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SPEAKERS

Billy, Jeff, Angela, Jesus



Jesus 00:00

Hey guys, this is Jesus, and I want to thank the following Patreon listeners. MikesMind, Brownie Davis, Kevin Lovecraft, Nelson Herro, Matt Benjamin, Alexander Clowes, Rogues Retreat, Tomas Seymour-Turner, John H. Perry, and Jonah Levin. Thanks for helping this hero reach her moment of triumph



Jeff 00:22

But first, tell us how you kick the crap out of some, of some bad guys with bats, give us a cool here moment to lift our spirits.



Angela 00:28

Yeah and this is, this is like revenge for the the last time that she met folks like this and they're all like "Shh" and forcing her to be silent. I, not to mention it's kind of that reaching that breaking point of y'know, she's at kind of her lowest right now this is so soon after the the downfall. So she's just, she's letting it rip. And the force of her voice is so strong that it crushes the U haul with people inside of it like a tin can.



Jeff 01:05

So it is here that the villain or that the hero is confronted at last by the villain who makes

themselves known by striking deep at the heart of the hero. There is a battle that happens. Lives are lost destruction spreads, and hero? Siren? You are beaten back for now. You will come back. Heroes always do. But this is your downfall. So I'm going to ask, I'm going to ask, everyone involved has a series of questions. First off, I want the introduction to our villain and then we're going to ask some some some wonderful questions to flesh all of this out.

B

Billy 01:45

So you said your mother, the woman who works with your mother is Maureen.

A

Angela 01:49

Yes. And it's my grandmother.

B

Billy 01:51

And your grandmother's name is?

A

Angela 01:54

We're going to make her Betty Silverman, I was named for her.

B

Billy 02:01

You turn on the TV and it is a generic newscast or somebody you don't really recognize. But does anybody really recognize newscasters unless they're really popular? And as you, you know, toss your hat, pull off your jacket and you turn away. The newscaster catches your, she catches you by surprise when he says, Hey, don't turn away from me.

A

Angela 02:23

And Elizabeth, at this point, will, will turn back around slowly.

B

Billy 02:28

And you notice a very small camera on top of your TV aim that's not there usually. And the newscaster looks around and then nods his head and says "Yeah, I think she's paying attention. Yeah." And that's when like the scene behind them deconstruct someone pulls the green screen away. The desk is rolled away the it's just a black warehouse and

suddenly being pushed on by a, on a roller seat is poor Marie- Maureen, who is duct taped, and she has one of those devices around her neck the ones that you saw from the very beginning and stepping up behind her is you don't see his face. It's just a man in a large tan leather coats. He wears black slacks black shirt button up and he's has a yellow tie. And he says "Hi there Scarlet Siren. It's interesting that you chose the name Siren. You know these days people look upon you as some sort of savior but that's because they don't know the classics. You know the classics right? Scarlet Siren? Sirens weren't some helpful benevolent creature, no, they lured the innocent to their shores. Crashed their ships, drank the dead. That's what you do. No matter what. You just crash the shores and drink the dead. Well, Scarlet..." and he leans forward and it's a man. His face comes in and you notice two things about him. First, his face looks incredibly burned. Definitely a burn victim of some sort. And as he turns his head you notice that he has, definitely looks like some cochlear implants. "But what happens when the dead comes back? Just one of them and he decides to get his revenge." And he lays his chin on top of Maureen and says, "Now we're going to have a little fun. Just like old times, because you don't recognize me. No. I'm just one of the faceless goons that you didn't catch like that little man at the dorms. Well, even the dead have their secrets. Maureen's going to die in the next 10 minutes. Unless you meet me at Himgrove Park. Right now there's a street festival, just look for my tie. We have a lot to talk about. Nine minutes, and it takes you exactly eight minutes running to get there. I wouldn't try getting an Uber, your cellular service seems to be lacking today." And he stands up, straightens up and then he pushes Maureen off the screen and walks off. He's asking you to meet him at Helmgrove Park during the festival.



Jeff 06:06

And so we have some questions,



Billy 06:08

Of course.



Jeff 06:09

And then technically, because of gameplay mechanics, there's a really horrible thing that also happens that I'm unbelievably excited about.



Angela 06:19

I'm so glad that my pain excites you, Jeff.

J

Jeff 06:23

It does. It really does. And you're gonna try and make me feel bad and you're not gonna succeed. Okay, so we have some questions here. Oh, I some questions for you first. First off, what piece of yourself most scares you? And how do you see that amplified in the villain?

A

Angela 06:42

Let's see. It is her recklessness, the impulsiveness and the recklessness? You know, it's not just her powers. That's definitely part of her her mundane life as well. So and obviously, this, this villain seems like he's got some of the same things going on. I mean, who takes over a news broadcast and sneaks a camera into somebody's house and uses all of these incredibly manipulative and public and dangerous outlets?

J

Jeff 07:19

Awesome. So next question, what weakness are you afraid will be discovered? And how does the villain wield it?

A

Angela 07:27

So aside from my familial connection that he's obviously already discovered. I- she definitely has a weakness for-

B

Billy 07:38

... bad boys. I'm sorry!

A

Angela 07:43

No-

J

Jeff 07:44

Who doesn't?!

A

Angela 07:45

Right this is- this is true.

B Billy 07:48
I mean, familiar weaknesses. He knows her life.

J Jeff 07:51
Yeah, that's a pretty good one right there.

A Angela 07:53
Okay, so I can go with that even though he's very obviously discovered it okay. Yeah. Yeah, it's the the weakness cuz she does in some way like, some part of her that she's not proud of. She does think that inviting all these these other people into her life and still associating with them is dangerous. And, you know, the the classic sort of, I don't want to get anybody else involved, because you might get targeted by the villain. And hey, that feels really justified right now.

