taking pen to parchment, devising your own dramatic work for Master Burbage of Londontown. What is the name of this great work, and what should we expect for this premise?”*
- *“I did hear festering tongues speak of ridiculous slanders, good sir. Some claim you believe yourself visited upon by Queen Maeve herself. Surely, why would such lies be upon their lips?”*

*“From Hell’s maw of fire and subjugation, **Lady MacBeth** still lives!”*

- *“’Twas said you did take your own life near your husband’s grim appointment with MacDuff upon fields of blood and war. How did you survive that madness that infected the moors and brought down King and kine alike?”*
- *“How hath you survived, my lady? With the fall of thy husband’s crown, what has provided thee with shelter and succor in such dark days hence?”*

*“I pray, Master **Laurence**, may I attend thee as we wait?”*

- *“’Tis said you are a man of skills, with herbs and roots that cure one’s ills. ’Tis said you e’en once helped our kind, do tell how you did such things.”*
- *“Does my cross offend thee, my good lord? Twice I hath seen thee stare upon it, with countenance both grim and curled. ’Twas said you once were a man of goodly light. Tell me what happened to thy faith upon this very night?”*

Fuel Injection:

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

The stage is set upon this night, the merry retinue –

Now speaking as your humble guide, I ask to each of you.

Collected there among you all, both visitors and host –

What does thou do upon the sight of poor Ophelia’s Ghost?

In the middle of a lengthy monologue performed by the Player King, the ghost of Ophelia, daughter of former advisor Polonius and lover of the King’s son, appears above the player’s heads beckoning to them, reaching for them with arms extended before disappearing. Afterward, the entire court will be in chaos from the sighting, as Fortinbras orders his guards doubled for the evening and an end to the revels of the night.

Follow-up Questions:

Once the shock of this spectral presence has quieted, ask the players to elaborate on their reactions and next actions:

- *What does the sight of the dead Ophelia inspire within you?*
- *Who among the audience looks most troubled by the ghastly apparition?*
- *Where do you go next?*

Civilian Front

Prince Fortinbras of Denmark (from Hamlet)

Description: Since his ascension to the Danish throne, Fortinbras has been unsure of quite what to do now that he is the rightful king of Denmark. He had planned to take the throne by force, with little thought of what he would do once he had it. A soldier at heart, the bloodless ascension to the crown is a bit of an embarrassment in its way, robbing him of the glorious battle he had hoped for.

Angle: *“This quarry cries on havoc. O proud Death, What feast is toward in thine eternal cell...”*

Twists:

DJ OPTION - This is the first time Fortinbras has seen proof of the hauntings of Elsinore Castle, and will ask the players to assist, them being strangers to the Castle and thus unrelated to the troubles.

DJ OPTION - Fortinbras will connect the appearance of Ophelia's ghost with the players and hold them personally responsible.

DJ OPTION - Fortinbras will consider this a sign, foretold to him by three witches he encountered in the countryside. Because of this, he has decided to raise an army and attack the South.

Gear:

- Fortinbras is still a military man, and remains armed even at rest. He is always armed with his **sword** (2-harm, hand).
- **Royal Crown** - The value of the royal crown cannot be easily estimated, due to the ornate jewels and gold inlay of the headpiece.

Horatio (from Hamlet)

Description: Since his friend's death, Horatio has fallen into a pit of despair. Fortinbras has allowed Horatio to remain at Elsinore in charge of the royal treasury, not unlike the role of Polonius. He secretly drinks heavily, and his bed chambers show the remnants of many long nights spent with a wine bottle or two.

Angle: *"O day and night, but this is wondrous strange!"*

Twists:

DJ OPTION - Horatio harbored a secret love of Ophelia, unknown to Hamlet. When he finally pronounced his love to Ophelia, she laughed at him in her mad state. In a rage, Horatio drowned her and made it look like a suicide.

DJ OPTION - Horatio has struck a secret deal to overtake the throne of Denmark. He is waiting for the right time to give the signal to the armies waiting

across the orchards in the graveyard.

DJ OPTION - His survivor's guilt has led Horatio into an extremely dark path. Through the use of black magic, Horatio has begun to bring back the dead spirits of Elsinore.

Ophelia's Ghost (from Hamlet)

Description: The spirit of Ophelia, daughter of the dead king's advisor, has begun to walk the earth as it was rumored the original King Hamlet did. She appears as though she still floats in the waters she drowned in, with her hair suspended above her as if underwater.

Angle: *"Pray you mark..."*

Moves:

The Spirits of the Dead May Walk Again: As a ghost, Ophelia is intangible to the touch and can walk through walls as she sees fit. She cannot be harmed by conventional means, but must leave the Earth when the cock crows in the morning.

Twists:

DJ OPTION - Ophelia is here to warn the players of blood to be spilled soon upon the footsteps of Elsinore. She has tasked the players with stopping the impending violence as a desperate hope to end the horrors that continue to plague Denmark.

