

A late night DJ's call-in show dispenses killer advice!

This adventure is designed for Sophomore characters with some supernatural experience.

BACKGROUND

Wes Goodwin's moment has come. After several semesters as a broadcast assistant he was finally given his own KETU radio show, a late night talk/music show called "Shock Therapy" airing from 10 p.m. to 1 a.m. every Tuesday and Thursday. Wes and his show have quickly become popular on campus thanks to his irreverent and funny advice on love and life. He pulls no punches and tells it like it is. Unfortunately, callers have begun taking his over-the-top advice literally.

Wes told Angie, who called about her abusive boyfriend, to "Just shoot him. Any man who hits a woman deserves to be shot." So she did. He told Billy, who called about problems with Professor Kyle's Sociology class, to steal the test and pass it around campus. Billy did and now several students are facing expulsion.

After a show Wes has only vague memories of what he said, though he is enjoying his newfound campus popularity. Now he receives invitations to major parties and is popular with the ladies. He does not want this to change, though the reactions to his "advice" bothers his conscience.

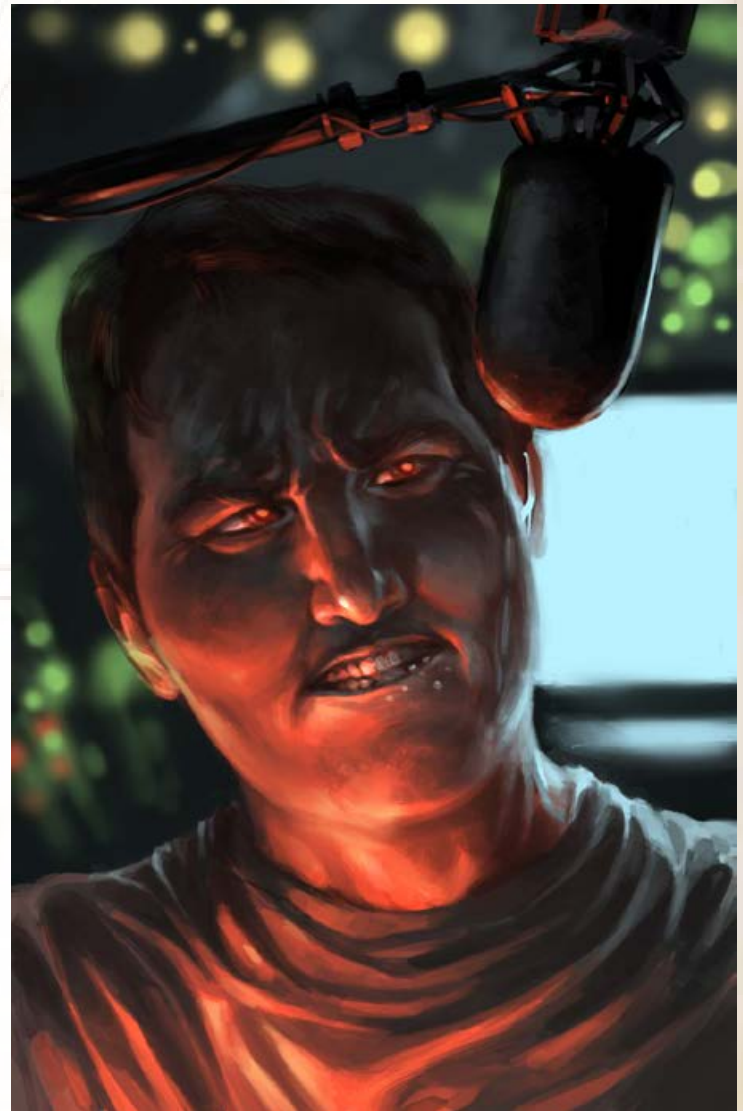
HARD TALK

In his excitement at his lucky break, Wes didn't consider his shot at fame coming at the expense of someone else's failure. The vacancy filled by Shock Therapy came from the cancellation of an unpopular mystic talk show hosted by a self-proclaimed witch and psychic, Hannah McCoy.

Hannah angrily performed a ritual to curse the station. Although the ritual failed, it did so in the worst possible way and imbued a chaos demon in the DJ's microphone. The demon only manifests during Hannah's old time slot, corrupting Wes' emotions into mean-spiritedness turning his "advice" into a compulsion for the caller. The situation gets worse every episode, but the show's popularity keeps growing among the student body.

