

## **Transcript of Dust and Blood Episode 13. Whiskey and Hellfire**

*Transcribed by Gale Parker.*

*[Dust and Blood by Arne Parrott plays: Dust is in my eyes, my blood is on the ground. A quiet little chuckle, and the shuffling of the boots of the coward that shot me down. He turns toward the sunrise, and I hear him softly say "I guess you've met your match, old man," as the colors fade to gray... ]*

**Keith:** Howdy Pardners! Dust and Blood is a rabble-rousin', rootin'-tootin', bronco-bustin' podcast, not suitable for the ears of youngins! Take a gander at the content warnings and listen with care.

**Blake:** Welcome to Dust and Blood, a narrative-play podcast set in the wild, weird fantasy west. I'm Blake, your GM, and our players are Keith Curtis as Jasper Graves, Corinne Hill as Myra Sting, Zach Parker as Moz Copernicus Prior, and Gale Parker as Bonesaw.

Last time on Dust and Blood, Moz went behind the party's back to exact justice, allowing Jesse Blackburn to escape!

[Musical transition.]

**Blake:** If you're staying in town for Moz's a little showdown with Jim, you have a little bit of time to wander around town,

**Gale:** I don't think most of us know about Moz's showdown with Jim?

**Blake:** Yeah.

**Gale:** I know Bonesaw has some errands in town, and doesn't necessarily know we're heading out of it. I think Jasper had mentioned—

**Gale (as Bonesaw):** —there were responsibilities to handle—

**Blake:** Yeah.

**Gale (as Bonesaw):** —but, you know, I'm sure he'll tell us when it's time for that!

**Zach:** When's the soonest train gonna arrive in Perdition, that would be able to take us to Albuquerque?

**Blake:** They come on Mondays and Thursdays.

**Zach:** Okay. So today's...Saturday, tomorrow will be Sunday, which is going to be the Mayor's birthday, and then Monday, about what time willl uh, the train show up?

**Blake:** The train arrives in Perdition at 10:20 in the morning, uh, and it leaves at 3:10. The mine is thirty miles out of town. And the place that you need to go to find the Apache, the trail is somewhere in this circled area. To do both of these things, it's going to be like a three to four day round trip. Maybe even five days, depending on how things go in the Badlands for you.

What Sheriff Cat told you is that she's gonna rouse the Rangers, basically, go through the steps to make sure that Jesse is fully labeled an outlaw, and is being dealt with in that fashion. He isn't going to be able to get out of that, from what she was saying, and...she said that it would be about a week before she would be able to get you guys any information further. You have a week, basically, until there would be any news about Jesse to make a difference.

**Gale:** So we can, we can take two days in town to tie up loose ends, get everyone healthy, get everything fixed, go to the mayor's birthday party, go on a road trip, loop back, and then check in on the Jesse questline.

**Zach:** That sounds good.

**Keith:** Hang on there, little Apache children!

[Laughter and musical transition.]

**Corinne:** I think Myra is actually going to practice shooting without her finger.

**Gale:** Ooh!

**Corinne:** And she's going to make a decision to not get it back.

**Blake:** Oh really?

**Corinne:** And so...it's like a minus two penalty?

**Blake:** Currently, yeah it's a minus two.

**Corinne:** Okay, so I think she's going to work however long it takes, and however many practice sessions it takes, to decrease that to a minus one, and then maybe to a zero.

**Gale:** Wow!

**Corinne:** So she's going to, after she had that talk with Bonesaw, I think she's gonna be like—

**Corinne (as Myra):** Yeah, maybe, maybe, I don't want that finger back. Maybe, maybe it's—

**Blake:** Okay.

**Corinne (as Myra):** Maybe it's a new, a new thing.

**Corinne:** So I think she walks to the healer's office, stands outside, and then is like—

**Corinne (as Myra):** Yeah, it's practice, and... it can't be that bad.

**Corinne:** And she takes, sets up some bottles, gets her rifle, and, just like she used to do in olden times, and just sit and shoot with her left hand.

**Blake:** Okay. Myra, you wake up in the morning, and you're feeling this. You go out, you go a little distance out of town. You set up and start plinking away at these bottles. Roll me an attack at minus two.

**Corinne:** Okay.

[Dice rolling.

**Blake:** Twenty-one and twenty-three. You set up the bottles, and just—*Ptoo! Ch-ch-ptoo! Ch-ch-ptoo!* Just, start blasting away. And you are, it—it takes you a little bit, to kind of, line up the sights. Your hand's not quite as trembly, but you've had some difficult scrapes before, where you haven't always been able to use your right hand, and you're a little bit more practiced than you probably care to admit at shooting things with your left hand. And very quickly it becomes obvious that, it won't take you very long, to be pretty proficient using your gun with your left hand. You are already at a minus one penalty.

**Corinne:** Cool! Thank you!

**Blake:** It'll take longer to get to zero, but you are at minus one now.

**Corinne:** Cool! She plops down, she has a, a bottle of sunset sarsaparilla, and she—

**Gale:** Heehee!

**Corinne:** —just has a few things of soda, and then as the sun starts to set, she just kind of, feels like she's got a good hang of it, and she just decides to go meet up with the others.

**Blake:** As she turns, she sees a man standing there, a human man. Wearing a gray suit, pair of black gloves, scars running across his face, a shortcut beard, a little bit of long hair, an eye patch over one eye. And he's standing there, watching you take shots. He's chewing on a toothpick, watching, turning it over.

**Corinne:** She tips her hat and goes—

**Corinne (as Myra):** Oh, sorry if you uh, wanted to use this as a, as a shooting range. I'll be uh—

**Corinne:** It's super cool, by the way.

**Corinne (as Myra):** —I'll just be, I'll just be going along my way.

**Blake (as the stranger):** Oh, it's all fine, little lady.

**Corinne (as Myra):** You uh... you uh, you need something? Or...? I didn't mean to bother anybody, is this your land, or...?

**Blake (as the stranger):** Naw, this ain't my land. Heard a little bit about you in town, though. Heard about you from some of the folks down at the Snake Pit.

**Blake:** Turns the toothpick over in his mouth.

**Corinne (as Myra):** The uh...snake pit? You mean the uh... Diamondbacks?

**Blake (as the stranger):** The place that uh... snakefolk. Uh, your type, lives. Uh... Elliott.

**Corinne (as Myra):** Oh! Yeah, yeah, yeah! Of course.

**Blake:** He steps forward, holds the gun down at his side, and extends his right gloved hand.

**Corinne:** Oh! She goes to shake it with her left hand, but then realizes like, oh, that's the wrong hand, so she takes out her kind of, bandaged, nasty right hand, and she goes—

**Corinne (as Myra):** Sorry for the, for the, for the, hand injury.

**Corinne:** And she goes to shake it.

**Blake (as the stranger):** No problem. Looks like you had a bit of a rough time.

**Corinne:** Ah, it's an asshole by the name of Jesse Blackburn.

**Blake (as the stranger):** [laughs]

**Corinne (as Myra):** And he ain't here no more.

**Blake (as the stranger):** Ah, you tussled with the Blackburns?

**Corinne (as Myra):** Well...

**Blake (as the stranger):** Not wise for somebody who's a Revenant Ranger. We try to be a bit uh... under the radar, as it were. Don't know what radar is, but I'm still using the word.

[Laughter.]

**Corinne:** She immediately, like, stops shaking, and she kind of gives him a sidelong look, like—

**Corinne (as Myra):** You uh... You a friend, or am I gonna have to worry about you?

**Blake (as the stranger):** Oh, you definitely have to worry about me.

[Gale laughs.]

**Blake (as the stranger):** But not for any of the reasons you—well, we—typically need to.

**Blake:** —and he opens up his vest. aAnd he has two badges. One that is an Arizona Ranger badge. The other is *also* an Arizona Ranger badge—

[Gale laughs.]

**Blake:** —that has a bullet hole through it.

**Corinne:** She gives a massive sigh of relief, and she goes—

**Corinne (as Myra):** Oh, thank god! I've been looking for somebody for such a long time. Jesus. It really is hard to find people like us, isn't it?

**Blake (as the stranger):** Oh, it definitely is. Name's Richard McCord.

**Corinne (as Myra):** Richard McCord, very nice to meet you. I'm uh, Myra Sting.

**Blake (as Richard McCord):** Nice to meet you, Myra Sting. Come on. Let me buy you a drink.

**Corinne:** She nods and she, she follows.

**Blake:** He uh, pulls out a cigarette, lights it with a match, just lights it, tosses the match on the ground, and walks with you back to town, towards the Lucky Strike.

[Musical transition.]

**Blake:** Jasper!

**Keith:** Yes, Sir! Jasper is actually happy for some downtime, and will probably just top off his ammunition, and that'll probably be about the the extent. Uh, he'll help with the cart, I suppose. I can hammer a nail at least.

**Blake:** Okay. Something that you notice, when you go to get ammo, uh and stuff, I assume you're going to the General Store?

**Keith:** Yeah, wasn't that the place with the little mouse lady, or...?

**Blake:** Noral. Uh, catfolk.

**Keith:** Catfolk! That was it.

**Blake:** Yeah. What time do you go? What time during the day?

**Keith:** I will go in late morning.

**Blake:** Okay.

**Keith:** I believe that I slept a long time.

**Blake:** When you arrive, the store is closed down.

**Keith:** Interesting! I look about. Is there, is there a sign put up anywhere?

**Blake:** Give me a Perception check.

**Keith:** Per...ception, there it is!

[Dice rolling.]

**Blake:** Eighteen? You do find a little note that looks like it had been—somebody had used some paste to stick it to the window, but the paste wasn't very strong, and it fell down on the ground inside, and you're able to read, and it says: "So loud last night. Sleeping in."

**Gale:** Awww!

**Corinne:** Awww!

**Blake:** "Don't wake me up, please. I need my sleep."

**Gale:** Awww!

**Corinne:** My sleep!

**Keith:** Alri—

**Blake:** That's all that's on the thing.

**Keith:** Alrighty, I do have some writing uh, stuff, however I believe I have used up my free paper that I had. You know, I found paper to be a useful thing. Is there any other place in town where one could buy paper? Because I want to leave a note.

