

[Catacombs intro music plays.]

Sage G.C.: Thank you and welcome to the *CATACOMBS*.

[Music fades out.]

The Green Knight Session Zero

[The Green Knight theme song plays; ethereal and mysterious.]

Sage: Hello and welcome to the session zero of our first one-shot and Vol. I of the Twilight Space: The Green Knight. A24's—

[Kazoo toots.]

Emily: Ooo!

Sage: —The Green Knight. Uh—

Jessica: We got a kazoo this time!

Sage: [amused] Yes.

Emily: Budget.

Sage: What adventure is complete without a kazoo?

Travis: Did you know that you can buy six kazoos for the price of one kazoo?

Sage: Usually with things that people don't want that's much [stifling laughter] that's how they sell them.

Travis: I'm swimmin' in kazoos and I'm havin' a great time.

Sage: So I think most of us watched that trailer recently. A24 was supposed to come out with a movie called *The Green Knight* based off of the classic Arthurian legend, but a whole different take on it. And how do we all feel about that trailer?

Jessica: Spooky!

Emily: I'm so excited.

Travis: I don't know what's happening. I don't know what- what it is.

David: It wasn't long enough. The trailer needed to be longer.

Emily: I would call it a teaser rather than a trailer, you know?

Travis: That's not bad. Remember movies in the- the trailers in the '90s where they just gave you the whole movie in, like, three and a half minutes?

Jessica: Yeah.

David: Oh, yeah.

Sage: Yeah. Not a fan o' those.

[Travis chuckles.]

David: I would just movie hop from theatre to theatre, auditorium to auditorium watching their trailer deck and then moving on to the next one.

[Sage chuckles.]

Travis: [amused] He watched, like, twelve movies.

David: That was genius.

Sage: More bang for your buck.

David: Mm-hmm.

Sage: Yeah. I love that trailer. And I love all of A24's trailers because they show you just enough that it's, like, really interesting.

Emily: It's like the world's best Pinterest board.

Sage: [chuckles] Yeah. But- but—

Travis: Pfft.

Sage: [amused] But not enough for you to really know what the fuck's going on. [chuckles]

Emily: Precisely. You get the imagery and you get the tone and that's about it.

Sage: The first *Lighthouse* trailer I, like, lost my shit.

[Emily chuckles.]

I was like, this is- this is the best advertisement I think I've ever, like, witnessed. I did not watch any more trailers because I was like, okay good. Like, it did it's job. It sold this product to me. I'm going the second I can.

Jessica: And what do these two things have in common?

Sage: A24!

Jessica: A24!

Travis: They're both not as good as *Uncut Gems*.

Sage: I still haven't seen that one.

Jessica: No. It gave me, like, a panic attack.

[David and Travis chuckle.]

David: You haven't seen it?

Emily: You just like basketball.

David: You haven't seen *Uncut Gems*, Sage?

Sage: I haven't.

David: Bro, it's on Netflix. Just- just watch it. [chuckles]

Sage: I know. I saw it the night. Yeah. I- I will.

David: What d'you mean you- yeah.

Sage: I will.

David: Just watch it.

[Sage chuckles.]

Watch it drunk. [snorts]

Sage: [chuckles] You know, from what I've seen, that doesn't sound like the greatest idea.

David: Just do it.

Jessica: Yeah, n-no.

[Sage chuckles.]

Emily: Not if you get motion sick.

Sage: Uh, sometimes. Sometimes.

Jessica: It's a lot.

Sage: That's what I've heard.

David: I've watched it one or three times. It's- it's great. [snerks]

[Sage chuckles.]

Jessica: You've seen it three times, David?

Sage: [amused] David, are you okay, buddy?

David: I watched it when it came out.

Travis: Mm-hmm.

David: And then I have watched it- well, I've shown it to two people since then.

Jessica: Oh my god.

Sage: Wow.

David: And it's better every time. [snerks]

[Sage chuckles.]

Travis: Yup. Regardless of who you're watching it with, if they've never seen it before, it's almost always a split decision as to whether or not it was enjoyable.

Jessica: Yeah.

Sage: That seems- like, everybody's response on social media is, like, they clearly posted that, like, while they're watching it 'cause they stopped or, like, right when it was done. So I am looking forward to it. I like to—

David: Just get on it, bro.

Sage: Yeah. [amused] But we're not making an *Uncut Gems* [chuckles] actual play.

Emily: No, we are not.

David: [loud] Damn it!

Travis: Not yet. Not yet.

Emily: Potentially, not ever.

[Sage chuckles.]

Jessica: Yeah. Unless you want me in tears the whole time.

Sage: We're doing *The Green Knight*.

David: That's a gamble I'm willing to take, Jessica. [chuckles]

Emily: Does that movie pass the Bechdel test?

David: [stifling laughter] No.

Travis: Pfft.

[Sage snickers.]

Emily: Yeah, okay. So us, with me and Jessica, yeah, we can't do *Uncut Gems*.

[Jessica chuckles.]

Travis: Nah, it'll be great. We'll just do- we'll do, like, a normal- we'll do something in the world—

David: We're not 100% confident that *The Green Knight* passes the Bechdel test are we?
[stifles laughter]

Jessica: No.

Emily: No, but I saw more than one woman.

David: Uh....

Travis: [amused] There's two women. There's his wife and then there's the other one.

David: Idina Menzel.

Jessica: His mistress. [stifles laughter]

David: And, yeah, and his mistress.

Travis: Yeah.

Emily: Yeah? What are their names anyway?

Travis: Idina Menzel and the other actress who's really good that I don't know her name.

Jessica: Yeah. She's actually very phenomenal in that movie. I really liked her.

Travis: But I think it'd be fun because we could just do, like- it'd be like a normal RPG game but every five minutes someone would come in and, like, poke us in the kidney with, like, a sharp stick just to kinda keep us all rattled.

David: Oh, yeah.

Jessica: [uninterested] Uh, sounds like a thrilling adventure.

[Travis stifles laughter.]

David: There should also be room tone that's just constantly changing.

Sage: [amused] I need to see this fuckin' movie, don't I?

David: Yeah, you do. [stifles laughter]

Jessica: No, you don't! Watch *Midsummer* first.

Emily: Yeah.

Sage: I need to see it, yeah.

David: Bro. Not even.

[Stifled laughter.]

Not fuckin' even.

Jessica: Well, see this is where the divide happens. [stifles laughter]

Travis: They're both good.

Sage: Let's talk about The Green Knight. So basically A24, for anybody who doesn't know, released a custom-made tabletop RPG for The Green Knight. They released with this super cool, like, retro D&D style '80s trailer. Looks like it was ripped straight off of a VHS. And it's basically like a simplified D&D. Yeah. it's got a super cool booklet. Lots of green.

