**Celestial Freezing: Level II – Malice at McGuire [Level Text Script]**

**Level Two – Malice at McGuire**: The first main level in the game with a larger level, more NPCs, and side quest that play a larger role in the town’s story.

* Real Life Location: Huntersville, North Carolina/ Town Name: Torrance
* Area(s): The Baron’s Tavern & Trove (Merchant and Grill), Hunter’s Pointe (H.U.N.T.R), Birkdale Village (Military), Nuclear Power Plant, Outside of Tavern (Town Square)
* Side Quest(s): (6) – Familial Relations, Gooner Pokemon Battle, Arm’s Dealer’s Side Quest, Julian’s Contraption, Hungry H.U.N.T.R Soldiers, Lone Wolf Recruitment
* Key Item(s): Uncooked Steak, Birkdale Arm Band, Computer Part Pack D, Engagement Ring, Touch Screen attachment, Temperature Sensor attachment, Processor chip attachment, To-go Meal (x2), The Baron’s Crest
* Respect Gain/Loss Chances: (+5/-2) - Player chooses to support/oppose Camille for winning at arm wrestling and throughout the mission (RESPECT +3/RESPECT -2), Julian’s tool (RESPECT +1), Conversation with Julian about a place to belong (RESPECT +1), Feed and aid the wounded wolf-dog with Alistair (RESPECT +1)
* Death(s) during Investigation Period: (3) - Answering the H.U.N.T.R password wrong and instigating a fight, instigating a fight with the military at the refugee center entrance, instigating a fight with the townspeople at the Tavern

**---------------------------------------------------------------------------------------------------------------------**

[Introduction – Initial Arrival]

\*Despite the bright sun blinding you in the passenger seat, you and Gaia’s Advocates have made it to your destination: Torrance in Huntersville, North Carolina.

\*Peering through the cracks of your fingers blocking out the sun, you notice Alistair walking back towards the driver’s side of the truck where Lowen sits before climbing up to the window.

Lowen: What’d he say?

Alistair: This is it.

\*Camille and Julian make their way up towards the driver’s cabin to listen in.

Alistair: He’d said to park around back for our briefing on the current situation.

Lowen: [wave amp=50.0 freq=6.0 connected=1]Roger~ that![wave]

Alistair: …

Lowen: So, just follow behind you guys then?

Alistair: That’s right.

Alistair: Try not to hit us, will you?

Alistair: We can’t suffer any casualties from the sounds of things.

Lowen: Wait a second.

Lowen: We **all** matter for once on a mission?

Alistair: [shake rate=60.0 level=8 connected=1] Just drive the truck, Lowen. [shake]

\*Alistair uses his abilities to slowly float down from the truck and walks alongside a man wearing a plaid red and black coat.

\*Looking at Alistair’s expressions the conversation seems serious.

Player: He might be serious right about the situation thing.

Lowen: He’s always serious about the situation thing.

Lowen: He just wants us to be just as serious about the job.

Player: Look at his face though.

Player: It’s the same face he makes whenever he looks at me, but way worse.

Julian; Yeah, your right.

Julian: He must be really mad at that guy already.

Player: Or he’s agitated at whatever he’s hearing.

Player: What’s this briefing going to be about?

Player: Did things already get worse before we got here?

Camille: Considering we’re in H.U.N.T.R territory, I wouldn’t be surprised.

Lowen: …

Lowen: Let’s not jump to any conclusions, alright?

Lowen: From the looks of things, this seems like a more than normal town with normal people doing normal things people would be doing before all this started.

Lowen: Just look around.

\*You, Julian, and Camille look out the windows to see people happily conversing and walking around in winter clothing.

\*Even children play amongst each other throwing snowballs while using adults as cover.

Camille: Hm…

Lowen: Huh?

Lowen: Where are they leading us to?

\*You look out the windshield to see a beat up building that looks to have a bar-like establishment at the entrance and a hotel above it.

Player: ‘The Baron’s Tavern and Trove’?

Player: What is this?

\*Lowen scoffs

Lowen: Looks like a bar and breakfast.

Lowen: And you guys were worried about things being so serious!

\*Lowen makes a final turn and Alistair motions for him to park around the back of the building.

\*The brakes hiss before the engine cuts off and everyone makes there way out.

Alistair: Everyone, this is Bruno, our contact I mentioned before who works with Gaia’s Advocates as a scout for potential candidates that could benefit Plan PHOENIX.

Alistair: We appreciate your work alongside ours in the field despite the risk it may pose to yourself.