**Blake:** Paper? You could probably check in Arcanium Industries, so that's going to be like, much more expensive rich paper, like almost vellum, for making scrolls?

**Keith:** Yeah.

**Blake:** You could probably check in City Hall, they might have some extra paper. Terry Roberts at the mail station might have some.

**Keith:** I've got myself another idea.

**Blake:** Yep?

**Keith:** I'm gonna go see Silent Jo—

**Blake:** Okay.

**Keith:** —and see if I can get myself some cigarette wraps.

**Blake:** Oh! Fantastic.

**Keith:** Since I do have a pouch of tobacco.

**Blake:** Yeah, you meet up with Silent Jo, and for the first time you've seen, he's not like, sitting down. He has a broom and he's very slowly *shff! Shff!* Getting a bunch of the dirt and uh, soot that's on his front porch out of the way. And as you approach, he looks up and says—

**Blake (as Silent Jo):** Ah, good day, Jasper!

**Keith (as Jasper):** Morning, Jo. Just came by, I was wondering if I could get some uh, some rolling papers from you. Uh, you need a hand? I know there's a lot of ash fell yesterday.

**Blake (as Silent Jo):** Oh, no, I appreciate it, but uh, it is a good distraction for a while. Give me just a minute.

**Blake:** —and he goes inside, about two minutes later, he comes out with a little box full of cigarette rolling paper.

**Keith:** All right.

**Blake:** Says—

**Blake (as Silent Jo):** That would be uh, uh, just five cents, please.

**Keith (as Jasper):** Sure thing!

**Keith:** I'll give him a dime, because I don't have any nickels on me, so—

**Keith (as Jasper):** Here, keep the change!

**Keith:** Or else, I'll give him a dime instead of a nickel.

**Blake (as Silent Jo):** Oh, thank you. That is very generous of you.

**Keith (as Jasper):** How you doing after uh, the excitement last night?

**Blake (as Silent Jo):** Was so exciting, it almost got my blood pumping.

[Laughter.]

**Keith (as Jasper):** I wish I could say the same. Ah. Nothing happens inside here.

**Blake:** He chuckles a little, and says—

**Blake (as Silent Jo):** I heard that you all had something to do with uh, getting Mr. Blackburn out of town.

**Keith (as Jasper):** Yeah, but the skunk crawled off to a new hole.

**Blake (as Silent Jo):** Hmm.

**Keith (as Jasper):** But he's out of here for good, and for goodness. As far as I've heard, Sheriff Catalina is going to make sure he is uh, he's got some pictures gonna be posted up at the post office, if you know what I mean.

**Blake (as Silent Jo):** Mm. That is good to hear. That man deserved...quite a bit worse than he is likely to get in this life.

**Keith (as Jasper):** Yes sir, I completely agree.



**Keith:** And I'm gonna sit and jaw with him a little bit, and I'm going to uh, pass on uh, about Jesse's little uh, private graveyard project. Because the more that rumor gets out and about, and the more people hear it and believe it, and stuff like that, the worse it is for Jesse.

**Blake:** Excellent.

**Keith:** And then, the eventual thing, the reason I got the cigarette papers, is I was going to leave my bullet order written on a cigarette roll up, and shove that under the door of the General Store.

**Blake:** Fantastic! Later that day, when you returned to Gray's Hotel, you'll find an order that, apparently Noral had somebody bring over the bullets for you.

**Keith:** Excellent!

[Bouncy honky tonk music signals the transition.]

**Gale:** When Jasper heads back to the inn, he finds Bonesaw sort of slumped against his door, just like, banging on it with one hand, very slowly. The fumes coming off of Bonesaw, you can tell he is very, *very* drunk.

**Gale (as Bonesaw):** Are you in this one? I've tried so many! Jasper!

**Keith (as Jasper):** Oh dear.

**Gale (as Bonesaw):** Jaspeeeeer!

**Keith:** As Jasper walks up, you notice that Smokey, as soon as she sees Bonesaw, rears up slightly, lifting her front hooves into the air, at which point, Jasper turns and says—

**Keith (as Jasper):** Real good, Smokey. Real good. That's Bonesaw, real good!

[Laughter.]

**Keith (as Jasper):** Bonesaw! What in tarnation, what's going on? You all right?

**Gale (as Bonesaw):** Oh, oh, there—there you are! Hello!

**Gale:** He sort of turns around, and without the support of the door, he starts to lean very rapidly, and goes to catch himself, like on your shoulder.

**Keith:** [laughing.] Uh, Jasper will brace himself—

**Gale:** —and you suddenly have a lot of zombie weight on you.

**Keith (as Jasper):** Easy, there! Easy!

**Gale (as Bonesaw):** J—Jas—Jasper! Jasper, hello... I wanted to talk with you!

**Keith (as Jasper):** Well let's uh, let's sit down, and why don't we, uh, why don't we get somebody else to make us some coffee, and you tell me what's going on with yourself? Oh, hold on just a second here.

**Keith:** I—I'm going to I'm going to write an order for two coffees down on one of my cig—these, these roll-ups are going to come in real handy—

[Laughter.]

**Keith:** —and uh, I'm gonna hand the paper to Smokey, and I'm gonna say—

**Keith (as Jasper):** Go ahead deliver that to the innkeeper, there, Smokey!

**Keith:** And I'm gonna use the Deliver trick. Smokey's gonna go up to the door.

[Laughter.]

**Keith:** It's right around the corner, I can even point.

**Blake:** Smokey disappears, and about two seconds later, you hear a knocking at the door. And then a couple seconds later, you hear—

**Blake (as Gray):** Why the hell is a horse delivering me a note?

[Laughter.]

**Blake (as Gray):** Coffee? For the...? What—!

**Corinne:** It's either that, or Goiter!

[Everybody cracks up.]

**Keith:** [in an undertone] And then you can keep the coffee.

**Blake:** Eventually, coffee's going to be brought to you by a kind of perturbed Gray.

**Keith:** There will be a tip involved there.

**Gale:** Bonesaw has settled himself in a huddle on your floor, and he takes the coffee and stirs it sort of thoughtfully, and says—

**Gale (as Bonesaw):** Well, this is as sticky as I thought... it was meant to be. That's very... that's fun.

**Keith (as Jasper):** What's the... what's, what's sticky? What's going on? Spill uh, spill on out, there, Bonesaw.

**Gale (as Bonesaw):** Oh, I just—Jasper, you're so *smart*, you're such a *smart*... even for a, a z-zombie, you know. I was, I was just wondering, well... You see, I have a sort of a hypothetical situation. That I need help with... er, hypothetically.

**Keith (as Jasper):** Yeah, well, sure, let's uh, let's place this in the hypothetical realm, here. Why don't you phrase it as such, and let's get through it?

**Gale (as Bonesaw):** Alright. Um—! What do you suppose you would do, if you found out that your— your friend. Had uh, done... s—, well, had done some, some truly awful things, and you were feeling, a sort of, um... Well, you weren't really sure how to... just, really terrible things, and you didn't want them to get upset, and leave you behind forever, you know, if you said the wrong thing? A—about things they had...? You know.

**Keith (as Jasper):** If you're talking about Moz, I'm nine hundred percent certain he had *nothing* to do with that fire last night. That story he gave, he gave, was absolutely and one hundred percent verifiable.

[Blake scoffs.]

**Gale (as Bonesaw):** What, why, why would I be talking about Moz? No, this's *not* about Moz.

**Keith (as Jasper):** Oh! Oh, well never mind what I said then.

**Gale (as Bonesaw):** Uh, it's not about *anyone*! It's, *hic*!

**Keith (as Jasper):** That's right—

**Gale (as Bonesaw):** Hypothetical!

**Keith (as Jasper):** This is a hypothetical—

**Gale (as Bonesaw):** Hypothetical.

**Keith (as Jasper):** You're a hypothetical. Well, let's, let's, let's look at this hypothetical, and let's let's phrase it um, as it were, amongst people we know, if it were to apply to them, which it does not—

**Gale (as Bonesaw):** I don't—

**Keith (as Jasper):** —but I do know that each one of us has things in their past that they are not proud of... And uh, I do know that when people fall, they try and pick themselves up again. And uh, wow, I hope it's nothing too bad, because sometimes there's things you just can't walk back.

**Gale (as Bonesaw):** Well, do you think that's enough? Getting back up? Do you think it's enough to be sorry about it?

**Keith (as Jasper):** Well... I think that uh...

**Keith (as Jasper):** [New England accent] I think the true repentance does require a certain amount of actual regret.

**Keith (as Jasper):** [folksy accent] I mean, actual regret. Um, pardon me. I've got a bit of a headache. Um...

**Gale (as Bonesaw):** [giggling] You did a funny voice, there! That was—that was very funny. Do it again!

**Keith (as Jasper):** Oh... funny voice? I'm not sure if I understand what you're talking about. I must have had a little bit of dust in my uh, my esophagus, there. Um..

**Gale (as Bonesaw):** Oh! It was probably a zombie moment! I think I get to those too!

**Keith (as Jasper):** Yeah, it could be, could be. Sometimes things just kind of well up out of the past. But what I'm, what I'm trying to get at, is, if a person demonstrates *remorse*. I mean *true* remorse, and then dedicates themselves to rightin' the things that they did wrong, I think everyone deserves some amount of forgiveness. Hmm, if a person, if a person ain't got that, no—ain't got no remorse, then uh, then no, they don't deserve the time of day, and frankly, such folks ain't worth spit. But uh, yeah. I—I—I believe that people have the right to second chances. But that remorse has to be sincere.

Now, in this hypothetical situation, um, if this person did indeed uh, show remorse and regret and the desire to uh, to make right things they did wrong? I don't know, do you think that they deserve a second chance? Or do...?

