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📅 Wed, 2/24 10:13PM ⌚ 1:02:13

SUMMARY KEYWORDS

people, siren, hero, villain, scarlet, city, scarlett, save, big, card, head, threat, hear, breakfast, element, hashbrowns, happening, moment, murray, mask

SPEAKERS

Billy, Jeff, Angela, Jesus

-
- J** Jesus 00:00
Hey guys, this is a session of Anyone Can Wear The Mask by Jeff Stormer of the Party of One podcast, his upcoming RPG which is soon going to be on Kickstarter. If you liked what you hear, consider supporting it on Kickstarter- link in the show notes. Anyway, I want to say thanks to the following Patreon listeners. Daniel Andrlik, Fabian, Warren Cummings, Matt Hill, Rochelle Jackson, Matthew Prohl, Cayce, Nick Morgan, Mike Shellman and David Millar, thanks for helping us figure out who's behind the mask.
- A** Angela 00:35
And it's all gonna come down on top of the heads of these people who like, are all covering their ears and trying to run out themselves.
- J** Jeff 00:44
Okay, so you've caused some collateral damage, you damage the- this, this building comes down, everybody gets out of it safely.
- B** Billy 00:51
As you are, you know, right now your scream is just breaking glass and windows and stuff. And the guy, with one final smirk towards you in a wink aims his gauntlet towards the

pillars, which usually your things wouldn't that- effect unless you're going full blast, and he fires one last shot.

A

Angela 01:12

Hey, friends, welcome back to another episode of the Fandible Actual Play podcast. This is Angela and I'm not actually running the game today. Instead, we have a very, very special guest, our friend Jeff Stormer of the Party of One podcast who is here with an awesome superhero game, which is why Billy is here too. And that's why the two of us were like, yes, we need to play this since you know that we are- are superhero aficionados.

B

Billy 01:41

Yes, yes, yes. Yes, we are. I'm very excited about this. And since it's me and Angela playing, and, along with Jeff, I think he is the first official guest to Fandible's Imperial Radio. So Jeff, welcome to the Fandible Imperial Radio.

J

Jeff 02:00

Thank you for having me. I am I am honored to be a pioneer in this space, though. I will not- you know what for the- because I'm on Imperial Radio, I will hide my my Rebellion loyalties, but I will not, ah, I'm not gonna- I'm not gonna retract them. Let's put it that way.

A

Angela 02:19

Okay. All right. That's fair.

B

Billy 02:21

That- we'll take that we understand. We will be come knocking at your door later on.

J

Jeff 02:26

Fair to fair, I can't say I didn't see it coming.

A

Angela 02:30

But I think that's enough from us. We're going to turn the show over here to Jeff. So Jeff, why don't you say a little bit about yourself and your game?



Jeff 02:40

Absolutely. I am Jeff Stormer. I'm a podcaster, game designer, and the unofficial LARP designer of the Olive Garden restaurant. I am the host of Party of One, which is an actual play focused on two player role playing experiences. I'm also the co host of All My Fantasy Children, which is a podcast on the Oneshot network about tabletop character creation storytelling and world building. But for today, I am a game designer, and I am bringing my new superhero role playing game called Anyone Can Wear the Mask. It is a three player role playing game about a hero, a villain, and their city, and it is designed to evoke stories like Superman, particularly early like 30s, when he wasn't quite you know, traversing the cosmos and fighting gods, and as well as like Spider Man and Batman and Daredevil heroes who are like that sort of really specific like, I have my home and I have that very strong relationship with it. And that is that is the vibe that Anyone Can Wear the Mask I think evokes really well.



Angela 03:40

Fantastic I love it. That's exactly the sort of superhero stories that Billy and I love. So again, that's why we were like yep, we're the were the two Fandible people that are volunteering for this.



Jeff 03:51

I candidly I did send it and I was like, Angela and Billy are gonna be here for this, I was like, the two of you are going to be here for this, half of the reason that I shared this with the two- with the- with you because I was like I feel like the two of you are gonna be here for this, I'm- I'm gonna project a little bit.



Billy 04:08

And this is why we like you more, I mean I would have liked you- liked you the most if you had brought up Green Arrow and his hometown but you know that's fine-



Jeff 04:15

Also a very- also a very good reference point.



Billy 04:17

Okay. Cool, cool cuz he's he's my jam Green Am- Green Arrow.

J Jeff 04:22
I haven't worked out the become mayor mechanics yet. I haven't worked out the mayoral run mechanics but we're getting there.

B Billy 04:30
I'm not saying Arrow, I'm saying Green Arrow from the comics.

J Jeff 04:35
That's a comic book run. That was a run in the comics.

B Billy 04:38
Oh probably.

J Jeff 04:39
I think it may have been a Kevin Smith run so we can still ignore it. But-

B Billy 04:43
Of course Kevin Smith we are- Thank you for being a fan of us and listening. We just want to always say we, we love you, but we might not love your comics.

J Jeff 04:52
Fair I'm sure that-

B Billy 04:54
At one point we will eventually bring you on we just always run out of time. Unfortunately with Kevin Smith, we usually just leave him hanging.

J Jeff 05:01
It's, you know, you get that little bit, it's just we run a little bit long, we're gonna- we're gonna, we're gonna try and fit it into that.

B Billy 05:07
Yeah, right.

A Angela 05:07
Right. So speaking of, let's dive in.

J Jeff 05:11
So yeah, this is, like I said, this is a game about a hero, a villain, and a city, those are the three roles that we're going to be playing. And we're going to start out by creating our characters. And then we will play through a series of scenarios or, like issues or days in the life or, you know, superhero, like save the day moments, all of which are kind of tied to a location and to a particular person in the city that needs to be saved. The first thing that's going to happen is we're going to like just cover some tone stuff immediately. And then we'll kind of dive into it. I mean, this is a game where the hero is never going to fail, like the hero is never going to the hero will always save the day, but the hero will lose some people like there are people that the hero will not be powerful enough to save. And to make sure that we're all cool with that, like that's the premise of the game is that like, that's, that's kind of what you're up against is not so much whether or not you'll save the day, but whether you'll save everyone along the way, there's also a big villain that will appear and ruin everything for the hero and kind of ruin your life a little bit. And then you'll make a big dramatic hero's comeback. Are we both- Are we all cool with that sort of narrative arc?