DJ OPTION - Ophelia demands justice for her death, imploring the players to rest her uneasy spirit by discovering her true murderer.

DJ OPTION - Ophelia is luring the players into unleashing the spirit world onto Elsinore, using the skull of Yorick to begin the spectral onslaught.

Bernardo and Francisco

Description: Bernardo and Francisco are the two guards that previously saw the ghost of Hamlet's father. They try not to talk about the previous events they were caught up in, both in adherence to the oath of secrecy they once swore to Prince Hamlet and to keep from sounding mad.

Angle: *"Something is still rotten in the state of Denmark."*

Gear: Each sentry is armed with a **spear** (2-harm, close, unwieldy) and a **breastplate** and **helmet** (1-armor).

Front - The Guests

Description: Much like the players themselves, Prince Fortinbras has invited several other Shakespearean characters to the anniversary celebration.

Richard of Leicester (from Richard III)

Description: With the recent quelling of civil war in England, Richard is on hand as a visiting dignitary to the Danish court. Although he is courteous and civil with every encounter (perhaps too much so), one cannot help but think the hunchback son of York is up to something most sinister.

Angle: *"I am determined to prove a villain..."*

Gear: Despite being a hunchback, Richard is still quite good with his **sword** (2-harm, hand)

Twists:

DJ OPTION - Richard wishes to enlist the players' assistance in the dispatching of Fortinbras.

DJ OPTION - Richard is seeing his own ghost: the spirit of his dead brother Clarence, that he recently had dispatched to the Tower of London and subsequently murdered.

DJ OPTION - Richard is fascinated by the recent events, and is curious to worsen the situation by any means possible. Why? Why not, really?

Gearshift:

P - Richard is admiring the numerous bloodstains throughout the castle, amused at the notion that this diplomatic travel abroad may prove diverting after all.

N - The players stumble onto Richard of Leicester standing alone, talking to himself in a long, rambling monologue. When discovered, he immediately stops.

L - When the players least expect it, Richard just *happens* to be in the room, particularly in the midst of a bad situation. Of course he claims he saw nothing. But he's there to help if needed. A good guy, really.

D1 - Whatever trouble the players have experienced, Richard is doing his utmost to leverage their misfortunes to his advantage - Either by casual innuendo and threat or by quietly spreading rumors and gossip to the other people in Elsinore. It's *just* what he heard.

D2 - Richard is now actively working to incriminate the players, implicating them in crimes against Fortinbras in order to use to his advantage.

O - Richard has determined the players better use to him if they were dead, and will take every action possible to make that happen.

Petruchio and Katherine (from The Taming of the Shrew)

Description: Marriage has yet to civil the sharp tongues of the bickering lovers, openly fighting in knock down shouting matches with objects thrown, to amorous reconciliations that border on the obscene in the public eye.

Angle: *"Do as adversaries do in law. Strive mightily, but eat and drink as friends."*

Twists:

DJ OPTION - Poor Ophelia was involved in the ongoing battle between Petruchio and Katherine, killed in a rage by one of them in the heat of one of their ongoing arguments.

DJ OPTION - In order to make the other one jealous, either Petruchio or Katherine will make an attempt to woo one of the players. This will result in a duel.

DJ OPTION - Thanks to his constant gambling habits, Petruchio is in massive debt and plans to steal the Prince's crown from Elsinore. Katherine may or may not be a part of the plan, depending on her interactions with the players.

Gearshift:

P - Both Petruchio and Katherine are sleeping off last night's revelries, both snoring quite loudly.

N - Petruchio and Katherine are focused one another, swooning in love with one another. Their displays of affection are over the top in every way.

L - One of the two have started flirting with one of the players, which only grows more flagrant as the night progresses.

D1 - Either by accident or by bad decision, one of the players has been left alone with either Katherine or Petruchio. Unfortunately their spouse appears at a most indelicate time, causing quite the scene.

D2 - Katherine and Petruchio have begun arguing loudly, growing in intensity as they involve the players.

O - Their spat has grown into outright violence as they throw dangerous items at one another, even seeking out dangerous weapons causing things to escalate quickly.

Malvolio (from Twelfth Night)

Description: The grim steward has been dispatched on behalf of his Lady Olivia of Illyria, in order to begin negotiations with Prince Fortinbras on a future trade deal. He despises the festivities and wants to get down to business as soon as possible, ghost or no ghost.

Angle: *"I'll be revenged on the whole pack of you."*

Twists:

DJ OPTION - Believing Ophelia to have been mocking him like the others, unaware that Ophelia was afflicted with madness, Malvolio struck down Ophelia with a heavy rock, not knowing it was ultimately a killing blow. Upon seeing the ghost, Malvolio learns of his crime.

DJ OPTION - Malvolio is actually here on a mission to murder Prince Fortinbras and frame Richard of Leicester for the crime. He is secretly working for the Duke of Cornwall (from King Lear).