**Gale (as Bonesaw):** [thinking] Well...I don't know. But I—I suppose, what I'm asking is, in—in this hypothetical, hypothetically, should I say anything? If I'm not sure? Or should I wait until I know?

**Keith (as Jasper):** Say anything to that—to that person?

**Gale (as Bonesaw):** Yes.

**Keith (as Jasper):** We ain't hypothetically talking about me, are we?

**Gale (as Bonesaw):** What? What've you done?

**Keith (as Jasper):** Just checking! Uh, well, I don't reckon I've actually done things *to* people, but I've done things that might disappoint people. At least... at least, as far as I can remember. Anyway, I just wanted to make...

**Gale (as Bonesaw):** You, you mean like kill—killing a bunch of people? So that you can have their land? And then killing their...hypothetically!

[Laughter.]

**Gale (as Bonesaw):** Sorry, uh, uh, that, when they come back, as...oh, I forget the word. You know, the angry...the ghostly people?

**Keith (as Jasper):** Oh, yeah. Well, you're talking about some sort of undead type thing, that—

**Gale (as Bonesaw):** Yes.

**Keith (as Jasper):** —that ain't like us, something that's animated by a spirit of evil? Or vengeance?

**Gale (as Bonesaw):** Hypothetically! Hypothetically...

**Keith (as Jasper):** God, I wonder if I'm one of them. I am sort of motivated by vengeance. now you got me to thinking, dang it!

**Gale (as Bonesaw):** Wait, is that—?

**Keith (as Jasper):** You know, ever since uh, ever since I came back, I've wanted nothing more than to get my hands around the throats of them fellas what stole my pocket watch. Is that evil? That it want to kill 'em?

**Gale (as Bonesaw):** No! They stole your pockets watch! What a silly question!

**Keith (as Jasper):** Yeah, I know, but that's kind of a...That's kind of a an overreaction, don't you think? A life for a pocket watch?

**Gale (as Bonesaw):** Is it?

**Keith (as Jasper):** Oh, wait a minute, I forgot. They killed me.

[Laughter.]

**Gale (as Bonesaw):** I mean, I was with you either way.

**Keith (as Jasper):** Alright, I—I feel a little bit better about myself, now, thank you for helping me walk through that, there, Bonesaw.

**Gale (as Bonesaw):** Oh, you're welcome!

**Keith (as Jasper):** Does that answer your question?

**Gale (as Bonesaw):** I've forgot...I've forgot...what was the question?

**Keith (as Jasper):** Uh, I—I think it was, 'have you had enough coffee?' Because I've only drank about this much of mine, and that's about my daily limit. Gotta keep the pipes dry.

**Gale (as Bonesaw):** Um. Well, I—I could, I could have some more. I could have some more.

**Keith (as Jasper):** Aw, well, here, here you go.

**Keith:** I'm gonna, I'm just gonna lean over, pour the rest of my cup into Bonesaw's cup.

**Gale (as Bonesaw):** Well, thank you. That's, that's nice.

**Keith (as Jasper):** Listen, I'm gonna, I'm gonna be talking to Sheriff Catalina after I get uh, after I get my ammo topped off. Uh, you gonna be okay if I leave you here? Or do you need a hand...? Looks like you were having some trouble getting that door hung, you want me to hang, hold it in place while you get the hinge pins in, and the, the hinges uh, properly attached? Looks like a nice bought door, you don't want to, you don't want to lose that.

**Gale (as Bonesaw):** Yes, I have—I have to find Moz. You just...push me in the right direction, and I'll...?

**Keith (as Jasper):** Uhhhh...sure, I think so. Uh, tell you what. Smokey? C'mere, girl. Smokey? I want you to take Bonesaw to Moz. Can you deliver Bonesaw to Moz?

**Gale:** Awww!

[Laughter.]

**Gale:** That's so sweet!

**Keith (as Jasper):** Just, just... Just hang on to Smokey, there, she won't lead you wrong.

**Keith:** No idea where Moz is, I think Smokey's probably just gonna wander all over town—

**Blake:** Yeah.

**Keith:** —until she sees Moz.

**Blake:** One hundred percent.

**Gale:** Bonesaw loops his arms around Smokey's neck, and just like, leans his head against her haunch, and says—

**Gale (as Bonesaw):** Such a nice horse! I've never had such a nice horse. Thank you Jasper!

[Horse snorts.]

**Keith (as Jasper):** That's perfectly fine. All right. Smokey? You remember Moz, don't you?

**Keith:** And then Smokey kind of like, crouches a little bit on her front pa—, on her front hooves.

**Keith (as Jasper):** That's Moz, that's right, that's a good girl.

[Laughter.]

**Gale:** Blake, I have to ask.

**Blake:** Yep?

**Gale:** Goiter is made up of like, Bonesaw's flesh and whatnot, right? So if Bonesaw is drunk, is Goiter drunk?

**Blake:** Very much so.

[Laughter.]

**Gale:** How does drunk Goiter act?

**Blake:** I think drunk Goiter looks like, just this puddle of flesh, that's just [oozing noises].

**Gale:** I like the idea, normally he lives on Bonesaw's neck, but when Bonesaw is drunk, he just like, slides further and further down the body, like this—lump moving under the clothes—

**Blake:** Yeah, just [oozing noises].

**Gale:** —until he splats out somewhere.

**Keith:** I imagine that Goiter has gone from silly Putty to lava lamp,

**Blake:** Yeah, basically, gets halfway down, and it's like 'oh need to get back up!' [blobby noises]  
Climbs up all the way to the top of Bonesaw's head, and then just melts down again.

[Everybody laughs.]

**Keith (as Jasper):** That's kind of fascinating to watch, in a kind of disgusting, turn your stomach, sort of way.

**Gale (as Bonesaw):** Goiter, that tickles! S—stay out of the armpit!

**Zach:** [laughing] Eeew!

**Keith:** I'm gonna whisper into uh, into uh Smokey's ear, that oh, there'll be extra sugar lumps for her tonight.

**Corinne:** Jasper is too pure for this group. He is too pure!

[Laughter.]

**Corinne:** You can never do any wrong, ever, we must protect him!

[Laughter and musical transition.]

**Blake:** How's Moz doing this morning? He had a rough day, yesterday.

**Zach:** For Moz, I think the only thing he would be doing is uh, making a very high-level Fireball with a scar on its face to uh, use on Jesse Blackburn when he meets him again.

**Gale:** Oohooohoo!

**Blake:** Excellent, you start working on that.

**Corinne:** Man.

**Zach:** When he woke up, he probably put his finishing touches on the golden skull for his necklace, carving the last details around the head. But... he'll probably want to pick up some more ropes, considering that they're kind of useful for his kit, and he seems to be running



through them, so he'll probably head to the General Store or Silent Jo's to just grab, like, two silk ropes, I guess? To have one spare.

**Blake:** Okay. As before, if you arrive anytime before 2PM, Noral is not at the General Store, and the place is locked up.

**Zach:** Probably just head to uh, Silent Jo's, then.

**Blake:** Okay. He's going to express, like, most of what he deals in is foodstuffs, and that kind of stuff. He has a little bit of hemp rope, but he doesn't have silk rope.

**Zach:** Okay. I can work with hemp rope.

**Blake:** Okay. he'll be able to get you fifty feet of hemp rope.

**Zach:** Okay.

**Blake:** So you have a full day, you actually see, in the main square, a couple of workers are going around and setting up banners and banisters for the birthday party tomorrow, for the mayor. You see one person saying— 'what the hell are we gonna do with this damn wagon? We gotta get it out of the way, it's fuckin' stuck.'

**Gale:** Ah, to be clear, you mean Bonesaw's wagon, right?

**Blake:** Yes, Bonesaw's wagon.

**Zach:** Hmm. Moz is definitely a lot more invigorated to uh, participate in this uh, challenge, even though he was already planning on going beforehand. I guess he's just trying to run through his different options of trying to rig the performance in his favor? I've been looking at several spells and things to spice things up a bit, but I'm not sure if there's anything currently that he's planning on trying to accomplish? More so just uh, things that he'll probably do when the performance is live.

**Blake:** Towards the end of the day—

**Gale:** [laughing] It takes me all day to find him!

[Laughter.]

**Blake:** Yeah, because, every once in a while, people see Bonesaw being led around by the horse. A couple of people are like, 'Are you okay?' And Bonesaw's—

**Blake (as Bonesaw):** Yes, yes, fine!

**Gale (as Bonesaw):** Oh, no, iss fine, I'm juss looking for my friend, Moz!

[Laughter.]

**Blake:** Eventually, later in the evening, you'll come back and find Moz.

**Gale (as Bonesaw):** Oh my gods, it's been so long, I'm so tired!

**Zach (as Moz):** Bones! Where you been?

**Gale (as Bonesaw):** This horse is just awful at directions! I'm sorry, Smokey, it's true.

**Zach (as Moz):** My God!

**Keith:** I think if Smokey has found Moz, Smokey's gonna like— [galloping away noises]

[Everybody laughs.]

**Blake:** Yeah!

**Corinne:** Aaand, we're done.

**Gale:** Slide out from under Bonesaw, and gallop away, is what I got from that motion.

**Keith:** Yes, trailing a banner that says 'mission accomplished.'

[Laughter.]

**Zach (as Moz):** Now, that's a good horse! Oh, Tumble. It's too soon.

[Commiserating sad noises.]

**Corinne:** Oh nooo!

**Gale:** Awww! Rip Tumble!

**Zach:** You see as Smokey goes away, Moz is a little bit saddened, um, but, he'll approach you, Bonesaw.

**Zach (as Moz):** How you been, Bones?

**Gale (as Bonesaw):** Wha—uh! I...hypothetically?

**Zach (as Moz):** Sure, hypothetically. How you been, Bones?

**Gale (as Bonesaw):** I've...sorry, I've lost track of which...Either not great, or fantastic. The one that I'm supposed to be. Um! I was wondering if you could fix my picture.

**Zach (as Moz):** Your what?

**Gale:** And he holds out the portrait of Templeton Throckmorton that Jesse had pinned on the main board, with a nail through the face.

