

ROCK AND ROLL WILL NEVER DIE

DESCRIPTION:

This is an irreverent little adventure for players who don't mind blowing away Elvis.

ADVENTURE HOOKS:

This adventure is set up specifically for characters who work for the BPI, or a similar government or private organization. If the characters are not associated with the BPI, the adventure could be modified accordingly.

PLAYER DETAILS:

Players are given word from the BPI in whatever standard fashion the GM desires.

//URGENT ACTION REQUIRED//

There have been a number of unusual sightings in the past few days including several violent robberies at various grocery stores, donut shops, and liquor stores. Fingerprint traces left by the perpetrators, in addition to eyewitness accounts, indicate that the crimes are being committed by several exact duplicates of actor-singer Elvis Presley. The fingerprint evidence precludes this from being treated as a hoax.

The trail of sightings and robberies indicate that the party of five duplicates is headed to the city of Las Vegas, and may arrive at any time in the next 72 hours. One person has been killed and ten injured during the course of these robberies. Take whatever action deemed necessary. Insure that NO evidence survives.

//URGENT ACTION REQUIRED//

GM DETAILS:

Singer Michael Jackson acquired the copyrights to the deceased Elvis Presley's DNA after his marriage to Elvis' daughter Priscilla Presley. He later sold those rights, and samples of the DNA to King-O-Rama Corporation, which produces a plethora of Elvis related products. The company intended to sell samples of the DNA, with special certificates of authenticity, to collectors. Before marketing began, however, they were approached by English scientist James Boyce. Dr. Boyce professed to own a human cloning process used by his father, a Nazi collaborator, in WW2 to produce an evil duplicate of Winston Churchill. He explained that the process would work using the DNA that they had from Elvis Presley and that he could make as many duplicates as they wanted. King-O-Rama agreed and funded the production of the 5 initial clones. It intended to hire them out to various amusement parks and music festivals once they were completed.

As Elvis' own memories were not available the clones were given an artificial memory of Presley's life, created from known historical and trivia data. Neither Boyce or King-O-Rama believed that the evil nature of the clone came from the process that created it, assuming that it had been programmed into the Churchill clone with the implanted memories. Upon completion the clones turned on their creator, Dr. Boyce, putting a hole in his abdomen and stringing his guts out like guitar strings. They escaped, and King-O-Rama has done its best to keep the death of Dr. Boyce quiet.

The clones are on a rampage. They steal from grocery stores for tranquilizers and the makings of peanut butter and banana sandwiches. They rob donut shops and liquor stores for jelly donuts and beer. All of the clones are intent upon one thing: performing in Vegas. They have left a trail of armed robberies, which have resulted in 1 death and 10 injuries already, from the Tennessee lab where they escaped towards Las Vegas, Nevada.

GM's can create whatever floor plans are needed (donut shops, casinos, etc.) on the fly. The keys to this incident are noon-stop action, and bad jokes that refer to Elvis. Here's a few lines suitable for the clones to use on the characters:

- "I'll kill ya, I'll kill ya very much."
- "Elvis has left the building."
- "I just wanna be... your little grizzly bear!"
- "You ain't nothin' but a hound dog!"
- "I did it MY WAY!"
- "Hail to the King!"
- "Don't be cruel!"
- "Let's rock and roll!"

The clones are by no means subtle. They will drive into town in a big pink Caddie convertible, or similarly appropriate car. They will hit one or more of their standard targets first at GM's discretion, then they will head to the casino. Their twisted minds believe that once there they will be crowned and reign as kings. When this doesn't happen they will get violent and demand people bow down and pay homage - shooting, punching, or just intimidating anyone who doesn't comply.

TIMELINE: Not applicable.

LOCATIONS: Casinos, Donut Shops, Gas Stations, Diners, Truck Stops

NPCs: n/a

SHADOWS:

EVIL ELVIS

Type: Clone, Evil

Physique: 3D

Stamina: Drugs and Alcohol 5D

Reflex: 3D+1

Firearms 4D

Canny: 3D+1

Find 3D+2

Education: 2D+2

History: Blues Music 4D+2

Technical: 2D+2

Musical Instruments 4D, Musical Instruments: Guitar 4D+2

Will: 3D

Intimidation 4D, Persuasion 4D

Special Abilities/Disadvantages:

Evil – The cloning process used to create these duplicates automatically alters their brains, giving them a natural inclination towards malicious or “evil” behavior.

Story Hooks:

Elvis Obsession – The clones are all programmed to look and act like duplicates of Elvis Presley. They can all perform his music, mimic his dancing, crave the same things he did, and can't act their way out of a paper bag.

Life Points: 30

Survival Points: 3

Move: 10

Size: 1.8 meters tall

The evil clones of Elvis are all exact physical duplicates of the original Elvis Presley at slightly different points in his life. Mentally, they are all inherently evil beings programmed with Elvis trivia in lieu of actual memories. For convenience they respond to slightly different nicknames, but they all regard each other as aspects of Elvis Presley. Each carries the following weapons.

| Nickname | Description | Weapon |
|-----------------|--|----------------------|
| Junior | Teen Elvis in jeans and shirt | S&W .357 Magnum |
| Pelvis | Mid 20's Elvis in jeans, shirt, and leather jacket | Uzi Carbine |
| Slick | Early 30's Elvis in white, polyester suit | Uzi Carbine |
| Aaron | Late 30's Elvis in black, sequined jumpsuit | Colt M1911-A1 Pistol |
| King | Early 40's Elvis in white, rhinestone jumpsuit | Ithaca Roadblocker |

SOLUTIONS:

The idea here is to capture or kill the clones, the BPI would actually prefer that they be killed and disposed of, without letting anyone else get hurt. GM's should try to ensure that players have as much fun as possible doing this. They are destroying an American icon after all! The characters must, of course, clean up after they're done - and see that the public believes a rational explanation for what occurred.