B Billy 06:22
Of course!

A Angela 06:23
Yes, I am.

J Jeff 06:24
Heck yeah. So we can kind of cover some safety mechanics, we have X, N, and O, like we can use those signals where the X card is we take something off of the play entirely, the N card is that we want we don't pull- stop play, we kind of move naturally in a different direction. And the O card is is if we're like completely 1,000% onboard, and we're like this

is the greatest thing that I've ever experienced. We kind of verbally evoke the O card. And that is our symbol for like, let's really lean into this and make this a much bigger part of the game. With all of the safety stuff covered, we'll dive into our character creation. And the first person that we will create is the hero because the city and the villain are kind of tied are kind of reflections of what the hero is. So the hero in Anyone Can Wear the Mask, the hero's role is to, will be pre- the Hero will be presented with like threats and locations and people. And it is your job to describe how you save the day. Because whether or not you save everyone, you always save the day. It's one of those conceits of comic books that's very important to me. So that is sort of the idea is you're going to like make a note of the people that you save, and the people you don't, you're going to make a note of the city and your relationship to it. And you're going to rise up stand tall and defeat the villain in the final battle. So to make our hero- First off, why don't we introduce which of you is going to be playing our hero today?

A

Angela 07:49

I am the one that drew playing the hero. This is Angela. I don't know why I said that. I'm the only female voice on here but-

J

Jeff 07:57

All right, Angela, I've got a few questions for you.

A

Angela 07:59

Yes.

J

Jeff 08:00

First question. How powerful is your hero? Are you a street level vigilante? Are you a friendly neighborhood hero? Are you gifted with great power? Are you a living God?

A

Angela 08:09

I'm a friendly neighborhood hero.

J

Jeff 08:11

All right, I feel that I feel that. Where do your powers come from? Are they science, magic, technology? Ancestry, who even knows, or powers, what powers?

A Angela 08:22
There are powers, and she has sonic powers.

J Jeff 08:25
She has sonic powers. Excellent. I love that. So in in a vague picture because a lot of it will be in the kind of comic book tradition of we'll figure out what you do when you are presented with situations and you describe how you beat them. But like to give us kind of an idea as we are kind of painting these pictures for you. What exactly is it that she does? What are her pow- What, what what do you picture as her kind of power set?

A Angela 08:51
I would say that it's it's very, literally bombastic. She is not subtle in any sort of way. So it's very much I am going to overpower you with the the sheer volume of my voice or the pitch of it. You know, she can kind of whatever is necessary in the moment, you know, she needs to be super high pitched and break glass or if it needs to be super loud to get through a crowd.

J Jeff 09:17
I love that. Super voice control that is, that is good to know, that will give us some good challenges to throw your way. And now the final and an important question because this will this question will determine your character's strong suit, which is something that will come up in play, is, how do you help your city? Are you the hand of the people protecting them so they can thrive? Are you the icon that they look up to for inspiration? Are you a smiling face and a friend to those who need it? Or are you The Dark Knight that avenges the injustice that they suffer?

A Angela 09:48
You know I feel with this sort of potentially destructive power. I- you know I'm going to I'm going to say she's the the vengeance that walks in the night.

J Jeff 10:01
Okay, cool. So your strong suit for reference as we go is spades. When we draw spades, that will be kind of in your literal and figurative- that's up, that's up your alley, literally and figuratively.

B Billy 10:14
You are the loudest vengeance at night.

J Jeff 10:20
You- You are the car alarm that wakes us all up at one in the morning.

B Billy 10:25
So she is certainly not the icon of the city.

A Angela 10:29
Nope.

B Billy 10:30
There's there has to be like some newsperson that says we have to get this menace.

J Jeff 10:34
Oh, we A lot of us. A lot of us, particularly those of us with jobs and children feel like she is the menace. My last question is what is your hero's name?

A Angela 10:46
She is the Scarlet siren.

J Jeff 10:48
Oh, that's a freaking good name is the thing. All right. So we've met the Scarlet Siren. Now, once we now know our hero, it's time to meet the city in which they operate. I'm going to be playing the city I have a deck of cards in front of me. I am, well, everyone else. I am ordinary people, extraordinary people, heroes, villains, people trying to live their lives. Anyone that the hero interacts with, with the exception of like the threats that the hero will have to overcome. That's that's who I will be playing how that's going to work is I'm going to draw cards and those are going to tell us the locations in the city and then I'll talk about the people that live there. And when when needed, I will be there to support the hero in my, like, with like support the hero because we need each other and it is my job to

kind of lift you up when you're at your lowest. So to build our city, which I feel like I gotta call Scarlett City because I like that, that that feels like a good connection point. I'm gonna- I'm gonna answer how large is the city it can be a small town a bustling borough a major metropolis, the whole wide world or infinity and beyond? I think I'm gonna make this as bustling borough. I think this is I feel like Scarlet Siren, to me, reads as someone that protects more of a name like not quite a not quite a small town but like connected to a major city, but not the whole city.

B

Billy 12:17

Oh, Bludhaven.