But it's what we're gonna do for this first one-shot. And it's the first time since Lasers & Feelings we've done anything on the show that was predesigned. As in not "designed" by me. [chuckles]

So it will be a little different, but I think it'll be very fun.

Emily: I'm excited.

Jessica: Me too.

Sage: It still doesn't have too much to bog us down, I think as far as, like, the table talk stuff. So... We have a very loose idea of the characters that Jessica, Travis, Emily and David are going to play. And we're going to talk about locking those in. I think we should maybe just start with that and I'm sure that will naturally bring in all of the rules as we go over these character sheets and what we wanna do to fill 'em out. Sound good?

Jessica: Bueno.

Emily: Whoo!

David: [deadpan] Yeah. Yeah, yeah, yeah.

Travis: [deadpan] Yup.

[**Sage** chuckles.]

Sage: Wow.

Jessica: We're so enthusiastic.

Sage: [amused] The enthusiasm is overwhelming.

Emily: Affirmative! [stifles laughter]

David: [loud, defensive] It's really hot! We're recording this, it's like I'm- it's literally one million degrees outside.

[**Emily** chuckles.]

Sage: Yeah. There is a—

David: It's disgusting!

Sage: There is a heatwave goin' on right now.

Travis: Live from the sun.

Jessica: Live from hell!

Sage: Yeah.

David: And it's also the first time in Los Angeles history that it's been very humid.

[**Sage** stifles laughter.]

Jessica: Yeah.

David: Like they just figured they'd dump that on us all of a sudden this week too. Oh, surprise, bitches!

Jessica: Humidity!

Emily: Here's another plague for you.

Sage: 2020 won't quit. Well...

[**Sage** stifles laughter. **Travis** chuckles.]

[amused] Who wants to go first? [chuckles]

Travis: About our characters?

Sage: Yeah.

Travis: I'll go first.

Sage: Pitch it. Pitch it to me and the audience.

Travis: I have been working on a, uh, the idea of a bard. The working title of this bard is "Steve".

[**Sage** stifles laughter.]

He's a towering 5'4", 120 (pounds). He's a traveling musician. He plays the mandolin, but he only knows three chords. And his quest is to- he desperately wants to learn more chords.

[**Sage** chuckles.]

Because, with only three chords, he doesn't- like, he can't, like, make very good songs. And even then he kinda only does limericks.

Sage: Does that somehow rope into the whole background questions about the Green Knight and how that- that encounter worked?

Travis: It does. So what happened with Steve in relation to the Green Knight.

Emily: Steve?

Travis: Yeah, that's the bard.

Emily: S-Steve?

[**Sage** stifles laughter.]

Travis: Yeah, Steve.

Emily: [humoring] Okay.

David: Is it like old English Steve where it's S-T-E-E-V or some weird shit?

Travis: Yeah, yeah, yeah.

Emily: [amused] Ye olde Steeve.

Jessica: P-H. P-H.

[Sage chuckles.]

Travis: Yeah. It's really- you can call him Ste- fuck it. He's Stev. Is that better? Stev?

[Chuckling.]

Emily: [amused] I like Stev, actually. Can we call you Stev?

Travis: [amused] Jesus. [humoring] Yeah, Stev is fine.

Jessica: Fine.

Travis: When Stev met The Green Knight, Stev was on a walk 'cause he had to get some air from his traveling caravan he had joined up with because they were actually kinda weird. So he was wandering off and the Green Knight- and he wandered into a—

Emily: Wait, I'm sorry, was that a dig?

Travis: No!

Emily: [chuckles] Okay. [chuckles]

Travis: [mock defensive] You don't know Stev's life. You don't know the people.

Emily: I don't know. We're kinda your traveling group of performers. So... [stifles laughter]

Travis: Look. If there's one thing that's clear, it's that none of us have been traveling recently.

Emily: Eh. That's true. [chuckles]

Sage: You all met as a result of this vision encounter?

Travis: Mm-hmm.

Emily: Oh, no. I was joking. I thought that we, the real human actor people.

Sage: [amused] Oh.

Travis: No, no, no. I mean, like his- like, the people he was traveling with were, like, talking about eating a guy or something and he was like, oh. Fuck. So Stev wandered off and he went into a cave. He was like, I guess I'm gonna sleep here and then figure out somewhere else to be in the morning. Hope they don't find me.

And as far as I can ascertain, uh, 'cause again, the trailer doesn't really give a whole lot to the rules, so I have to- I'll have to be told if this is appropriate or not. It was in that cave and he struck down the Green Knight out of sheer sense of terror. He's not a very brave individual, Stev, being all of 5'4" and 120.

In the year between then and now, he has been desperately trying to learn more mandolin chords because he wants to be an actual bard and not just kind of a fake, pretend, like...you know, he's not doing too well. He doesn't really rake in that much

busking. But he knows that he has songs in his heart that could really make a difference.

[Emily stifles laughter.]

Sage: [humoring] Right on...

Travis: [amused] I'm being serious here! I'm cur- [chuckles]

Sage: [amused] No, no, no. I'm not having a face of doubt. I'm have a- I'm just trying to think about anything I can give to add onto that. But I don't got anything. I think it's solid. [chuckles]

Travis: It's kind of the- I mean, and this is- I don't know if anyone else had this. But based off of the- the thing at the top, there was like, ye who shall strike me down or whatever like that. 'Cause like, that- it's hard to kinda think of a bard in that and be like, yeah, that makes complete sense. The bard would go after this weird, like, bloodlust mythic quest.

But I'm sure he's really convinced. It's almost like in The Wizard of Oz sense that once he gets to the Green Knight, he's gonna be able to become, like, somewhere between the Wizard of Oz and, like, the crossroads lore with Robert Johnson.

Sage: [amused] Right, right.

Emily: [amused] Yeah.

Travis: That go to the Green Knight and he'll become the fucking best mandolin player there ever was.

Sage: [amused] Okay. Yeah. That- that makes sense. Yeah, I like that.

Travis: That's- I forgot that that part of it.

Sage: Okay, Yeah, yeah. That's good. That's good. So dear audience, basically, it's kind of a- I need to read the actual legend, but from what I understand, it's kind of like this... Is it like a vision? Or like- wh-when people meet the Green Knight, like, it seems like something they don't plan on doing. And then the idea is that it all happens to a group of people, at least in the RPG, at the same time. And you have some sort of encounter the Green Knight, you harm the Green Knight in some way, striking it down. And it basically tells you, one year from now you have the chance to come fight me again. Bitch, come get it and you will be rich.

Travis: [stifles laughter] Come get me bro.

Sage: But you have to do it exactly one year from when that first encounter happened. Which, again, happens to—at least in the RPG—multiple people at once. So naturally, these people will cross paths and be like, oh you are also going to- to take down the Green Knight. You're going to the Green Chapel up north.

