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***JASCI*** *JJBA Campaign*

# Setting:

San Diego, 1990. The story begins at (SDSU) a college campus, a place of learning and growth, now tainted by hidden corruption. The Italian Mob has extended its reach into the city, influencing local businesses, government officials, and even the educational system. However, the mob’s influence is concealed beneath layers of deception, with the college administration serving as an unwitting or complicit front.

### **Worldbuilding: The Stand Arrows**

#### **1. The Meteorite and Morro Rock**

Long ago, an extraterrestrial meteorite fragmented and crashed into Earth, scattering shards across the globe. These shards are imbued with unique properties that can grant Stand abilities to those they come into contact with. One notable location is **Morro Rock** in Morro Bay, California, which contains a significant meteor shard. While this shard does not directly produce Stand Arrows, it plays a vital role in the overall lore, being a source of potential Stand-related phenomena and a focal point for seekers of power.

#### **2. The Origins of the Stand Arrows**

Currently, there are **six known Stand Arrows** in existence, each with its own history and origin:

* **Stand Arrows from Southeast Asia**: Two of the Stand Arrows were discovered in ancient ruins in Southeast Asia. These arrows are believed to have ties to ancient civilizations that once worshipped the meteorites, seeing them as divine artifacts. The arrows were later uncovered during the tumultuous events of the Vietnam War, where they were associated with military ambitions and power struggles.
* **The Kuwaiti Stand Arrow**: During the Gulf War, it was revealed that one of the Stand Arrows had fallen into the hands of **Saddam Hussein**. This arrow was believed to be a key factor in the strange and powerful abilities exhibited by his forces, which led to rumors of super soldiers among the coalition. Hussein's intent was to harness its power for global domination, using it to amplify the might of his military forces.
* **The San Diego Stand Arrow**: Another arrow surfaced in the aftermath of conflicts in Southeast Asia, ultimately finding its way to **San Diego**. This arrow became a crucial element in the formation of a powerful crime family led by **Jackson Qin Oswald**, who sought to control the Stand users created by this arrow. Oswald's ambition intertwined with the underground dealings of the Italian Mafia, allowing him to establish a powerful legacy.

#### **3. Jackson Qin Oswald and His Stand Arrow**

**Jackson Qin Oswald** was born to an Italian father and a Chinese mother in New Jersey in 1885. He quickly rose to power in the Italian Mafia during the 1920s and 1930s. After fleeing to China during World War II due to rising anti-Asian sentiments, Oswald learned of a Stand Arrow hidden in North Vietnam.

In 1950, Oswald sought this Stand Arrow from **Ho Chi Minh**, who had seized it. After a harrowing encounter where the arrow pierced him, Oswald's Stand did not activate until after his death, allowing him to become an eternal, posthumous kingpin of his crime family in San Diego.

#### **4. The 7th Stand Arrow and Psychic Bigfoot**

While the original six Stand Arrows are sought after for their power, a **7th Stand Arrow** exists, held by **Psychic Bigfoot**. Bigfoot, an extraterrestrial being transformed by the Stand virus, crafted this arrow from a meteor fragment. Unlike the other arrows, it is used selectively and only on individuals Bigfoot deems worthy or in need of the power.

Bigfoot’s Stand, **Otherside**, alters memories of anyone who sees him, ensuring his existence remains hidden from the world. He seeks companionship from children, as they retain fragmented memories of him. The Stand users created by the 7th Stand Arrow often embody Bigfoot’s unique perspective and emotional depth.

#### **5. The Global Impact of the Stand Arrows**

The existence of Stand Arrows has far-reaching implications:

* **Secrecy and Mythology**: Most nations are unaware of the true nature of Stand Arrows or the abilities they confer. Instead, they view the conflicts surrounding these arrows as typical power struggles. Rumors of super soldiers and inexplicable victories lead to paranoia and intrigue among military and governmental leaders.
* **Underground Networks**: The pursuit of Stand Arrows has created a network of criminal organizations and power-hungry individuals willing to kill for access to these artifacts. The Italian Mafia, along with various rogue military factions, have become embroiled in this shadowy world.
* **Cultural Significance**: The arrows are intertwined with local myths and legends, often revered or feared as artifacts of immense power. Their origins connect to ancient cultures, adding layers of meaning to their existence in the modern world.