Bruno: Thank you, sir.

Bruno: I could easily say the same for your team as well.

Bruno: To have such a vital member of Gaia’s Advocates such as yourself in the field is truly inspiring and it’s an honor.

Bruno: I can’t think of a better leader to have here given the change of circumstances.

Player: [i] Alright, man, we get it…[/i]

Player: [i] I guess it makes sense that Alistair has the ego he does with people like this around, but…[/i]

Player: [i] Who is this guy really? [/i]

Lowen: Does that change in circumstance mean we get to drink some beer?

\*Alistair glares at Lowen with disdain.

Alistair: My apologies for this one.

Alistair: I didn’t know we had an alcoholic for a marksman.

Bruno: To be honest, sir, I think he’ll blend in perfectly with the clientele here at The Baron’s.

Alistair: Unfortunately…

Alistair: Do you mind telling them what you explained to me earlier?

Bruno: Of course, sir.

Bruno: Although the site for Gaia’s filtration system is at the McGuire Nuclear Station, this town has essentially been split into three zones.

Lowen: Three?

Lowen: One has to belong to H.U.N.T.R, right?

Bruno: Correct, Hunter’s Pointe at the center of Huntersville.

Bruno: Birkdale Village, at the North.

Bruno: And where we are currently, West of Hunter’s Pointe and South of McGuire.

Lowen: Then that’s good for us then, right?

Lowen: We’re not too far from the site and we’ll know what direction not to go to since we don’t want any problems.

Alistair: As we should.

Bruno: This area acts as a choke point to both Birkdale and Hunter’s Pointe in accessing the plant which is good and the Tavern Owner, Arthur, has made it so that this area is a neutral zone outside of the influence of either faction within the city.

Bruno: Thanks to the services he provides and the increased danger of Hunter’s Pointe, it’s essentially become the new city center.

Bruno: That’s why I said earlier that people such as yourself, er…

Lowen; Lowen.

Bruno: Lowen, would fit in well.

Bruno: Being near a major crossroad, many different kind of people are constantly passing through and it doesn’t take much to determine the kind of people they are based on where they’re going.

Lowen: I see.

Lowen: So why this tavern in particular?

Bruno: I’ve talked with the owner and he’s agreed to house Gaia’s Advocates, for free, while you all complete your mission.

Player: Really?

Player: That’s awfully kind of him.

Player: I didn’t know Gaia’s Advocates had that kind of influence.

Alistair: Thanks to our committed members doing their part.

\*Alistair smiles at you with a fictious grin while patting Bruno’s shoulder.

Bruno: Thank you, sir.

Bruno: However, there’s a condition.

Camille: Something only we can talk to him about in order to find out I take it?

Bruno: That’s right.

Julian: Not sure if I like the sound of that…

Bruno: Knowing him and the kind of ‘vibe’ he wants his place to have, I can’t imagine it’ll be anything serious.

Bruno: He can be…

Bruno: Unusual at times, but given the bigger picture things should be fine.

Alistair: ‘Should be’?

Alistair: What aren’t you telling us?

Bruno: Well…

Bruno: He and the patrons tend to get rowdy which can lead to…

Lowen: A damn good time!

Lowen: When do we met the man?!

Lowen: I’m excited!

Alistair: This isn’t some vacation, Lowen!

Alistair: We have more important things to handle outside of getting into bar fights for fun!

Alistair: More importantly, we don’t have time to waste.

Alistair: There’s are rumors of a battle ensuing between the two factions here in the upcoming days.

\*Lowen’s joyful spirit immediately wanes to concern.

Camille: A battle?

Julian: You didn’t tell us about a fight going on here!

Lowen: You mentioned two factions before, right?

Lowen: One’s H.U.N.T.R, but who’s the other?

Alistair: The government has dispatched a military unit to Birkdale in order to protect the citizens from H.U.N.T.R who’s been attacking the people.

Alistair: Not some disbanded unit with a commander still power-hungry like in Limerick.

Alistair: Actual United States Army and Coast Guard soldiers working in conjunction.

Alistair: Unfortunately, they’ve underestimated the strength of H.U.N.T.R.

Alistair: Many soldiers have been critically injured in their conflicts and with the central hospital being in Hunter’s Pointe many have died not receiving needed medical treatment.

Camille: The government’s forces are losing to H.U.N.T.R?

Camille: How is that even possible?

Alistair: A lack of knowledge on the enemy.

Alistair: Many people don’t know this, but H.U.N.T.R has existed as a terrorist organization around the world for quite some time, but only recently was a split within the organization.