J Jeff 08:25
That it does. So I have two questions. My first question is what part of the hero most scares me and what in the villain is the worst version of that? There is a real violence to the Siren that we've seen, like we've seen that they that like, there is a destructiveness right, like we are, we are well aware of like the chaos and destruction that she can cause. And the villain is the pure embodiment of like, what that destruction looks like both on a personal level, like what your presence in the city does to a person, but also that like, they're doing everything that they're going to do to hurt you like it is you that has brought this on and that is that is frightening to us, because it is this embodiment of your destructive nature. My second question is what is my biggest fear for the city? And how does the villain embody that? I am afraid that everywhere we've gone, you know, there have been people like looking out for each other. There is a familial nature to Scarlet City. You know, we've had the families in, in, in- we had the families moving into school, we've had the, the friends and families and tourists like walking the luxury district, we have the very kind of tight knit community of Miller's Kitchen and these sort of big communal, you know, chambers of commerce and homeowners associations in Bendis Haven. We'd like- people have been looking out for each other. And the fear here that I'm afraid of for the city that the villain kind of embodies is that like, that's going to be severed. Or that that's going to be used to to cause harm like that that's going to be mutated into either like a ruthless sense of self determinism, or a sense of fear of making connections to people and this act, this villain seems to be this embodiment of that. So, villain, you've heard the answers from the hero and the city, which means we have three questions for you. What

power do you crave? And how are you going to seize it?

B

Billy 10:48

My power that I crave, it's Revenge. Revenge, it's its own power. I don't want money. I don't want succ- fame. I want to ruin the Scarlet Siren. And there's that's- that's its own power, where he doesn't even- he's not afraid even about his own self, as long as his goal is to ruin them and ruin her image. So that's what he's been doing. Everything he's been doing is to slowly but surely ruin her image. She's made- so made it so people have been put in danger and that she's had to kill someone on accident. He's made it so that no matter what, something has been exploded twice and has called collateral, collateral damage, he's tried scaring off her local diner, so they won't know- want to be with her. And he's also kidnapped this woman who works closely with her who's kind of a confidant, his entire goal is to ruin this woman personally, professionally. Everything.

J

Jeff 11:53

What insurmountable odds will the hero have to overcome to defeat you?

B

Billy 11:57

It's not about if she can defeat me is if it's if her reputation will survive by the end.

J

Jeff 12:05

Good answer. Good answer. And lastly, but most importantly, what hidden weakness? Do you hope the hero never finds?

B

Billy 12:14

Diabetes? Let's try to think of a good-

J

Jeff 12:17

Oh. It got real!

B

Billy 12:21

Diabetes affects too. No- I'm sorry. Okay.



Jeff 12:25

Hey, gang, what's going on? We've had some fun here tonight-



Billy 12:29

Oh, I know one. He doesn't want her to find out the source of his power. Each time that these attacks have taken place, it's been taking place like a week or two afterwards. It's not something that's always been like immediately right after that immediately right right after there's something that slows him down from- keep going, especially during these large scale riots that he's performing, that makes it so it takes time for him to get this one mystery juice up and running for a large amount of people. So he doesn't want her to figure out where he- what, what he's producing.



Jeff 13:13

I love it. I love it a lot. And so now we cut to the Siren racing to, racing to the park you know you've got eight minutes and now here's when I said a horrible thing was going to happen. Here's what happens as you are racing. Here's what you are kind of confronted with. I- if we were playing in person, I would hand this deck of cards over to the villain. Each of these cards represents a person in the city or a place in the city or something about the city. You have saved or encountered, Hero, you have saved or encountered five people- we have five cards here in front of us that is your renown- you have a renown of five. The villain is then now going to just permanently remove five cards from this deck. These cards are gone for ever. The- the, the king of clubs, the queen of spades, the jack of spades, the 10 of hearts and the eight of diamonds are just pulled from the deck. They're never coming back. So as you are running, you are hearing reports of riots happening all over the city you know explosions going off there is chaos and carnage happening that like you have to kind of ignore because it's there's just too much going on. It's all there as this kind of ultimate distraction to like draw you from making it to this park on time. The city is hurt, the city is, is irreparably damaged by the emergence, by the final emergence of this villain. I take the deck back and now, our next, our next the next moment of play is the city takes a moment of silence to mourn our losses. The hero takes a moment of silence to deal with your failure and the villain, you are going to let the city and the hero have this moment.



Billy 15:08

So do I describe how I how that all happens? or?



Jeff 15:13

Yeah, yeah, please give us- give us the description. And then we'll have our moment of silence. And then we will build to our grand finale.



Billy 15:22

As you're running as fast as you can, Angela, and you're out of breath, you're exhausted. And finally, you get to the front of the festival. And it's completely vacant seeing as there's a riot and explosions going on, it looks like everybody just scattered and tried to get away, you see a couple people arguing and you know, they crashed their cars, but you don't really pay them a lot of mind. But as you run into the center of this festival, you notice that there is a stage in the very middle, and there is a band still playing and they look terrified, because there are a couple goons with guns aimed at them. And as you are, just get right there you see a man, trench coat burns on his face, yellow tie, and he just smiles at you. And the woman screams. The woman, the singer says, Don't speak, don't speak does big wah. And if you just see, he holds up his something in his hand, and it's a speak, it's like a walkie talkie. And you see the gauge going up up towards the red, it actually hits that last note and you try to scream in order to you know, blast him, you're out of breath, you're too exhausted to scream at them. And it hits the red. And that coincides with another explosion in the distance. And as soon as that happens, you look away. And that's when you know, the goons start firing at you. But you can easily take them out after a second but it's enough for the villain to escape and just disappear. And the only thing that is left where he's standing is the ID of Maureen. And with a- with black with a cross around her lips that says, er, "hushed", with an ed. How's that? Was that good?



