

The Context:

Sheriff Huxley is a pretty bad dude. Extortion, smuggling, bribery--anything goes. He has made a lot of enemies during his tenure, and all that is about to catch up to him. The world's greatest detectives have come to Boston for Crime-Con (a world renowned investigatory convention filled with savory and unsavory characters alike). The next day, Huxley hosts a large soiree at his lavish mansion--undoubtedly built with his amassed money from his years as a felon. Some guests have come to make Huxley pay, others to expose him to the press, and still more to find evidence of his crimes. But, before any others can act, someone poisons and kills Huxley. Your job is to find out who.

The Rules

General Description

Thank you for playing *Huxley's Demise*! If you are running the game please read on,¹ but if you are a player **STOP!** Read only what is in your chosen character packet. The character packets will include a rule sheet and character sheet, which is all that you need.

Game Master: *Huxley's Demise* is a free form murder mystery game that is played for points over the course of 1-3 hours; a group that shares information faster will likely finish faster and vice versa. The game could also be played over a longer period of time, allowing players more time to connect the dots and scheme. Regardless, we recommend that you (the Game Master!) set the time limit on the earlier side to provide pressure, and then extend the game if it feels appropriate.

Murder mystery game parties are best when there are multiple ways to win and multiple prizes to be won. *Huxley's Demise* is no different. We recommend three categories:

1. **Best Player**, the player with the highest amount of points.
2. **Best Dressed**, voted for by the group.
3. **Best Actor**, voted for by the group.

Ground Rules

In order to best promote the free flow nature of this game's design, we recommend a limited amount of ground rules. The Game Master (and group at large) should feel free to expand this list as needed.

1. No hurting other people - the game may be intense, and characters are aggressive, but do not translate that into violence.
2. Do not attempt to read another player's character sheet
3. Do: blackmail, lie, manipulate, and scheme!

Reading the Character Sheet

The character sheets are broken up into four sections:

1. *Description*
 - a. Gives the basic information required for playing the character, such as background information.
2. *Secrets/Lies*
 - a. A list of sensitive information, some is relevant to the characters themselves and some to is be used for investigating other characters.
3. *Relationships*
 - a. Describes the character's relationships to the other characters. Players should use this to build alliances and gain valuable information.
4. *Objectives*

¹ We will be calling you, the person putting the game on, the Game Master!

- a. Labeled numerically by point value, the objectives give the player motivations in the game beyond finding the murderer. The players should attempt to complete these before the end of the game.

Playing the Game

Huxley's Demise is played by talking. Players should attempt to fulfill their objectives by forging relationships or manipulating others with the secrets they possess.

Players start the game with 10 dollar tokens.

Players may also purchase clues in order to better bribe, batter, or guess more information out of other players. Clues may be purchased at any time for five dollars from the Game Master. The player may choose between clues from two categories: crime scene and study. They will receive a random clue from that category. Players should strategize over buying clues, as accessing more than two is impossible alone--will they buy two and sell the information to remake their money, go in on clues in a group, or avoid clue buying all together. To increase the speed and ease of the game, the game master can make duplicates of the clues or decrease the cost.

Any player who believes that they know who the murderer is can call a vote, they will then be an accuser. The procedure should roughly follow these steps:

1. The Game Master then brings all players into a room.
2. The accuser explains their case.
3. The character accused of the murder defends their case
4. Other characters are given a chance to speak
5. A vote

The Game Master should limit each step to a short minute or two. If a sand hourglass is available, use it. Otherwise, a phone stopwatch or someone quietly counting can suffice.

The game ends when time is up OR someone is voted to be the murderer by a majority of the players--6/11--regardless of whether they are the murderer. After the game has ended, points are tallied up and a winner selected.

Finally, there is no killing during the game, even with the poison prop. The game is not designed to allow dead players to have fun, nor can it handle information being killed. Introduce killing to *Huxley's Demise* at your own risk.

Scoring the Game

As a murder mystery party, *Huxley's demise* can be played with or without scoring. To play without, simply end the game when a majority vote is won, or the time runs out. If your group would like to include more varied motivations or promote different play styles² during the game, use the rules below to score.

- Completing Objectives: 1, 2, or 3 points as labeled (objectives on character sheet)
 - Some objectives are subjective (i.e. avoid secret X from becoming public or embarrass X). The Game Master must decide when those have happened. We

² For instance, the points system allocates points to hoarding money, which is otherwise useless.

recommend awarding points for close calls in favor of a player who actively attempted to complete it, but you should feel free to decide on your own.