Alistair: H.U.N.T.R is the part that decided to go public after seeing the opportunity to change the world in their vision with the explosion of the ozone layer.

Alistair: Meanwhile, the original members chose to stay silent, instead of jumping immediately, and continued to operate covertly.

Player: All of this happened recently?

Alistair: Ignorance is truly bliss.

Alistair: The world had to move fast after what you did.

Player: …

Bruno: Wait…

Bruno: They’re the one who…?

\*Alistair nods

Alistair: Disappointing, isn’t ‘it’?

Camille: If H.U.N.T.R defected from their parent organization, how do they have the strength to beat trained soldiers being funded by the government?

Alistair: That’s the question that everyone wants answers to and the government is willing to find out by force.

Alistair: Pretty soon, they’ll be deploying a larger unit of soldiers with the intent of destroying the H.U.N.T.R faction that resides in Hunter’s Pointe.

Alistair: Literally.

Bruno: Although these are rumors, I’ve overheard from soldiers in Birkdale, they plan on bombing the entirety of Hunter’s Pointe.

Lowen: What?!

Lowen: Blowing an entire city off the face of the Earth?!

Lowen: They can’t do that!

Lowen: What about the civilians?!

Lowen: H.U.N.T.R couldn’t have killed them all just to have the town all to themselves!

Alistair: That’s the problem.

Alistair: H.U.N.T.R has recruited many of the people of the town to work alongside them and are using them to fight the soldiers.

Alistair: Since they’re much more familiar with the city, they can better stage attacks and have proven so to great effect.

Lowen: Then they had to have been forced!

Lowen: Coerced into doing so.

Alistair: It doesn’t matter to the government.

Alistair: How they see it, they’re terrorist rapidly radicalizing the weak and they need to show that it won’t be tolerated during this crisis.

Lowen: [shake rate=60.0 level=8 connected=1] Shit… [shake]

Bruno: As of right now, the ‘Mayor’ of Birkdale has asked for a week to try and handle negotiations with the ‘Mayor’ of Hunter’s Pointe, but the soldiers are impatient.

Bruno: They want revenge.

Camille: …

Julian: Oh man…

Lowen: ….

Lowen: We have to help.

Alistair: We absolutely **will not** help them.

Lowen: What the hell are you talking about?!

Alistair: We have our own mission to complete here.

Alistair: With a time limit as you’ve all just been made aware of.

Alistair: The mayor of Birkdale might have been allotted a week, but as far as I’m concerned, we have three **days** to complete our mission.

Alistair: We don’t have time to get involved.

Alistair: The people of Hunter’s Pointe made their choice by siding with H.U.N.T.R.

Alistair: That’s not something we can change with your ‘positivity’, Lowen.

Alistair: If the government won’t negotiate with terrorist, I assure you Gaia’s Advocates are no different.

Alistair: We have our own negotiations to deal with when it comes to the tavern owner, Arthur, correct?

Bruno: That’s correct, sir.

Alistair: Let’s guarantee our lodging first before anything and then, and only then, can you cry your life away into a bottle if it makes you feel better.

Alistair: Is that understood?

Lowen: …

Player: …

Camille: …

Julian: …

Alistair: Lead the way, Bruno.

---------------------------------------------------------------------------------------------------------------------

[Introduction – Meeting Arthur]

\*You and Gaia’s Advocates enter the Tavern to see a warmly lit oak wood interior decorated with the heads of various stuffed animals and frame pictures of various hunters showing off their successful hunts.

\*More men than women fill the bar eating food, drinking, and rough-housing with one another irritating the staff carrying drinks to other tables.

\*Despite never being here, a feeling you can only describe as nostalgia fills your smile.

\*As if you’ve always been here and you can see the same excitement in Camille and Julian.

Julian: It’s so loud in here, but I like it!

Camille: Something about the energy in here…

Camille: My hands are shaking from it.

\*You look over to Lowen to see an infectious ear-to-ear grin.

Lowen: Now **this** is what I’m talking about!

Alistair: …

Lowen: Aye, you!

Random Drunk Man: [shake rate=60.0 level=8 connected=1] \*hick\* Y-You talkin’ to me, white boy?! \*hick\* [shake]

Lowen: White boy?!

Lowen: You’re white, too!

Random Drunk Man: shake rate=60.0 level=8 connected=1] Oh shit…[shake]

\*Lowen pulls a chair and sits directly in front of the drunken man and his buddies.

\*He snatches a pint of golden beer from the table!

