

# THE DEVILS LETTUCE

#### **CREDITS**

Written by Chris M/Endwalker

Thanks to everyone who has ever played Fiasco with me!

#### BOILERPLATE

This playset is for use with Fiasco, a role-playing game from Bully Pulpit Games (www.bullypulpitgames.com). The playset itself is ©2020 by Chris M/Endwalker. Fiasco is ©2009 by Jason Morningstar.

# THE SCORE

# QUESTIONS AROSE. LIKE, WHAT IN THE FUCK WAS COING ON HERE, BASICALLY.

You're not exactly certain where things went south, but now you're mixed up in some shit you're too stoned to understand. You've crossed the wrong criminals, got tangled up with some crooked cops, and you were supposed to be in work two hours ago, but you've forgotten where you parked your car. Two things are certain: weed certainly isn't to blame, and the munchies are kicking in hard. Like Godzilla says to Mothra, man, let's go eat some place.

### MOVIE NICHT

Inherent Vice, Pineapple Express, The Big Lebowski, True Romance, countless other stoner films.

### RELATIONSHIPS...

#### 1 FRIENDS

- Dependent and enabler.
- . Shared vice.
- School/college drop-outs.
- :: Frenemies.
- **:** Former friends.
- **!!** Bromance.

#### 2 FAMILY

- · Siblings.
- Parent and child.
- You're like a father/mother to me.
- :: Wishes they weren't related.
- **Estranged.**
- **!!** Dysfunctional Family.

#### 3 WORK

- Same dead-end job.
- . Boss and subordinate.
- Dealer and customer.
- **Soon** to retire and replacement.
- : Old-timer and new blood.
- **Hard worker and total slacker.**

#### 4 CRIMINAL

- Tangled up in the same 'enterprises'
- Bumbling petty criminals (vandals, shoplifters, etc.).
- Police officer/detective and 'person of interest'.
- :: Judge and defendant.
- **::** Crooked cops.
- **Shared** a prison cell.

#### 5 WE TRAVEL IN THE SAME CIRCLES

- Addict/Alcoholic and Sponsor.
- . In a cult together.
- Took part in a medical trial together.
- :: Conspiracy theorists.
- Shared interest in a sport.
- **!!** In a band together.

#### 6 WE GO WAY BACK

- Went to rehab together.
- **.** Bully and nerd in school.
- : Childhood friends.
- :: Share the burden of a dark secret.
- : Long-time unrequited love.
- **!!** Long-time rivals.

# NEEDS...

#### 1 TO GET HIGH

- ...by any means necessary.
- ...and then get some food.
- ...for free.
- :: ...using my secret recipe.
- ∷ ...on a new drug.
- ...in exciting new ways.

#### 2 TO GET RICH

- ...through a hare-brained scheme.
- ...by making it big!
- ...one dollar at a time.
- :: ...with my brand new invention
- ...at someone else's expense
- ...by opening a bar!

#### **3 TO GET AWAY**

- ...before the police catch me.
- ...with the perfect crime.
- ...from a criminal organization.
- :: ...from the people stalking me.
- : ...from all this.
- **!!** ...from my past.

#### 4 TO GET OUT

- ...of the debt you owe.
- ...of this downward spiral.
- ...of trouble with the wrong people.
- :: ...of this city.
- **∷** ...of work.
- ...of this pyramid scheme.

#### 5 TO GET RESPECT

- ...from my peers.
- ...from my boss.
- ...and show the world who I really am.
- :: ...from a particular community.
- : ... by becoming famous.
- **!!** ...by getting your face in the paper.

#### 6 TO GET RID

- $\cdot$  ...of the evidence.
- ...of the stolen goods.
- ...of a rival.
- :: ...the smell in here.
- ...of these damned squatters.
- ...of all inhibitions.

# LOCATIONS...

#### 1 DOWNTOWN

- Fast food place.
- . Dispensary.
- **Seedy dive bar.**
- :: The mall.
- **::** A convenience store.
- **!!** Bustling police station.

#### 2 ENTERTAINMENT

- A mini-golf course.
- . A wrestling match.
- : The aquarium.
- :: The bowling alley.
- : A theme park.
- **!!** The television station.

#### **3 CRIMINAL**

- Hydroponic farm.
- : A warehouse by the docks.
- **∴** A den of iniquity.
- :: The police station.
- : A chop-shop.
- **!!** The drop-off point.

#### 4 OUT OF TOWN

- A seedy motel.
- **Self-storage locker.**
- Out of town real-estate development.
- :: Air Force base which does not appear on any maps.
- : An RV in the desert.
- **!!** A crop circle in a maize field.

#### 5 MEETING PLACES

- A comic-book convention.
- : UFO abductees meeting.
- : Alcoholics Anonymous.
- :: A religious building.
- ☑ A house party that's getting out of hand
- **!!** Ultra-trendy night-club.

#### **6 NO PLACE LIKE HOME**

- A house shared by a lot of people.
- . Cooperative living commune.
- Ultra-cramped apartment.
- :: A very nice house the owners are away.
- **∷** A parents basement.
- **!!** A mismanaged retirement home.

# **OBJECTS...**

#### 1 CRIMINAL

- Barrel/suitcase with a dead body inside.
- Two million dollars in counterfeit bills.
- : Incriminating evidence still sealed in evidence bags.
- :: A hockey bag full of firearms (no serial numbers).
- ∷ A cheap but dangerous katana from a shopping mall.
- **!!** A bloodied baseball bat.

#### 2 SEEMINGLY MUNDANE

- · A Daewoo Lanos.
- An old, battered couch you can't bare to get rid of.
- **∴** Kasbah rug.
- :: Magic eight-ball.
- : The ashes of a good friend.
- **!!** Magic eye poster.

#### **3 SLICHTLY ABSURD**

- A live ocelot owned by someone wealthy.
- . A gimp outfit.
- **Sports mascot costume.**
- Suit of antique plate armor with sword.
- Example: Children's battery-powered ride-on car hot pink.

#### 4 PHARMACEUTICAL

- Sample of an experimental designer drug.
- : Someone else's prescription.
- :: A fake doctors outfit.
- : New candy or energy drink, untested.
- **!!** Hospital gown, slippers and a drip.

#### 5 A LITTLE STRANGE

- A VHS containing footage of an alien autopsy.
- Top secret government files.
- : 'Irrefutable' proof that a conspiracy theory is true.
- **Sports almanac, seemingly from the future.**
- **:** Cult paraphernalia.
- **!!** Death mask of a historic figure.

#### 6 PARAPHERNALIA

- The biggest bong you've ever seen.
- : Traditional ceremonial pipe/one-hitter.
- Deed to a dispensary/head-shop.
- :: The biggest bag of weed you have ever seen.
- ∴ A shopping cart full of snacks and junk food.
- **!!** Gas mask bong.

# IT WAS LUCK, DUMB LUCK

# **INSTA-SETUP**

### RELATIONSHIPS WHILE UNDER THE INFLUENCE

For three players...

- dealer and customer.
- boss and subordinate.
- police officer/detective and 'person of interest'.

For four players, add...

• dysfunctional family.

For five players, add...

hard worker and total slacker.

#### NEEDS WHILE UNDER THE INFLUENCE

For three players...

• to get high by any means necessary

For four or five players, add...

to get rich by making it big!

### LOCATIONS WHILE UNDER THE INFLUENCE

For three or four players...

• A convenience store.

For five players, add...

• A very nice house - the owners are away.

### OBJECTS WHILE UNDER THE INFLUENCE

For three, four or five players...

Incriminating evidence still sealed in evidence bags.