Angela 17:33

Okay-



Billy 17:33

Just want to make sure you're like, No, you've, you've-



Jeff 17:36

No, no, no, that was, that hit, that hit, that hit hard. So now we're going to take a moment of silence, hero, you and I are going to take a moment of silence to deal with what has happened and then we will then we will move towards the final uprising. All right. So now what happens is I am going to I'm going to hold this in front of the camera and tell you

and tell you what this represents. Normally, if we were playing in person, I would place this card in front of you. I would hand this hand this card to you- here is the other Joker. This represents the uprising. This is your decision to come back and move forward and make it right and rise to the occasion. The truth is here, Scarlet Siren, we need you. Scarlett City needs you, we need you now more than ever. You know you we believe in you because when, when when people in power couldn't be there for us, You were there. When it didn't matter if it didn't matter if we were wealthy or not. It didn't matter if we were upper class, lower class working class. It didn't matter. It didn't matter if we were local or from out of town it didn't matter if we were young or old. You were there. You- You stepped up time and time again to help the people that needed it. You know we we are a city that looks out for each other and you are really the embodiment of that the fact that you have Scarlett in your name really represents to us that you were there for us when we would that we are one of us and you know we the people of Miller's Kitchen like your neighborhood don't know what at somebody could have stepped up and said hey, I know I know that face that's that's that's Elizabeth Silverman and no one stepped up because you are one of us. That's what this card represents. This card represents you being one of us and stepping up and helping us when we need it the most. And so when you are ready if we were playing person when we are when you are ready, you would take the Joker and shuffle it back into the deck. So all I will say instead is that when you are ready, tell me to shuffle this joker back into the deck and declare that you are going to make your uprising.

A Angela 20:11
All right? Yeah, I'm, I'm ready to keep going.

J Jeff 20:16
Okay, well, then I'm going to shuffle this back into the deck, you are going to thank the city, promise that you won't let them down. And because I can promise you, hero, you will not.

A Angela 20:27
I definitely appreciate the vote of confidence.

J Jeff 20:31
Okay, so now I'm going to pull the next card off the deck. I'm gonna describe the next location going forward, the narration changes, the city is wounded, the, the the villain's influence fills every gap and every line of description. But know that that card is in here

that uprising card is in here. And we will flip it and you will overcome and you will save the day. I flipped the jack of hearts. The jack of hearts as a location is somewhere peaceful. That feels appropriate that feels needed. You have encountered someone in need someone who can help them on their journey to defeat the villain. Someone that can help you on your journey to defeat the villain but who needs something from you first. When you arrive here, we are going to perform the following. This is a heart so we're gonna put this in the college area. And this is I think, I think we see another one of those gangs from earlier that was the the one that one of those big U-haul trucks except now rather than like it being discreet, it has been turned into a Mad Max vehicle. I'm saying I'm using this as a point of reference, not just because I know that the three people on this call will appreciate it. But it's because it's the reference point that popped into my head. This is essentially a van full of Purgers- Yeah, only way that I can describe this. A bunch of people with spiked bats and scary masks are tearing down a city. The person in need here, what they need. Yeah, like that is that is what is unfolding. And I think we see this the the Siren, and we see you know that is what the university has kind of turned into it's kind of gang warfare. But you're able to dispatch that easily enough. Because I think what has happened is the person that you are meeting here is someone that needs a friend, someone to listen. And I think this is, this is Allie Carrhammer. She is 19, she is a sophomore in college. And this has been the worst month of her life. And I think like she is, I think you find her hiding from this van full of Purgers, so I think I'm gonna ask you to describe how you quickly dispatch this threat. And then give us this moment I'm going to ask you in a moment to give us this give us a moment between you and Allie. But first tell us how you kick the crap out of some, of some bad guys with bats give us a cool hero moment to lift our spirits

A

Angela 23:31

Yeah and this is this is like revenge for the last time that she met folks like this and they're all like ssshhh, forcing her to be be silent. I not to mention it's kind of that reaching that breaking point of, y'know, she's at kind of her lowest right now this is so soon after the the downfall. So she's just she's letting it rip. And the force of her voice is so strong that it crushes the U haul with people inside of it like a tin can.

J

Jeff 24:05

Oh, that's that's gruesome and dark. And I really love it. And so yeah, you saved her. And she's very hesitant to like acknowledge it right? Like she's kind of like keeping a distance from you. She kind of kicks the ground and is like, "Hey, thank you, I guess." And there's this moment where you can tell like she is. She's just like kind of, you can tell she's, she has the face of someone that's about to cry, you know that face when you can tell the face of

someone that's about to collapse in a heap.

A Angela 24:37
Yep.

J Jeff 24:38
And so this is a moment where you need to give someone what they need and in exchange, they will become an ally. They will be someone that can help you now and in the future. Villain, in this moment. This is a moment of quiet they- If the hero were wounded, this would be time for them to heal. However, they are unwounded, you've done great so far Siren. So they are so this is just a moment of quiet. Which may however note that the threat outside is continuing to build right like our our grand villain is still out there.

A Angela 25:12
Plus this is just one truck full of these these Purgers as you put it excellent right? There's there's more than one, there can never be just one.

J Jeff 25:21
Yeah. Hero, how do you give this person what they need? What what what does that look like in this moment?

A Angela 25:30
I know she, she steps up to approach Allie, and Allie takes a swing at her. I- y'know. Absolutely Scarlet Siren bears responsibility for her losing her father. And so it's one part anger and one part like almost instinctual, like she's been running on adrenaline and fear to try to hide from these folks. It's just like, aah someone's approaching me. And Scarlett Siren could easily avoid it. But she doesn't. She takes the hit right across her cheekbone. And then she asked Allie, like, did that make you feel better? Like 100% honest question. Did that make you feel better?

J Jeff 26:12
I think she takes another swing.



Angela 26:14

Fair. That one she's gonna like hold up her hand and block it.



Jeff 26:19

And, and I think Allie like does it and goes actually that one kind of did if I'm being honest.



Angela 26:28

I've been there I I take it out on on people and things too.