Lowen: Bet I can finish this [wave amp=50.0 freq=6.0 connected=1] whole[wave] beer before any of you fat asses at this table can!

Alistair: [shake rate=60.0 level=8 connected=1]] He’s lost his fucking mind…[shake]

Men at the Table: HA HA HA~!

Random Drunk Man: \*hick\* O-Oh yeah? \*hick\*

Random Drunk Man: TOMMY~!

Tommy: I’m right here, Paul, Jesus.

Random Drunk Man: Drink this twink under the fucking table!

Lowen: Yeah, Tommy!

Lowen: Do it!

Lowen: Unless you’re a…

\*Lowen takes an exaggerated deep breath and leans back in his chair.

Lowen: PUSSY~!

\*Lowen’s outburst calls the attention of everyone in the Tavern instantly attracting a crowd as they screamed in response.

Drunken Rowdy Crowd: PUSSY! PUSSY! PUSSY!

Alistair: [shake rate=60.0 level=8 connected=1] In a matter of **minutes**, this…**ingrate** has completely lost sight of what we’re here to do and he hasn’t a drop of alcohol yet. [shake]

Alistair: He really is an alcoholic!

\*Alistair takes a step to intervene, but Bruno stops him.

Bruno: Wait.

Bruno: Look up to the second-floor balcony.

Bruno: You see the large man with the ginger beard?

\*You look up to see a tall, large man, with a long red beard smirking as he gazes down on the cheering crowd.

Alistair: The Tavern Owner?

Julian: That’s Arthur?!

Julian: He’s huge!

Bruno: Just let things play out for now.

Bruno: He’s an eccentric guy, so if whatever your partner is up to, it just might work.

Alistair: …

Alistair: What can possibly be gained from such a barbaric display of drunkenness?

Alistair: How can one find a modicum of respect for such…

Alistair: [shake rate=60.0 level=8 connected=1] Deviants?[shake]

\*The crowd counts down Lowen and his competitor before they rush to gulp down their pints of beer.

\*Although Lowen’s progress was slow initially, he turns his head sideways to make eye contact with his opponent and almost instantaneously inhales his entire pint!

\*The crowd cheers as he victoriously shouts standing on the table lifting his empty pint!

Lowen: What’d I tell you, huh?!

Lowen: What’d I tell you?!

Lowen: I’m da best you bastards have ever seen!

\*You, Camille, and Julian rush over to get Lowen off from the table as people in the crowd pat Lowen on the back and rustle his hair into a complete mess.

Alistair: Plastered and victorious…

Alistair: Outstanding.

Random Drunk Man: HEY!

\*Lowen fixes his hair and looks over at the drunk man.

\*He slams his elbow on the table offering his hairy hand for an arm-wrestling match.

Random Drunk Man: You think you and your friends can just steal a beer from me and boys and get away with it?!

Random Drunk Man: If you and your band of scrawny toothpicks can beat all of us in some real man shit right here, I’ll buy you all drinks!

Female Bartender: Shut the hell up, Paul!

Female Bartender: You got a tab of damn near a hundred dollars right now!

Female Bartender: You ain’t buying nobody any drinks!

\*The crowd explodes with laughter.

\*Lowen raises his hands motioning to calm down.

Lowen: Alright, **Paul~**!

Lowen: How about I do ya somethin’ even better?

Lowen: I bet me and group, the Amazing Gaia Advocates, can whip the god damn~ **floor** with you and your bozos for one hundred~ dollarie doos!

Alistair: What?!

\*The crowd cheers at Lowen’s wager as he frantically pumps his arms in response.

Camille: I’m game.

Alistair: WHAT?!

Random Drunk Man: Oh yeah, little lady?

Player: Huh?

Julian: R-Really?

Julian: A-Are we actually doing this?

Alistair: NO!

\*Alistair rushes over to Lowen grabbing his arms and pulling him away.

Alistair: That’s enough!

Alistair: We’re not doing this!

\*The crowd groans and boos at Alistair.

\*Lowen flips his hair revealing an extremely red and flushed expression as he shrugs his shoulders grinning.

\*He whispers something in Alistair’s ear.

Alistair looks past Lowen’s shoulder towards the tavern owner and reluctantly gives Lowen a few bills.

Lowen: [wave amp=50.0 freq=6.0 connected=1]ONE HUNDRED DOLLARS, BABY~![wave]

\*The crowd cheers in response.

\*Lowen hands one of the bills to the female bartender.

Lowen: Let’s get it fat man~!

Lowen; Us against you guys!