DJ OPTION - Malvolio has now become secretly enamored with one of the players and has begun stalking them at every turn. However, after the events of **As You Like It**, he is more of a stalker in his ways and will react violently to being rejected (if that occurs).

Gearshift:

P - Malvolio is quietly reviewing his private notes in a secluded area, making sure he has not forgotten anything he is required to accomplish.

N - Annoyed, Malvolio quietly waits for the Prince's attention. He waits in various areas, hoping to get a moment to discuss matter with Fortinbras, only to have something interrupt them.

L - Malvolio is searching Castle Elsinore for the Prince, perturbed whenever he runs into the players who are just "wasting his time", in his estimations.

D1 - Malvolio believes the players are intentionally keeping him from the Prince, and will interrupt the players in their actions in order to better position himself to speak with the king.

D2 - The players have made an enemy of Malvolio, who now actively thwarts their plans in petty retaliation at every turn.

O - Malvolio holds the players responsible from him performing his duties, and will actively collaborate with others and take action to harm the players however possible. He will be revenged.

Front - The Brigands

Description: On the outskirts of Elsinore, a small attachment of mercenaries have set up camp as they wait for the signal to strike, from whomever has hired them.

Michael Cassio (from Othello)

Description: The brigands are led by Michael Cassio who has become a sword for hire after the scandal which accused him of adultery with the wife of a Venetian general, his honor forever ruined.

Angle: *"I am spoil'd! Undone by villains!"*

Twists:

DJ OPTION - Cassio now has a death wish, eager to end his life on the point of a sword by any means possible. If it means killing innocents, or throwing himself in harm's way for no reason, he will do so.

DJ OPTION - Despite his cynicism, Cassio still maintains a streak of honor within him, and will offer to assist the players in the event of true calamity, if they signal him.

DJ OPTION - Upon hearing of the strangeness of Elsinore, Cassio will abandon his fellow soldiers in a vain attempt to find a way to resurrect his former lord, Othello.

Gear: **Sword** (2-harm, hand)

Gearshift:

P - Cassio and his men are setting up camp within the graveyard, preparing themselves for whatever lies ahead.

N - Cassio quietly waits in the encampment, equally

sharpening his weapons for business while drowning his thoughts in wine.

L - Cassio and his men wait in preparation for the signal to strike, keeping a close watch on the events taking place in Elsinore.

D1 - The signal has been given, Cassio and the Venetian brigands are mounting their horses and readying their weaponry.

D2 - Cassio and his men are silently marching forward, preparing to strike against Elsinore on behalf of their employer.

O - Cassio strikes! The castle is being besieged! The battle is everywhere within the castle!

Venetian Brigands

Description: The brigands are well-armed mercenaries for hire, and can act as a small gang (2-harm, small, unruly). They are momentarily loyal to Cassio, but will go for the highest bidder in a pinch. They are certainly not to be trusted on any level.

Gear:

- **Sword** (2-harm, hand)
- **Spear** (2 harm, hand, close)
- **Armor** (2-armor)

Front - The Servants

The Player Troupe (from Hamlet)

Description: The players troupe is the infamous traveling thespians originally hired by the king's son as part of his machinations against his uncle, the former king. Led by the Player King, they are eager for a repeat performance.

Angle: *"All the world's a stage and we are merely players."*

Twists:

DJ OPTION - The Troupe think themselves cursed, being present at the tragedies of Elsinore. They are eager to leave as soon as possible, and take to the road back to England.

DJ OPTION - The Players are secretly in league with the Venetian brigands, planning to unlock the gates late at night, allowing for an easier attack.

DJ OPTION - The Players are secretly responsible for the resurrection of Ophelia, involved in dark forces to bring back the dead. Their next targets: Rosencrantz and Guildenstern.

The Cook (from Titus Andronicus)

Description: The deformed cook is actually Lavinia, the mutilated daughter of Titus Andronicus who survived her father's attempt to murder her and has managed to find respite as part of the kitchen staff for the past twenty years. Due to her own tragedies, her tongue and left hand have been removed.

Angle: "..."

Twists:

DJ OPTION - Despite her afflictions, Lavinia has observed many of the secret ongoings here at Castle Elsinore. For obvious reasons, it will be difficult to get her to talk.

DJ OPTION - Ophelia was the only kind person to Lavinia. Through dark magic, she has managed to bring back her spirit as a form of revenge.

DJ OPTION - Lavinia plans to murder everyone in the guise of a poisoned dinner. She hopes to gain vengeance against the machinations of royalty, who care little for the pain they cause in their wake.

Locations - Castle Elsinore

Description: The majority of the action takes place in Castle of Elsinore, although players may certainly travel outside the castle walls and may even attempt to leave after Ophelia's appearance.

The Main Hall

Description: The main hall is both the entranceway when entering the castle as well as leading to adjoining bed chamber wings and the throne room.