Billy 26:38

Like your dad, obviously.



Angela 26:43

And you know, I, I understand whatever complicated feeling you have towards me. And just Just so you know, anytime you feel the need to punch somebody you can come find me I'm safer then some of the other trouble that you can get into out here.



Jeff 27:10

She kind of is I think she she at that I think that's when she kind of collapses and she kind of falls into your arms and is crying and you have this moment together. And we kind of pan over to like a university coffee shop where she is like buying you an "I'm sorry I punched you in the face" drink. And she's like you're she's telling you about herself. And the thing is she is a chemical engineer for the city she's actually like on track she is on track to be valedictorian, right she's a few years out but like sterling, sterling record right she has been she is, she she is a fast tracked to almost like any, any science program in the country. And, she, so this is the moment where she becomes an ally she is someone that that has this background that can help you especially knowing what we know about the the the resources that our villain has used. She is someone that I think she gives you some information right? Like she's like, she kind of let slip that like chemicals have been going missing from like University labs and like that things that things are going missing in a way that indicates that like someone in between these like attacks is taking time to recover and make new, like chemical resource.

B Billy 28:34
Can I say which one? those chemicals are?

J Jeff 28:37
Yeah.

B Billy 28:40
There are things that there are chemicals are like blood thinners, things to make things basically to help someone who needs more blood to get more blood. It basically is an enhancer that you would get like antibiotics to help somebody who deals with anemia. But all of these things are something that a person would get is if they were if you were desperate and you really need to get as much blood out of a person as possible without killing them. You'd be using these chemicals to get that blood out

J Jeff 29:16
Dope. Hell yeah.

B Billy 29:19
Yeah, I think I think you understand what now what what he's been feeding people.

J Jeff 29:23
I get it. Yeah, so you've learned she gives you all this insight she that's pretty much all like what Allie tells you. And she like you two kind of hit it off a little bit, like you develop a bit of a friendship over this over this like very therapeutic kind of cup of coffee. And now going forward. We're, we're you know, going forward, she is your ally. If at any point we flip a heart, if at any point you were saving someone in the university and you need to overcome a threat in that in in the university, if you roll a one, if the villain rolls one, Allie can come, show up and help you which allows you to treat the result as a four or five, she will just just be there when you need her to like give you the information you need to save the day. Also, there is a type of card that we did not pull today that we might still but we haven't, which is a person in power. That is if we flip a king, someone in a position of power doesn't like you and will go out of their way to ruin your life. This is a Lex Luthor and this is someone that like is like I don't like this, a J. Jonah Jameson. If at any point that person opposes you, and what happens is they make an impact like they make it harder

for you to roll well. Anytime you flip anytime like you flip that color suit so if I flip the King of Hearts anytime there's a heart, the University President might try and like stand in your way and it'll be harder to roll that six. If that happens of your ally can sacrifice themselves to destroy that person in power. Then that which point they are removed from the game and you have lost them forever. But for now she is your ally she is there for you have her back and she has given you some crucial information, which means it is time to flip our next card. And it is the Joker.

A Angela 31:24
All right!

J Jeff 31:25
Which means it is time for the uprising.

A Angela 31:29
Let's bring it.

B Billy 31:31
So this is the this is the final confrontation?

J Jeff 31:34
This is the final confrontation

B Billy 31:35
Cool.

J Jeff 31:37
It has all led to this. The hero is back in the villain's place of power. You've refused to stand down and accept defeat your losses hang heavy in the air. But it is time to finish this. The downfall is over. It is time for the uprising. Villain, you are going to take the reigns here describe your place of power at the height of your glory. What does your villain his base look like? What does your center stage look like? What, Where are we for this final battle where, what- set the scene for us?

B

Billy 32:07

I definitely think this is not something he was prepared for. He wanted this to be in the middle of whatever the equivalent of Madison Square Garden. But honestly since Allie or is that her name is Alison or Allie or your

A

Angela 32:22

Allie Carhammer.

B

Billy 32:22

When she brought up the chemicals being missing. It took you not that hard. It didn't take you that long to find someone stealing said chemicals and following them. And what it leaves you that lead you to is to the outskirts of the city. And as you are moving there and following this. This is not a purge van. It actually seems like the purge, purge mobiles are the biggest distraction. This is just a Nissan. It's an old factory. And as you're getting closer, you start remembering. This used to be your kind of stomping grounds early on as a hero when you are first trying out your abilities and failing and doing your things. And as you get closer to this old warehouse, it seems like it hasn't seen a person in a couple, at least a decade. It's burnt. There's definitely been old fire damage. And it's just no one has taken the time to destroy this building. Because it's just not, it's not in a good spot anyways. And you remember, you remember there's something about this place that this kind of strikes a chord with you. And then you recall that this was the first place that you accidentally took a life with your powers. Bunch of druggies a bunch of you know want to be thugs. We're here trying to make super cocaine or whatever. And some of the old vats and like that Carhammer guy. Yeah, you shot- yelled at one on a catwalk and he fell down and broke his neck. He fell into one of the vats scolded himself. He died on the scene. And as you're poking around, and you're looking around, you see it is filled with thugs walking around a lot of nail bats. But you're surprised how silent is no one's really making a noise. Like if they're setting something down. They're gently setting it down. If they're putting, you know if they're talking, talking. They're whispering. And as you look around you finally see in the very center in a kind of a platform where a vat must have- used to be, sits a person in an surgical chair with tubes coming out of his arms and his arteries. And he's slowly being sucked dry of this blood and the blood is circling and filling up. It's a blood factory. And it's all just coming from him. And he's just he's just staring forward at the TV. disgruntled and as it's not very glamorous right now he's just watching The Price is Right. And he is definitely that man, that burn victim man and it's it's a really kind of a scene of awkwardness. It's kind of like Superman how he would feel if he kicked open the door and