J

Jeff 12:18

Yeah, very much. So. And I think I'm going to break this in- And then I'm going to as we go kind of break this into four smaller sections, each tied to a suit of playing cards. As we do this, we'll kind of determine like, what neighborhood you kind of grew up in where you live, what neighborhoods you're not as familiar with in our sort of little borough and what kind of build the city card by card as we go. And then so once we hit- once we know our hero and our city, it's time for us to create our villain. You're- so villain, Billy your mirror- true identity is going to remain a little bit of a mystery for now. But you are welcome to start like thinking through and taking some notes. Because you are the villain, like your ultimate role is to be the villain that emerges late in the game. And in comic book terms, you are Darkseid, when Darkseid like appears on Earth and blows up Metropolis, right, like you are, you are the grand villain where like it- we, the hero thinks that they have a handle on the world. And then this other threat appears. So you're very tied to the hero's presence and your hero's like power set and legacy and you know, presence in the city and all these other things. But for now, what matters to you. And I want you to keep this in the back of the mind is that you are here to destroy. Maybe it's because you crave power, maybe it's out of spite, maybe it's part of a larger plan. But this city has to burn and you are going to be the one that does it.

B

Billy 13:51

Got it.

J

Jeff 13:51

What that's going to look like in play is that whenever I flip a card, you are going to describe the threats that the hero overcomes. As the hero goes, you are going to roll some

dice and determine whether or not the hero is able to save everyone on the scene. You are also going to track the heroes injuries and setbacks. And keep a list of the heroes failures so that when we come to our final confrontation, you can kind of shove them in the hero's face, to kind of keep them down and really like force them to surrender. And then Angela, your role is to not surrender when that happens, because you're going to win. But we need that moment.

A Angela 13:57
Yes.

J Jeff 13:58
And the one thing I recommend, as the villain, is to kind of keep a running list from numbers 1 to 10, or from 2 to 10 rather, tied to the numbers on a card deck so that when a number card is drawn, you can kind of look at it at a glance and go, Okay, we drew a five that means there's a bank robbery. So each number will kind of correspond to a certain threat that the Siren is going to overcome. And then as numbers come up again and again, different variations on that threat come up again and again. And so that, in a nutshell, is how we're going to be playing the game. Does anyone have any questions before we get into the full experience?

A Angela 15:08
None here.

B Billy 15:09
No, I'm very excited. I already have my character and his powers picked out.

J Jeff 15:14
Good, good, good. Good. I'm excited. I'm excited. I'm excited. All right, so what's going to happen? For reference when I describe your big dramatic villain appearing, there is a jo- I have a deck of cards here. And when I flip the Joker, that is when your villain makes their grand return. When that happens, I'm going to discard a bunch of cards to represent your, your, your rampage and the damage that you caused the city. And then I'm going to shuffle the other Joker into the deck which- which when that second Joker is flipped, represents the hero making their dramatic comeback and bringing you down forever. So there's this, there's a, there's a lull period where you have seemingly won and we need to-

we need the hero to come back. But that'll be a little while from now. For now I'm going to flip a card from our deck, and then we will describe where the hero's next adventure takes place. So I have flipped the six of diamonds. Whenever I flip a card from two to 10 that means that our adventure takes place somewhere in imminent danger. Here the hero is going to come face to face with something that threatens the city, physically, emotionally, anywhere in between. Something is putting the city- something is putting Scarlett city in peril. I am going to describe to you a scenario- Scarlett City, I think I'm going to- I'm going to associate diamonds with, I'm going to pull a little bit from my home city of Philadelphia and say this is the- this is not quite Jewelers Row. This is the, we're gonna call it the Luxury District This is like the, the shopping epicenter of Scarlett City. This is the this is where all of the, I think there's an outdoor shopping mall here. This is a big boisterous, loud, very touristy like, this is, this is the, this is the place where locals don't really hang out because it's kind of cheesy and gaudy and loud. And I think what is happening here is someone, and I will leave that threat to the hands of our villain to describe what is happening in this outdoor mall. But that is the, that is the the, the threat that needs to be presented. Villain, what- what villainous plot is unfolding here in the in the luxury district of Scarlett City?

B

Billy 17:46

The camera shows a group of men opening the door of a- one of those old U-Hauls that has probably been decommissioned somewhere along this adventure. They have normal weapons, nothing crazy, a shotgun here, a pistol here. And as soon as they look around and make sure no one's around. They get rid of those guns and they carry baseball bats with nails and pipes, things like that. And then they start luring- marching people out of it. These people all have bags over their heads, their hands are all tied together, and they walk towards the front of the mall. As they enter the mall, a security guard tries to stop them but is immediately beat across the head with a pipe. And as these people march deeper, a lot of the occupants of the mall are concerned, they stop in the middle of this mall, start kicking down knees so people fall straight onto the ground. And then one of the bad guys who again, these people are looked like just normal day thugs, he holds up a sign that says- Shh-s, h, h, and they start pulling off people's bags. And all around these people's necks are what looks to be some sort of bomb. And as a gasp goes off, you see a couple of those neck readers go up in gague, as if it's about to get to the red but then dies down. And as people like, get a little louder, it gets closer to the red. And basically people are starting to understand, too much sound will be the death of these people.

J

Jeff 19:38

I love it. I love it. So somuch.

A Angela 19:40
Oooh.

J Jeff 19:40
So yeah, so so we have a pretty natural picture of the people that are in danger here. And those are the people in this mall, right and also the people that have been taken hostage. Siren. That's who you're here to save today. Now, here's the only problem and I'm going to ask for your perspective on this. You're out of your element here.

A Angela 19:59
Oh yeah.

J Jeff 20:00
This isn't- both, both because of the scenario, but also because, why is this not the part of town that you- Why is this not the part of Scarlett City that you do, that you are familiar with? Like, is it that people don't trust you? Is it that you don't frequent this part of town? Like why is it that you are not just not just out of your element due to this, this volume bomb, but out of your element due to the location of this crime unfolding?

A Angela 20:26
The tourists don't like the- the vigilante, the you know, the darkness of the Scarlet Siren, she is definitely off-putting to anybody outside of Scarlett City.