# Tutorial

**Setting:** San Diego, 1990

**Introduction:** As the sun casts its warm glow over the college campus, Lin’s character is still getting acquainted with her Stand. Exploring the grounds and searching for her classes, she stumbles upon a scene that sets the stage for her initiation into the darker aspects of the world she’s about to enter.

**Plot Overview:** While navigating the campus, Lin’s character encounters Alex Caruso, a friendly and well-respected Economics major and student treasurer. They exchange a few pleasant words before Alex heads off to a meeting. However, their encounter takes a dark turn when Alex runs into Nate Cole, a wealthy and arrogant student notorious for his disdainful behavior.

**The Encounter:** A sleek, flashy convertible pulls up beside Alex, and Nate Cole emerges, exuding an air of smug superiority. He immediately starts to berate Alex with cruel taunts, targeting his self-esteem and causing a scene.

**Dialogue:**

* **Nate Cole:** “Hey Alex, is that your girl back there?” (gesturing towards Lin’s character)
* **Alex Caruso:** “No, that’s not—”
* **Nate Cole:** “So you’re a loser? You’re pathetic. Can’t even get a girl? Or do you just not like girls? HA! FAG!”

**The Stand Reveal:** As Nate’s verbal assault continues, his Stand, “Bad Mouth,” becomes apparent. This humanoid Stand, with its spiky, thistle-like head, manifests its power. It starts by biting Alex, causing him to shrink visibly. The shrinking process is slow but relentless, making Alex increasingly vulnerable as he diminishes in size.

**Lin’s Character’s Role:** Lin’s character, witnessing the disturbing transformation, recognizes the Stand’s effect. Determined to help Alex, she intervenes. Using her Stand, she attempts to counteract the shrinking effect and confront Nate’s manipulative behavior.

**End of Tutorial Campaign:** The campaign concludes with Lin’s character learning the intricacies of Stand interactions and the darker elements at play. This encounter not only introduces her to the mechanics of Stand combat and defense but also sets the tone for the complex crime mystery that will unfold in the main campaign. It serves as a crucial moment for Lin to understand the stakes and prepare for the challenges ahead.

# Prologue: The Hidden Death

## The Incident:

The campaign begins with the death of Alex Caruso, a promising Economics major and the student treasurer for the college. The death is covered up entirely by both the college administration and the mob. No official mention is made of Alex’s death; it's as if he simply disappeared. Those who knew him are left confused and uneasy, but the administration quickly silences any rumors or inquiries.

## The Murder:

In truth, Alex had discovered that tuition funds were being siphoned off by the school board and funneled to the Italian Mob. While trying to compile evidence, Alex was murdered by Beck Bartosz in the copy room. Beck’s stand, “Red Shadows” killed Alex without a trace. The college administration, either out of fear or complicity, helped cover up the incident, scrubbing all records of Alex’s existence.

# Act 1: The Unseen Crime

## MC's Role:

Bonnie witnesses Red Shadows through the library window and into the copy room door. The administration’s dismissive attitude toward inquiries about the missing student raises suspicions. Bonnie decides to investigate further, driven by a gut feeling that something sinister is being hidden.

# Act 2: Giles’ Interference

## The First Encounter:

As Bonnie’s investigation gains traction, they unknowingly cross paths with Giles Hone. Desperate to help but fearful of being exposed by the mob, Giles tries to covertly assist Bonnie by leading them toward clues while steering them away from the mob’s direct involvement. However, his clumsy attempts to remain hidden and protect himself backfire.

## The Interference:

Giles unintentionally sabotages Bonnie’s progress. For example, he might scare off a key witness who was about to provide crucial information or accidentally destroy evidence while trying to move it to a safer location. This makes Giles seem like a suspicious and potentially dangerous figure in the eyes of Bonnie. His actions could lead Bonnie to believe that Giles is working for the administration to cover up the crime.

# Act 3: The Confrontation

## Revealing Giles:

Frustrated by the setbacks, Bonnie confronts Giles, possibly catching him in the act of meddling with the investigation. Initially, Giles denies everything, but when pressed, he breaks down and admits his involvement. He confesses that he was trying to help, but his fear of the mob’s retaliation and his own guilt for past crimes led him to act in secret.