**Gale (as Bonesaw):** What do you think?

**Zach (as Moz):** Well... you certainly haven't gotten much better with age.

**Gale (as Bonesaw):** No, I mean about fixing the hole.

**Zach (as Moz):** Oh, about that, yeah!

**Gale (as Bonesaw):** Can you do your little magic?

**Zach (as Moz):** Have that right up there, Bones.

**Blake:** You can use mending on it. However, as you cast it, it folds up into a single piece of paper, however, the damaged portion that was like, broken, and has now been restored, all of the ink that would have been there is not restored. So there's this patch in the middle. Unfortunately, there's no way to restore that aspect of it.

**Zach (as Moz):** Never been much of an artist, I'm afraid.

**Gale (as Bonesaw):** Oh! Well...thanks for trying, Moz. That'll...that'll have to do!

**Zach (as Moz):** So, what have you been up to?

**Gale (as Bonesaw):** Drinking a lot!

**Zach (as Moz):** That kind of day, huh?

**Gale (as Bonesaw):** Oh...and night.

**Zach (as Moz):** Oof.

**Gale (as Bonesaw):** Yes, yes.

**Zach (as Moz):** Wouldn't mind grabbing a drink myself. Seem to have a hell of a night.

**Gale (as Bonesaw):** You want to get one? I'll some with you!

**Zach (as Moz):** Sure, Bones!

**Gale (as Bonesaw):** No, uh, sorry! I have to, I have to get my mail.

**Zach (as Moz):** You have to get your mail.

**Gale (as Bonesaw):** But after?

**Zach (as Moz):** After, Bones.

**Gale (as Bonesaw):** I have to get to my mail. I'll see you—

**Zach (as Moz):** Are you sure you know which way the mail office is?

**Gale:** [laughing] Bonesaw thinks for a long moment. He's still sort of listing slightly.

[Laughter.]

**Gale (as Bonesaw):** Uh—!

**Zach:** How about I walk you to the mail?

**Gale (as Bonesaw):** Oh, thank—thank you, Moz. I don't really need it, but it's nice for the company, you know?

**Zach (as Moz):** Sure, sure thing, Bones. Let's go get your letters.

**Gale (as Bonesaw):** We've had some good times, haven't we?

**Zach (as Moz):** Quite a bit.

**Gale (as Bonesaw):** We're good friends, aren't we?

**Zach (as Moz):** ...We're friends.

**Gale (as Bonesaw):** You're not, like, hiding a horrible dark secrets from me, people don't do that when they're your friends, right?

[Laughter.]

**Gale (as Bonesaw):** Of course not, I know that's answer. I don't know why I'm asking.

**Zach (as Moz):** Now, what makes you think that, Bones?

**Gale (as Bonesaw):** Ah...hypothetically?

**Zach (as Moz):** [laughing] Hypothetically.

**Gale (as Bonesaw):** W—well I...people do that! And, I don't know if I knew that they did!

**Zach (as Moz):** I suppose everyone's got a past. I don't know much about yourself, Bones, we've just been traveling—

**Gale (as Bonesaw):** Well neither do I, that's no surprise! I'll tell you though, what I *do* know, if—if you want. You, just ask.

**Zach (as Moz):** I'm not sure I'm drunk enough for this talk just yet.

**Gale (as Bonesaw):** Oh, well, let's make some progress on that! After the mail! After the mail!

**Zach (as Moz):** After mail.

[Musical transition.]

**Blake:** You all arrive at the mail house. Terry is inside, it's getting later in the day, so he's already made his rounds for the day and he's sorting mail that he got as you enter.

**Gale (as Bonesaw):** Oh, Terry, darling, I'm back!

**Blake (as Terry):** Oh! It's uh...you! You've c—c—come back. That's, yes, that's wonderful.

**Gale (as Bonesaw):** Yes, that's me.

**Gale:** Bonesaw slaps down the portrait, which doesn't have a face, and says—

**Gale (as Bonesaw):** How's that for identification, right there?

**Zach:** Uh... real quick, can Moz kind of discreetly cast an illusion on it, so that the ink kind of swims and goes into the spot, so it looks like it, uh... Well, I guess Moz never really got quite a good look at it, but he does know what Bonesaw looks like *now*.

**Blake:** Yeah.

**Zach:** So, just kind of, get a little bit of this, a little bit of that, um...

**Blake:** Go ahead and roll a Stealth check for me.

**Zach:** Got it.

**Blake:** I'll roll for Terry.

[Dice rolling.]

**Gale:** That's so clever!

[Dice rolling.]

**Blake:** Fourteen? He looks at it, blinks, and picks it up, and says—

**Blake (as Terry):** Oh! Okay... This is... I mean, I guess it's... Can you take off your mask so I can see your face and confirm?

**Gale (as Bonesaw):** No!

**Zach (as Moz):** Bit touchy on the mask, I'm afraid.

[Laughter.]

**Blake:** Did Moz make it look like...?

**Gale:** Bonesaw with the mask on, or Bonesaw with the mask off?

**Blake:** Yeah.

**Zach:** I mean, as far as Moz is concerned, Bonesaw as ugly as sin—

[Gale cracks up.]

**Zach:** —and I imagine that the imagery would reflect that, which I think aids to the idea that he wants to keep the mask *on*.

**Blake:** Terry kind of looks at it, nods, and says—

**Blake (as Terry):** All right, I suppose...[sighs] You know, if you had brought this to me in the first place, and this was a bit um...

**Blake:** Actually, yeah, I need to have him make a saving throw. He's going to wipe it. It's a DC seventeen?

**Zach:** Yeah.

[Dice rolling.]

**Blake:** Fuck! He is not rolling great.

[Laughter.]

**Blake:** He doesn't seem to notice anything, and he says—

**Blake (as Terry):** Ah, if you'll wait just a moment, I'll b—be right back.

**Blake:** And he trots away.

**Gale:** Bonesaw leans down a little bit, and says—

**Gale (as Bonesaw):** Moz, that was great! Very good illusion, spot on!

**Zach:** Moz is gonna take another look at the paper that he just made, and say—

**Zach (as Moz):** Well, I wouldn't say I'm doing you any favors currently.

[Laughter.]

**Blake:** He comes back, hands you a *letter* that is very bulky, like it has a lot of stuff in it, and he also hands you a small box.

**Gale (as Bonesaw):** [squeals with delight]

**Blake (as Terry):** It appears these came for you a, a little while ago.

**BGale:** Sorry, not for me, for Templeton.

[Laughter.]

**Blake:** He has just handed you the things, and then he looks at you like, 'fuck, are you not actually Templeton?' and he—

**Zach (as Moz):** He starts speaking in third person when he's drunk, just... go with it. He's a bit of an off day.

**Blake (as Terry):** Y—you know robbing them mmmmail is a federal c—crime, right?

**Gale (as Bonesaw):** Yeah, you said that last time. I—I heard you, I—I know.

**Blake (as Terry):** Okay... I... okay.

**Blake:** He's going to turn, and as you begin to leave, he just, he has an eye on you the entire time.

**Gale:** Bonesaw scoops up his package in his letter, and he goes outside.

**Gale (as Bonesaw):** Eenie meenie...which one first? What do you think? Package or letter?

**Zach (as Moz):** Let's decide that over drinks. Who's open?

**Gale (as Bonesaw):** All right, all right. Let's go to that Lucky Strike place! I want, I want to... yes.

**Zach (as Moz):** Sure, let's go there.

[Musical transition signals a scene change.]

**Blake:** McCord opens the door, holds it open for you, Myra, and gives a little bit of a bow.

**Blake (as Ranger McCord):** After you, young lady.

**Corinne (as Myra):** Thank you!

**Corinne:** She waves her head over to go sit at a small table in the back, and she's like—

**Corinne (as Myra):** Let's uh, let's go sit over there.

**Blake (as Ranger McCord):** Works for me. Hey! Elliot! Two whiskeys!

**Corinne:** Myra waves.

**Blake:** Elliot, who's busy, there's a couple of other people in town, and they're rushing between tables and bringing drinks and some like, little snacks around and they look over and says—

**Blake (as Ellie):** Oh! Uh, yeah! Right! Give me, give me one second! I'll— yes! Um! Oh! Mr. McCord! Yes! I'll be over there—uh do you guys—do you want to see a menu? I can bring a menu over! I—I, um...

**Blake:** And McCord just says—

**Blake (as Ranger McCord):** The hell's a menu?

[Laughter.]



**Corinne:** Uh, Myra goes—

**Corinne (as Myra):** Uh, I'll—I'll just take a whiskey. Uh, you kind of look like a whiskey guy. What's your poison?

**Blake (as Ranger McCord):** Whiskey, straight up.

**Corinne (as Myra):** Yeah, yeah. Two whiskeys! That'll, that'll do.

**Blake (as Ellie):** Oh! I—I can make you a, something that's a little bit fancy, if you'd like? I have a couple of uh—

**Blake (as Ranger McCord):** Just... just whiskeys. Dear.

**Corinne (as Myra):** You, you can make mine fancy. Make mine fancy. That'll be— I'm, I'm...surprise me. I will be very, very surprised.

**Blake (as Ellie):** Okay, yeah, give me a few minutes! I'll be, I'll be right back.

**Blake:** And they're gonna go behind and start making some drinks. Ranger Rick is gonna sit down and say.

**Blake (as Ranger McCord):** So. I haven't run into you before. But... heard a little bit about some of your tales. Heh. Been making a bit of a name for yourself here in this little town.

**Corinne (as Myra):** Well uh, we ran into a bunch of trouble, and we just kind of decided to work with that trouble, and get paid for that trouble, so, and then we just just keep finding more trouble, so we've been having stories chase us as we go.

**Blake (as Ranger McCord):** Ah. Understand that.

**Blake:** And he puts out the cigarette that he was smoking, and immediately just pulls one out, lights it. He takes the match, and just, right down his face—*chhh!* To light it.

[Gale laughs.]