J Jeff 20:40
I love it. That's perfect. Okay, so what I'm going to do is I'm going to ask Billy, as the villain, I'm going to ask you to roll one dice.

B Billy 20:51
Just- Just so our audience knows, do we want high or do we want low?

J Jeff 20:56
So you want to roll a regular six sided dice higher is better, and then tell me the result. And

then we'll, then we'll hand play over to the hero to describe what happens now.

B Billy 21:03
And so it's better for me- the villain if it's higher?

J Jeff 21:07
Er, it's better for the villain, if it is lower, because that means that the hero is unable to save people. It's better for the hero if you roll higher, because it means the hero saves the day or does it in a way that inspires people.

B Billy 21:18
Got it. I rolled a two.

J Jeff 21:20
Excellent. Okay, then, Siren, I'm going to present you with a- with a two part choice. You managed to stop the threat but it's messy. Describe how, describe who you save, tell me what goes wrong along the way. And then you can either take an injury, you can either get hurt, or you can cause collateral damage.

A Angela 21:45
All right, so am I choosing that first? Or do I describe everything first and then kind of out of the fiction, it makes sense whether it's a injury or collateral damage?

J Jeff 21:55
I think that makes sense. Yeah, let's go with that. That works.

A Angela 21:59
So Scarlet Siren is watching this, you know, she's, she's followed this U-haul throughout the city, it took a very winding route. And it just didn't make sense that a U-haul was going to this touristy part of town, there aren't apartments here, nobody's moving in. So what's going on here. And then of course, she sees these people being unloaded, she sees the Shh sign. And she probably you know, the- the little comic speech balloon has her saying Shh too with a couple of asterisks and hashtags, because she knows that this is so out of her

element in so many ways. So, the way that she is going to approach this is, the one advantage that she does have, even though she's out of her element. This isn't the neighborhood that she's usually in, is that she does know it's not glamorous, but she knows the sewer system of Scarlett City. So she's actually able, you know, she scurries down from the- the rooftops and goes subterranean here. And she is going to be able to pop up, you know, there's different manhole covers, there's different utility access. And that's actually how she's going to save people. Yeah, she's going to, she's going to grab the bad guys, and just kind of like pull them down, replace the, the manhole covers, and beat them down there where there is the ground and the cement in between her and the people that can dampen the sound. So I think from all that it makes sense that she's going to take an injury because she is up close and personal with these folks that have, as our villain very aptly described, baseball bats with nails in them, lead pipes. That's the sort of thing that, you know, it's going to only take one hit to start doing some damage.

B

Billy 24:02

May I offer a plot idea for some damage that occurs?

A

Angela 24:07

Sure.

B

Billy 24:08

After you knock down most of these people and beat them, you start removing the- you start removing the harnesses around their necks, it's an easy job. It looks like it's not even booby trapped. It's leather straps, that's connected to some variant of an explosive. And, as you remove the last one, and the crowd, you know, you and you look around, most of the crowd's gone. You see someone step out from behind one of the police barricades and it's an officer and he looks a little panicked. And then he just holds up a shaky hand and squeezes a can. And it's one of those air horns in a can, [honking sound] and you look down as the gauge goes up on the collar that- the last collar that you're holding. You have enough time to throw it, but it definitely explodes way too close to you.

A

Angela 25:01

I like it!



Billy 25:02

And the last thing you see, as your- your vision is blurred is that officer is dropping down to the ground holding up his hands as the other cops are, like, clearly arresting him and he's like, I had to do it. I had to do it. I had to do it.



Jeff 25:17

I love that. So, so yeah, let me ask so, so do you still want to get hurt? Or do you want to cause collateral damage Siren?



Billy 25:23

That's too- Yeah, you have a bomb in your hand.



Angela 25:25

Yeah, ah, yeah, let's make that collateral damage.



Jeff 25:28

Okay, so what's gonna happen on collateral damage is, I am going to flip a card, I'm going to flip the top card on the deck, and it is going to just like pile up on the side. All that really like functionally that just represents damage to the city but on a tangible, like, mechanical level. That means that we that, like, we have basically sped up our road to the to the, the, the Nemesis'- your sort of heroic downfall. You know, we flipped a card there's one less card in the deck we are a little bit closer to that Nemesis showing up.



Angela 26:01

All right.



Jeff 26:03

But for now, the day has been saved you have been a hero I'm going to put aside the six of diamonds you, you saved the day. That means that you have gained some renown, your legend has grown grown throughout the city. This will become important later. And with that, I'm going to flip the next card. And it is the four of spades. Now let me ask you this, Siren. What is your- what, where inside in Scarlett City? What's your neighborhood? Where are you most comfortable?

A

Angela 26:36

I think because you just established that she's familiar with the the sewer system and kind of that subterranean. She lives in a rougher side of town. Like that's kind of where she, she grew up. And so that's where she has continued to stake her hideout. It's very easy to hide out in someplace like this because this is an area of town where everyone just kind of keeps their head down. You know, they're, they're focused on their own problems, their own time to get through the world. And so they don't notice the young woman that comes and goes at strange hours of the night and tends not to speak very much.

J

Jeff 27:15

Honestly, you're probably not the only young person coming and going and strange hours of the night not speaking to people. I'm going to call this I'm going to call this Miller's Kitchen because that is funny to me. Yep. So you're in Miller's- we're in Miller's Kitchen, we've drawn the four so I'm gonna say this is- this is probably the, this probably not long after you're still recovering, or the, you know, there's news reports about the damage that has happened to the luxury district. But it's been a fairly quiet few days. Villain, what happens to put- I'm going to say I'm going to present a, an ordinary civilian in danger. This is a, this is a short order cook named Big Murray. Big Murray has been working at the same greasy spoon diner for 26 years. He doesn't own it, but he's just, he loves having the job. He loves making breakfast for people. And he is on his way back from work. So it is late. It is probably like three in the morning, closing time, the bars have emptied out. What- what villainous thing is occurring at 3am in Miller's kitchen.