Lex Luthor was sitting on the toilet, like it's just, there's no pizzazz about this. This is just a boss, the villain watching The Price is Right as they drained his blood. Is that- do I need to answer anything else, Jeff? Yeah, so we have here, so you've been cornered by the hero. What you're going to do now is confront the hero. You're going to describe, describe what you're seeking, describe that describe that revenge that you want. Note that- note how often the hero has failed, note the people they couldn't say for and challenge them as to why they think they can change things now. As you're sneaking around, being sneaky as always taking out occasional thugs here and there. Suddenly, the man cocks his head and his- his camera zooms in on the ocular implants and he taps them a few times. And then he starts disengaging from the chair. And he walks over to the platform, kicks over a lever in the platform starts rising, the TV falls off crashing. And some of the thugs just look around the silence and then suddenly you hear a booming voice. A tired voice, and there's music playing behind it. Silent Night. "So you found me. I got to admit, I'm impressed. This is not exactly the final countdown that I was counting on but that's okay. It's justice in a way. It's what's the word? Is it ironic? Yes, situations are ironic. This is where you killed me. Silent- Siren. Just a dumb kid trying to make extra bucks. You blasted me right over the edge. That's all right. The chemicals. They brought me back and changed me. The chemicals turned my blood into something so sweet. That one taste gives people the power that they just crave. But now, it seems that my little revenge story is over. So let's make this as epic as one can just muster last minute. Let's make this exciting. If you're going to be called the Si- the Scarlet Siren then just, so you know, for the newspapers call me the Silent Knight. And then you hear the sheathing of a sword and suddenly coming behind you almost out of the shadows is him and he takes a swing at you. And it's just this big epic fight us going through catwalks. You're trying to scream. Occasionally he like slams you right in the throat with like the hilt of his sword to like make it hard for you to like scream in his face. But that doesn't matter. You know karate, you're punching. It's just as big epic fight. And the entire time he's just screaming- he's just whispering, every time he gets close to your ear he whispers just just memories of that night he had of dying of staring at you the scared hero trying to play a scared kid trying to play hero and you know how it was his fault and how she's never learned she's still that reckless little child screaming for a parent to tell her how to control her tantrum.

A

Angela 39:02

And probably also throw it in like the more recent failures like-

B

Billy 39:06

Oh yeah, you killed Carhammer. You killed this you, killed this person you destroyed-

J Jeff 39:11
You couldn't save Maureen.

B Billy 39:12
You couldn't even save the poor the the addicts that I made fight for me, because you just saw them as nothing but the enemy not victims. They're all victims in this city when you're around.

J Jeff 39:30
Awesome. So now it's my turn. I get to tell the hero what they need to hear the people they did say how they made this world a better place. What they need to hear to stand up and do what they need to do. So as you're fighting through this site, right, like you're hearing all of this and you're being confronted by you know, you couldn't save you couldn't you killed Henry. You couldn't save Maureen all of these things like you, you are responsible for this villain, for Silent Knight being here.

A Angela 39:58
And I'm kind of like you know, he might have a point.

J Jeff 40:02
He might but at the same time, like, you know, Allie's gonna be okay. Those people Big Murray, Big Murray's diner, the red brick diner is open for business today. And it wouldn't be if it weren't for you, you know, the mall might be damaged, but like the people inside walked home, you know, there were people again and again and again that like, for everything that you did you stop, like, those people are stronger and safer for having you there. If you weren't there. They might not be here, like, and I think you see flashes of all of these people that you did help that you did save this, this the difference that you did make. And, you know, you feel all of this, you you you feel all of this inside, and you've you you may have played a role in the creation of this. But at the same time, you helped a lot of people, you, you you, some of you, you say you prevented a lot of harm. And that is what matters in this moment.

A Angela 41:17
All right. Yeah.



Jeff 41:19

And so, here, this is your moment. You get to save the day, you think about the day think about the names of the people that you saved think about how you helped people in need, here with the villain has to say hear what the city has to say. honor those who couldn't save by standing tall in this moment. Describe how you fight describe how you win. And then we move on to the end game.



Angela 41:43

So as you know, for every time that Silent Knight mentioned a failure of hers, ultimately Scarlet Siren has a flash of these people that she's helped. Yes, she tore apart the the the mall in the luxury district. But all those people got to remove their the bombs around their neck. Yes, she she did kill Henry Carmichael. But his daughter walked away to live another day. And she brought down the the Chamber of Commerce. But none of the people inside got hurt even the people that didn't believe that she was helping the city. Big Murray giving her her breakfast, the breakfast is very important that figures big and big and her her memories. It's the it's the the kids and in the, in Murray's kitchen, or not Murray's kitchen in Miller's Kitchen, who they know who she is now. And they invite her to like play hopscotch with them and things like that, just how much she is part of this community. And finally, she thinks of Maureen. And it is heartbreaking that that she couldn't save Maureen. But Maureen's goodness lives on because just as the people of the city wouldn't be here still, if Scarlet Siren hadn't come in to help. It's very possible that Elizabeth's grandmother wouldn't be here if it weren't the kindness of someone like Maureen. And so Scarlet needs to embody that goodness and embody that care for other people that she learned from Maureen- she learned from her grandmother but for these purposes, she learned it from Maureen and she is going to put all of that honestly that love, forward and when she, when she lets out one final blast of her voice to push Silent Knight away, it is a love song. And Billy you are way better at coming up with song titles than me. So is there a love song that mentioned silence or quiet?



Billy 44:09

I had my songs picked out.



Angela 44:10

I was like were you were you googling?

B Billy 44:15
Please I didn't need Google for a No Doubt song.

A Angela 44:19
That's true.

B Billy 44:20
I don't think you should be doing a silent song I think you should be doing some like I guess Shout. Something about like loudness being you know, you're loud and proud like I don't even know you can do Shout?

A Angela 44:33
I want to be, I want it to be a love song of some kind.