**Corinne:** Oo!

**Blake:** Lights it.

**Corinne:** Damn.

**Blake (as Ranger McCord):** You want one?

**Corinne (as Myra):** Oh no, I'm good, that's uh... not really my cup of tea.

**Blake (as Ranger McCord):** All right suit yourself.

**Blake:** It's about this time that Bonesaw and Moz arrive.

**Gale (as Bonesaw):** [sing-song] I've got a package! A package! A package! Sing with me, Mozzie!

**Zach (as Moz):** I'm saving my good voice for the performance!

**Corinne:** She hears the cheerful sound of Bonesaw coming in with Moz trailing behind, she goes—

**Corinne (as Myra):** Oh shit!

**Corinne:** —and she kind of like, instinctively goes like this, and she goes—

**Corinne (as Myra):** Just put your head down a little bit. Quickly.

[Laughter.]

**Corinne (as Myra):** I... they're friends, they're friends of mine, they're friends of mine? Trust me, we're fine, it's just, they're... I—I want to have this conversation just between the two—

**Gale:** I'm gonna roll Perception!

**Corinne:** [laughing] Nooooo!

**Blake:** Yeah, roll Stealth, Myra.

**Gale:** I probably have a minus, though.

**Blake:** Yeah, you're, you're inebriated. Uh, take a minus...

[Dice rolling.]

**Gale:** Oo-hoo! Twenty-five, minus whatever you were gonna say, Blake.

[Dice rolling.]

**Corinne:** Oh, eight!

**Keith:** Wow!

[Laughter.]

**Blake:** With an eight, yeah, even with the minus that you're going to get from being inebriated, that is more than enough, and Myra, you're just kind of sinking down, but it's very clearly not very effective.

**Corinne:** She's trying to hide behind something, but then realizes there's nothing to hide behind. They're just sitting side by side, and the view of the front door is just right there, so there's no one to actually block it, so when she crouches down, she's more drawing attention to herself, it's like 'Oh, who's...? What's going on over there?'

**Gale:** Bonesaw catches sight of Myra across the room, and goes a bit... still? Compared to what he was doing before, and he sort of abruptly turns, and says—

**Gale (as Bonesaw):** Let's sit at the bar, Mozzie!

[Zach laughs.]

**Zach (as Moz):** All right!

**Gale (as Bonesaw):** The bar!

**Corinne:** Bonesaw is giving them privacy. Bless Bonesaw.

**Gale:** [laughs] Or he's *avoiding* you. [coughs conspicuously]

[Laughter.]

**Corinne:** There's gonna be some awkward conversation when that comes to book, but she nods a grateful, like, 'Thank you, thank you Bonesaw,' and looks at him, and goes—

**Corinne (as Myra):** They're friends of mine, they're... They're just, I just want to make sure that this conversation is between us. So, what, what uh, what can I do you for?

**Blake (as Ranger McCord):** Well. Just wanted to come and make my acquaintance. I've been finding that I've been in this area a little bit more, and I thought it'd be good to know the other folk nearby, who might be... well. Shall we say uh, in the same line of business as me. [laughs]

**Corinne (as Myra):** Yeah...yeah, not many of us.

**Blake (as Ranger McCord):** Now, I believe—

**Blake:** And at this moment, Elliot comes up and sets down a glass of whiskey, just, right on the table, and sets a martini glass in front of you, Myra, a pale purplish drink.

**Corinne:** Myra is delighted! She looks at it, and she kind of has this little, like, 'Oh, this is so cool!' like, look in her eyes, and then she realizes... Oh, I'm embarrassing myself in front of a Ranger, and she goes, tries to go all tough again, she goes—

**Corinne (as Myra):** Oh! [clears throat]. Thanks for the purple stuff. Yeah. It's good.

**Blake (as Ellie):** Yeah, of course! It's um—! It's something I've been trying out for a little bit, and I think, I think I've got the amount of berries in it just about right. I—I'd love to hear what you think of it, um, when you're all done!

**Corinne (as Myra):** Oh my God, this is so good! This is really good!

**Blake:** As you drink it, it tastes of blackberries and cranberries, and there's almost this level of like, a taste of *pleasure*, which is a weird like, it's almost in your own mind as you're drinking this—

**Corinne:** There's cocaine in this drink!

[Everybody laughs.]

**Corinne:** Joking! Don't do drugs, kids.

**Blake:** Yeah, it's not a flavor, so much as it is a feeling being caused by this drink.

**Corinne:** Myra reminds herself to, to tip very heavily when their conversation's over.

**Blake:** Ellie returns back to the bar, to Moz and Bonesaw, and says—

**Blake (as Ellie):** Oh, hi! Um! I can—what would you like? I—I have plenty of drinks. Uh, would you like to see a menu? I have a menu that I—I just got to printed up, if you—it looks really lovely.

**Zach (as Moz):** I don't suppose you have any Cheddar's Whiskey on you? Or, moonshine, my apologies.

**Blake:** Make a diplomacy check for me.

**Zach:** [laughing] Shit!

[Dice rolling.]

**Blake:** Oh no!

**Zach:** That's bad!

[Dice rolling.]

**Zach:** Oh! That's a nat one!

**Gale:** Is that a nat one?

[Laughter.]

**Zach:** That's *bad* bad!

**Corinne:** A naaat one.

**Keith:** [joking] My father used to beat me with a jar of Cheddar's whiskey!

[Everybody laughs.]

**Gale:** That's terrible!

**Blake:** When you bring up moonshine, Ellie just says—

**Blake (as Ellie):** Oh, no! I wouldn't sell any moonshine here! Not at all! Never! Never! Why don't you take a look at the menu and see if there's anything that you want? Okay, bye!

**Blake:** —and slithers away.

**Zach (as Moz):** Ah, shame.

**Gale:** Aha! I know what's in the back room.

[Laughter.]

**Blake:** —and sets down a menu in front of you, if you care to look at it.

**Gale:** Yeah, I want to look!

**Zach:** Sure!

**Gale:** Did you make a menu? Show us the menu!

[Gasps of awe and admiration.]

**Keith:** Oh, look at that!

**Zach:** Wooooow!

**Gale:** Oh, my god, Blake!

**Corinne:** Oh my god!

**Zach:** God damn!

**Gale:** Whooooah!

**Zach:** How long did that take?

**Keith:** Holy cow!

**Gale:** Okay, we have to read some of this out for the recording.

**Zach:** Okay.

**Corinne:** Yes!

**Gale:** It's *huge*, so I don't want to do everything, but there are four categories, looks like. Standard, Cocktails, Potions, and *Concoctions*. Potions include things like 'Curative Sip,' 'Fox's Cunning,' 'No See 'Em,' a potion for the night, you will seem to vanish in the shadows—! What, what is this? 'Fix it Finger, 'Curative Tonic—!' There's a *love* potion on here, guys!

[Laughter.]

**Corinne:** Oooo!

**Zach:** Uh-oh! Uh-oh!

**Corinne:** Wait, what color is the—!

**Keith:** I think we should each pick one item to read aloud.

**Blake:** Yep.

**Corinne:** I agree.

**Gale:** Yes.

**Keith:** All right, I got, I got one. White Tiger's Milk! Seventy cents. Not from an actual tiger. Just like drinking a pie with a glass of cool milk.

[Laughter.]

**Zach:** Wooow!

**Corinne:** This is bananas.

[Gale starts laughing.]

**Corinne:** What'd you get?

**Gale:** 'Fix It Finger,' for three hundred dollars, 'a potion for the accident prone. This will repair that farmer's missing finger in a flash!'

[Keith gasps.]

**Gale:** '—ask your bartender for an in-house version that sticks it to the old Sawbones!'

**Keith:** Wow! That's kind of on the nose, there!

**Gale:** Blake literally planned to give you an out. Get your finger back!

**Corinne:** Are you serious? I completely did not realize that, until I was... for the accident prone! This will repair their...

**Gale:** [sly] I bet Ellie would give you a discount, too!

**Corinne:** That's hilarious.

**Zach:** Hold on, how much is...? What are the effects of the Love Potion? 'A favorite of our next door neighbor, she has kindly given us the berry gin cocktail. Give the Lonely Mother a kiss for added luck.'

**Keith:** It's a love potion, called by the ancients 'Alco- Hol!'

[Laughter.]

**Gale:** Gray's Love Potion... oh, that makes sense because Gray's inn and Bordello... I wonder who the Lonely Mother is? That must be like, some world lore. Can we roll, I don't know, Religion? History? On the Lonely Mother?

**Blake:** Yeah, give a History check.

[Dice rolling.]

**G** Eighteen!

**Blake:** Eighteen! Okay. The Lonely Mother is a statue that is present in Albuquerque. Supposedly, it is the mother of the founder of Albuquerque, when it was originally founded as a mission, a while back. It's a very old statue, very worn down, and it's considered to be a sign of good luck to go and give it a kiss.

**Gale:** Awww! Thank you!

**Corinne:** You have jello shots in here!

[Laughter.]

**Corinne:** 'Punch Jelly! A unique punch from General Ford himself, solidified in gelatin for your consuming convenience.

[Laughter.]

**Corinne:** That's amazing...

**Blake:** So, I might have gotten a little bit obsessed with old-timey cocktails, and bought Jerry Thomas's Guide to Cocktails, and used that to build a lot of these.

[Laughter.]

**Corinne:** These are fantastic! What's the Jesse James train bomb?

**Blake:** You can ask Ellie about that!

**Gale:** 'A strange cocktail for you and up to three friends. A serious kick in the teeth for everyone!'

**Zach:** Elght friends!

**Blake:** That's eight friends!

**Gale:** *Eight* friends! Wow!

**Corinne:** Pitchers!

**Keith:** Kick in the teeth for everyone! Kick you through a hole in the wall!



**Zach:** Man, well, I... feel compelled to buy several of these!

[Laughter.]

**Gale:** I'm surprised you're not going right for the Hellfire whiskey, *Moz!*

**Zach:** Oh, no, that's—that's definitely gonna be first thing on the menu, I'm just...I'm seeing some potions at the bottom that could be very handy. There's also a 'Devil's Due Stout,' which I was eyeing up.