Environment: Banners denoting the House of Fortinbras, fine rugs, heralds, servants, men-at-arms.

The Throne Room

Description: The throne room currently only features one throne upon a raised podium.

Environment: Large ornate throne, still bearing the crest of Hamlet carved in its raised back, fine tapestries upon the walls, ornate carpets, faded blood stains on the walls and ceiling from the terrible duel between Hamlet and Laertes.

The Library

Description: The Library has remained largely untouched since the death of Prince Hamlet, Prince Fortinbras has little use for scholastic pursuits.

Environment: Rows of dusty books, large table with an astrolabe, globe and parchments, bloodstained tapestry where Hamlet stabbed Polonius, the king's advisor, to death.

The Bedroom Chamber Wing

Description: This wing is where the guests will be housed during their visit to Elsinore. The Prince's chamber is at the end of the hallway, guarded by two sentries.

Environment:

- **Hallway:** Decorative coat of arms denoting the Fortinbras household, doorways to outside garden area, burning torches for light.
- **Average Bedroom:** Tall tapestries on the wall, covered bed canopy, chamber pot, bowl and water pitcher, candelabras.

The Kitchen

Description: The kitchen is full of activity as servants

constantly prepare for the meals of the day. This is also where the head cook Lavinia stays, preferring the solitude of the main food pantry to sleeping with the other servants in the servants' quarters.

Environment: Cooking fires, large cauldrons and pots, wooden cutting table, knives and cleavers, hanging meats, baskets of fruits and vegetables, wine cellar, goblets and tableware.

The Dining Hall

Description: The main dining hall is both where the actors are set up for their initial performance, as well as the location of the bloody duel between Laertes and Prince Hamlet, and the poisoning of Queen Gertrude and King Claudius. It remains quite chilly in its demeanor, despite the efforts to move beyond the grim reminders of its past.

Environment: Long tables and benches, the royal table with purple tablecloths, ornate tapestries, goblets and tableware, scraps of food remnants, burning braziers

Locations - The Dark Forest

Description: Beyond the castle and its immediate area lies a deep forest that beckons to anyone foolhardy enough to enter with a dark and foreboding feeling.

The Graveyard

Description: On the cusp of the dark forest lies the infamous graveyard where Hamlet discovered the skull of his boyhood jester, Yorick. It is now the grim resting place for the Danish royal family and their advisor, as well as the temporary campground of the Venetian brigands, who watch for the appropriate signal from within the castle to attack.

Environment: Large oak tree, walls surrounding the graveyard, graves of Hamlet, Prince Hamlet, Queen Gertrude, Polonius, his son Laertes, and Ophelia herself. Heavy mists fill the area.

The Dell

Description: In the middle of the forest lies a natural dell: a wooded valley that is strangely circular in shape, barren of grass in its dead center. Folklore suggests that such geographic occurrences are the meeting places for witches or even fairies, but that's just superstition talking...isn't it?

Environment: Hard, barren earth, surrounded by dead trees, large rocks with strange carvings on their sides, twigs and branches laid out in unnatural shapes, tied to one another.

The Big Finish

By now, the events within Elsinore have become a grim lead-up to a bloody conclusion, worthy of the old Bard himself. Now's the time to wrap things up with a climactic showdown that involves the players in a dramatic finale, with multiple options for its setting:

Once More Into The Breach: Fortinbras has learned of the Venetian brigands and is eager to meet them in the field of battle, finally getting to prove his fighting prowess as King. As Fortinbras and Cassio cross swords in the graveyard, images of the vanquished dead return in the misty shadows, as blood spills upon the ground yet again in Denmark.

Bloody Will Be Thy End: Ophelia is joined upon the earth by the spirits of Hamlet, Queen Gertrude, and King Claudius, as they begin to re-enact the circumstances that brought them to death, forever trapped in an endless cycle. The players however, have been mistaken for the other murdered participants: Laertes, Polonius, Rosencrantz, and Guildenstern. And their death scenes are coming fast.

All Places Shall Be Hell That is Not Heaven: In desperation, Prince Fortinbras has sent for a "specialist in such things" from abroad, in order to settle this matter once and for all, a doctor by the name of "Faustus." Upon arrival, Faustus will make things decidedly worse if the players don't intervene.

This Program is Made Possible By Viewers Like You

Although this adventure is considered a separate role-playing experience, the obvious question is, “How can I have my normal **Spirit of 77** characters get involved?” Not a problem! The following addition will allow you to have both pre-existing, modern day characters interact with the pre-generated characters already provided as part of this adventure.

Huzzah to the Funk!

The Lowdown

The players have been brought to the City Shakespeare Festival being held in Kilpatrick Park. In addition to several performances of Shakespeare’s works, the local Elizabethan Society also has recreationists, acting as the more famous Shakespeare characters. The Shakespeare Festival is being brought this year after a five year absence, due to the accidental drowning of the woman who played Ophelia in the park fountain.