B

Billy 28:34

And who's this short order cook called again?

J

Jeff 28:37

Big Murray.

B

Billy 28:38

Big Murray he is walking back to his home, and as a big man and kind of just like a staple to the neighborhood. Even though it's a rough neighborhood no one messes with Big Murray. You don't mess with a man who makes hashbrowns that good.

J Jeff 28:52
You don't, you don't .

B Billy 28:53
And as Big Murray's walking by one of the older houses and there's kind of a, you know, some scrap yard stuff in the back. He hears a few shouts and a couple of like, you know, maybe even a gunshot and he stops just like what's going on over there. And suddenly out of the darkness he sees several gang members just running as fast as they can, freaking out like, Oh god, she's on us! She's on us. And suddenly, Big Murray's eyes snapp open as, behind these gentlemen, these, these gentleman thugs, lands a person wearing scarlet, with a very familiar looking outfit. And as he says, oh, what is your name again, Scarlet-

A Angela 29:41
Siren.

B Billy 29:43
Is that the Scarlet Siren? This person holds out her hand and emits a giant cry. That sounds somewhat familiar to the Siren. And these gang members hold their heads as they fall over screaming in pain and Murray's like, I guess you had to do what you hadda- and suddenly he gets hit with the Sonic Blast as well. And I'm sure along the way, Angela, you might hear the Siren- the Siren- the Scarlet Siren is attacking civilians in Miller's Kitchen.

A Angela 30:18
This is offensive. How dare she?

J Jeff 30:22
How dare she and in your own neighborhood!

A Angela 30:24
Right?

J Jeff 30:26

So, because you're in your own neighborhood because of the- you are the most in your element, villain, I'm going to ask you to roll three dice and tell me the highest result.

B Billy 30:37
Four.

J Jeff 30:39
A four? Scarlet Siren, how do you rise to the occasion and save the day? Who do you save? And what great moment of heroism do you achieve?

A Angela 30:48
Well, obviously I'm gonna go save Big Murray. I really like those hashbrowns, more than once I have gone there after a long night of hero-ing, I, and so but because it is the middle of the night because I've just so recently had that run-in in the the luxury district. I- Scarlet Siren actually is going to show up out of costume. She's going to show up out of costume. And that's going to kind of be the inspirational moment where people find out that this hero has been living amongst them the whole time. And this is how you can tell that she is the, the true Scarlet Siren not this imposter that is wearing like a knockoff Halloween costume version of her outfit, like it is so cheap and tacky.

J Jeff 31:40
And I think the- I think the comic book effect that we see is when she uses her, probably like the Scarlet Siren when you use your Sonic Blasts. It's like big E, like illustrated E's. Like it's like E, but then when she uses hers, it's like, it's illustrated A's, so it's like AAAA, and that's how we know, that's how we can tell when, the two of you are fighting, that's how we tell who is shooting which- which energy blast.

B Billy 32:05
And of course, there's that classic moment where you both finally spin around after punching each other then you just both let out that same scream and they collide. But yours overpowers her and sends her into a wall, and she just lays there dazed, completely confused. Do you remove the mask?

A Angela 32:25
Yes.

B Billy 32:27
As you walk up and you remove the mask, you notice two things. Her vocal cord- like when you move the chords, you immediately see there's a collar around like the cowl of the costume. And that seems to be the source of the- the sonic abilities. It's pretty advanced. And as you pick it up, it kind of immediately just fizzles apart as if it was booby trapped to say like, nope, you're not gonna find much about me. And as you look towards the woman, you see her eyes are completely bloodshot. And she's like, I'm sorry, I had to, I had to- I'm sorry, I had to, and then she just kind of goes limp. Suffering-Probably going to unconsciousness this from the wounds that you gave her.

J Jeff 33:14
Fantastic. So like with the last one, I'm going to take this card, put it aside your renown is up to two, you have really started to prove yourself among the Scarlett City, like people are really starting to know the name of the Scarlet siren. And honestly, like, you are really starting to like, you know, have a reputation as a hero. You're not one that everybody likes, you've caused a fair amount of damage. You know, the luxury district, the people who run the luxury district have deep pockets. But like you are starting to form a real like connection with the ordinary people. Right? We get one of those news montage segments where of business owners like Scarlet siren, pure destruction, anarchist, no, don't like it. But then like increasingly, large numbers of ordinary people are like, yeah, she's looking out for us. You know, they interview someone from Miller's kitchen that's like, she's one of us. And that means that we stand by her.

J Jesus 34:05
I love it.

J Jeff 34:06
So now I want to flip my next card. I flip the seven of hearts, which means we're moving to a new section of the city. And I'm going to declare that this is Scarlett City Community College. And it's moving day. That's exciting. Who doesn't love a college move in day? There are parents dropping off their kids. They're the big giant, big giant, like moving carts all over the place. The Scarlet city, the Scarlet city Pimpernel, which they do not they do not feel is inappropriate, despite the fact that that's kind of the whole deal with the

Scarlet Pimpernel. The Scarlet sitting Pimpernel is like greeting students and it's this big giant elaborate like mascot looking Zorro figures like greeting students. All of this is unfolding. It is a fact you know the the college itself is Packed dorms our students are everywhere. Everybody's wearing their orientation shirts. And this is a seven. So what new threat is facing the the fine young, the future leaders of Scarlet city and the community college hit us villain.

