

## Somewhere in Boston

1. Decade
2. Sociological Principle
3. Unusual Location
4. Way You Can Take Medicine
5. Controlling Force
6. Characteristic Revealed In Twist

# Somewhere in Boston

Our story takes place in the far-flung decade of the \_\_\_\_\_ Decade \_\_\_\_\_ in a city forgotten by the rest of the planet.

Disgusted with civilization, a lone visionary collected followers and established a new world founded on the

sociological principle of \_\_\_\_\_ Sociological Principle \_\_\_\_\_, sequestered away from the foolish masses in \_\_\_\_\_ Unusual \_\_\_\_\_

\_\_\_\_\_ Location \_\_\_\_\_. Superhuman powers are common, granted by \_\_\_\_\_ Way You Can Take Medicine \_\_\_\_\_, but not all is as it

seems. What was supposed to be a self-contained paradise has failed, and now an opposing faction wreaks

regular havoc in its underbelly. Enter our protagonist, a pawn controlled by \_\_\_\_\_ Controlling Force \_\_\_\_\_ who makes

his fated trip to the city and up-ends the whole flawed society, the ramifications of which none of the involved

parties could predict: the person you thought was your ally was \_\_\_\_\_ Characteristic Revealed In Twist \_\_\_\_\_ all along!