Questions for the regular characters:

- What brought you to the Festival this afternoon?
- What feature of the festival is obviously not accurate to the Renaissance period?
- What costume did your character rent for the occasion?

Questions for the Masterpiece 77 characters:

- What do you do in your real life?
- What made you pick this Shakespeare character to play?
- Which of the other actors annoys you the most?

The Set-Up:

The players are wandering the festival, both in-character and out, waiting for the headlining performance of “The Murder of Gonzago”, the play-within-a-play written by William Shakespeare in an initial draft of Hamlet, yet never performed live.

As the play begins with the actor playing Fortinbras sitting in front of the stage in his throne, the ghost of

Ophelia still appears in front of the actors and audience, causing a panic throughout the festival.

Front: The Shakespeare Festival

Description: After a five year hiatus, the Shakespeare Festival is being brought back as an immersive experience, allowing the audience to directly interact with Shakespearean characters as they watch this year’s performances. For previously detailed NPC’s, feel free to have their actions be a combination of their in-character descriptions as well as “out-of-character” behaviors and details that contrast with their roles. (e.g. Malvolio is occasionally listening to the derbyball game on a transistor radio.)

In addition to the NPC’s mentioned as part of the normal fronts, there are additional interactions available for the DJ to include.

William Shakespeare (aka Larry Mansfield)

Description: Larry is the re-enactment actor tasked with playing the Bard at this year’s festival. Larry has taken this role insanely seriously, having taken a immersive study course on Shakespearean literature.

Angle: “To be or not to be, that is...um...wait. How does it go?”

Twists:

DJ OPTION - Five years ago, Larry played the much smaller role of Guildenstern when the actress playing Ophelia made fun of him in his tights. In a rage, Larry threw a rock at her, accidentally knocking her out and into the fountain (killing her). With Larry given the starring role of the Festival, the restless spirit is aiming to bring the Festival down as revenge for Larry’s actions.

DJ OPTION - Through his constant needling and corrections about “authenticity”, Larry has managed to tick off the brigands at the edge of the park, who are all members of the Bopper gang “The Low-Fi’s”. They’re one inch away from trashing the entire park and festival.

DJ OPTION - Through an ancient magical rite he discovered in a used book shop, Larry is actually the one who resurrected the ghost of Ophelia, in order to maintain a twisted sort of “realism” to Hamlet. Unfortunately, Larry named the wrong character from the

play to come back, Ophelia not Hamlet's father. Even more unfortunately, Larry's not 100% sure how to put the spirit back.

Mrs. Leader's 6th Grade English Class

Description: Mrs. Leader has taken her class to the Shakespeare Festival to see the re-enactment of William Shakespeare's play, both as a learning exercise and a field trip. As sixth graders, the English class is naturally antsy with short attention spans.

Angle: *"Now kids, stay together. Remember this will be a test on this later this week."*

Twists:

DJ OPTION - The kids have found the ghost's appearance to be the coolest thing ever, having developed a new appreciation for Shakespeare. Because of this, they'll inadvertently interfere with the players' actions because everything seems so cool!

DJ OPTION - A small group of the students have decided to solve the mystery of the spooky ghost of Ophelia, investigating clues and bringing along their talking dog with them.

DJ OPTION - This is the first of several trips the class will be taking this week, after the festival they will be going to the Science Fair at the Museum (See: **Jurassic Parking Lot**). If the players interact with the class during this adventure, you can bet they'll remember them when they go the museum.

Location: Castle Elsinore

Description: Kilpatrick Park has been redecorated as Castle Elsinore for the Shakespeare Festival. In addition to the overall description previously provided by the one-shot adventure, the following additions should be included.

Beer Stand

Description: Beer stands populate the entirety of the park, allowing festival attendees the opportunity to enjoy a cold mug of "grog" as they watch the plays.

Environment: Gettysburg Beer kegs, taps, wooden stand, "serving wenches", cash register, wooden tip jar, souvenir glass tankards reading "Shakespeare '77".

Turkey Leg Stand

Description: The turkey legs being served at the festival are huge, so much they can be used as a weapon in a pinch (2-stun, hand, greasy)

Environment: Napkins, rotisserie, wooden stand, "serving wenches", cash register, wooden tip jar, more napkins, salt and pepper shakers, even more napkins

Costume Rental Stand

Description: The costume rental stand includes racks of ill-fitting Renaissance clothing, mixed with other time periods. Most of these outfits have seen better days, slightly threadbare and smell slightly musty.

Environment: Ill-fitting costumes, full-length mirror, changing room, hat rack, clothes rack, jester hats, portable 8-track player playing symphony music.

The Big Finish

By now, the events at the Shakespeare Festival have become an mash-up of Renaissance revelries and 1970's shenanigans. Now's the time to wrap things up with a climactic showdown that involves the players in a dramatic finale, with multiple options for its setting:

Cue Curtain - The local police have begun shutting down the festival and are trying to round up the players for "disturbing the peace" with their outlandish stories. This forces a race against time for the players to figure out what's really going on and what really happened the actress that played Ophelia five years ago.