B Billy 44:36
Well, I don't. You gotta think of your own thing. You're stealing, stealing my shtick. You got to think you got to think of your own stuff.

A Angela 44:43
Yeah, that's fair. That's fair. I want to come up with a good one because Billy's had so many good ones.

B Billy 44:51
Maureen isn't that a song?

A Angela 44:54
I think here Come on, Eileen?

B Billy 44:56
Oh, Maureen, Maureen- Okay, maybe

- A** Angela 44:59
That's Jolene.
- B** Billy 45:00
Okay, Jolene well-
- A** Angela 45:03
You know what I, because it is a somewhat bombastic song and it feels cheesy enough for this. We're gonna go with Love Song like literally she's singing Sara Bareilles Love Song.
- J** Jeff 45:16
I like that also because it's I'm not gonna write you a love song, that's his whole deal is right? That's pretty good.
- A** Angela 45:22
So yeah, that's what she's I and you know, we've seen her you know, every other time that she's used her her power it's been like wordless you know, it's just been these screams very primal and this is almost an evolution to something more civilized. You know, maybe she has put behind her this this tantrum throwing that Silent Knight mentioned and she can have more control and and be more like a person and not just a tool of destruction.
- B** Billy 45:54
So does Silent Knight go over the railing that he had gone over those many years ago.
The same one.
- A** Angela 46:02
Oh, yes. Down here some symmetry.
- B** Billy 46:04
Yeah. Here's the question. He falters for a second tries to catch himself, drops the sword. And he goes over a little slower. Does she let him fall to his death again? Or does she not?

A Angela 46:20
She does not.

B Billy 46:23
Good. So you reach out last minute and grab his boot.

A Angela 46:26
Yeah, I mean, whether it's purposeful or not, you fall for there's definitely that very long moment. It's like when you're tilting back in a chair and there's that second of like, Oh, did I go too far back- it might not be on purpose then also might be on purpose y'know she's just learning how to be a better person. So there's this little pettiness there that you're hanging for just a moment longer, your, your heart is in your throat and then she grabs you

J Jeff 46:55
And I think we see you grab the foot and then we fade and then we skip that week now we and when we skip ahead and we move on to until next time with the villain defeated the city is at peace there will be another villain in time there's always another issue to sell. But for now it is quiet for now there's only a city and for now the hero can rest. First I'm going to describe how the city recovers from the villains actions, going to describe how the heroes influence makes the city a better place and how their legacy is carried on in the hearts of the people. Um, I think that it I think that there is ironically in the in the sort of 'you have cause this', I think, despite what this Scarlet protector has said, I think there is a rise in maybe not like outright vigilantism. But in like community support groups. I think that the homeowners association from Derby street like spearhead the first of these major kind of like part not quite a neighborhood watch but more of like a mutual aid organization called the Sirens, and it's like a city wide organization of people just looking out for people it is ordinary people stepping up doing need I think they the first elected Sirens president is Allie Carhammer.

A Angela 48:14
Yep.

J Jeff 48:14
Who is about who we see getting her getting like getting her report card or her transcript

and it's straight A's because she's crushing it and I think that like that, those that there's a I think we see her on a news interview I don't even think she joins the Sirens, I think what happens is we see her briefly on a news interview like talking on like a science show about like how to undo the chemical effects of these like of these blood medicines of this like addictive blood and she is like guiding the research on how to undo this. And now however villain, Billy, Silent Knight describe, describe the shadow cast by the villain even though they are long since defeated.

B

Billy 49:02

It zooms in towards the Supermax wherever is located I don't even know if the city is big enough to have a Supermax for supervillains but they have a Supermax close by, in a couple- you know in the Metropolis version. And as it goes down the twisted hallways through many villains some of them with weird appendages and you know, fangs and and you know, cursing the guards. It gets to a padded cell and instead of it actually being padded. You know, it seems to be muffled with foam. And he just when the guard passes, he looks through and there's Silent Knight in a prisoner outfit, you know, burned face, glaring towards the window, and he doesn't have those that in those implants in his ears anymore. And as the guy like is talking to somebody, maybe the guards giving a tour to a newbie. It goes to the perception of Silent Knight. And there's just this constant hum. It's the only thing he hears this hum. And you see his eye twitch, slowly, but surely. And as the guard passes, there's a small smile that touches the side of his lip. And he holds out his hand. And, and suddenly a rat pokes its nose out, sniffs out his hand and starts licking at the cut there. And he whispers. "That's right. get big and strong. I need you and your friends to take me out."

J

Jeff 50:38

Oh, I don't like that- I don't like that.

B

Billy 50:40

"They will not silence me."

J

Jeff 50:44

I don't like that one bit. I don't like that. And now we come to the final, the final moment of the game, hero. Describe how for an all too brief moment you are able to rest describe how you celebrate your victory, how you spend your downtime, and how you pay your respects to those who helped you succeed and those that fell along the way.

A

Angela 51:05

You see it, she is back to being Elizabeth Silverman. And you see her kind of take a greatest hits stroll through the the city, y'know she swings by the college district and grabs coffee from her favorite place with Allie. And as she's coming back, she kind of checks in on the Sirens. And y'know kind of wishes them them luck and some, you know, some support there. And then you know, walked through Miller's kitchen, swings by the Red Brick Diner, gets two breakfasts to go. And, and she hides the the coffee from the coffee shop from from Big Murray. He doesn't- He doesn't need to know that she went for the fancy stuff, you know, double macchiato and that sort of thing. And finally, she is back at her grandmother's facility where there is a nice Memorial at the front desk to Maureen y'know lots of beautiful flowers and cards and remembrances. And, and Elizabeth adds one of her, one of her own. It is it is a sheet of music. And the- it is it's whatever Maureen's favorite favorite song would have been, we're not going to go into that much detail at this point. But it is, you know, something for Maureen's favorite song, and it's actually it is signed by the composer. So it is a very, it's like to Maureen. You know, Elizabeth went out of her way to track down something that would hopefully be very meaningful, even after marine has passed. And, you know, maybe it'll be a comfort to her her family that somebody went out of their way to be so thoughtful. Because Elizabeth didn't sign it. Like there's no indication that it came from Elizabeth. And, you know, then she just goes and finds her grandmother and she kind of took the girls day out in you know, she shares breakfast, they both have their coffee. And it's just a moment to remember what matters and a moment to connect with family.