Jessica: Can only one person take down the Green Knight?

Sage: It does not say that anywhere, I don't think. I believe this can be a group effort. But there will be different ways in which you are all affected by the result. Mostly having to do with your Honor and your Dishonor, which is kinda the main mechanic that most of the role-playing game is based around. So you're gonna come in contact with some tough decisions and you're gonna have to do some dishonorable things and

honorable things. And you have a little meter it goes in both directions. And if you have too much dishonor, you die. [chuckles]

Emily: Uh, real quick question. Sorry, just going back to the actual Green Knight stuff. I- correct me if I'm wrong. I thought it was like, you strike him down and then a year from now he strikes you down.

David: *That's* what it is. Yeah. He survives you striking him down.

Emily: Right 'cause death and injury are abstract concepts in the game. It's all about honor and dishonor.

Sage: Mm-hmm.

Emily: So I thought the idea was you harm the Green Knight in some way and then exactly one year from that day, he does the same to you.

David: Yeah.

Jessica: It's kinda like [demonic] seven days. [normal] But it's a year.

[Emily chuckles.]

Travis: That's kinda the thing that's confusing. Either there's a bit of a Ring vibe to it because in that little paragraph it's like, whomst ever nix me shall lay claim to this, my arm, it's glorious riches shall be thine. So, like, if anyone hits him in general- if you land a blow, you got 'im. But should you land it, you must seek me out so I can strike you in return.

So it's not so much like, I'm coming.

Sage: The very first page says- I will read it aloud now.

"the GREEN KNIGHT - Those of boldest blood and wildest of heart step forth, take up arms and try with Honor to land a blow against me. Whomsoever nicks me shall lay claim to this my arm; its glory and riches shall be thine.

Should you land a blow, you must seek me out yonder—one year hence—to the Green Chapel, and let me strike you in return."

Aha, I see what you're saying now.

Travis: Yeah. That's- that was—

Sage: "Who is willing to indulge me in this game?"

So you still have to go to him.

Emily: Right. We're still going to him, he's still- once you strike him down, I assume you still get the riches. But then you have to go back in a year and, like, I guess if you bopped him on the head, he bops you on the head.

Jessica: Interesting.

[Stifled laughter.]

Travis: That's, like, a real weirdo, this Green Knight guy.

Emily: [amused] He's bored.

[Chuckling.]

Sage: Yeah. He's got a lot going on, it sounds like. This is really- not a very well-designed game. [chuckles] Not the Green Knight RPG. I'm talking about the Green Knight character's game. Seems kind of [chuckles] kind of his own prerogative here.

But the general idea is you have a year to get to the Green Chapel. So Travis is Stev.

Travis: Yup.

Sage: Stev is a bard, and I think that's great. And I think what's also great is Jessica, if I'm not mistaken, you also wanna play a bard.

Jessica: This is true. But for laughs.

Sage: For- for "laves"?

Travis: Bard for laughs.

Jessica: I am a bard- I'm an entertainer of the laughter. I am a comic- a standup comedian. It's what I was born to be.

Sage: So what are the things we got goin' on? Have you looked at those background questions?

Jessica: Yeah. So please- these are written in pencil. I'm at a different vibe right now than what the trailer is presenting, so I don't know how it's gonna vibe with everything.

[**Sage** chuckles.]

But I thought I'd get a little creative in that where we met was at a tavern. I either declined him for a date or I ghosted him *or* I did go on a date with him and then I turned our date into a joke during my standup set and he found out.

[**Sage** stifles laughter.]

And he is embarrassed. That's how I struck him down. Now, again, these are written in pencil.

Sage: [stifles laughter, quiet] What?

Jessica: If this is too not- if it's not a vibe, we can work together to fix it. [stifles laughter]

Sage: I [chuckles] You did just take us into, like, a different genre.

Jessica: Yeah. I'm sorry.

Sage: [chuckling] But- but- [normal] But I'm sure there's a way to, uh, [stifles laughter] to work this in there somehow.

Jessica: Hmm.

Sage: How are you feeling, Travis? 'cause here's the thing I would love for Stev and Jessica's bard, whatever your name comes to be—

Jessica: Right now it's Rebecca Blackstone.

Travis: Pffffff!

[**Sage** stifles laughter.]

Emily: You took the pfft right outta my mouth.

Jessica: I can change this all if you hate it, guys.

Sage: [amused] It's on-brand for *us*.

Travis: I don't hate it at all. [stifles laughter]

Sage: Yeah.

Travis: Again, playing into the tone is like, we only have a minute and a half of footage to off of. And it depends on how much of a parody we're trying to make here.

Sage: I mean, [chuckles]

Travis: It's the same thing. I could also, you know, I could just be a knight or whatever and be like, I'm really upset.

[Emily chuckles.]

Emily: I'm a knight and I'm upset.

Sage: No, I like what you guys have. I think it'll mostly come down to how you perform.

Jessica: Mm-hmm.

Sage: And the cool thing that might help amplify these stories that you've come up with is in these Arthurian legends, in mythical fantasy worlds, everything is, like, hyper fucking serious. Like, everybody takes this shit so seriously.

Jessica: Yeah.

Sage: Even- like, the language of that little monologue I just said, with the Green Knight, like, you said it yourself, Travis. Like, who the fuck talks like that? Like...I think it will work. But you guys have to be totally committed to your journey and take it seriously even though the [chuckling] content of it is kinda ridiculous.

Travis: Wow. Hurtful stuff coming from—

Jessica: No, he's telling that to me, Travis. [stifles laughter]

Travis: Eh, it's pretty, uh, I don't know. Stev's feelin' pretty god damn offended and just wants to play the mandolin better. Is that so much to ask? And, uh—

[Jessica stifles laughter.]

Sage: [amused] I mean, you could just go grab any book and learn a fourth chord. You don't really need to travel across the realm to go—

Travis: [defensive] This is the Arthurian times! Who the fuck knows *shit* about anything?

Jessica: You're implying that this man knows how to read.

Travis: Yeah.

[Sage chuckles.]

Emily: [amused] It's actually a very good point. [LAUGHS]

[Jessica chuckles.]

Travis: A god damn miracle.

Sage: No, that- that's fair. That's fair. I like that. That's a good point. That's a good—

Travis: He only found the mandolin because somebody died holding it.

[Sage chuckles.]

Sage: So how did you two meet? Like, how do you two know each other and what- how are these bard crossroads, um...

Travis: Well, I don't know about this bard that I don't even know the name- oh, [chuckling] Rebecca Blackstone.

[Sage chuckles.]

Jessica: Again, uh, I can change it. [stifles laughter]

Sage: No, no, no. It's good. It's good.