Random Drunk Man: Alright, then, bitch!

Random Drunk Man: Better talk to your buddies and figure out which one of you losers is getting their arm broken first!

Lowen: Yeah, yeah, yeah, good idea!

Lowen: I don’t wanna send out our hardest hitter from the jump!

Lowen: Gotta keep this shit interesting, ya know?

\*Lowen cockily walks back bumping into you, Camille, and Julian, almost making you all fall over.

Lowen: Alright guys, so I’ll admit…

Lowen: I’m~ a wee bit tipsy if I do say so myself.

Player: Yeah, no shit, man…

Player; Alistair actually agreed to this?

Lowen: Yep~!

Lowen: One **hundred** percent!

Player: W-Why?

Lowen: Because!

Lowen: This how these people communicate!

Lowen: We gotta show ‘em we’re tough shit and deserve respect.

Lowen: Straight from the jump!

Player: [i] This man is **drunk drunk**! [/i]

Camille: I completely understand.

Player: What?!

Player: Camille, what are you talking about?!

Camille: I could feel it the second we entered this place…

Camille: Strength is what drives these people.

Camille: Proving your resolve through raw physicality is the only way to survive here.

Camille: And this is the best way to validate our power.

Camille: I’ve never used all of my Altered strength before and every fiber of my being is screaming me to do it.

\*Camille glances down at her trembling hands with an unseen amount of excitement.

Camille: Please, let me compete!

Camille: Let me do it!

Lowen hooks himself around Camille.

Lowen: Now this is the kind of volunteeringship we need~!

Lowen: I know we can do this!

Lowen: Alistair does, too!

Lowen: Right, Ali?

Alistair: No, I don’t.

Alistair: I don’t believe in brain-dead brawny showcases of muscle power as a means to convince the people of our capabilities.

Alistair: However…

Alistair: \*sigh\*

Alistair: Lowen, in his drunken supposed wisdom, is right.

Alistair: I won’t participate in such debauchery, but I do think this may benefit us and Gaia in our mission here.

Alistair: Do what you must to ‘win’.

Lowen: Told you guys~!

Lowen: What’d that one guy say?

Lowen: Oh!

Lowen: Believe the me that believes in you guys, broskis!

Lowen: I think…

Player: [i] He’s somehow getting worse~! [/i]

Julian: Oh, man…

Julian: I don’t want to get my arm broken…

Julian: I still have some parts I need to complete my latest creation.

Julian: What’s the plan here?

\*You, Julian, and Camille look over at Alistair who scoffs before kicking a chair sideways and sitting down.

\*Disinterested, he offers his hand towards Lowen who’s being given two more pints of beer to drink!

Alistair: Ask your ‘fearless’ leader.

Player: Jesus Christ, Lowen, stop!

\*You, Camille, and Julian rush over to Lowen and stop him from drinking the second beer he’s already managed to drink halfway through.

Lowen: We got it, boys~!

Lowen; And girl!

Lowen: Can’t forget the girl!

Lowen: \*hick\*

Player: Fantastic…

---------------------------------------------------------------------------------------------------------------------

[Introduction – Arm-Wrestling Mini Game]

\*Arm-Wrestling Mini Game

\* Goal: Beat the five men in arm wrestling with Camille, Lowen, Julian, and yourself at your disposal.

\*A brief description of you opponent will be given prior to the match providing you the opportunity to gauge their strength and select a competitor who might be able to defeat them.

\*Before a match begins, you will have the option to bet an additional amount on your competitor.

\*When a competitor loses, they will no longer be allowed to compete and you will lose any amount of money you bet for that match.

\*If all available competitors lose, your team loses the game and one hundred dollars.

\*Although Alistair is not a competitor, you can ask him to use his scan ability to sense the strength of the opponent.

\*However, there is no guarantee that Alistair will be interested in helping you.

Alistair: Involve me with this foolishness and I assure you, I will make you lose every possible match.

Player: W-Why?

Player: You gave us the money to do this in the first place!

Random Drunk Man: You pussies done talking?!

Random Drunk Man: Send yer first victim!

\*The crowd erupts with an electric fever.

Player: Alright…

\*Drunk Man Paul sits at the table as your opponent!

\*He struggles to roll up his sleeves revealing chunky arms and a heavier set build.

\*He’s clearly drunk, but determined to win.

Drunk Man Paul: \*hick\* What’z da matter, scared? \*hick\*

\*Who will be his competitor?

**\*(Lowen/ Julian/ Camille/ Consult Alistair)**

------------------------------------------------------------