## The Mob’s Role:

Giles reveals the truth—that the school administration is merely a pawn in a larger game controlled by the Italian Mob. Alex was killed because he uncovered the mob’s embezzlement scheme, and the administration helped cover it up out of fear. Giles provides Bonnie with a crucial piece of evidence that finally shifts the focus of the investigation from the school board to the mob.

## A Plea for Redemption:

Giles, recognizing the damage he’s caused, offers to help Bonnie directly. He provides insider knowledge about the mob’s operations and becomes an uneasy but valuable ally. However, Bonnie may still harbor doubts about Giles’ trustworthiness, given his past actions and his involvement with the mob.

# Act 4: Digging Deeper

## Uncovering the Mob’s Network:

With Giles’ help, Bonnie begins to unravel the mob’s influence on the city. They discover a network of corrupt officials, bribed police officers, and manipulated business owners, all tied to the mob’s operations. Each new revelation brings Bonnie closer to the truth but also places them in greater danger.

## Giles’ Struggle:

Throughout this act, Giles struggles with his own fear and guilt. His desire to make amends conflicts with his fear of being caught by the mob or being exposed as a former criminal. This inner turmoil could lead to tense moments between Giles and Bonnie, as Giles’ past mistakes resurface, and his reliability is constantly questioned.

# Act 5: The Final Showdown

## Mob Retaliation:

As Bonnie gets closer to exposing the mob, they become a target. The mob, aware that someone is getting too close, sends enforcers to eliminate Bonnie. Giles, despite his fears, stands by Bonnie, using his Stand, *Sliver*, to protect them from the mob’s attacks.

# Climactic Battle:

The campaign culminates in a final confrontation with the mastermind behind the mob’s operations—a high-ranking mob boss who has been orchestrating the entire scheme from behind the scenes. The battle could take place in a symbolic location, such as a lavish estate or a hidden base beneath the city. Giles plays a crucial role in the fight, either by taking on a significant opponent or sacrificing himself to protect Bonnie.

# Epilogue: Unveiling the Truth

## Aftermath:

If Bonnie succeeds, the mob’s influence over the city is broken, and the truth about Alex’s death is finally revealed. The corrupt officials within the school and government are brought to justice, and the administration is overhauled. Alex’s legacy is honored, and his discovery is made public, preventing future corruption.

## Giles’ Redemption:

Depending on the choices made, Giles could either find redemption and start a new life away from the mob, or he might continue to work in the shadows, using his knowledge and Stand to protect others from the corruption that once consumed him. Bonnie might come to see Giles as a valuable ally or a tragic figure, depending on how their relationship developed throughout the campaign.

# Themes:

**Trust and Deception:** The campaign explores the difficulty of discerning friend from foe in a world where everyone has something to hide. Giles embodies this theme, as his actions blur the lines between ally and adversary.

**Redemption:** Giles’ journey from a fearful, guilt-ridden man to someone who actively fights against the corruption he once participated in is central to the narrative. His arc reflects the broader theme of seeking redemption and making amends for past mistakes.

**Unseen Corruption:** The story emphasizes how deeply corruption can be embedded in society, hidden behind respectable facades. The initial focus on the school board’s corruption serves as a red herring, gradually revealing the true depth of the mob’s control.

# Session 1

**1. Introduction: Bonnie’s First Day**

* **Event:** Bonnie arrives at SDSU and begins her day by finding her classes.
  + **Details:** She navigates the campus, possibly meeting a few classmates or campus staff along the way.
  + **Objective:** Introduce Bonnie to the setting and allow her to familiarize herself with the environment.

**2. Meeting Alex Caruso**

* **Event:** Bonnie meets Alex Caruso while finding her classes.
  + **Details:** Alex might be in a similar situation or offer Bonnie assistance with directions.
  + **Objective:** Establish a connection between Bonnie and Alex, creating a potential ally or acquaintance.

**3. Encounter with Nate Cole**

* **Event:** Bonnie runs into Nate Cole.
  + **Details:** Nate Cole is aggressive or confrontational, leading to a tense interaction.
  + **Objective:** Introduce Nate Cole’s character and set up potential conflicts or alliances.

**4. Discovering the Copy Room is Closed**

* **Event:** Bonnie attempts to print out her schedule but finds the copy room closed.
  + **Details:** She might notice a sign or receive information that the room is temporarily out of service.
  + **Objective:** Create a small obstacle for Bonnie and set up the need for her return.