Jessica: Okay. Um, I have an athletic build, so you know, I stand on my own two feet. Kinda have to in the standup world. I'm not 100% certain on what virtue I want, but I know Rebecca Blackstone is lazy.

[Sage chuckles.]

Sage: Is that a diss on- hopefully, Rebecca Black doesn't—

Jessica: No, no! It's more a diss on me.

Sage: Doesn't she live, like, a couple blocks from us?

Jessica: She- a fun fact, listeners, Rebecca Black lives, like, walking distance from Sage and I.

[Sage stifles laughter.]

I've seen the inside of her apartment sort of. In a not so creepy way. [stifles laughter]

Travis: Walking distance?

Emily: That's a little creepy, Jess.

Jessica: [defensive] It was not- [normal] okay. That's a storytime that I will...you know.

Emily: Different bonus episode.

Sage: Yeah.

Jessica: Different bonus episode. But yes, we do [chuckling] live close to Rebecca Black.

Sage: Okay, so lazy Vice. That's good. Travis, you pick a Virtue and then we'll bounce it back.

Travis: His Virtue is that he's generous and his Vice is that he's cowardly.

Sage: [amused] Okay.

Jessica: Okay.

Sage: That makes sense.

Travis: There's no bit there. Just what it is.

Sage: Yeah.

Jessica: I think I might be trusting.

David: I can't think of a more distrustful answer than "I *think* I might be trusting."

[Laughter.]

Jessica: But I think it actually is telling to show that I am telling the truth. Because if I'm just like, I am 100%. You can trust me 100%. I think that could be a lie.

Sage: Right, right.

Jessica: You- no one's perfect.

David: Well, that's clarified everything.

Sage: Let's talk about these special moves 'cause if we're having two of the same class, I think it's crucial to make sure you guys do not have any duplicate abilities.

Jessica: Travis, what d'you got?

Travis: Alrighty. So for my abilities, I had Charm and Cunning.

[Jessica laughs.]

Is that what you had as well?

Jessica: [amused] I have those circled. But I could totally switch it.

Travis: Oh, it's totally, you know, it's whatever. I'll- I'll get—

Jessica: No, I could be courageous. I like the idea—

Sage: I think maybe switch one of them at least. Yeah.

Jessica: Okay. I think I'm gonna be Charming and Courageous. You kinda have to be Charming to be a bard.

Travis: Yes.

Jessica: I think there's a certain charm to everybody.

Emily: Oh, we're all gonna be squishy, aren't we?

Jessica: What's "squishy"?

Emily: Is anybody here gonna know how to fight? [chuckles]

Jessica: Oh! [chuckles] Shit.

[Emily laughs.]

Travis: No. [stifles laughter]

[Sage chuckles.]

Quite not.

Emily: [amused] Cool.

Travis: I hit the Green Knight with a mandolin. [stifles laughter]

[Emily laughs.]

David: El Kabong! [stifles laughter]

Travis: [chuckling] Exactly. I El Kabonged the Green Knight.

Jessica: Yeah. I'm curious as to how- if we're supposed to physically strike the Green Knight, why would a bard do it?

Sage: For glory!

Travis: Yeah.

Jessica: Eh. Yeah, what if- you could've been trying to do a rock and roll move by—

Travis: You don't understand. I *need* to learn more chords. And if this is the only way it's gonna happen, then god damnit, this is gonna happen. [stifles laughter]

Jessica: [humoring] Alrighty.

David: Maybe he was dissing your skills. [stifles laughter] And maybe he thought your Skynyrd cover was lacking.

Travis: I got so god damn scared I forgot that the mandolin was, like, precious to me. So I hit it with a mandolin and ran away.

Jessica: Yeah, yeah.

Sage: What are the four skills?

Jessica: Charm and Might.

Travis: Great.

Jessica: And I have Performance and Persuasion. And, in my Might, I put melee combat. And then, of course, Brawn!

Sage: [amused] Bringin' it back. Bringin' it back.

Jessica: Bringing it back.

Travis: There we go.

Sage: Nice, nice.

Travis: So that means for me, it'll be Performance and, under Cunning, let's do Vigilance and Intuition. And the other one from Charm is going to be...Trickery.

Sage: Alright. And last, but not least, before we move on, special moves. You guys each get one special move, they can't be the same.

Jessica: Travis, you got anything?

Travis: I'm gonna do Coax. A kind word can go a long way. Especially to somebody you want to help keep you alive. When you succeed at any action, you may give any character a +2 bonus on their next action roll.

Sage: Nice guy. See, you give- you're giving somebody else advantage.

Jessica: Me, not so much.

[**Sage** snickers.]

Tale Spinner. Gather 'round and listen. Whenever you succeed at a Charm skill, you may choose one character. That character, on their next action, double the amount of Dishonor they lose or gain for that action.

[**Sage** chuckles.]

Sage: Wait. Wait, *what?* That's so fucked up! Why- [chuckles]

Travis: Yeah. That's either good or bad.

Sage: Like, you absolutely should keep this.

Jessica: Oh, yeah.

Travis: Definitely.

Sage: But I don't- I don't really get—

Jessica: Is this like gossiping?

Sage: I don't- [chuckles] I don't really get, like, why would you want that. Is the idea that you guys are all, like, kind of competing with each other to get the...the Green Knight treasure?

Jessica: That's what I was like, are we...

Travis: Interesting.

[Sage chuckles.]

Jessica: We're learning.

Travis: Very interesting.

Sage: 'Cause yeah. 'Cause, like, I thought you wouldn't want to have your fellow party members lose Honor. 'Cause there's actually a section of gameplay after- in between encounters called Atonement where you guys can give each other Honor to kinda bolster up anybody who's having some slack in the Honor department. But [chuckles] I- [amused] this skill seems particularly malicious.

Jessica: Yeah. It seems like a Dishonorable skill.

Emily: Dishonor. [chuckles] It's the only thing that matters in this game.

Jessica: I know.

Sage: [slightly confused] Unless this is talking about NPCs, but there was nothing really in the rules implying that I needed to fill out sheets for NPCs. So...

Jessica: I mean, I would love it if we just, like, did it towards people against me. If we're trying to play as a team together.

Sage: I think, no matter what, it's interesting. And so, therefore, I would like to do it.

Jessica: Okay. [stifles laughter]

Sage: Let's move on to Emily and David.

Emily: That's...us.

Sage: Starting with Emily.

Emily: That's me! Okay, cool.

Sage: You have decided to play a noble. Tell us more about this noble.

Emily: Yes. So I decided to play a noble because there's a specific special move that I really liked for the noble. But I guess we'll get there. [chuckles] So I'm playing a lady. I was thinking about what I want to name my character and sorry, it's not a meme.

[Sage stifles laughter. Emily chuckles.]

Jessica: [normal] I'm- I'm furious.