J

Jeff 53:21

And I think we pan out on that. And now hero, you can at last rest. And we're going to close the book. And if the city needs you again, we will reopen this rulebook and play again. But until then that's game, that's Anyone Can Wear the Mask. Oh, that was fun. Oh my god, I'm so happy. This is the first time I played it through to the end, it played out perfectly. And I'm so overjoyed.

A

Angela 53:45

I'm so glad, I'm so glad

B

Billy 53:47

We had a fun time I think, Angela.

A

Angela 53:49

Oh, yeah. Yeah, this is this is a lot of fun. I- it's far more narrative than I'm used to playing. But I- Jeff, this is a y'know, and one part. Yeah, I mean, I've played with you before we even did a superhero game. So I'm very familiar with your your style. And so this felt very in line with what you usually do. Like you're such a smooth facilitator of games. So it was really fun to be in a almost purely narrative, narrative game with you. Like, we had the random element for generating the scenes and for how exactly, you know how good or bad was the outcome going to be? But the rest of it was all just talking and you know, Billy I know is always capable, like every time that he would just bring in another call back. It's like no, it was it was good for Billy to be the villain. Ultimately good. Cuz we've been talking earlier and I usually I love the villains, the villains. The villains, I feel are usually the more interesting character than the Heroes is like, yeah, I'm gonna play the villain. But Billy did an amazing job. And I think that this particular game really plays to your strengths as a role player of coming up with really great through lines. And this game gave you lots of opportunities to come up with different scenarios to allow you to form those callbacks.

B

Billy 55:10

I had a great time. I had a great time. I do have a good question or two, just out of curiosity.

J

Jeff 55:15

Yeah. Oh, yeah.

B

Billy 55:16

So, so my entire goal as a villain, because I love the villains who they're not as powerful. You know, I my entire goal was just the ruin the reputation of the Scarlet Siren. And it never felt like I was able to quite burst that bubbles. And I was wondering, like, is there something that goes, I mean, she might have just had great rolls. I was just wondering, is there something of some sort of a mechanic where their reputation can go down to the point where the city does respond negatively towards them? Or not? I'm just wondering?

J

Jeff 55:53

Y'know, it's not in the rules, but I could see it, I could see it being played as, like, as a as a result between the city and the villain of like, what happens when you roll poorly, and that

part of it was that she rolled very well. And like, caused very little damage to the city? Because like, the idea like, and part of it is, there is there is a mechanic for that specifically, where if it can kind of only come up after the villain has revealed themselves, but there is a mechanic that like if the if you have to shuffle the deck, if you run out of cards, you shuffle the deck back. And then what is called a crisis happens, where like all three of us answer a question, and it's like, what does the villain really want? How do they get it? What they're, actually hold on? I'm gonna pull up the rules and read the questions. Exactly. So once the villain reveals themselves, there's a moment where that there's a moment where like, you discard those cards, and they get permanently removed. If that removes all the cards from the deck, and we have to reshuffle then a crisis happens. And this would be a real opportunity where like that could happen. So let me find the exact questions, because I think they're really good. And I'm really proud of them. So what happens is, the hero asks what they're the hero is asked, What is your greatest fear? And how does it come to pass? The villain asks, What power do they hope to obtain? And how do they seize it? And the city is asked, How do you what do you hope for the city? Or how do you hope the city the people of the city will rise to walk in the steps of the hero? So there's a sense of given that that's what you said, you really wanted? If we had run out of cards in that moment, then you would have been able to say like, okay, yeah, then the city has turned on you. And then I could I could spin that as well. And since you answered before me, I would then be able to spin it into and the city has grown into a place where they don't necessarily need you. And then the hero has to kind of navigate existing in that space.

B

Billy 57:58

And how common do you think it is for you to run out of cards, I don't know how many cards we would have to go through in order for them to run out.

J

Jeff 58:07

I'm pretty conf- I'm not 100% sure. I'm not sure how common that would be. I partially think, somewhat because like there is a one in three chance in every scene. I mean, and it depends partially on the the game is written to breaking down breaking down sort of the meta narrative a little bit, I kind of baked it with, like two main touch points in mind of Spider Man and Superman where like, the hero could never get hurt, right, like Superman never really gets hurt, but like Metropolis takes damage, and that kind of reflects on to Superman. So like, if that were to happen, and the hero kept rolling a two or three result and kept being like I'm taking collateral damage. I'm damaging the city, I'm damaging the city, you'd burn through that deck pretty quickly. And the vill- like the, the the the downfall card is always in the bottom half of the deck. So you always have at least half of the deck

gone by the time that the villain shows up. So there's probably a pretty decent chance of it happening like this handing on like, how many cards you draw. So it's never like the first card that you draw is like, Haha, I'm here. It's always like you've been here for a while you've caused some damage to the city, you've gotten hurt a few times, which the the mechanic for getting hurt is there's a second table that you roll that is or you roll fewer dice and eventually you start rolling dice and taking the worst result. So it becomes more likely that you either cause collateral damage or you lose people along the way.

B

Billy 59:44

You know what would be kind of interesting it out again, I I'm learning the mechanics from what you told me and I really liked them, but would be really cool as the villain is each time that she does gain those ones or collaterals It would be cool if I got like a I would get like a villain token or you can even say like, take a take a villain token, collateral, this and what the villain token would do is like when you would be in those situations where you like, oh, since you're familiar in this area, you get three dice, I could pay a villain token to say like, I'd rather her just roll two dice.