**Blake:** Elliott is a place where you can get potions.

**Gale:** Ahaaa!

**Keith:** Ahhhh!

**Gale:** Very cool!

**Corinne:** Uh, quick question?

**Blake:** Yes?

**Corinne:** Is the drink that you set down in front of me a berry gin cocktail, by chance?

**Blake:** It is!

**Corinne:** By the name of the Gray's Love Potion? Okay, Just making sure.

[Everybody laughs.]

**Corinne:** Excellent. Myra is *for this*. She is here for this.

**Gale:** Bonesaw looks down at this *beautiful* menu, but the words are sort of like, smearing together a little bit for him. And he says—

**Gale (as Bonesaw):** Ellie—! This is such a lovely menu, you did a *marvelous* job, but I *have* to ask, no one can ever make this drink for me, so I—I thought I'd give it a try with you—Do you know how to make a blue blazer?

**Blake (as Ellie):** A blue blazer? Um...

**Gale (as Bonesaw):** It's my *favorite* drink!

**Blake (as Ellie):** That, that's your favorite drink, huh? Oh—!

**Blake:** They kind of consider for a second. As they do, their tail reaches up and starts pulling a couple of bottles off the shelf.

**Blake (as Ellie):** Ah... it's been a while, since... I read about it, uh, might be a minute for me to remember...!

**Blake:** They have a little pot of boiling water next to them, and as they're kind of thinking—

**Blake (as Ellie):** Are—are you sure that's what you want? Uh, do you— It usually works best with like, four people?

**Gale (as Bonesaw):** I can drinks enough for four!

**Blake (as Ellie):** Okay...

**Zach (as Moz):** I can drink for three of them!

[Laughter.]

**Blake (as Ellie):** Okay.

**Gale (as Bonesaw):** Oh, yeah, Moz is helping! Oh, you'll like this one, Moz, it's quite show!

**Blake:** They lay out four ceramic mugs, and start pouring a little spoonful of sugar in each one, peel a lemon that they have, twist it, drop the lemon peel in, pull off a very high proof Scotch, pour it in, a little bit of that water with a little jigger, they mix it up, and the little flame that's going next to them., and say—

**Blake (as Ellie):** Okay, are you, are you ready?

**Gale (as Bonesaw):** I'm ready! Dim the lights!

**Blake:** They take a little bit of the fire, light a match, hold it over the mug—*fwoom!* Flames. This brilliant blue flame coming up off of it, and they take the metal mug, pour it up, *fwooom!* Flame just flowing down, into the next one. Takes the next one—*fwooom! Fwooom! Fwooom!* A couple of times just, *fwoom, fwoom, fwoom!* And, eventually, the fire they are holding their hands, it looks like it's getting a bit warm, and they— *fwoom, fwoom, fwoom, fwoom*, one into each of the four mugs, a little bit of fire on each one, and then *ch, ch, ch, ch!* Puts out the fire on each one, and they kind of step back and say—

**Blake (as Ellie):** The blue blazer! Wow!

**Gale (as Bonesaw):** Oh! Bravo, bravo! Very fun!

**Zach (as Moz):** That's show you got there!

**Blake (as Ellie):** Thank you! it's uh, It's been a while since I've done something like that. Um.

**Blake:** You notice they kind of toasted their, the back of their hand a little bit on one of those pours.

**Gale (as Bonesaw):** [sad] Oh! D—oh! Don't burn yourself on my account! Here!

**Gale:** Bonesaw reaches sloppily across the bar and tries to grab Ellie's fingers.

**Gale (as Bonesaw):** I can fix that, I'm a doctor! I have a degree.

[Keith laughs.]

**Blake (as Ellie):** Uh...you—a degree? What... what does...? I... from where?

**Gale (as Bonesaw):** Hor—Horvard!

**Corinne:** [laughing] Horvard!

**Zach (as Moz):** Uh...I think that's enough, Bones. Hey, look at the pretty drinks! Let's go drink!

**Gale (as Bonesaw):** The pretty drinks! Yeah, let's drink! And I have a package to open!

**Zach (as Moz):** And you have a package to open.

**Blake:** As you drink it, it smells just of this beautiful fire and citrus, very lemony, a little bit of uh, nutty aftertaste as you're drinking it. A delicious drink!

**Zach:** Hmm.

**Blake:** They tell you it's gonna cost you about fifty cents for the four.

**Gale (as Bonesaw):** I'll pay!

**Zach (as Moz):** I appreciate that, Bones!

**Zach:** Moz says, as he's taking his second mug already.

[Laughter.]

**Blake:** It is very strong alcohol. I'm gonna need you to make a constitution check if you're drinking the second one *right* after.

**Zach:** Oh, oh, for sure, absolutely.

[Dice rolling.]

**Zach:** He's already eying the third one!

[Laughter.]

[Interior ambience fades in to signal a scene change.]

**Blake:** Jasper, at this point, it's later in the day, and you haven't seen, like Smokey came back *late*.

**Keith (as Jasper):** Is anybody in trouble, Smokey?

**Blake:** Smokey, like, paws at the ground, and just, like—[horse whinny] Definitely like a, 'yeah there's some trouble afoot,' and Smokey's gonna lead you to the Lucky Strike Saloon.

[Laughter.]

**Blake:** You'll get in there just towards the end of the blue blazer show.

**Keith (as Jasper):** Oh! That kind of trouble! Guessin' I should have brought a mop. Or a wagon. Possibly a wheelbarrow.

[Laughter.]

**Keith (as Jasper):** What uh, what's all the flames?

**Zach (as Moz):** I didn't do anything this time, I promise!

**Gale (as Bonesaw):** It's delicious!

**Blake (as Ellie):** Oh, it's just a bit of a fun little, uh, drink that your friend here asked, asked for. Um, the blue blazer! It was actually uh, put down, by uh, Jerry Thomas, in a book that—Oh, you don't—you're not listening, okay.

**Keith (as Jasper):** No, go ahead!

**Corinne:** Oh, noooo!

**Blake (as Ellie):** It's, it's okay, uh—

**Blake:** And they're going to go back to cleaning the bar up a little bit.

**Keith (as Jasper):** What's the piece of paper you got there?

**Blake:** There's one person that's sitting there, looking like—

**Blake (as bar patron):** It's a... menu? Here, I don't...I just want whiskey, so you can take it. I don't know.

**Keith (as Jasper):** A *menu*? You'd think we were in Bahston! [Boston, accented]

[Laughter.]

**Keith:** I'm gonna peruse the menu!

**Blake:** While all of this is going on, Myra, Ranger Rick has been sitting across from you and is just kind of laughing at it, and he says—

**Blake (as Ranger McCord):** Boy howdy! You know, probably a good thing that Elliot doesn't know about us, if you know what I mean. They seem the folk that would be uh, a little bit too much up in our business, if they knew.

**Corinne (as Myra):** Well uh, I know it's... good form to, you know, keep things low and to ourselves, but I gotta admit, I... I was almost toast several times without these guys. And I've... I don't know, this, this whole 'being separate,' thing, and keeping it a secret, it just... I don't know. I—I kind of. I kind of admitted a lot to one of my friends over there, and I feel... a little lighter? I don't know why it makes any difference, but... I don't know. I mean, I won't tell anybody on you, uh, but uh, I don't know. I don't know if keeping this a secret is... really good for me. But, you know, I'm still thinking on it.

**Blake (as Ranger McCord):** Be careful who you tell. There's more than a few out there who would...[scoffs] Who think that we're uh, *savages*, trying to help those revenants.

**Corinne (as Myra):** Yeah, well... Everybody's a savage to somebody, I guess. But uh, but you know, maybe we need people to... make sure that we're not, you know? Maybe some of us *are* savages. I uh... it's been a good thing for, for me, and for the revenants I've helped, and largely it's been good, but, you know, it's, it's easy to isolate yourself, and then no one can tell you what's good or bad and, that's dangerous. So, I don't know, maybe, maybe just kind of letting people know about it, maybe that's... Maybe that's where we need to change.

**Blake (as Ranger McCord):** Hmm. You haven't run into the uh, Crusade of the Timely Flame yet, have you?

**Corinne (as Myra):** Uh. No, not them.

**Blake (as Ranger McCord):** [laughs] I figured not.

**Corinne (as Myra):** Not particularly. Uh, yeah, they, they can all... no, I'm definitely not for them.

**Blake (as Ranger McCord):** You'll be singing a different tune about keeping yourself secret once you run into them.

**Corinne (as Myra):** Oh, Jesus, I hope not. I've... you know, friends of mine who, you know, undead, who need to be protected? And, ugh, I don't know. Maybe I'll just tell *them*. Maybe I'll just tell my friends.

**Blake (as Ranger McCord):** Ach.

**Corinne (as Myra):** Just so they know.

**Blake (as Ranger McCord):** Good luck with that. I told my partner, about five years back, and... he weren't too keen on it, but... That's how it goes.

**Corinne (as Myra):** Sorry to hear that. It's a damn shame.

**Blake (as Ranger McCord):** I don't know if you've heard. There's been talk of a revenant out near Flagstaff, that's been raised.

**Corinne (as Myra):** Really! Tell me about it.

**Blake (as Ranger McCord):** Don't know too much yet, and honestly, at this point, it just sounds like a bit of play-acting. No solid evidence yet. I haven't heard goals, person, or anybody through the grapevine, but once I know something, I can let you know.

**Corinne (as Myra):** Okay, yeah, let me know uh, if he needs any help.

**Corinne:** I'm gonna roll a quick Insight check.

**Blake:** Okay. Go ahead and roll Sense Motive. What are you looking for, with him?

**Corinne:** Am I the subject of said revenant's ire?

**Gale:** Oohooohooohoo!

[Dice rolling.]