Emily: [mock defensive] Sorry. [normal] No, actually I'm naming my character after my favorite child that I ever babysat.

Jessica: [adoring] Aw.

Emily: And she had, like, a rad, Welsh name. So I want my character to be named Elowen. That's E-L-O-W-E-N 'cause it's a cool name.

Sage: Nice.

Emily: And, as an honor to her, a baby in the 99th percentile of her height range for her age, I would like to be incredibly tall.

[Sage stifles laughter.]

[chuckling] Um, [normal] whatever that means. In Arthurian way. Which probably means 5'6".

[Sage stifles laughter.]

Um, if we're being real. Now, I want her to specifically come from a line of tall people. And, okay. So obviously tell me if I can't do this, but the idea that I had. I'm not entirely sure how the Green Knight thing works, obviously. Um, but I thought it would be fun if it's like my family's tradition to fight the Green Knight, and that's how we maintain our wealth.

Sage: [intrigued] Huh.

Emily: As the nobility. Like, because we're new money. We're not necessarily, like, old money.

David: You're a glorified extermination company.

Emily: Yes. [stifles laughter]

[David sings nonsensical lyrics.]

Except it's the same bug [amused] and it keeps coming back.

David: Big green bugs. [stifles laughter]

Emily: I don't know how anybody feels about that. But I was thinking maybe it's like a tradition that whoever, like, is the eldest fights the Green Knight, continues the wealth once they're ready to take on the mantle. Um, I like the idea that maybe, like, I had an older brother who the Green Knight bested. And so now I have to go—

Jessica: [intrigued] Mmm.

Emily: —and confront the Green Knight. And so obviously, like, I already have. And my whole life has been spent preparing to fight the Green Knight just in case. So I was able to, like, strike down the Green Knight, maintain the wealth. But then now I have to go back and refight the Green Knight.

Jessica: You're the understudy who must- the show must go on.

Emily: Right. I was the younger daughter. So it was like, you know, you train in combat, but you're- you are not going to have to fight the Green Knight. And then the Green Knight killed my brother and it was like, well, fuck. Now I have to fight the Green Knight. [amused] Is that an okay spin for you? [stifles laughter]

Jessica: I like it.

Sage: Yeah. That sounds fun. Your families gone through this legend before. Definitely will be fun to have somebody knowledgeable on the team in some degree. Like, hey, here's how this- this legend works. You know, my family's been all about this, okay? This is very personal to me. [chuckling] Whereas Travis and Jess, you guys are just like, four chords!

Travis: Three! I wish it were four. I'd give anything for a fourth!

[Sage chuckles.]

I don't know what she wants.

Sage: So you said- is it Elowen? Elow- El—

Emily: Elowen.

Sage: Elowen.

Emily: Like—

Travis: Hello, wind!

Emily: Yes. Thank you. Just like that.

Jessica: [“British” accent] 'Ello win'.

Sage: You're tall. Uh, Virtues and Vices.

Emily: Yeah. So I was thinking, definitely for a Vice, vengeful.

Jessica: Nice.

Sage: Nice.

Emily: But I think that then, as a foil, having my Virtue be just. Like, I like that. /

Sage: Interesting.

Emily: You know, believing in justice and believing in fairness and, you know, to the point that when I think something is unjust, I'm vengeful about it.

Sage: It's very lawful good of you. [Stifled laughter.]

Travis: That's lawful good of you.

Emily: Maybe.... Maybe. Maybe we're just wearing a lawful good mask.

[Sage chuckles.]

Sage: [humoring] Sure. [normal] What about these abilities and skills? What's she good at?

Emily: Skill-wise, for Courage, definitely I think Authority and Intimidation. And then for Might, I'm almost tempted to put- to take Intimidation, Authority, and Endurance and then just take Melee Combat. 'Cause I just wanna swing a sword. I'll have Intimidation, Authority, Endurance, and Melee Combat.

Sage: Well, then I guess that just leaves your special move.

Emily: Yes. This one I really liked. Um, it's why I wanted to choose this. So Nobles Favor. Always help others, but make sure they never forget who supported them. On your turn, you may favor one character at a time to show your support for them. Any time

your favored character succeeds at an Honorable action, you may remove one point of Dishonor. If they commit a Dishonorable action, you gain one point of Dishonor.

Sage: Hmm.

Emily: So basically, it's I choose who I like, and then, based n their actions that I've supported, that affects me.

Jessica: Hmm.

Sage: Nice!

Emily: Which should be fun.

Sage: So it's like a- cool! [amused] That's an interesting buffer to Jessica's very strange just do worse for everybody but me skill. Or special move. [normal] Great, yeah. That sounds fun. Now I'm curious to see how we all work this into David. [stifles laughter] Oh David.

David: What's up, Sage?

Sage: Please tell us about your sorcerer.

David: Okay. So.

[**Sage** stifles laughter.]

This is an Arthurian legend, right?

Jessica: Yes.

Travis: Yes.

Emily: Yes.

Sage: [rushed] Yes. Yes.

David: Okay, perfect. That's like every-

Sage: I was drinking wine.

David: Yeah, everybody was drinking at the same time.

[Chuckling.]

Uh, so one word. Merlin.

[Beat.]

Boom.

[Stifled laughter.]

Sage: *The* Merlin?

David: Merlin from the- yeah. Merlin from the Arthurian tales, which this is one of. I figure we need a Merlin.

Emily: Young? Old?

David: So in summary, my class is sorcerer.

Travis: Okay, not gonna lie.

David: [defensive] What?

Travis: You said this before we got on recording. We were all much more judgmental towards you. So I just wanna make sure the listener knows that energy.

[**Sage** chuckles.]

[Overlapping outbursts.]

David: So it's not onl- I- I-

Travis: Anyways...

Sage: I—

Emily: Oh, we were like, *Merlin*?

Sage: I still got- I still got that. But I- but I- I am prepared to hear more. [stifles laughter]

[**Travis** chuckles.]

David: [sarcastic] I'm sorry that my name isn't a *meme*. It happens to be actually part—

[Overlapping outbursts.]

—of the core pres—

Jessica: You guys! I can change it! I can change it.

Sage: [defensive] What? [amused] You're making- you're making the meme. You're making a new meme.

David: [defensive] This actually something from the Arthurian stuff! It's actually from back there!

[**Sage** chuckles.]

Jessica: I think David's trying to start a fight.

David: It's actually a thing! I'm playing a role! This is what you want me to do! What are we doing here? You want me to be—

[**Jessica** chuckles.]

Sage: No, no, no. David, David—

Travis: No, no, no. Merlin's great.

David: Yeah, Merlin *is* great. It's gonna be great. Every- this town needs a Merlin.

[Chuckling.]

Sage: So there's multiple Merlins is what you're saying.