B

Billy 35:17

The cam pulls up to a young teenager, I'm sorry to a teenager. And he looks a little like he's been. He's a little tweaky. Like his eyes are like moving back and forth. He's scratching his skin. And he takes a crowbar and he starts working a lock. And as he opens it up, he spins around as he hears something someone behind them and it's a security guard. And as the kid raises up as his crowbar, the security guard holds up his hand and says, No, I'm with you. I have to do this. And they both nod their head and they walk into something that leads to a sewer line. And they're carrying some sort of device cuts to the hallway, the dorms as the kids and the moms and the dads are walking through you know, the dads are all proud the moms hugging their sons and daughters, you know, all sad to see them go when suddenly one of the fathers feels a drop on top of his head. His bald head so he reaches up touches it he brings it down. And it's a red, red, coppery smelling liquid. And then he looks up and he realizes he's right underneath of fire sprinkler. And just then the sprinklers activate all of them in every room. Anything that's connected to this wing of the dorm activates and all the people are like oh, gasps Oh my god. They're covered in what looks to be blood. But then some of them start actually tasting it. And then they eyes go mad and crazy. And then violence breakout breaks out as they all start just wailing on each other moms against fathers, fathers against kids, kids against kids,

A

Angela 37:02

all raised versus new students.

J

Jeff 37:05

Some kids, some kids from the University of Scarlet city show up and then they're at each other at their throats because that's a long time rival.

B

Billy 37:13

Yeah, they don't even have the blood on them. They just die. We're ready to clobber.

J Jesus 37:20
So

J Jeff 37:22
that is the scenario. The scenario is there is chaos unfolding in Scarlet City Community College siren, what can you do to stop this. But actually wait, we forgot to step. Again, you are out of your element here you and I should I should specify a gameplay mechanic. your strong suit is is spades that is where you are most comfortable. If you if you have if you draw if I draw spade, that means you're in your element these your neighborhood these your people and you've got this, then then the villain is going to roll three dice and give us the highest result. If it matches on color, which is to say if I draw club, the people here know you but you haven't earned their trust, and you're going to have to work at it. And then they're going to roll two dice and tell us the highest result. But no match which is which is a heart is that you are again out of your element. And these people don't necessarily trust you. In this case. I think that makes sense. Because these are a lot of like students who are probably too young to follow the news reports and or their kids from out of town. So this is not your element. So you're out of your element, which means that the villain is going to roll one dice and tell me that result.

B Billy 38:37
One.

J Jesus 38:41
Oh, good.

B Billy 38:43
It's the worst result.

J Jeff 38:46
So you stop the threat. No matter what you stop the threat. However, despite your best efforts, you cannot save everyone. So I'm going to ask you two questions. How do you eventually scrape by and stop the threat? And the much harder question who can't you save?

A

Angela 39:07

So I Scarlet siren. She here is that there's something going on at the the Community College and so she she rushes there to to find this very disturbing site. You know, it looks like people are covered in blood. They're bashing each other. And you know, bashing each other's heads in and just fistfights. Just Yeah, as you said pure chaos. And she is going to give the audio audible equivalent of a slap across the face trying to snap people out of it. So very high pitched short shrieks like getting up close to your one. A couple of people engaged in fisticuffs and get them to break up and doing it over and over and over again. But she's getting tired. People are resisting her. And so she she does it a little too hard at the very last group and pushes someone out a third floor window. Oh, and that someone is the dad that first felt the the liquid falling down.

J

Jeff 40:21

Terrible and I think like it's, it's documented, right like people see it and but like i think i mean more than anybody you see Oh yeah, you see that like, you just couldn't save everyone and like his name is I'm gonna call him Henry Henry Henry car hammer, Henry car hammer fell out of a third storey window.

B

Billy 40:46

And as you're standing standing there over the speakers of this community college, which is usually reserved for like fire announcement, you hear someone with a raspy voice seeking little baby Don't say a word. It just goes over and over again.

J

Jeff 41:10

I love it so much. And with that you've saved the day, you have not saved everyone, which means we're going to take this seven and we're going to put it aside, your renown has not gone up because it was well documented that like you save the day, but there were casual rice. Which means we're going to flip our next card and we've flipped the 10 of clubs, which means I get to flush out the last section of town, which I'm going to call Bendis haven Bendis Haven is the we've got the rough part of town, I think this is the I'm gonna say this is probably like the, I guess the nice part of the tracks, but it's still pretty working class because it's still like a black card, which means you're still not like in your element. But people here don't trust you as much as they do in your neighborhood. So it makes sense that this would be like the nicer part of Scarlett city, but that Scarlett city on the whole is still a pretty working class place. So this is like a very suburban residential burglar like section of the borough right like this is this is this is where families, this is where

families like buy out the hat, like you know, you go from an apartment in Miller's kitchen to a to a house in Venice haven. And I think this is this is a this is a PTA This is a lot, not a PTA meeting but a town Chamber of Commerce meeting or a homeowners authority meeting of a group of people like discussing the Scarlet siren like in the wake of in the wake of the death of Henry Carr hammer. This is like a homeowner's authority meeting discussing what people on this block should do if they see the Scarlet siren. And opinion here is a split but in your favor like you like you like people here are largely like, Look, if she's here, she has a reason to be here. But you know, the, the heads of the HOA are kind of like no, no, she's gonna cause damages. She's dangerous. You saw what happened to Henry. And they are they are throwing a fit. When something dramatic happens and people need to be saved.

B

Billy 43:41

Suddenly, as these people are debating, you know, talking about some woman stands up, she's like, I'm just worried about the influence that this woman this, this vigilante is having. I mean, we have police for a reason. And someone's like, Listen, all she's doing is trying to fill in the gaps where the police haven't been able to respond in time. I don't see how that's a problem. And suddenly, the doors kicked in. Or is it blown in and stepping in wearing these rather large gauntlet is a man and he is dressed up in full regalia of a hero spandex shoulder pads flowing cape, and he says I heard you're trying to stop us vigilantes Ha. Well, you can call me the scarlet, the Scarlet protect. And he punches his hands together and it builds up kind of an energy, not so much Sonic energy but kinetic energy, and then he just slams like the nearby councilmen into the wall. And then he looks towards the cameras and smiles and says vigilante justice brought to you by the Scarlet siren and you just hear rampaging going on.