J

Jeff 1:00:15

That's really interesting actually.

B

Billy 1:00:16

So basically, I would be able to accumulate stuff to just keep on like reducing it down= you can never like not roll something, it's always like, I can bring it down to one. And that would be really useful. Because occasionally when it was like, Oh, yeah, you're fighting, and you're your local diner. And it's like, roll three dice. I'm like, Well, I did roll one, two ones and a six, but there's a large chance that she's just going to wipe the floor with me. But if I was a villain, and you know, I've been collecting these things, it kind of feels like I can have a mastermind moment where I've made it. So I've taken away your advantages. Here are my two dice, I want to here's my two things. So I'm taking that three dice roll down to one, that that that would be like the one thing I would love about it. And I loved a lot about this. But I would love to have that moment where I'm like, I instead of just rolling to tell her story, here's a little bit of the villain being a mastermind a little bit of strategy. Like, I don't want too much of that, because it's like, this is not- this is very narrative, but I wouldn't mind being able to say like, well, I've played my role, I would love to take these tokens.



Jeff 1:01:18

That's a good, that's no, that's, that's really good. And that's like a really strong like narrative kind of moment. I'm gonna keep that in mind. That's very good.



Billy 1:01:26

But other than that, I had a great time. You know what this like, even if you're not a role player, this game is good if you're just thinking about making a comic book, like I had a great time I was like, I really want the Silent Knight to exist, I think he makes a lot of good points about the recklessness of this young hero. So I think it's just a very fun story tool for people who are looking to make their own comic books to play with, in order to like start working on that first draft. So I had a- This is fun.



Jeff 1:01:56

And there is a there is a tiny blurb on the end of like, you this can be played with one or two players as well as with three and if you play it on your own, like there's nothing stopping you from just playing all three roles at once. Because so much of the game is like prompts of like describe what happens when you do this, like so much that you could play this as like a solitary journaling experience, which would be like a great story generation for like a superhero story that you're writing. Right?



Billy 1:02:22

Yeah. So this is good for just a party game a good role playing thing something to get the juices rolling. What I think this would be the perfect thing for is like session zeros for like games like Rotted Capes or Masks or Scum and Villainy where you're like, Okay, I want you to give you a taste of what you were like as a hero before the big we start rolling, role playing and rolling dice. Let's do this as a session zero to get like you a taste of what your character is all about.



Angela 1:02:49

Establish the city, establish the NPC's.



Jeff 1:02:51

Yeah, you establish locations, you establish people in it.

B Billy 1:02:55
Yeah. So like I said, this is a great game. But this is also just a good tool for people who want to make their own. Like I said, session zeros for, like I said, what I wanted to do almost like is this would be perfect for like a game like Rotted Capes, which takes place in the apocalypse of zombie with zombies and superheroes. But this is good for like, I want to know what my character was like, during the during the the days when there wasn't zombies when this was just superheroes. And since I know I'm not going to die and create a paradox, I can easily just kind of experience what torch light or you know, to a lesser degree what Angela was saying. But her character was what was your character called? Gold? Goldshot?

A Angela 1:03:41
Oh, yes.

B Billy 1:03:41
Yeah, so Goldshot experienced before this whole-

A Angela 1:03:44
I like a lot of color based hero names, obviously.

B Billy 1:03:48
So I think this is I think that's like the biggest selling point for this. Like, this is a narrative game but it's also a great way to do your session zeros.

J Jeff 1:03:56
And it's it really, I- we'll talk I have a- I have things to share, but we'll share them off mic for now. We will wrap things up, but I have some some stuff to share.

A Angela 1:04:08
Well, I think that's a good cue. So I want to thank Jeff so much for coming on and sharing this really fun game with us. Jeff, do you want to take us out? You know, remind us who you are and where else we can find you.

J Jeff 1:04:24
Yeah, Anyone Can Wear The Mask you can pick up right now on jeffstormer.itch.io. That's [jeffstormer.itch.io slash wear the mask](https://jeffstormer.itch.io/slash-wear-the-mask) that's wear hyphen the hyphen mask

B Billy 1:04:36
We'll post we will post the link on this, the notes so you can just find it there as well.

J Jeff 1:04:42
Hell yeah. You can also find everything that I do all the games that I produced, the podcasts that I make all that kind of stuff at jeffstormer.com. You can also go to [twitter.com slash party of one pod](https://twitter.com/partyofonepod) to follow me on Twitter, which is where I tweet about all the stuff that I forget to share about on more professional channels.

A Angela 1:05:02
All right. Well, thank you again, Jeff, this has been so fun

J Jeff 1:05:05
Thank you oh my goodness.

B Billy 1:05:07
Great time.

A Angela 1:05:08
And, you know, we always, we always end an episode, Jeff, with a question for our listeners. So what question related to the game itself to the session we just played? Would you like to ask the listeners?

J Jeff 1:05:22
I want to ask the listeners. We'll keep it. I'm going to ask the listener. What is- for the, if you've listened this far, you probably are a fan of superhero stuff. I think that's pretty fair to guess. I'm going to ask what was the superhero story that made you fall in love with superheroes or the character or the story? What was what was the thing that made you

fall in love with superhero?



Billy 1:05:52

Yes. And why is it the X-men theme song from the 90's?



Jeff 1:05:57

That's- mine was probably the Tick theme. I don't know what that says about me as a person.



Angela 1:06:04

Alright, thanks, everyone for listening and good night.



Billy 1:06:08

Hey, everybody, this is Billy from Fandible podcasting network. Thank you so much for listening. We loved having you here. If you want to follow more of Fandible's crazy high jinks, go to our Twitter or Facebook. You can find us on Twitter at Fandible or at Facebook at Fandible. I know we're creative like that. If you would like to do more in support us, please feel free to go to our Patreon and donate your donations help us go to cons buy materials and just keep our radio equipment working. Thank you so much. And remember the Ink Monster once you eat you!