David: No.

Sage: [chuckling] Oh, okay.

David: There's only one Merliln. I mean, what the fuck?

Sage: [amused] Okay. So you're *the* Merlin?

David: Here's the thing. Guess what you now, like, don't really need a whole lot of? Exposition 'cause it's all wrapped up in the one word. Merlin.

[Chuckling.]

You know exactly what's up. I'm gonna tell you it's Merlin. Oh, okay. It's Merlin. We know Merlin. We all love Merlin.

[Stifled laughter.]

Sage: Fine.

Travis: [amused] Merlin.

[Stifled laughter.]

Sage: Okay. So —

Travis: Merlin. Gonna get the newest tie on PC.

[Stifled laughter.]

Sage: I assume you work in Camelot, uh, right? Like, you're—

David: You don't have to assume. Everybody knows where Merlin's at. Merlin also, you know, he spends his time in the woods. He's one of those guys.

[**Travis** chuckles.]

Sage: M'kay, m'kay.

David: You know. You've- you- in modern times we got these older dudes who are convinced that at one point they were in the military, they go camping. They're bald and they wear that weird rag on their heads.

Sage: For anybody tuning in who might not be super familiar with Merlin's identity, just what's the elevator pitch of his whole schtick?

David: Okay. Here's- you never saw *The Sword in the Stone*? Here we go. Merlin's the wizard. He lives in the UK.

[Stifled laughter.]

He's the ultimate talent scout.

[**Emily** chuckles.]

He found King Arthur, hello? Taught him how to be a King Arthur. You've heard of King Arthur, *haven't* you, Sage? That's what we're here for.

[Chuckling.]

Emily: Uh, Arthur's actually in the movie.

David: It's great, isn't it.

Emily: But in *The Green Knight* film coming out, Arthur is a character.

David: Of course he is. That's all- this is all intermixed together. I'm sure Merlin's gonna be in the movie too.

Sage: Oh, no. No, no.

Jessica: [stifles laughter] Sword in the Stone.

Sage: Our take- our take on The Green Knight—

David: I'm calling it now. I'm calling it now.

Sage: Our take on The Green Knight, just like *MARVEL: Survivors of The Snap* and *POKÉMON!: Pen & Paper Version*, it's canon. Like, you can't tell us it isn't canon.

David: Oh, yeah. Oh, yeah.

Sage: Yeah. [chuckles]

David: Oh, yeah.

Sage: Until it isn't.

David: I'm so excited.

Travis: To be Merlin?

David: Oh, yeah. [stifles laughter] Who wouldn't be? [stifled laughter] Who wouldn't be?

Travis: Alright. So what are some of the choices you made as Merlin as pertains to his character?

David: Okay. So here we go with Merlin. Are we ready? Where do you want me to start?

Sage: Start with his background questions. Where were you when you met the Green Knight?

David: I was in Camelot.

[Stifled laughter.]

At the Round Table.

Sage: Right.

David: We were having- we were having sandwiches.

Sage: [amused] Great. [chuckling] Um...

David: Green Knight comes in I'm like, whoa!

Sage: And how did you strike down the Green Knight, Merlin?

David: With magic.

Sage: Okay.

David: Magic stuff.

Sage: Some sort of spell?

David: Yeah.

Sage: Okay, cool. Great.

David: It was a spell of Go Away. [chuckles]

Sage: Lightning? Fire? Like, just- just energy? [stifles laughter]

David: Intellect. Raw- raw intellect.

Sage: [amused] Okay. So a psychological spell.

David: Oh, yeah.

Travis: It's like that Saruman Gandalf shit where it's like, they just *think* it at each other.

Sage: Yeah, yeah, yeah.

David: Oh, yeah, yeah.

Sage: Ahh! [chuckles]

David: Yeah, it's just- it's just- [deep voice] phwoom! Wam-wam-wam-wam! Whoo-whoo-whoo-whoo.

Sage: [chuckles] Yeah, okay. Yeah. Easy to sound design. A lot like MARVEL.

David: Yeah. Basically, I wave a stick around and I make those noises with my mouth and people run for the hills.

[Travis chuckles.]

Sage: Right. And what did you do in the year between then and now?

David: Uh, I scouted out- I'm gonna help El-oh-wan er, Err-oh-wan. Whatever her name is.

[Snickering.]

Because I'm the- I'm the, like, what would you call? The- not the role model. But, like, the wise old figure. The- the sensei. The swordmaster for- and I'm gonna help El-oh-wan...

[Travis stifles laughter.]

Sage: I would assume her family goes to you to get some sort of, like, mystic advice.

David: Everybody goes to me for everything. I'm fuckin' *Merlin*.

[Chuckling.]

So, you know, I trained King Arthur. Hello? Heard o' him?

Sage: [amused] Fair enough.

David: The *king*?

Sage: [amused] Fair enough. [chuckles]

David: Of the *land*?

Sage: [amused] I can't wait to see how canon this really is when that movie comes out. [chuckles]

David: Alright.

Sage: Sick. So what's a Virtue and what's a Vice of Merlin?

David: Okay. My Virtue is that I am Wise.

Sage: 'Kay.

David: My Vice is that I'm wrathful.

[Sage chuckles.]

Travis: [amused] Damn.

Emily: Fun.

Sage: Perfect.

David: I get upset.

Sage: Yeah, I love it. Uh, what about these abilities and these skills?

David: Okay. My abilities are Intellect, of course, and Courage.

Sage: Great.

David: Very Courageous. I have the confidence that being, like, 600 years old gives you.

Sage: Great. And where have you specialized in your Courage and your Intellect?

David: So I've got- in Courage I've got Authority and Endurance.

Sage: [agreeing] Mmm.

David: Because I am the wise and old figure and I- uh, but I'm also hard to take down. And in Intellect, I've got Mysticism, duh.

Jessica: Of course.

David: I mean, it's the easiest character in the world to make. And Reason. I'm very Reason. I know how to reason things out very well.

Sage: And we round it off with a single special move. What is Merlin's signature abi- like- like, feat of strength? His special- you know what the fuck I'm trying to say. What's your special move?

David: His special move is what it's called on the paper.

[Sage chuckles.]

Sage: What is it?! [chuckles] Interrupt me.

David: Uhhhhhhh—

Travis: Want me to read 'em off?

David: This is actually- no. I mean, I'm reading it right now. It's just kind of a tough on 'cause they're all, like, equally, like, yeah, this'd be cool but, like, when would I use it? Um, I'm gonna use Arcane Sight. Just 'cause that just- this seems like the most quintessential.

Sage: Good. Good, good.

David: "When you attempt any Intellect or Cunning skill check that relates to a magical subject" which I'm guessing we're gonna run into magical subjects all the time.

Sage: Oh, I'll make it happen.