**Blake:** With a twenty Sense Motive, you do not think that he is being oblique towards you, that you are the target.

**Corinne:** Okay. She uh, always has to make sure.

**Corinne (as Myra):** Yeah, yeah, keep me posted, and you know, if you need help, I'm—I'm here! Oh! Speaking of which—

**Corinne:** And she takes a big gulp and sets down the drink.

**Corinne (as Myra):** —I was wondering if you had any dirt on the Diamondbacks? Me and a couple friends are trying to, well, we have a diplomatic solution that we think will work, but just in case that doesn't pan out, I was wondering if you had any kind of information on them, that could help us... make them hesitate to cut our throats. if they take issue with us.

**Blake (as Ranger McCord):** [scoffs] Myra, my business tends to be more with the dead than living. I don't uh, dig into the dirt on them.

**Corinne (as Myra):** Yeah.

**Blake (as Ranger McCord):** Though I, from what I've heard, they've had more than a few uh, revenants in the past come after them, though. They hire more than a few uh, folk to 'take care of' the revenants. Have uh, some gunslingers that do their dirty work for them.

**Blake:** He spits on the ground.

**Gale:** Ohohoho!

**Blake (as Ranger McCord):** Avoiding their justice, like the cowards they are.

**Corinne:** She takes a biiiiiig long drink.

[Gale laughs.]

**Corinne:** A biiiiiig long drink. She sets it down, and she goes—

**Corinne (as Myra):** Yep. Those... dirty bastards.

**Gale:** Aw!

**Blake (as Ranger McCord):** Yeah. Did you know, I heard from some of our friends, some of the people I've been working with out there, because there's not enough revenants to go around these days, they're actually looking at helping some...ghosts.

**Corinne (as Myra):** Really?

**Blake (as Ranger McCord):** Yeah. I don't know. They're not here for revenge, they just have unfinished business. [sighs]

**Corinne (as Myra):** Well, I guess it's a nice change of pace, not having to have all your missions be about, you know, killing somebody, you know, who dun deserve it.

**Blake (as Ranger McCord):** Ah. It makes it simple, doesn't it? You know, you get a Revenant on the path, make sure they get their job done. Just the way it needs to be. Ghost, you have to dig up all of their stuff, like you heard about that one train, that's been seen around?

**Corinne (as Myra):** The ghost train?

**Blake (as Ranger McCord):** Yeah, the ghost train. Snatching up victims, bringing evil around.

**Corinne (as Myra):** We had a close encounter with it. It came right through Perdition, almost snagged someone who lived here.

**Blake (as Ranger McCord):** No shit! Huh...

**Corinne (as Myra):** Mhmm, yeah, I got a real good look at it, too.

**Blake (as Ranger McCord):** Ah, maybe I should put you in touch with my buddy up in Albuquerque or Denver. Denver's the one where he, they really are gung-ho about that—that ghost hunting.

**Corinne (as Myra):** Yeah.

**Blake (as Ranger McCord):** Or, you know, keep your eye out, I heard that Lost Ridge was spotted nearby. Might want to watch out if you're going out into the wilderness.

**Corinne (as Myra):** Lost Ridge?

**Blake (as Ranger McCord):** You know Lost Ridge. [Pause] You know about Lost Ridge, don't you?

**Corinne:** Do I know about Lost Ridge?

**Blake:** Go ahead and roll a Knowledge History.

**Gale:** I am *obsessed* with Myra and her backstory right now.

[Laughter and dice rolling.]



**Keith:** Oh!

**Corinne:** And it's a three!

**Blake:** Yeah, a three?

**Corinne:** She has not heard about it.

**Blake:** Lost Ridge? No clue. You're not sure.

**Corinne:** Just a blank look.

**Blake (as Ranger McCord):** Ugh, man, and they let you be a Revenant Ranger! Okay...

**Gale:** Excuse you!

**Corinne:** Hey!

**Blake:** He laughs, it's definitely said with a bit of like, it's that really mean kind of humor that people think is funny sometimes, but it's not.

**Corinne:** Yeah...

**Blake (as Ranger McCord):** Lost Ridge is this town, that about thirty years ago, no, longer than that, must have been forty years ago, got all up in this uh, gunslinger business. It was actually two towns that were close to each other. Some sort of fight started breaking out, some paranoia, and then all of a sudden...*boom!* Entire area disappears, no trace of the towns. Now, they say, if you come across a saloon standing all by its lonesome, you've found Lost Ridge. And you best turn around, and not take a drink, or else you might get caught in that's there town.

[Gale laughs delightedly.]

**Corinne:** Oh, no, this is cactus juice territory, isn't it? This is the, the town that up and disappeared itself, because it got into some mystery fight, and no one knows what done happened!

**Blake:** After he says this, Ranger Rick just laughs, and says—

**Blake (as Ranger McCord):** Ah, it's all probably a bit uh, overblown, I'm sure. It's just a bunch of ghosts.

**Corinne (as Myra):** Real life is stranger than fiction. Especially with us.

[Musical transition.]

**Gale (as Bonesaw):** Jasper, come drink with us! I've got a package, it's a great night!

**Keith (as Jasper):** Well, uh, I've, I've made my order. I'm trying one of these here 'punch jellies.'

[Laughter.]

**Keith (as Jasper):** Apparently, you can have alcohol without the liquid, which sounds just about perfect for me.

**Blake (as Ellie):** Oh! Yes! Absolutely! Give me one minute! And in fact, uh... I have something for you as well, I—I've been trying this out ever since I learned you were in town, learned that you're not doing much drinking. I, it's still in the experimental phases, I don't know if it's really going to work, but um, yes! The, the, the punch jelly first! And they pull out this big bowl that they have. Pulls out a shot glass, and just, [squelching] right through.

**Zach:** Eeugh.

**Blake:** And this it's this yellowish brown gelatin—

**Gale:** Oh no!

**Blake:** —with a streak of red running through it.

**Zach:** Uh...

**Gale:** Oh god.

**Keith:** I've had Bonesaw's coffee, I'm not scared!

[Everybody laughs.]

**Zach (as Moz):** Uh, it'll just be a round of Devil's Due stout for me!

**Blake (as Ellie):** Oh, uh, local drink! Yeah, absolutely! Um...

**Zach (as Moz):** Get another one for Bones, here. He's earned it.

**Gale (as Bonesaw):** Oh, thank you, Moz!

**Gale:** Out of curiosity, did Moz read the menu himself? Or did he find out what was on it through someone else?

**Zach:** Oh, shit, yeah, that's a good point. Um...

**Keith:** [joking] Can we go one of those restaurants that has the pictures of the food?

[Everybody laughs.]

**Zach:** I'm, I'm gonna go out on a limb and say that Moz *is* literate, he's just a very incredibly slow reader.

**Gale:** Okay, okay.

**Zach:** Not just the fastest, so like he can piece things together, it just takes him five to ten times the length that it should.

**Gale:** Gotcha. So it's been all this time while he's drinking blue blazers, like, figuring out the menu.

**Zach:** Yeah, yeah, is coming back to it.

**Gale:** Okay, cool!

**Blake:** He pulls down this uh, stout in a glass bottle. It has a devil on it holding a broken halo in one finger, and just grinning wickedly. Sets it down.

**Blake (as Ellie):** Uh, that one's a local favorite! Um, Lizzie and Lily made it. Honestly, it's one of their better drinks, that uh... Quite good, quite good. Not quite as good as Slice of Heaven, in my opinion? But that's just my opinion.

**Zach (as Moz):** I think it might be just an acquired taste. Pour it out.

**Blake (as Ellie):** Yeah, of course!

**Blake:** And uh, another stout *thunk*, right in front of Bonesaw.

**Gale (as Bonesaw):** Oh, this is a very interesting design...

**Gale:** Something in the back of Bonesaw's mind tingles, but he, he ignores it, and he says—

**Gale (as Bonesaw):** Who is, who are Lizzie and Lillllll...? What'd you say? Those people.

[Laughter.]

**Zach (as Moz):** Ah, you just sound like you haven't had *nearly* enough to drink, Bones, here!

[Gale cracks up.]

**Zach:** Pushes it forward.

**Blake (as Ellie):** Um, Lizzy Bates and Lillie Ravu. They run the Slice of Heaven Brewery, here in town. They're the ones who have made the Slice of Heaven ale, which is a delicious beer. They made the Devils Due stout, and they just released their first non-beer based, the Hellfire Whiskey, which is... I mean, you should try it, and let Lizzy know what you think of it!

**Gale (as Bonesaw):** Oh, that's very cool, a brewery! Lovely!

**Gale:** Bonesaw is gonna rip open his package, he's impatient.

**Zach (as Moz):** Would you like any help with that?

**Blake:** Inside, there are several vials that have been packed in some straw, of, no more than a couple of grams of different reagents, that have been stacked in, and in the middle, there is a single vial of a swirling purple liquid.

**Gale:** Ahhhahah!

**Gale (as Bonesaw):** Oh, this is lovely!

**Zach (as Moz):** Ah, shooters!

**Blake:** Oh no!

**Zach (as Moz):** Perfect timing!

**Gale (as Bonesaw):** Oh, you, no, sorry, you don't want to drink these. I—I think my mum sent me some new ingredients!

**Zach (as Moz):** Aw...

**Gale (as Bonesaw):** And maybe...

**Gale:** He pulls out the purple... holds it up to the light, and watches it swirl.

**Gale (as Bonesaw):** Maybe a new elixir, we'll have to see. I wonder if the letter... The letter probably explains.

**Gale:** —and he opens the letter.

**Keith:** I'm gonna lean over to Moz.

**Keith (as Jasper):** Did Bonesaw just say his *mother* sent him new ingredients?

**Zach (as Moz):** Believe he did.

**Keith (as Jasper):** I guess everyone has to have one...

**Zach (as Moz):** Didn't realize you were so close to your mother, there, Bones! It's a precious thing, that.

**Gale (as Bonesaw):** Oh, yes! Mum and I go way back. Since...I was born!

[Everybody laughs.]

**Keith:** I'm sorry!

**Gale (as Bonesaw):** Uh, she's actually really more the mastermind behind a lot of the things that I make. It's uh, sort of her business, and, you know, she, all her old recipes, and we exchange notes and things.