J

Jeff 44:56

Oh no.

B

Billy 44:57

Of course several news. People aren't Definitely switching over to like, Oh, yeah, you know, it's it's all propaganda is like a Siren Siren suddenly causing violence is she the violence creator, not video games like it's almost like it was planned, like the way this was quickly brought together on the news.

J

Jeff 45:15

So, to determine what happens and determine how our hero saves the day, villain, I'm gonna ask you to roll 2d six. Because like I said, this is this is, you're not quite not in your element, but you're still going to have to prove yourself because these people don't quite trust you.

B

Billy 45:30

You got a three. The first one was the one I'm like, Oh, no,

J

Jeff 45:34

no, that's, that's the nice thing about rolling multiple dice is that there's that moment of like, well, it's not as bad as it could be. So sirin you once again managed to stop the threat, but it's still messy. Describe how you stop it, describe what goes wrong, and then either take an injury or cause more collateral damage.

A

Angela 45:56

Oh, this building's coming down, like I have already decided. Because as this Scarlet protector, if that's even his real name is is thrown people about causing all this chaos once more, you know, he's thrown like part of the heavy desk, you know, they've got this heavy ornate desk, and he's picked up part of it and just thrown it through a window. And that is exactly where the Scarlet siren jumps in. And she sees this big burly guy with the gauntlets there. And she just lets out another loud cry. This is the long drawn out one designed to disorient and push him down. And it's, it's it's sound. So it's a ball, she can direct the fury of it at one person, it's going to affect the the people and the things around her. So all the other glass starts to shatter with the windows, you know, slowly kind of warping and shadow shattering. That's going to cause some structural integrity issues with the building. And it's all going to come down on top of the heads of these people who like are all covering their ears and trying to run out themselves.

J

Jeff 47:18

Okay, so you've caused some collateral damage, you damage this building comes down, everybody gets out of it safely.

B

Billy 47:24

As you are, you know, right now your scream is just breaking glass and windows and stuff. And the guy with one final smirk towards you in a wink. Ames has gotten it towards the

pillars, which usually your things wouldn't that effect unless you're going full blast. And he fires one last shot. And suddenly the building starts shaking. So while some people would say like, Oh, she was the one that brought it down. No, this it seemed like the this was the goal to get you just to be there. And you can easily start getting people out and everything. Do you do you? Do you save him though, because he's perfectly content with just sitting there waiting for this thing to come down?

A

Angela 48:05

I'm more focused on the people. So I yes, so he's going to be left to there. I assume he's going to disappear mysteriously before he can be brought to justice.

B

Billy 48:16

Well, it's gonna take a while to find I mean, this thing whole thing comes down so you have no idea.

J

Jeff 48:22

Okay. Oh, I love it. I love it a whole lot. But yeah, you managed to save the people and like you honestly like as much as they are a bunch of cranky, old, cranky old wealthy people. You actually kind of managed to win over this homeowners association they're not happy that they're sort of there's sort of like neighborhood communal house has been knocked down. And like they're certainly like grumbling about it, but like, they actually I'm gonna say that the the higher up the like head people still don't like you. But they get out voted when it is voted whether or not to, you know, formally recognize you as the person that saved them and consider you a friend of a friend of Kirby Street.

B

Billy 49:09

Great.

J

Jeff 49:10

Which brings us to our next our next location, our next adventure in the saga of the Scarlet siren and for that I flipped the five of spades. So we're back in Miller's kitchen we are back in your home turf. I'm gonna say that now you are you are you actually this is actually immediately after the last adventure because you know it's late. You just knocked down a building. You are at a you are at the you are at the red brick cafe. Or the red brick diner, you're at the red brick diner. The red brick diner is the diner that everybody in Miller's

kitchen knows it's where big money works. It is it is it is a place and I'm going to ask you first this is an important question for me just on a purely aesthetic sense. Are you there in costume or not? When you get your post superheroing breakfast platter.

A

Angela 50:16

She's not going to be in costume because the people of Miller's kitchen have some, you know, saw her in her last adventure. So she's trying to do this a little incognito. But you know, big Murray makes sure that she's always got the freshest coffee on the house. Yeah, we're not going crazy. She still needs to pay for her breakfast. But your free hot coffee.

J

Jeff 50:39

And what is your breakfast order these this isn't related it's just something I need to know.

A

Angela 50:45

I let's see you know she's a pretty simple breakfast to eggs over easy hashbrowns extra crispy and sausage Patty.

J

Jeff 50:57

I love it. So I so you're here you're in the diner you've got your food you're about to dig in. Everything looks exactly right, the the the eggs are that perfect level of overeasy where you can tell you're going to grab one with a fork and it's going to perfectly perfectly bleed onto those hashbrowns and it's going to make everything exactly right. When that is when you hear an explosion outside villain what is happening outside what is happening outside of the red brick diner that is going to take our our Scarlet siren away from her breakfast.

B

Billy 51:33

As you turn around expecting an explosion, you know, because you heard one. Instead of there actually been an explosion. There is standing in the front of the diner with a boombox over his head is a person dressed up like a mime. And he just gives a big smile towards people as everybody shook, and he hits the side of the boombox turning it off and then does a quick bow and a couple of mime tricks. And a few people start going back to their breakfast and he gets it excited look on his face because he's noticed a jukebox and he skips on towards it all excitedly puts in an invisible quarter selects a number in weights. But the odd thing is is the jukebox does activate. And the sound of silence that this starts

playing and he walks forward leans against nothing as he looks over towards you smiles and then his smile drops immediately and says you know what's interesting? How he gets you fresh coffee. If only he served you the cold stuff like everybody else here or maybe you're just more fortunate and suddenly somebody behind you takes a sip of their coffee and starts choking a little bit and coughing and they start scratching at their faces and then you see like several people in this diners their eyes are who have been drinking the coffee the cold coffee not the hot coffee that you got their eyes go wide as if they are definitely experiencing the same sort of drugs that the dorm had experienced. And the mind says it doesn't say anything he just presses his finger and his his hands against his mouth and makes it oh sound like oh and violence erupts



Jeff 53:36

that's very good.