David: "You will activate your arcane sight once per encounter to reroll the skill check and take the preferred result."

Travis: Cool.

David: I get a second bite at the apple when I'm doing Intellect or Cunning on magical stuff.

Emily: That's fun.

David: Yeah, yeah, yeah. I can picture that saving the day once or twice. That's the- the rest of them sound cool, but they're not as—

Sage: And when I read through these earlier, that was the one I wanted you to pick, secretly. [chuckles]

David: Ah, here we go with this.

[**Jessica** chuckles.]

Now we- now that we've accepted that I'm gonna be Merlin, there's all flattery.

[Stifled laughter.]

Before that it's like, ah, here we go. This fuckin' guy. [Stifled laughter.]

Sage: But I hope you realize, David, whenever you use your Arcane Sight, it says right here that your eyes roll to the back of your head. Quite literally. Your eyelids close. So I wanna make sure that the audience really gets immersed into what that sounds like.

[Stifled laughter.]

So, you know, [amused] you really gotta do it.

David: [accepting] Oh, okay. Alright, alright. So—

[Fingers crinkle on the microphone.]

That's not what I sound like.

Sage: Oh, god. [chuckles] Who did that? What was that?

[**Travis** chuckles.]

David: It was *not* me.

[**Travis** chuckles.]

It was the guy who's laughing right now. Jesus. Like a- like an animal.

[**Travis** chuckles.]

Alright, so yeah. So here's the story is I'm trying to help Miss Lady, uh, adopt her Jedi skills to take down this green bastard. And now these two fuckin' outcast circus clowns are following us around trying to play music.

[Laughter.]

Sage: So that's a perfect Segway into how I'd like to wrap up the character discussion is kind of how you guys may have come into contact with each other.

David: Yeah. On a structural level, I know we talked about, like, everybody comes to me for everything type situation 'cause I'm Merlin, I'm well-known. But could that literally be, like, Emily's character, in her position, would go into the woodlands and seek out Merlin in an attempt to try to buff herself?

Emily: I mean, I assume we're probably both Camelot-based people.

David: Oh, yeah.

Emily: And I probably sent you a letter. [stifles laughter]

David: Yeah. But you have to get an owl.

Sage: Do you?

Emily: Oh, actually I guess with magic communication we can just fuckin' say whatever, right? So, like, I don't know. I went outside and yelled your name and you showed up. [stifles laughter]

David: [hesitant] I mean, yeah.

Sage: The one problem- not a problem really for us, 'cause we're just gonna do whatever we wanna do and if A24's like, that doesn't work, sorry. [chuckles] Uh, this map that it came with is very vague. I can't read a lot of these names.

[Stifled laughter.]

Travis: That says "West", Patrick.

[**Sage** chuckles.]

Sage: Well, like, everything's labeled and it looks cool. But it- it's very vague and there's not a whole lot in the game- the booklet...that calls you on specifics. But—

David: Well many map- that's actually authentic because back then, many maps and books were actually just tree bark stapled together.

[**Travis** snorts hard. **Sage** chuckles.]

So many of those documents have not survived. [stifles laughter]

Sage: I imagine this map is really a- is really one person's loose interpretation of what the world is like. And there aren't really and good cartographers right now. [amused] Like, everyone's just kind of guessing their way through the land, and I'm fine with that. And it's a very, like, loosely British shape.

[**Travis** stifles laughter.]

Um...

Travis: That's what I said about my wife.

[**Sage** and **Travis** stifle laughter.]

Jessica: [amused, confused] What? [stifles laughter]

Sage: But it's not Britain. There's a lot more breakage in the- in the mainlands. So... But anyway. Uh, all I'm tryin'a say is there's not definitely a forest outside of Camelot, but there probably *can* be one. [stifles laughter]

David: I'm just thinking- I'm just mentally visualizing the United Kingdom and- [stifles laughter]

[**Sage** chuckles.]

Travis: I feel like it- yeah. At this point in society, there's—

Sage: Yeah, yeah.

David: I think I would've come up with more suspicion if I said, oh, yeah. I'm out in the *desert*. [amused] Come find me.

[Chuckling.]

Travis: I most—

Sage: Fair enough.

Travis: In this point in time, aren't most things forest?

[Beat.]

David: Yeah. [stifles laughter]

Sage: It's a lot of forest, plainlands, and mountains, yeah. Pretty much. Uh, there's a lobster on the map.

Travis: What?

Sage: Um, [stifles laughter] And there is a—

Emily: What's he doin'?

[Travis stifles laughter.]

Sage: [amused] He's literally just layin' there in the water.

David: Serious map.

Sage: He's huge! He's a huge lobster!

[Emily chuckles.]

Like big-ass lob—

David: Spoiler alert.

Sage: Like, the size of a whole city in the middle of the ocean.

Travis: Wait. Was the lobster an A24 film?

[Sage chuckles.]

David: No.

Travis: Damn it. [stifles laughter]

Emily: Too bad. [stifles laughter]

Sage: While you do see the Loch Ness monster in there.

Emily: Nessie!

Sage: There's another mermaid tail. There's a lighthouse by the mermaid tail.

David: Foreshadowing.

Sage: Wink, wink, nudge, nudge. Yeah.

Travis: Ah.

Sage: But the main thing is Camelot is very far to the southwest and the Green Chapel, your destination, is very far to the northeast. So perfect structure for you guys to have been going on a very tenuous, uh, journey.

Travis: So, the context I am thinking of is that, again, I was traveling with a caravan of people I joined up with that I found were not to my liking. So I ran off, went into a cave, got scared shitless by the Green Knight and ran into town, uh, where...I...do not know yet what Jessica's feeling about her intro, but I think my angle is, which would inform how the meet is, that I wanna go with Merlin and Elowen to the Green Knight, because I think of him as some sort of Wizard of Oz figure, so that when I become a good musician, Elowen's family will hire me to just be entertaining.

Sage: So how did you end up at- did you end up in Camelot then?

Travis: Yes.

Sage: Okay.

Travis: I ran- I saw the Green Knight and I ran into Camelot and I was frightened to death. And I know there's a year interspersed with that. I'm just gonna say I was busking.

[Sage stifles laughter.]

Sage: Okay.

David: Oh, yeah. [sings] We're knights of the Round Table! [hums]

Travis: Yeah, yeah.

[Sage and David sing incomprehensibly.]

Sage: [sings] Fable!

Emily: [sings] Fable.

David: And that's exactly—

Sage: I used to know all the- I used to know the whole song.

David: That's exactly how he's busking. He's got his mandolin and he's just going [hums incomprehensibly].