The young witch is furious at Wes' success and popularity. Although she wasn't always evil, her choice to perform the black magic curse stained her spirit. Having taken that first terrible step, the next comes easier. Worse, the accidental summoning has given her a new idea for revenge.

Hannah has sought out a Ritual of Summoning, which she will perform next Thursday night when Wes is on air. She hopes to summon a Streilberk demon to wreak havoc on the studio and punish (but not kill) Wes for his popularity.



SHOCK THERAPY

The study group may get involved several ways. The Dean may begin the game by offering the players a chance to call in to the Shock Therapy show and discuss an Interlude with Wes. Give an extra Benny to any player willing to do so. Wes' "advice" should be laced with cruelty and sarcasm and a piece of advice that can come to fruition.

Another way to involve the study group is to have them know one of the recent victims or hear the show

on the radio with a piece of advice like “beat his ass!” and then read or hear about it having actually happened the next day.

When the heroes eventually speak with Wes, he seems very calm but has difficulty remembering anything he said during the show. He is a nice guy away from the microphone.

A Smarts or Streetwise roll reveals that the previous show in Wes’ time slot was called Pathways and involved a senior named Hannah McCoy, a self-proclaimed witch and psychic.

With the exception of the DJ, the station is usually empty at night. Hannah performed her first curse ritual in the station manager’s office. Investigators who take the time to search for clues in the room may make a Notice -2 roll to detect drops of black candle wax and blood stains in the grimy carpet. If they interview the student station manager, she describes coming to her office to find it had been “vandalized” with candle wax, a rat carcass, and a horrible smell. She suspects “the creepy girl Hannah” whose show she cancelled, but the station’s minuscule budget doesn’t allow for security cameras so she has no proof.

If the students seek out Hannah, they find her dark, brooding, and very defensive. She is obviously angry about losing her show but won’t admit to taking revenge.

Students who observe Wes in the studio during the show notice that he seems to undergo a subtle transformation. His posture and pattern of speaking changes, and his eyes seem alight with frenzy. Sleuths who bring ghost-hunting equipment into the studio have a chance to detect the demonically cursed microphone.

Hannah wants to witness her revenge first hand. As before, she plans on performing her ritual in an empty room such as the station manager’s office. If the students catch her in the act she confesses to the cursed microphone and her new plan for revenge. Persuasive students may convince her to take revenge by exorcising the microphone magnifying Wes’ popularity. She may also remove the curse if threatened, but the study group gains a new enemy in the process.

Otherwise, if the students fail to discover Hannah in time then she summons a streilberk demon (see Demons in *East Texas University*). The evil creature follows orders and attacks Wes on air...but mischievously disguises itself as Hannah while doing so.

Ultimately, the campus chaos persists until the demonic microphone is destroyed or exorcised.

WES GOODWIN

Wes is in his early twenties, has short hair and a quick smile. He prefers to wear various team jerseys and jeans with tennis shoes. He is a popular figure on campus.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d4, Fighting d4, Intimidation d6, Investigation d6, Knowledge (Journalism) d6; Notice d6, Persuasion d8, Shooting d6, Stealth d4, Streetwise d8, Taunt, d8

Charisma: +2; **Academics:** -2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Charismatic

Special Ability:

When using the possessed microphone, Wes gains +2 Charisma and anyone getting his “advice” must make an opposed Spirit roll against his modified Persuasion or become a victim of his paranormal suggestion. Wes is innocent and a victim of a limited form of *puppet* when he on the radio.



HANNAH MCCOY

Hannah is a brooding, 21 year old senior. Her hair is long, straight and the color of a Raven’s feather. She often wears dark make-up and tends to dress Goth. She is also a practicing witch and it is her ritual that has made Wes a popular and dangerous shock jock.

Hannah can be peacefully convinced to exorcise the demonically possessed microphone, but if the students resort to threats or violence then she adds them to her growing list of enemies. As soon as she can, she summons a demon to attack the study group instead of Wes.

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Driving d4, Fighting d4, Intimidation d6, Investigation d10, Knowledge (Theater); Knowledge (Occult) d8, Notice d8, Persuasion d6, Ritualism d10, Stealth d4

Charisma: -; **Academics:** -; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Delusional (minor-believes she is popular and loved on campus)

Edges: Brave

Hindrances: Vengeful

Powers: *bind entity, curse, summon demon*