- Having money: five dollars = 1 point
- Accusing the murderer: 5 points
- Voting to convict the murderer: 3 points
- *Muderer Only*, successfully having someone else be convicted: 10 points

Set Up:

1. Before the Game

- a. Review the timeline³ and character sheets.
- b. Print out or write down each clue⁴ on a slip of paper, folding and labelling as “Crime Scene 1” etc. Envelops create a better effect and easier storage.
- c. Designate money tokens - ten for each player.⁵ Any token will work for this, but poker chips are effective.
- d. Create a Poison bottle piece⁶ for the murderer - any hot sauce bottle or the like can be made sinister with a sticky note, tape, and a marker.

2. Day of

Consider suggesting that players bring something on which to take notes.

- i. While not for every group, the size of the game means that it is easy to get bogged down on a red herring and forget an important clue.
- b. Before playing, the Game Master should review the rules with the players. It is also recommended that the Game Master give each player the opportunity to review their character sheet in private and ask any clarifying questions.
 - i. While we hope there will be no issues, the Game Master should clarify ambiguities as best as they can, keeping the rest of the story in mind; when in doubt, share too much information.

³ The timeline is listed a couple pages on.

⁴ Confused by what a clue is? Read the second paragraph of ***Playing the Game*** and go check out the ***Evidence*** page.

⁵ Each player begins with 10 dollars to use to buy clues, bribe players, or save for points.

⁶ The murder was done by poison, so it is only fair that they have a bottle of it. See Peralta’s objectives for further explanation.

General Timeline - Murder Details Bolded

- *Preconvention*
 - **Clouseau (aka Mr. Teatime) creates the Vile Assembly and hires Huxley to run the American side.**
 - Huxley brings in his deputy, Jim Hopper.
 - Huxley brings in Pikachu to expand to Japan.
 - Clouseau travels to Gotham to expand the market there, seen by Batman.
 - Huxley pins the Vile Assembly's dealings on Hopper and Hopper is arrested
 - Hopper serves his time and gets a clean job in the Hawkins police
 - Huxley approaches Hopper about rejoining the assembly
 - Pikachu travels to Hawkins to expand Market there
 - **Huxley marries Sofia Goldfinch and they have Emily Goldfinch as a child**
 - **Sofia dies, Huxley pays Fredrek to speak to her.**
 - **Rosa works for the Vile Assembly as a young police officer, but soon quits.**
 - Fredrek learned that Huxley was crooked. When Fredrek confronted Huxley, Huxley offered Fredrek a great sum of money to keep it quiet. He agreed.
 - Huxley soon stops paying Fredrek hush money
 - Fredrek digs up graves to learn corporate secrets
 - Fredrek hired by Batman to speak to his parents
 - Hopper sees Batman drop someone off a roof
 - Sullivan hires hitmen to kill his first two wives. He has been remarried.
 - Nancy Drew pays Huxley to frame the Hurty Boys
 - Drew and Murphy start affair, Drew later becomes pregnant
 - Murphy does 2 years working in Hawkins
 - Murphy reveals to Diaz he is not in OSHA
- *Day of the Convention*
 - Fredrek sees drugs fall out of Joyce's pocket and sees Joyce be strung out
 - **Drew sees Diaz get called Emily Goldfinch**
 - **Huxley tells Diaz to join the Assembly, seen by Joyce**
 - **Diaz tells off Huxley**
 - **Diaz tells Peralta that she is Emily Goldfinch, daughter of Huxley**
 - Disguised Pikachu gives Huxley an envelope of case, seen by Joyce and Batman
- *Night after convention*
 - **Peralta and Huxley fight over parenting, seen by Jim Murphy and heard by Clouseau**
 - Hopper storms into Huxley's hotel room to confront him over Joyce, but cannot find him.
- *Morning After Convention*
 - **Peralta steals the poison from a police lockup, seen leaving the station by Sullivan**
- *Night of the Party*

- **Peralta poisons Huxley, killing him.**
- **Murphy's boss calls to say poison was stolen from a local police station.**