Travis: Yeah. I'm not great at it, that's the problem! [stifles laughter]

David: You're not *good* at it! [stifles laughter]

Travis: But I don't wanna say, this is how I met you specifically unless anybody else here wants to fill in those blanks. I can if nobody has any ideas. But fair to meet someone $\frac{3}{4}$ of the way.

Emily: I mean, it's conceivable that- wait. So, Jess, are you traveling with Travis? Is that the idea? Or are you separate from him?

Jessica: [hesitant] Um, I mean—

Sage: I would love the idea that you two are a duo. It could still be a new duo.

Travis: Great.

Sage: That's perfectly fine.

Travis: Despite us having *absolutely* incompatible acts, we're *convinced* it's gonna work.

Jessica: Yeah!

Sage: [amused] Yeah. You're like this is cutting edge. This is- [chuckles] this is art.

[David snorts.]

David: She's got a- she trains mice.

[Travis stifles laughter.]

Travis: [amused] We're the first alt-comedy bard duo.

Sage: [amused] Alt-comedy. Nice.

Jessica: Sage, we're ahead of our time.

Sage: So Jess, [amused] what? Is Rebecca—

Jessica: Black.

Sage: —trying to- tryin'a get some gigs in Camelot filling out their nightly open mic evenings?

Jessica: Yeah. I'm going to a lot of open mics.

Travis: [stifles laughter] Open tab.

Sage: Yeah.

Jessica: I'm just tryin'a make a living as a standup comic.

Travis: Well, okay. So Jessica, do you want it to be that we met in town or that we both ran away from the caravan of weirdos? What feels more resonant to your character?

Jessica: Yeah. I kinda like an idea that, like, we met just being, like, colleagues. But now we've teamed up.

Travis: Yes.

Jessica: To, like, unite forces.

Sage: Once you discovered you both had that Green Knight encounter—

Jessica: Yeah.

Sage: —you're like, this is- [stifles laughter] It's like a pick of destiny, Tenacious D kind of moment. Like...

Travis: That's exactly what that's like!

[Sage chuckles.]

Jessica: Bada bing, bada boom.

Travis: There we go.

Sage: So you all ended up kind of in the same area in Camelot and over the course of the year have, through various ways, encountered each other basically. Stev and Rebecca [amused] have been per- [normal] trying to come up with a new comedy act. They've bonded over this new idea that there is a- [amused] there is a chord of destiny at the other side of the land. [normal] And, uh, meanwhile, Elowen the noble, you said your brother got killed by the Green Knight.

Emily: Yeah.

Sage: So now this is- this has been a long time coming. Holy shit, my destiny is here. Merlin, what do I do? Please help me. Merlin goes, wait. I also saw the Green Knight! And now it's just like the- this is the time. Merlin, come help me on the quest. Does this is all kind of sound correct? Am I missing anything?

Emily: Yeah. I mean, okay. So in terms of, like, them blending these two groups of people, I mean, is it- I don't know, like, how we're planning on meeting up. I don't know if maybe- [stifles laughter] Rebecca Blackstone has added some Green Knight comedy material to her act.

Sage: Ooo, maybe. Yeah, yeah.

David: I guess we have to just ask ourselves why are these two bards following the wizard and his, you know, student?

Travis: I am *convinced* that- that if we just persist, that Elowen's family will give us another shot- will give us another SNL audition to be hired by her family of nobles.

[Sage stifles laughter.]

To be on the payroll.

David: Okay, that's fine. But you don't have to follow me—

Travis: Well, we saw the Green Knight too! So we- that's—

David: —and Elowen. Yeah. But we- this is—

Jessica: Well, no, no. I- let- okay. I like the idea- 'cause this was my third of, like, what- how did I strike down the Green Knight? Like, what if I have a history with the Green Knight?

[Sage stifles laughter.]

And, like, I'm trying to just keep my- like, those are the bits.

Travis: [mumbles] Lot o' history.

Emily: The man's an *apparition*, Jessica. [stifles laughter]

[Travis stifles laughter.]

Travis: [amused] We have a history.

Jessica: Really?

Sage: What if it's that he- he keeps coming at Rebecca Blackstone, like, every year. And every year Rebecca's just not showed up. [chuckles]

[Travis stifles laughter.]

Travis: She's lazy.

Jessica: Yeah. I wrote down that I'm lazy.

Emily: Wait. So is she having sex dreams about the Green Knight?

[Jessica and Sage laugh.]

Or is the Green Knight *actually* there? [stifles laughter]

Jessica: You know—

Sage: That's not my decision to make. [chuckles]

Jessica: Fuck. How do you mean it's not your decision to make? You're the GM!

Sage: Well, okay.

Travis: [amused] Pfft!

Sage: I like the idea that the Green Knight is definitely, like, challenging everybody for, like, combat and glory. But specifically challenging Rebecca. Just be like, [amused] do you wanna come hang out at my Green Chapel? [stifles laughter]

Jessica: That's what I mean!

[Travis snorts in amusement.]

Like, he's- he's after Rebecca.

Sage: Yeah. But, like, ev- for the past, like, three years, the day has come for you to show up and challenge the Green Knight and you don't show up to that second date.

Jessica: Mm-hmm. Yeah.

Sage: 'Cause you're lazy. You're like, eh.

Jessica: Yeah.

Sage: That's very far. [stifles laughter]

Jessica: Yeah. I wasn't vibing with it.

Sage: Yeah.

Jessica: So now why am I going back? [chuckles]

Sage: Uh, 'cause you met Stev.

Jessica: Trying to help Stev out? Maybe?

Emily: I mean, it makes sense that if you thought you were the only person the Green Knight was coming after you'd be like, eh. And then if you figured out it was happening to a bunch of people you might be like, something's up.

Sage: Oh. [chuckles] Yeah. Well, Stev will also convince you that- that- probably convince you that this is the key to finally mastering your act.

Travis: Mm-hmm.

Jessica: Damn.

Sage: Like, if you defeat the Green Knight, you will then actually—

Travis: You don't get it. He's like a wizard. But not like Merlin. Like a wizard that helps you.

[**Sage** chuckles.]

David: [defensive] I- excuse me!

[Episode end music fades in.]

Jessica: Ha!

David: [defensive] Excuse me! What- where- where is this coming from all of a sudden? That- it- what have I said, you know? What are you talking about?

Travis: This is exactly why I'm gonna follow you two around saying, look. We're in the Green Knight thing too. He came to us, you can't kick us out.

David: [shouts] He comes to every- everybody's got Green Knight stuff! [irked] You guys are- it- it's gonna take someone with actual class and finesse and talent to take out the Green Knight.

Travis: I've got talent!

David: Oh?

Travis: Yeah!

David: Really?

Travis: Yeah!

David: *Where?*

[Chuckling.]

Travis: There once was a man from Nantucket!

[Mandolin strums.]

[Emily laughs.]

[Music crescendos and fades out.]