Billy 53:37

Oh, you just stick his finger in your eggs to ruin it too. Cuz he's a tick.



Angela 53:42

This is now very Harley Quinn and birds of prey who just wants to eat her a bacon egg and cheese sandwich



Jeff 53:52

makes me so happy. Okay, so you're in your element you're in Miller's kitchen. So villain Romy three dice and tell me the highest result.



Billy 54:02

Okay, the first one's one. The second one is one.



Angela 54:07

I swear to god Billy if you roll three of a kind and



Billy 54:10

the third one is a five.



Jeff 54:14

I was I was worried that was like alright, siren. You do your thing. Tell me about the great moment of heroism that you achieve and the people that you save



Angela 54:26

siren has had a night. She's had a long night of saving people and it's not too long after the the community college she is tired. Just wanted to eat her eggs like is that so much to ask of the city? Like she doesn't ask for a lot. All she wants is her eggs. She's not looking for recognition. She's not looking for money. She just wants to eat her eggs. And so her her fix is simple but effective. Thinking about how the last time this happened the the poison was spread she just read you know she climbs out a table and reaches up to the ceiling and pulls on one of the the fire extinguishers or the you know of the the fire sprinklers forcing the system to activate and is everybody is hit with this cold water muddy water from what I've heard like the water stay stagnant in there so this isn't a clean break but it shocks them out of it just like her voice did last time but with much less damage



Jeff 55:40

perfect and it goes off without a hitch everyone is saved not forget



Jesus 55:45

fest though



Jeff 55:46

her breakfast breakfast unfortunately was the casualty along the way. But you do get you do get an opportunity to get that one good shot off on this live that ruined your breakfast. And yeah, you've saved the day you did it like you accomplished the like you You saved all of these people. You did what you couldn't do last time and for a moment and like i think i think when you turn around there's a new plate of food like waiting for you because very he's not gonna let he's not gonna let the person that saved the day he's not gonna let you you not enjoy your breakfast you know? He knows that he owes you too now and he's not gonna let you go hungry. Ah,

A Angela 56:29
thanks big Mary.

J Jeff 56:31
Which means that I'm gonna flip my next card and I flipped the queen of diamonds. Now this is not a place that is in imminent danger. This is somewhere personal to you siren. Let me ask you where are we right now where is a place that is personal. This is somewhere that you have a responsibility but you also have a life of your own. There is a person behind the mask and that person has friends loved ones people that count on that. At this moment you find yourself in one of those moments with someone you care about someone that knows the real you. What is your life like when you're not wearing the mask

A Angela 57:11
when she's not wearing the mask? She is trying to think of a good name for her. When she when Scarlet siren is not wearing the mask. She is Elizabeth Elizabeth Silverman and Elizabeth Silverman Has she has a grandmother that she loves very much. And the grandmother is in an assisted living facility. You know, she's not like on death's door, but she needs a lot of help with the day to day stuff. And so it is Elizabeth weekly visit to go see grandma. And yo she does you know, she takes grandma to the hair salon. And they do you know, they get Manny petits and that sort of thing. It's a Girl's Day, so she's there to pick up grandma for her their girls day out.

J Jeff 58:16
Okay. And I think while you're there, I'm going to introduce someone that is connected to a part of your life. The part of your life that this is connected to is tied to the suit of the card because this is diamonds This is someone connected to your professional life. So I'm going to say that this is someone that this is someone that this is the director of the assisted living facility that your grandmother is works at like you've you're, you're bringing your grandmother home at the end of a long day, right? You've had this wonderful Girl's Day together, you know, and the director, her name is Maureen Her name is Maureen leflore Maureen greets you she's got her check she's got her clipboard and she's she she she you know signs your grandmother back in and she kind of she hands you a coffee she has another one like on the counter by her desk but she hands you a coffee because I think at this point like your grandmother's probably been here long enough that like you're pretty close to Maureen at this point like you know there's the professional obligation of like she has taken care of your grandmother but like as any good like caretaker she's you

know developed a friendship with you she knows you and I think so she kind of the two of you go walking together and she she she checks in with you and you get to meet with your grandmother and meet with this this friend of yours this confidant there's someone that kind of knows if not your secret at least knows the real you. And so between this this girl, stay with your grandmother and catching up with your friend and confidant Maureen I'm gonna ask you, what do you take away from this meeting? How does it help center you? And how does it remind you about why you wear the mask?

A Angela 1:00:07

What she takes away from this is a renewed connection to family because, you know, there's the obvious connection with her grandmother. But when someone takes care of a member of your family long enough, as you were saying, like, not only is she a friend than a confidant, but I am trusting her with such an important member of my family. So in a lot of ways, it becomes a familial connection. So she's, she's renewed by this sense of family. And it reminds her that that family family is so much more than blood, like family is the people that you choose to surround yourself with. And Elizabeth slash Scarlet siren has chosen to surround herself with the people of Scarlet city.

J Jeff 1:00:57

I love that. I love that an absolute ton. You have this beautiful centering moment you're reminded of your relationship to the people of this city. You come home refreshed, rejuvenated, you've got like a beautiful glow because they put a really wonderful mask on you that just you're like you're beaming. Yep. And that's and that's when you flip on the news. That's when you turn on the TV.

A Angela 1:01:23

Never should that never should do that is when

J Jeff 1:01:30

which means it is time for the downfall really could not have been better time. really feel like could not have been a better time to moment.

A Angela 1:01:40

At least Scarlett's gonna look her best.



Jeff 1:01:43

Oh yeah. Great.



Angela 1:01:47

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