Evidence - 11 Clues

1. Crime Scene
 - a. Day old bruises
 - b. Hair found on the body (red herring from woman/man who loves sheriff)
 - c. Poison vial to be hidden by killer
 - d. Joyce's Hotel Key
2. The Study
 - a. A letter Huxley planned to send to Rosa telling her that she needs to stay in the business or be exposed
 - b. A letter Huxley telling Fredrek that he would pay up
 - c. Evidence of taking of drug smuggling cuts, taking more than reporting
 - i. Section labelled "Hawkins market gross income."
 - d. News clipping from Gotham, "Johnny Crash killed, but was it really the Joker?" With "NO" written in large letters on it.
 - e. Picture of Huxley and a Woman, labeled Bill Huxley, Sofia Goldfinch wedding 1975.
 - f. Burn folder on "Rosa Diaz" showing that she informed on the police to The Vile Assembly.
 - g. Folder labelled "Teatime?"
 - i. Inside it says, "Travels, uses voice changer (accent?), gets money sent abroad, and is arrogant."

Fredrek Von Krydil, Bridge to the Afterlife: Unaligned

1. **Backstory:** Fredrek Von Crydil, Bridge to the Beyond, comes from a long line of central European mediums descended from the Great Angelov Crydil. By channelling the Great Angelov, Medium is able to speak to the dead. Medium claims to have come to America, the land of promise, to use this ability to bring grievers closure. Business is booming--which Fredrek is very proud of--and Fredrek now leads a very lavish life.
2. **Traits**
 - a. Pride, vanity, haughtiness
 - b. Above it all
 - c. Always putting on a show/theatrical
3. **Lies/Secrets**
 - a. Fredrek been hired by The Burger King, to learn the secrets of McDonalds recipes. This is quite typical. Fredrek's primary work is as a corporate spy.
 - i. To do this, Fredrek has had to dig up a grave or two.
 - b. Twenty years ago, Fredrek learned that Huxley was crooked. When Fredrek confronted Huxley, Huxley offered Fredrek a great sum of money to keep it quiet. He agreed. Recently however, Huxley has not been paying up. Fredrek is here to make sure he gets his money. At the time, Jim Hopper was Huxley's deputy. You don't have proof, but you suspect he may have known something.
 - c. Knows Batman's identity
 - d. Huxley once paid you to talk to his dead wife, Sofia Goldfinch. They spoke about their daughter "our beautiful rose."
 - e. When talking to Joyce yesterday, you saw a small pouch of drugs fall out of her purse.
4. **Relationships**
 - a. Has a good working relationship with Detective P.
 - b. Hired by Batman to speak to his parents, since then they became friends.
 - c. Joyce Byers came up to you yesterday at Crime Con. She wanted to talk about the paranormal, the supernatural, everything you love. Unfortunately, she was clearly strung out and way off base. She annoys you.
 - d. Jacque Clousaue you do not respect. You know a con man when you see one.
 - e. Detective Pikachu can't normally speak and is not a human. You talk to ghosts. This has drawn you together during conventions.
5. **Objectives**
 - a. Huxley can't have been working alone, find someone else to blackmail for the \$10k. Probably someone that works with or used to work with Huxley.
 - b. Without tipping off anyone too goody two shoes, find someone willing to help you get access to graves.
 - c. Expose Clouseau as a phony.

***Nancy Drew:* Unaligned**

1. Background

- a. Nancy Drew is a local P.I. for hire, who spends her off hours working up big cases against politicians, corporate execs, and phonies. As skilled of a writer as a detective, Nancy publishes researched and evidenced scandals in the Allston/Brighton TAB (a local print).
- b. This party excites Nancy for more than just that. Nancy Drew and Jim Murphy, OSHA man have been having a torrid affair for weeks. Nancy met OSHA Man on site while looking into a shady deal done by Daniel Schwartz, the CEO of Burger King. Will they reveal their love to the fellow party guests? Who can say.

2. Traits

- a. IDK, you picked a “real” character, so act how she acts or something. I trust you to act.

3. Lies/Secrets

- a. Nancy heard from Diane Smith (ex-wife of Jim Hopper) that Jim had been in prison for running a drug ring down south. Sally believed Jim had been doing it for so long that Huxley had to have known.
- b. Early in Nancy’s career, she repeatedly was beaten to the punch by a rival P.I. firm, the Hurty Boys. The Hurty Boys were not afraid to break some knees or leave someone in a trunk to get the information they needed. Nancy, desperate to get rid of the competition, paid Sheriff Huxley to frame them for possession and sale of narcotics, which he did.
- c. At Crime Con, you saw a piece of paper fall out of Clouseau’s jacket, it was an IQ test, and he is a genius.
- d. You played a game of blackjack with Sheriff Huxley last night, he mentioned that his kid was in town, but then told you to forget he said it.