**5. Encounter with Psychic Bigfoot**

* **Event:** As Bonnie is about to leave, she encounters Psychic Bigfoot.
  1. **Details:** Bigfoot appears in a comical, surreal manner, creating a shimmering, distorted aura around him. Despite his bizarre appearance, he greets Bonnie with a sense of familiarity and warmth.
* **Backstory Integration:**
  1. **Interaction:** Bigfoot recognizes Bonnie from their past. He speaks to her as if they’ve known each other for years, referencing memories and experiences from Louisiana. He might mention specific events or places that Bonnie doesn’t immediately recall but feels oddly familiar.
     + **Dialogue Example:** “Bonnie, it’s been so long since those days in Louisiana! Remember our time by the bayou? Those were the days! How have you been? It’s so good to see a familiar face.”
  2. **Behavior:** Bigfoot might show signs of deep emotional connection, highlighting his loneliness and the transient nature of his interactions with people.
* **Psychic Effect:**
  1. **Memory Distortion:** After the encounter, Bonnie’s memories of Bigfoot are heavily altered and degraded. She feels a vague sense of having met someone odd but cannot recall the specifics of the interaction.
* **Objective:** Provide comic relief and emotional depth to Bigfoot’s character. Emphasize the surreal nature of the encounter and set up Bonnie’s confusion.
* **Psychic Bigfoot’s Monologue:**
  1. *The aura about Psychic Bigfoot doth shimmer with a melancholic glow as he speaketh unto Bonnie, his voice laden with a deep sorrow.*
  2. “Bonnie... I ne’er thought to find thee once more. The years have passed, many a year since last I was seen, since I was... lost. Thou seest, I wast not always this... this wretched form. Once was I something else, something far from this realm. I ventured here, seeking understanding, seeking... belonging. But all I found was fear, confusion. I became but a shadow, a whisper in the night, forgotten by those who once gazed upon me as naught but a curiosity.”
  3. *Bigfoot’s eyes, though hidden by his distorted aura, seem to carry the weight of countless lonely vigils.*
  4. “Recallest thou the bayou, Bonnie? The soft murmur of the waters, the gentle rustling of the leaves? We had moments there, brief though they were, moments where I felt... seen. But as time hath passed, even those moments began to fade. Thou seest, I am cursed by this... this burden I bear. It rendereth me invisible, not just to the eye but to the heart and mind. Folk behold me, yet they forget. Their memories of me twist and blur until all that remaineth is a vague sense of... something.”
  5. *Bigfoot’s tone softens, almost breaking as he continues.*
  6. “I once was someone of worth. I had friends, I had... dreams. But now, I am but a fragment of what I was. I seek out children, for their hearts are pure, untainted by the world’s weight. They can still behold me, if only for a fleeting moment. And in those moments, I am... less alone. Yet as they grow, their memories of me doth fade, leaving me to wander anew, a phantom in the night.”
  7. *He pauseth, a deep sigh resonating through his distorted aura.*
  8. “I have missed many opportunities, many chances to forge true connection, to have one remember me not as a mere fleeting dream. ‘Tis both curse and blessing, this power of mine. It keeps me safe, hidden, but also... isolated. Each encounter, each bond is a bittersweet dance, knowing it shall slip away like sand through my fingers.”
  9. *Bigfoot’s voice trembles with emotion.*
  10. “Seeing thee again, Bonnie, I did hope... I hoped for something different. I hoped that, peradventure, thou wouldst remember me, that thou wouldst see past the distortion and know that something real abideth here, something worth remembering. Yet as ever, the cycle persisteth. Thou shalt forget me soon, and I shall drift once more.”
  11. *He gazes upon Bonnie with a blend of sorrow and hope.*
  12. “I only wished for thee to know, Bonnie, that in the brief moments we shared, thou wert a light in mine darkness. Though thou canst not recall me, though I be naught but a fleeting memory, I wish for thee to know that thou madest a difference. Thou brought warmth to a heart long cold and empty. Thank thee... for seeing me, if but for a moment.”

**6. Bonnie’s Reaction**

* **Event:** Bonnie’s interaction with Bigfoot ends with him mysteriously vanishing or retreating, leaving her with a sense of bewilderment.
  + **Details:** Bonnie might feel puzzled or amused but has no clear memory of the details due to Bigfoot’s Stand ability.
  + **Objective:** Set up Bonnie’s curiosity or confusion about the strange being she just encountered.