The French Mistake - The Corsairs and the Banshees have picked this afternoon to have a major Bopper gang rumble in Kilpatrick Park, causing the players and other actors to stage a three-way fight between the pirate-clad gang, white-face ghost Boppers and the Elizabethan costumed players and characters. The visual is striking.

Things Wondrous Strange - Due to supernatural forces, the players are being transported back and forth from the Shakespearean festival to Castle Elsinore. Is the "actual skull of Yorick" causing the problem? How about the use of a found spellbook as a prop for the witches in Macbeth? Or could it be because today is the Ides of March? Whatever the cause, the players need to find the source of the anomaly and deal with it forsooth!



Sir John Falstaff

"I am not only witty in myself, but the cause that wit is in other men!"

As seen in **Henry IV/The Merry Wives of Windsor**
A Former Veteran Rake in search of Cold Hard Coin

All the world knows John Falstaff, former companion of Good King Henry and man about town. But despite his knighthood, Falstaff's hedonistic lifestyle and extravagant ways have finally caught up with him. Now he is seeking a way to parlay his fame and reputation into a few extra coins in his purse and a bottle of sack if he can find it.

Myte: 0

Hustle: -1

Brains: +2

Smooth: +3

Soule: 0

Heat: 1

Moves:

Thou Lovest Me! (King of the Scene): You have gained +1 to your Smooth (already added in).

Backing Of Your Friends (I Got a Buddy) - When you call upon an old military buddy to do you a small favor, describe how you met and roll +Smooth.

- On a 10+, your friend can you specialized access to information, minor supplies, a place to stay or other items determined by the DJ.
- On a 7-9 it's going to cost you or you're not going to get what you exactly want.

Able To Corrupt a Saint (One Won't Kill You): When you successfully convince someone to share in a vice, gain +1 ongoing when dealing with them

The Devil Shall Have His Bargain (Another Satisfied Customer): When you successfully strike a deal with a character to Get What Thy Want, you may always choose the option "They are happy with the bargain," in addition to options as a result of the move.

Band of Brothers (Brothers in Green): When you meet someone else who served in the military, roll +Soul. On a 10+ you've got friends in common - roll with Something Extra with this character permanently. On a 7-9, you reminisce about your time in the service, roll with Something Extra for the rest of the Scene.

Thy Thang is Fame - Duck into any tavern or ale house, they know the name of John Falstaff. Seek any house of ill repute or gathering of questionable characters, they know the name of John Falstaff. Any Sunday sermon rebuking the wicked, any moneylender cursing the wayward and errant, any innkeeper reviewing outstanding debts owed and wenches remembering a good time, they all know John Falstaff.

Gear: Short sword (3-harm, hand)



Laurence (Formerly Friar Laurence)

"O deadly sin! O rude unthankfulness!"

As seen in **Romeo and Juliet**
A Holy Learned Man in search of Redemption

With the deaths of the star-crossed lovers in Verona, Friar Laurence has fallen on hard times, cast from his order and traveling through the continent seeking redemption for his role in what is called the greatest love tragedy in known history.

Myte: 0

Hustle: 0

Brains: +1

Smooth: +1

Soule: +2

Moves:

With All True Faith (Faith Healing): Once per Scene when you lay hands on someone that has recently suffered harm, roll +Soul.

- On a 10+, heal up to 2-harm.
- On a 7-9, heal 1-harm.

In Herbs, Plants, Stones, and their True Qualities (That's My Specialty): Laurence is a master of botany and plants. When dealing with them, even in a pharmaceutical nature, you may roll with a +3.

Holy Saint Francis! (Repent, Sinner!): When you raise your voice and condemn someone's actions, roll +Soul. On a 10+, choose two. On a 7-9, choose one:

- They stop what they're doing and beg for forgiveness.
- They flee from you as fast as they can.
- They follow your next command to the best of their ability.
- They are stunned. The next move made against them can be rolled with Something Extra.

Death, Contagion, and Unnatural Sleep (The Anarchist's Cookbook): The average kitchen or garden is a veritable arsenal to you. When you rummage around for the ingredients for something dangerous, roll +Brains.

- On at 10+, you've got everything you need to safely make a simple explosive, poison, or other chemical compound.
- On a 7-9, your compound's creation and use can be potentially dangerous to you or its user as well as its intended target.

Thy Thang is a Lucrative Trade - Since leaving the Benedictine order, Laurence has been plying his knowledge of herbs, potions, and other home remedies into a steady trade that has many seeking him out to pay for his wares.



Poncell Dogberry, Baron of Grey Matter

"Do not forget to specify, when time and place shall assert, that I am an ass."