4. Relationships

- a. Loves OSHA Man, Jim Murphy. Is pregnant with his child!
- b. Thinks Clouseau gives the P.I. business a bad name.
- c. Diaz is hiding something; someone came up to her at Crime Con and called her Emily Goldfinch, but Diaz pretended not to notice. You have a hunch here. And your hunches are rarely wrong.

5. Objectives

- a. You came to get dirt on Huxley to get out from under possible blackmail, now make sure any remaining evidence of the framing is gone.
- b. Embarese Clouseau; he is a dupe
- c. Reveal to Jim your pregnancy, and convince him to tell people about your relationship.

OSHA Man; Jimmy Murphy: Search Team

1. Description
 - a. FBI agent posing as an OSHA employee, OSHA Man has spent years looking to crack a narcotics ring run by "Mr. Teatime." Murphy currently has the following leads:
 - i. (1) Mr. Teatime is a detective of some sort
 - ii. (2) purportedly has some sort of accent
 - iii. (3) has a criminal background
 - iv. (4) is known to be a criminal genius, smug, and holds it over people.
 - b. Recently, you have been inspecting Burger Kings (where you met Nancy Drew).
2. Secrets/Lies
 - a. You try to hide it, but your FBI supervisor regularly calls in, and you have to take it. An hour ago he called to say that a vial of poison had been reported missing from a local police station.
 - b. Recently, Jim met Nancy Drew, and the two have begun a torrid love affair. Jim has in large part been using Nancy for information, but has more recently begun to think he wants a more serious relationship. He is conflicted.
 - c. Nancy has been very nervous about the invitation to this party, you're not sure why.
 - d. You saw Jake Peralta and Huxley duke it out last night after Crime Con. Peralta won.
3. Traits/Acting suggestions
 - a. Tries to play the part of a typical federal bureaucrat; always talking about OSHA, complaining about the office, etc. The things he says tend to contradict themselves or seem strangely specific. "Oh, that reminds of the time that I was performing an inspection of 2:00PM OSHA at a 711 at 4th and Exchange in NYC when..."
4. Relationship
 - a. Affair with Nancy Drew
 - b. Spent a two year stint stationed in Indiana. Hawkins to be exact. During inspections at the police station and the hardware store, Jim grew to be friends with Joyce and Hopper.
 - c. Joyce seems suspicious of your secret identity, try to steer clear.
 - d. The Vile Assembly recently expanded into Gotham City. Batman is either involved or on the case.
 - e. You were at the bar late last night trying to avoid Nancy (you still ended up in her hotel room), and got chatting. You may have let something slip, but you can't remember.

Objectives

- f. Keep your relationship with Nancy hidden; her fandom and paparazzi would bring too much attention and may blow your cover.
- g. Discover the identify of "Mr. Teatime"
- h. Make sure your identity as an FBI agent is not publicly revealed.

Rosa Diaz: The Vile Assembly/Unaligned

1. Description
 - a. Whatever is in Brooklyn 99. You hide your true personal life because you are ashamed of your father. Your father is Sheriff Huxley. Huxley is a member of a drug ring called The Vile Assembly. He forced you to join as a child, and you informed on the police to the Assembly. You quit a short number of years into the force. You are happy that he is dead.
2. Relationships
 - a. You met Jim Hopper last year at crime con. Dashing, cool. You are in love with him.
 - b. Obviously very good friends with Jake Peralta.
 - c. Fredrek is clearly a hack and very annoying. Real police work is methodical and precise. He is no true P.I.
 - d. Batman is very intriguing. You once thought about being a vigilante, and you love to hear his stories.
3. Secrets/Lies
 - a. Detective Pikachu is in the Vile Assembly.
 - b. Neighbors know you as different name/personality: Emily Goldfinch
 - c. Last night at Crime Con, you confided in Jake that you were Huxley's daughter after the Sheriff kept asking to talk to you about The Vile Assembly. Jake was very upset. You haven't spoken to him since.
 - d. You saw Fredrek acting suspicious outside the cemetery two nights ago.
 - e. Last night you got beers with Jim Murphy, he let slip that he does not work for OSHA.
4. Objectives
 - a. Jim Hopper loves Joyce. Get some dirt on her and convince her to reject Jim for good.
 - b. You hate Sheriff Huxley, don't let anyone reveal your relationship to him.
 - c. Make sure your relationship with Jake Peralta is still solid.