## Session 1 Summary:

* **Arrival and Introduction:**Bonnie arrives at school and meets Alex Caruso, who introduces himself and offers to help her find her classes. Together, they head toward Bonnie's first class, Queer Studies.
* **Encounter with Nate Cole:**As they navigate the campus, an arrogant student, Nate Cole, arrives in a flashy gold Porsche 911 and begins to bully Alex. Revealing himself to be a Stand user, Nate attacks Alex with his Stand, *Bad Mouth*. As he verbally assaults Alex, Nate’s Stand starts to shrink Alex, making him feel physically smaller.
* **Fight with Nate Cole:**During the altercation, Bonnie decides to intervene using her Stand, *Material Girl*. She touches Nate’s shoulder and his car, transforming part of his white coat into a metallic material. Nate, taken aback, continues to shrink Alex with *Bad Mouth*. Bonnie's Stand punches *Bad Mouth*, causing Nate to feel pain. Fearful, Nate tries to flee, pulling Alex into his car with his Stand.
* **Chase and Car Sabotage:**Bonnie, using *Material Girl*, stealthily grabs onto the back of Nate's car. She then turns the rear part of the Porsche into paper. The car splits in half, sending Bonnie flying but stopping the car in its tracks. She skillfully lands as Alex begins to recover, gradually returning to his normal size.
* **Showdown and Nate’s Defeat:**Angered, Nate attacks Alex as a warning to Bonnie, but after being punched again by *Material Girl*, he changes his target to her. This leaves him vulnerable, allowing *Material Girl* to grab Nate’s skull and turn it into glass using nearby broken glass. With his head now fragile, Alex, fully recovered, launches out of the car and punches Nate, shattering his glass skull and killing him.
* **Covering Up the Evidence:**Bonnie uses her Stand to turn the remnants of the crime scene into paper, then burns it away with Alex’s lighter to eliminate any trace of the altercation.
* **Encounter with Psychic Bigfoot:**Afterward, Bonnie continues her day and tries to print out her schedule in the print room, only to find it closed. On her way out, she encounters Psychic Bigfoot, an alien zombie Stand user who knows her from Louisiana’s Honey Island Swamp. Bigfoot delivers a heart-wrenching monologue about his loneliness, past, and cursed existence. As he speaks, Bonnie starts to forget him, a result of Bigfoot’s Stand, *Otherside*. When Bonnie brings up hard drugs, he decides to leave.
* **End of the Day:**Bonnie, now unable to remember her encounter with Psychic Bigfoot, heads home and falls asleep, exhausted from the day’s events.

# Session 2

### **Day 1: The Investigation Begins**

**1. Initial Suspicion: The Missing Student**

* **Location:** Print Room, Library
* **Time:** Morning
* Bonnie starts her day after receiving a call from Alex Caruso, who tells her he will be at the print room and offers to help her with some printing. She heads there to meet him but finds the room empty.
* She proceeds to the library, where she notices the doors are locked and there is no one around. Through a window, she sees a red aura emanating from the copy room. Unbeknownst to her, Alex was murdered by Beck Bartosz and his Stand, Red Shadows. The administration dismisses questions about Alex, claiming he dropped out due to "personal reasons," which Bonnie finds suspicious since Alex seemed well-integrated and ambitious.

**2. Interview with Claudia Harper: First Lead**

* **Location:** Treasurer's Office, Administration Building
* **Time:** Early Afternoon
* Bonnie interviews Claudia Harper, the school treasurer and Alex's colleague. Claudia is polite but evasive, dismissing Alex's disappearance with vague statements like, "Alex was troubled; you know how students can be." She subtly discourages further questioning.
* Bonnie senses Claudia's reluctance and decides to keep a close eye on her, suspecting she might know more about Alex's disappearance or be involved in it.

**3. Encounter with Giles Hone: A Shadowy Helper**

* **Location:** Various Campus Locations
* **Time:** Mid to Late Afternoon
* Giles Hone, a recently released ex-mobster, begins to assist Bonnie from the shadows. He leaves her cryptic messages on her phone, notes slipped under doors, and shoddy clues around campus. Although he recognizes people connected to the mob, he is too afraid to directly engage with Bonnie due to fear of the mob.
* Giles hints at the mob's involvement in the college and Alex’s death but his assistance is disorganized and often misleading. He avoids direct confrontation and tries to remain inconspicuous.