As seen in **Much Ado About Nothing**
A Former Constable Ringleader in search of Respect

After the arrest of the dastardly Don John, Lord Claudio and the Duke have honored the former constable with an estate of his own, after swearing "fellatious loyalty." Yet despite his wealth and title, Baron Dogberry suspects he may still be considered "an ass" behind his back, an impudent slur that still grates upon the Baron. With his former deputies in tow as his entourage, the good baron hopes to show he is worthy of the good lord's "grace and repugnations".

Myte: +2

Hustle: +2

Brains: -1

Smooth: 0

Soule: 0

Moves:

Good Men and True (Gang): With constabulary duties finally done, your constables have no idea what to do with their lives. So they accompany you and do what you tell them to do, armed with simple weapons and simple minds (Small gang: 3-harm, 0-armor, dim-witted).

A Well-Favoured Man (Warchief): Your former constables will follow you under normal circumstances, but are not always the bravest of men. At such times you will need to command them, based on your mangled words alone. When you try to impose your will on your men, roll +**Might**. On a 10+, all three: On a 7-9, choose one:

- They do what you want.
- They don't fight back over it.
- You don't have to make an example of one of them.

Spare For No Wit (One for the Team): When you or your men would take damage, you can transfer 1-harm dealt to you to the men as a group or transfer one harm dealt to your men to you.

Virtue of Your Office (The Frisk): As a former Constable, you still know how to check for weapons or other items hidden on a person. When you search for something hidden, roll with **Something Extra**.

An Honest Soul (Last Boy Scout): When you act to protect a civilian that cannot protect themselves, roll with **Something Extra**.

Thy Thang is a Granted Title - None can question your *credentials*, you have been given honors noble both good and true by powerful men of high and over bearings. Although you still take great pains to demonstrate the correct etiquette and diplomatic proprieties, these pains are known by those around you thusly.

Gear: Flintlock pistol (3-harm, close, reload)



Stefano (Actually Miranda, daughter of Prospero)

"You have often begun to tell me what I am; but stopp'd, And left me to a bootless inquisition, concluding, Stay; not yet."

As seen in **The Tempest**
An Arcane Seeker in search of the Truth

Unsure of her father Prospero's vague comments about his past, Miranda has been poring over her father's old journals, trying to make sense of his references to previous slights by his brother, Prince Antonio. Now armed with her father's magical staff and his command of unnatural spirits, Miranda has traveled to Elsinore to learn the truth of why her father was banished. For fear of being recognized, she has traveled posing as Stefano, a young male student of letters.

Myte: 0

Hustle: 0

Brains: +2

Smooth: +1

Soule: +2

Moves:

More Things in Heaven and Earth (Arcana Expert): Roll with Something Extra when dealing with things beyond mere mortal understanding.

So Wise So Young: Miranda has received +1 to her Brains (already included in stats above).

Truth is Truth To The End of Reckoning (Encyclopedic Memory): When delving into the vast collection of information in her father's book, roll +Brains.

- On a 10+, the DJ will tell you something interesting and potentially useful about the subject that's relative to the situation.
- On a 7-9, the DJ will only tell you something interesting.

False Face Must Hide (Master of Disguises): When you take the time to create a convincing disguise for yourself or others, roll +Brains and mark one use of your Disguise Kit.

- On a 10+, only the most laborious examination would reveal the disguised person to be anyone other than who they say they are.
- On a 7-9, it's good but not perfect; the disguised person rolls with Something Extra for any tests to convince someone they are who they say they are.

Talisman (Prototype): One of your Thangs has been enhanced with arcanic qualities, giving it abilities beyond the norm.

Thy Thangs are both the Book and Staff of Prospero - This book provides more than just earthly knowledge, it is a repository of arcanic information that could prove useful when dealing with the supernatural.

- **Heaven's Anger** - Roll +Soul. With a success, the Staff can potentially shock people with lightning called forth from the sky (2-harm). With a partial success, it can cause a great flash of light.
- **Ariel** - Roll +Soul. With a success, the air spirit known as Ariel will assist Miranda and follow a basic command.



The Bear

"Exit, pursued by a bear."

As seen in **The Winter's Tale**

A Natural Tough Bear in search of... Justice!?!?

It's hard to say exactly why King Fortinbras invited a bear to the festivities, but he did. This bear is well known for being the protector and savior of Perdita, the daughter of the Sevillian king Leontes, when the king had ordered one of his servants to abandon her as a newborn. Luckily, the bear comes accompanied with Perdita to act as its "interpreter" and human companion.

Myte: +2

Hustle: +2

Brains: -1

Smooth: -1

Soule: +1

Moves:

I Say It Is Not Lost (Peerless Tracker): When you Scopeth the Scene while outdoors you may also choose to ask these additional questions:

- Who or what has traveled here recently, and which way did they leave?
- What will the weather be like for the next 24 hours?
- Where can I find food, water, and shelter nearby?

Roaring Louder Than The Sea Or Weather (Hardcore): You have started with +1 Myte (already included in stats above).