Jake Peralta: Unaligned/Killer

1. KILLER; found out that Huxley was the father of Rosa, killed him for forcing her to take part in the business. Loyalty knows no bounds. You confronted Sheriff Huxley last night after Crime Con about forcing Rosa to be part of The Vile Assembly. This morning, you accessed the local police lock up, stole a vial of POISON, and slipped some in Huxley's drink tonight. You saw Mike Sullivan while walking out, but did not say anything.
2. Relationships
 - a. Hated Huxley as a failed father figure to Diaz.
 - b. Wants the best for Diaz. Would-and has--killed for her. Extremely protective.
 - c. Went out for drinks last night with Jim Murphy, from OSHA. Very friendly person.
3. Lies/Secrets
 - a. Is a killer
 - b. Knows about Diaz being Huxley's daughter. When Rosa told you, you went and picked a fight with Huxley, beat him up.
 - c. After you left Huxley, Jim Hopper asked you where Huxley was, stormed into the hotel, and said "no one gets Joyce but me."
 - d. Mike Sullivan's first two wives died in identical mysterious boating accidents.
 - e. Nancy Drew's hotel room is next to yours. This morning, Jim Murphy walked out of it.
4. Objectives
 - a. Hide/destroy the poison bottle before someone sees.
 - b. Figure out if there are any other The Vile Assembly here before they find you, and blackmail them. If they learn that you have killed someone in their group, they may kill you.
 - c. Pin the murder on someone else. Good luck!

Jim Hopper: Unaligned/The Vile Assembly

1. Description
 - a. Sheriff Huxley's old deputy Jim Hopper, Jim rounded up posses and had the Sheriff's back in a gunfight. After an illustrious career out west, Jim somehow ended up in Hawkins, where he worked up the ranks. What really happened? Deputy Jim was in on Huxley's drug running scheme (he was part of a group called The Vile Assembly). Jim used to help protect shipments and take a cut. When the law was drawing in, Huxley pinned it on Jim and he was fired. A stint in the army, a move to Hawkins (where no one knew him), and the rest is history.
 - b. The plot of S1/S2 of stranger things happened.
2. Relationships
 - a. Unrequited lover of Joyce
 - b. Jacque Clouseau makes you laugh, even if he doesn't mean to. Worth keeping him around.
 - c. You see a bit of yourself in Mike Sullivan; lazy, uninterested, and unmotivated. You hate that, and project it onto Mike.
3. Lies/secrets
 - a. Jim was in on all of Huxley's schemes. Sheriff pinned him as the fall guy for facilitating a drug smuggling ring coming in from the south (something Huxley and Jim did together).
 - b. Huxley came to Hawkins a few years back. He approached you and asked you to rejoin The Vile Assembly, bringing the product to Hawkins. You refused, but months later drugs began appearing anyway.
 - c. During a weekend getaway in Gotham City, you were smoking on a roof. You saw Batman throw a man off of a roof. The next day the news said that the Joker killed a local thug, "Johnny Crash."
 - d. You saw Joyce give her hotel card to Sheriff Huxley. You went to confront him, but could not find him. Peralta was outside the hotel. He looked like he had been in a fight, and said he didn't know where Huxley was.
 - e. Pikachu once worked a case in Hawkins, but never found her man. Always refused help as well.
4. Objectives
 - a. You are ashamed to have been in The Vile Assembly when you were a deputy. Don't let it be revealed to the group.
 - b. Convince Joyce to love you.
 - c. Whoever killed Huxley may be targeting The Vile Assembly. They may think you're still in. Make sure you either have dirt on that person OR can expose them before they find you.