**4. Claudia’s Stand: Burn No Bridges**

* **Location:** Campus Grounds, Near Administration Building
* **Time:** Early Evening
* After a call with her mob contact, Claudia is ordered to eliminate Bonnie or face being killed and replaced. Claudia decides to use her Stand, "Burn No Bridges," to get Bonnie out of the way.
* Claudia cleverly gets Bonnie to shake her hand, thereby activating her Stand’s burning effect. Claudia then attempts to leave quickly, but her social awkwardness reveals the Stand's conditions. Bonnie is now in a dangerous chase as Claudia tries to use her Stand's power to incapacitate her. Bonnie must find a way to break the Stand's effect or avoid Claudia.

**5. The Fake Trail: Giles’s Blunder**

* **Location:** Campus Grounds
* **Time:** Late Evening
* Giles, in a desperate attempt to help, makes a blunder that makes him appear as the killer. Under pressure, he reveals everything he knows about his mob connections, his fear of them, and his attempt to mislead Bonnie. He admits to being a low-level mob grunt and that his cryptic clues were a misguided effort to divert suspicion from himself and onto Claudia.

**6. Claudia’s Leverage: The Ransom for Information**

* **Location:** Bonnie's Dorm Room
* **Time:** Late Evening
* Claudia, knowing that Beck Bartosz will come after her next, offers Bonnie detailed information about the mob's exploitation of the college in exchange for Bonnie's help in escaping the mob. Claudia tries to flee the town, leaving Bonnie with crucial information about the mob's operations.

# Session 3

1. **The Mob’s Hitman: Clemens Tyne’s Pursuit**

* **Location:** Bonnie’s Dorm, Various Campus Locations
* **Time:** Night
* Clemens Tyne, a 75-year-old mob hitman, begins to pursue Bonnie using his Stand, "Photograph." This Stand can project a larger black-and-white version of an object, destroying the original. Clemens initially sees Bonnie as just another loose end but gradually gains respect for her tenacity during their encounters.
* Clemens offers to recruit Bonnie into his cause, and she convinces him to join her instead. Clemens agrees, becoming an ally and bringing the group to fashion valley to his secret hideout hidden in the backrooms of the mall.

1. **The Safe House: Hiding from the Mob**

* **Location:** Run-Down Bar and Inn (Safe House)
* **Time:** Late Night
* With the mob's attention focused on them, Bonnie, Claudia, Giles, and Clemens form an uneasy alliance. They now have enough information about Beck Bartosz, the mob’s exploitation of the college, and their next steps. Clemens’s new hideout serves as a refuge from the mob's pursuit.

### **Day 2: The Deeper Mystery**

**9. The Hunt for Beck: The Final Showdown**

* **Location:** Print Room, Crowded Campus Area
* **Time:** Morning to Early Afternoon
* Bonnie discovers Beck’s whereabouts: he is hiding in plain sight at the print room where Alex was last seen. The area is crowded, making it challenging for Bonnie to find and eliminate Beck without drawing attention.
* Beck tries to blend in, but his unpleasant demeanor—his smell, tendency to annoy others, and generally irksome behavior—makes him stand out. He attempts to isolate Bonnie and her allies one by one using his Stand, while carefully avoiding commotion to keep the mob's activities hidden.

**10. The Final Confrontation: Exposing the Truth**

* **Location:** Administration Building
* **Time:** Late Afternoon
* With Beck neutralized, Bonnie now holds enough evidence and witnesses to confront the administration. She threatens to expose everything unless they come clean about their involvement in the embezzlement and Alex's murder.

**Ideas**

Ideas:

* The Map from Logan shows where the boss is.
  + Rings around the X represents the layers of hell.
* 9 Circles Before reaching the boss
  + Limbo: Everywhere outside the circles
    - Low level soldiers may be sent, but no one crazy important. Most of these soldiers will never get too far up the chain.
  + Lust:
  + Gluttony:
  + Greed:
  + Anger:
  + Heresy:
  + Violence:
  + Fraud:
  + Treachery:
  + The Boss: California Tower