A Savage Clamour (Bustin' Loose): When you use pure strength to destroy an inanimate object or obstacle, roll +Myte. On a 10+, choose 3. On a 7-9, choose 2.

- It doesn't take a very long time.
- Nothing of value is damaged.
- It doesn't make an inordinate amount of noise.
- You can fix the thing again without a lot of effort.

Where Is Thy Leather Apron (Tougher than Leather): Thanks to your thick fur, you have +1 armor.

Under the Greenwood Tree (From The Tree-Tops): When you travel through dense, difficult, or inaccessible terrain, roll +Hustle.

- On a 10+, hold 3.
- On a 7-9, hold 2.

Spend 1 hold to overcome an obstacle in your way, such as climbing a sheer rock face, leaping from rooftop to rooftop, or swinging from jungle vines. Spend an additional hold to take someone with you.

Is This A Dagger I See Before Me (Now That's a Knife): When you use an old-school weapon to threaten someone, you may roll with Something Extra when Getting in Someone's Face.

Thy Thang is Perdita - Thanks to saving her life when she was a child, Perdita now acts a *sidekick* to the bear, acting in the bear's interest and speaking for the bear when people skills are required.

Gear: Claws and Teeth - Bears can do 2-harm with no negative traits associated with them.



Nick Bottom

"I have had a most rare vision, I have had a dream."

As seen in **A Midsummer Night's Dream**
A Performer with Humble Beginnings in search of the Crown

Once a common weaver, the love of the stage has now infected Nick Bottom with a desire to improve his thespian qualities by studying all the greats of the day: Ned Alleyn, Burbage, maybe even that clown at the Globe if there's no one better. After his experience with the acting company of Master, he is determined to become the next Master Of Revels for the Court.

Myte: 0

Hustle: +2

Brains: +1

Smooth: +1

Soule: +1

Moves:

A Lion Among Ladies (Mesmerizing): As a Performer, you start with +1 Soule...which is good, because you didn't have any before (bonus already included in the above).

I Beseech Your Worship's Name (This Song's For You): When you direct a rousing monologue to someone, you can use +Smooth instead of +Brains when Getting What Thy Want and you can also roll with Something Extra on your next +Smooth roll involving them.

Be Not Afraid of Greatness (Backstage Pass): You are the great Nick Bottom, so you have the ability to convince people to let you into even the most private of affairs (getting other people in with you will require a successful Getting What Thy Want move).

No Legacy is So Rich As Honesty (Heart On Your Sleeve): You've yet to forget your humble beginnings as a common weaver. Roll with Something Extra when you do something to help a civilian.

Titania's Affection (Beginner's Luck): When gambling or otherwise relying on chance to determine success roll with Something Extra.

Thy Thang is Peter Quince - The long suffering Peter Quince now travels with you as your personal *assistant*, with the hopes that perhaps just *maybe* some of your bluster will translate to success for him as a play director.



Lady Macbeth

"Out, damned spot! Out I say!"

As seen in **Macbeth**

A Matron Most Foul of an Avenger in search of Peace of Mind

In order to escape the fall of House Macbeth, Lady Macbeth faked her own death and has traveled the countryside, seeking to quiet the shadows within her mind and the nightmares that plague her slumbers. She has kept the bloody daggers her husband used to murder King Duncan, and although she claims to have learned contrition as recompense for her murderous ways, the ease of solving problems at the point of a sharpened blade still crosses her troubled mind.

Myte: -1

Hustle: +1

Brains: +2

Smooth: +2

Soule: -1

Heat: 2

Moves:

Bloody Executed (It's All in the Reflexes): When you use your knife to solve a problem or overcome an obstacle, roll with Something Extra.

Fair is Foul and Foul is Fair (Power to the People): For the common man, Macbeth is something of an anti-hero, willing to better himself by any means necessary, striking down noble blood with courage rarely seen. When interacting with civilians, roll with Something Extra if you have Heat.

Lay on, Macduff (Out for Blood): When you single out a target for elimination and stab them, you do +1 harm.

Screw Your Courage to The Sticking Place (Feeling Lucky, Punk?): When you successfully Get In Someone's Face, you've managed to scare them permanently. Gain +1 on all rolls against them permanently.

All Hail, Macbeth! (I Heard You Were Dead): When you meet someone important, roll +Smooth.

- On a 10+, they've heard of you, oh yes they have. You roll with Something Extra for the rest of the Scene when dealing with them.
- On a 7-9, they recognize you but you only roll with Something Extra on the next roll.

Thy Thangs are the Bloody Daggers - Lady Macbeth has kept the *signature weapons* used to murder good King Duncan, a grim reminder of the sins of her past. Although the daggers have since been washed cleaned a hundred score or more times, in Lady Macbeth's hands the world can see the slain ruler's blood, a fearsome sight that can test the courage of any man that would face her wrath.

Gear: Bloody Daggers (2-harm, hand, bloody)