Detective Pikachu: The Vile Assembly

1. Description
 - a. After cracking her first case, Detective Pikachu came upon tough times. She has difficulty speaking to anyone, so solving crime is hard. Besides, sometimes shocking someone is more fun.
 - b. The drug trade is also easier. You are a member of the organization called The Vile Assembly, having been recruited by Sheriff Huxley (the 2nd in command) to expand the market to Japan. Detective Pikachu is the number three of The Vile Assembly, and with the death of Huxley, the #2. Above you is Mr. Teatime, a mysterious criminal mastermind. You believe he is also here at the party.
2. Secrets/Lies
 - a. You went to Hawkins to expand The Vile Assembly' market there. Successfully. (Claimed you were working a case but failed, rejecting help).
 - b. You saw Joyce reject Jim Hopper at Crime Con.
 - c. You brought Huxley an envelope of money at Crime Con. You were careful and wore a hood.
 - d. Mike Sullivan once posted on the Japanese dark web looking for a hit man. He did the same thing 5 years later.
 - e. Nancy Drew had a pregnancy test in the bathroom at Crime Con. She tried to hide it, but you saw. She looked happy.
 - f. Rosa Diaz used to inform on the police to the Assembly, and she seemed close to Huxley, but she quit many years ago.
3. Relationships
 - a. Batman thinks of you as a rival, but you aren't in this business for that. He is pretty annoying because of it.
 - b. Jake Peralta's name has come up in The Vile Assembly as a possibility, but Huxley always shut it down--unclear why. This may be an opportunity to recruit him.
 - c. You aren't a human, so relationships are hard. Fredrek seems to get that, and you two get along well.
4. Objectives
 - a. This is an opportunity to seize control of The Vile Assembly...
 - i. Figure out who else is in The Vile Assembly
 - ii. Blackmail them into promoting you to the top
 - b. Embarrass Batman by publicly revealing one of his secrets.
 - c. Money is always good. Subtly find out if anyone has a job for someone that doesn't mind getting a little dirty.

Batman: Search Team

1. Description

- a. You truly believe yourself to be the greatest detective, and you are here to prove it. You take this extremely seriously. However, you do have an ulterior motive for being here (what great detective wouldn't?). Recently, Gotham city has had an influx of drugs. You believe that this is the work of "The Vile Assembly." Through good ol' fashion detective work (you beat up a series of people), you learned that Huxley was involved, but that he was not the leader, the infamous criminal genius, "Mr. Teatime."

2. Secrets/Lies

- a. During an "interrogation" you accidentally dropped a thug named Johnny Crash off of a building. He died, and you blamed it on the Joker.
- b. You once hired Fredrek Von Krydil, Bridge to the Afterlife to speak to your parents. He knows your secret identity, and has become a friend/confidant.
- c. Jacque Clouseau was recently in Gotham trying to track down the Pink Panther. Despite a week underground, he failed to find the gem (the pink panther).
- d. You saw Peralta and Huxley have a heated argument last night after Crime Con, about what you're not sure.
- e. You and Joyce saw Huxley take a fat envelope from a hooded figure and jot something in a small notebook. You tailed the figure, and saw later that it was detective P.

3. Relationships

- a. Friends with Fredrek Von Krydil after he helped you speak with your parents.
- b. A professional respect for Detective P. but also very competitive. You are RIVALS.
- c. Jim Hopper is the worst kind of cop, a lazy cop. He is what causes corruption. So much worse than Jim Gorden. Don't even get me started on it.
- d. You have a thing for Rosa Diaz. Mysterious, strangely wealthy. She reminds you of yourself. And you like yourself.

4. Objectives

- a. Discover the identity of Mr. Teatime
- b. Ensure that Fredrek won't reveal your identity.
- c. Dig up dirt on Hopper. If it smells like dirt, it's probably dirty.

Jacque Clouseau: The Vile Assembly

1. Description
 - a. The pink panther has gone missing again. You have searched across America to no avail. You are here in Boston to keep up the search, and to see if anyone else has seen the gem. (Of course, this is all a lie).
 - b. You are "Mr. Teatime," the leader of a nefarious narcotics ring called The Vile Assembly. You pretend to be a dummy to keep people off your trail.
 - c. You are a wine connoisseur and will only drink the finest of wines (as well as be snobby to people who drink "cheap swill")
2. Lies/Secrets
 - a. Knows that Detective Pikachu is a member of The Vile Assembly. Jim Hopper used to be, but Huxley framed him to get the police his trail.
 - b. Believes that one Sheriff Huxley's underlings, his old Deputy Jim Hopper or Detective Pikachu, likely killed the sheriff as a power play for control.
 - c. Is Mr. Teatime
 - d. Someone paid Huxley to frame The Hurty Boys (a local P.I. group), but you aren't sure who.
 - e. You heard a fight outside the hotel last night. Before it started, one of the men shouted "she's my daughter, and she will work in the family business!"
3. Relationships
 - a. Worked together with Detective Pikachuu on a job and enjoyed it. She is also a member of The Vile Assembly.
 - b. Thinks Nancy Drew is immature and should stay out of the P.I. game.
 - c. You get along well with Jim Hopper. He has bought the buffon act hook, line, and sinker. Use him as a shield.
4. Objectives
 - a. Dig up dirt on Detective P. to stabilize control over The Vile Assembly
 - b. Embarras Nancy Drew.
 - c. Recruit Hopper back into the fold. Make sure you have dirt on him to force his hand.

Joyce Byers from Stranger things: Unaligned/The Vile Assembly

1. Background
 - a. Friends with Jim “Super Safe” Murphy from when he was stationed in Hawkins.
 - b. Money is tight and you are trying to move out of Hawkins.
 - c. You are a bit of a junkie. Not that it had anything to do with “the upside down” or monsters or a child with super powers. Nope.
2. Relationships
 - a. When you met Sheriff Bill “Hot Stuff” Huxley--years ago when he visited Hawkins--you fell in love with him.
 - b. Jim “Sloppy Seconds” Hopper clearly loves you, but you aren’t that interested.
 - c. You spent a lot of time with Fredrek during crime con. His medium abilities may be connected to secret government projects. You really bonded over the “supernatural”.
3. Lies/Secrets
 - a. Jim Murphy used to get calls from a D.C. number that he would drop anything to take. He said it was his supervisor, but you have always had a hunch that he was lying.
 - b. Today at Crime Con, you saw Rosa storm away from Huxley after shouting “I won’t do it anymore!”
 - c. Both you and Batman saw Huxley take a thick envelope and then jot something in a notebook. Batman then went off.
 - d. For a detective, Rosa Diaz sure has a lot of expensive things: beautiful apartment, pilot’s license, medical degree.
4. Objectives
 - a. Find out who has brought drugs to Hawkins, convince them to let you join. Money is tight after all.
 - i. You know both Murphy and Pikachu have been in the area.
 - b. Find out Jim Murphy’s secrets
 - c. You aren’t that interested in Hopper, but he can be useful. Manipulate him into helping you find the people behind the drug trade.

Mike Sullivan, boston cop: search team

1. A no nonsense Boston native.
 - a. Likes: Mark Wallberg, the Sox, the Pats
 - b. Hates: Starbucks, Yankees, when his idiot step kids don't shut up when he's watching The Big Game. His current and 3rd wife, Susan.
 - c. Mike has been placed on the Boston PD Opioid Task Force. The current big game is a group called The Vile Assembly, apparently led by "Mr. Teatime." Local PD has no leads, but apparently the FEDs are closing in.
 - d. This morning, you went into the precinct and saw Jake Peralta leaving. You didn't speak, but are curious as to why he was there.
2. Relationships
 - a. Fredrek is a creep and a weirdo, besides being a scam artist. Talking to ghosts??
 - b. Nancy Drew is seriously smokin, sure would be a shame if something happened to nerdy Jim Murphy (OSHA Man). You saw them leave the bar together last night arm in arm.
 - c. You've heard that The Vile Assembly have recently pushed into Gotham City, Batman is likely involved or looking for them too. Either way, he is a good person to be around.
3. Lies/Secrets
 - a. Your first two wives died mysteriously... you made sure of it.
 - b. For a detective, Rosa Diaz sure has a lot of expensive things: beautiful apartment, pilot's license, medical degree.
 - c. You've seen Fredrek around town, and he gets taken to some fancy dinner in some fancy cars.
 - d. Before Nancy Drew took over in town, the P.I. business was dominated by the Hurty Boys. They're in jail for drug possession and distribution now. Rumor on the force is that they were framed and Nancy was involved.
4. Objectives
 - a. Find someone willing to do the dirty work of killing your wife.
 - b. Convince Jim Murphy to stay away from Nancy. Best done via blackmail.
 - c. If you catch one of The Vile Assembly that means promotion. Promotion means that boat you've been eyeing. Maybe it would get Susan off your back too. If she isn't already 6ft under.