**Zach (as Moz):** Hmm.

**Gale:** I think he actually starts to read the letter, but because he's so drunk, he can't really do it alone in his head, so I'm going to read it in drunk Bonesaw voice, under his breath, if that's okay.

[Laughter.]

**Zach:** Please do.

**Blake:** Yeah!

**Keith:** Yes!

**Corinne:** Do it.

**Gale (as Bonesaw):** [reading] My Dearest Temp, we were delighted to receive your latest, dated November 4th. It's been some time since we last heard it from you... Possibly, one of your other letters was lost on its way. If you've ran across outlaws again, I—I hope you gave them what for—

**Gale (as Bonesaw):**—definitely did, mum—

**Gale (as Bonesaw):** [reading] —and managed to keep your traveling companions, besides.

**Gale (as Bonesaw):** Oh, that too, there's a plus!

**Gale (as Bonesaw):** [reading] There's safety in a group, and I can't be losing my darling son to the dangers of the frontier. The money was well timed. Uncle Arty took a bad fall from the wagon, and business has been... well, you know how it is. Always needing to come up with some new oddity like that Barnum or Fossilworth...

**Gale (as Bonesaw):** Oh! I really want to see that show...

**Gale (as Bonesaw):** [reading] If that idiot man would stop trying to bring firewood in, in his condition, I might not have to spend so many reagents keeping him in health. Speaking of which, I've been trying out a new concoction for the livergrown, see accompanying. Send it back with notes if you can, you know I value your insight. We've had snow these last weeks. I know there's no chance you'll be back for the solstice, but, you must find some time to visit in the new year. Is there any chance you could work your way back home? I miss you... and it's lonely without your father. Love always, Mum. P.S. For the livergrown, you may need to find a higher-proof alcohol than is normally sold. The Rotgut whiskey I initially used couldn't get a decent suspension, PPS: Uncle Arty sends his love as well, and if you come across anything *weird* in your travels, send it his way.

**Gale (as Bonesaw):** I certainly will have to...

**Gale:** Bonesaw folds up the letter and tucks it away in his coat.

**Zach:** I think that before Bonesaw can finish reading the entirety of the letter, that he's actually going to leave the bar. Um, and just make out on his own.

**Keith:** Jasper is hanging on every word. And it looks like this letter from somebody he doesn't know to somebody he's recently met, is affecting him ex—very deeply. It's like—

**Keith (as Jasper):** [raw] A letter from your mother... Uh, hey, hey, hey, Ellie! That uh, that punch jelly, that went down without a trace of wetness—

**Keith:** He plunks three dollars on the table.

**Keith (as Jasper):** I'll have nine more.

[Gale laughs.]

**Blake (as Ellie):** Absolutely! Uh...

**Corinne:** [sing-song] We're gonna lose our minds tonight!

**Blake:** Pulls out the entire bowl that they were pulling from, and says—

**Blake (as Ellie):** Uh ...

**Blake:** Counts on their fingers.

**Blake (as Ellie):** Honestly? For that much? Here!

**Blake:** And hands you the whole bowl.

**Zach:** Ew.

**Gale (as Bonesaw):** [crowing] Alright, Jasper!

**Keith:** He's gonna scoop out a shot glass, and he says—

**Keith (as Jasper):** [New England Accent] You know...one of the great things about this new existence, is that I have discovered, that being a zombie, I am completely unaffected by AI—

[Pause.]

**Gale (as Bonesaw):** By, by what?

**Keith:** Then he stops, frozen in space—

[Snickering.]

**Keith:** —and then just slowly, like a tree, falls over backwards, smashes against a table, flips it up in the air, and is out cold, still holding on to a shot glass.

[Everybody laughs.]

**Corinne:** Straight out of Back to the Future, just like—!

**Blake:** There's applause that comes up from around the bar, and just, like—

**Corinne:** Ey, here, here!

**Blake:** —everybody like, somebody yells—

**Blake (as bar patron):** Ah! Can't hold his liquor! Now that's a man who needs to drink more!

[Laughter.]

**Keith:** Holding onto it just fine!

[Laughter.]

**Blake:** Yeah, he's holding it better than most people who fall backwards.

**Gale:** Bonesaw looks around for Moz, and says—

**Gale (as Bonesaw):** Oh, no! Jasper, you've, you've fallen on Moz. Here, let me help get you off!

[Laughter.]

**Gale (as Bonesaw):** I didn't quite see...

**Gale:** He kind of moves Jasper, and finds that Moz is gone.

**Gale (as Bonesaw):** Moz? That's strange, I thought he was just here... Well, uh, Smokey! Are you about?

**Blake:** Smokey's outside and gives a nicker.

**Corinne:** Is Myra done with her conversation?

**Blake:** This is about towards the end of y'all's conversation.

**Corinne:** She probably hears the crash, and sees Jasper on the ground.

**Corinne (as Myra):** Uh, well, that's my cue. Keep in touch, and keep me posted.

**Corinne:** And she goes over to Bonesaw and Jasper and, is looking around for Moz, and goes—

**Corinne (as Myra):** Hey! Hey, you uh, you doing okay? That was a—what, what kind of drink did you get? I could see it from all the way over there.

**Gale (as Bonesaw):** Oh, the blue blazer, yes! Ah, he had the punch jelly, though. I don't know if this is normally how people react. But I was going to try to get him on Smokey—I thought he squished Moz, but I can't find him anywhere!

**Corinne:** I think she notices now, like the letters, and the stuff that are out.

**Corinne (as Myra):** Oh, you got, you got mail? That letter?

**Gale (as Bonesaw):** Yes, eventually. It took some... threatening, and some... you know. Foofaroo?



**Corinne (as Myra):** I'm not even gonna question. All right, let's, let's help Jasper get back up on uh, Smokey.

**Gale (as Bonesaw):** I think I should probably take him back to the inn, I might need to sleep too.

[Door bell rings and nighttime sounds creep in.]

**Corinne (as Myra):** Uh... are...are we okay, Bonesaw? I uh...

**Gale (as Bonesaw):** What! Wh—why wouldn't we be oka—Myra! That's silly, what are you talking about? What?

[Laughter.]

**Corinne:** She takes a breath, and then she looks at Bonesaw, and goes—

**Corinne (as Myra):** I just want you to know...that isn't me anymore. And...I'm really glad I found you guys. And...help, help me as much as you can. and I'll...I'll return the favor.

**Corinne:** So, she's kind of not sure if Bonesaw is like, mad at her, or is just having a rough moment, and with all the letters and stuff, but she, she like, pats him on the back, and goes—

**Corinne (as Myra):** Thank you for listening to me. And uh... Maybe... maybe don't tell the others just yet? Don't... don't tell Jasper.

[Keith laughs.]

**Corinne (as Myra):** He's, he's too... oh God, I can't even imagine if he found out what I did. Moz is okay. Maybe.

**Gale:** I assume we're sort of, walking back to the inn?

**Corinne:** Yeah, we're kind of like—

**Gale:** —with Smokey—

**Corinne:** We've got Jasper—

**Gale:** —to the side of us, and Jasper slung over the back—

**Corinne:** Yeah, slung over the back.

**Gale:** —keeping an eye out for Moz as we go.

**Corinne:** Yeah, we're, on our way.

**Gale:** And Bonesaw... I think is quiet for a long moment, and he says—

**Gale (as Bonesaw):** I...I know how to say this, Please don't leave. And don't... be upset. I don't know how to feel about the things that you did—

**Corinne:** Myra pulls Bonesaw immediately into a hug.

**Gale:** Awww!

**Blake:** Awww!

**Corinne:** And she di—she did not expect that, at all. She thought that Bonesaw was going to be like 'We're not friends anymore, we can't do this,' but the fact that Bonesaw just straight up said 'please don't leave,' without any mentioning anything that she had said before, she immediately just like, takes his giant frame, and like, hugs him. And just hugs him tight.

**Gale:** Aww!

**Corinne:** And she goes—

**Corinne (as Myra):** I'm not... I'm not leaving any of you. I've been alone for so long, and when I wasn't alone. I was with awful people. You guys are the best thing that's happened to me in a long time.

**Gale:** Bonesaw squeezes her, and I think with her sort of cradled in his arms, he doesn't have to look in her face. He can just kind of look down at the top of her head, and somehow that makes it easier for him to say what he wants to. And he says—

**Gale (as Bonesaw):** Myra... I—I believe you're sorry. And maybe that's enough. But I've had... from what I can remember, I've had some... some experiences with people who did things like you used to. And...that's hard for me to let go.

**Corinne:** She gives Bonesaw space, and realizes 'Oh, maybe the hug was too much...'

**Gale:** He pulls her back in, before she can like, get away, so he doesn't have to look at her. he's like—

**Gale (as Bonesaw):** No, no, this is good. Right here.

**Corinne (as Myra):** Um... whatever happened...I'm so sorry. Whatever... if it was me, or my dad, I'm so sorry—

**Gale (as Bonesaw):** No, I—I guarantee it wasn't. It's...[sighs.]

**Corinne (as Myra):** I will—I will help you, in any way I can. I will...and if you need space, I can give you space. If you need me to go shoot somebody, I can go shoot somebody, I can do that too. Just... I understand. I do. And you don't have to apologize for that.

**Gale:** Bonesaw squeezes her again.

**Corinne:** Aww! Yeah, she's very deep in thought, and just a weird mixture of emotions of like, she's glad that her and Bonesaw are, are okay and...for the most part, but now she's like thinking like. 'oh my God, what what does Bonesaw been through? This massive amount of people that have just sent out this wave of misery. What—? You know, how did it affect Bonesaw? But she's not going to pry Bonesaw tonight. So she kind of pats him a bit and goes—

**Corinne (as Myra):** Well um...I'm gonna get Jasper up to... up to bed. And uh...

**Gale (as Bonesaw):** I'm a little concerned about Moz. I might try to find him.

**Corinne (as Myra):** Yeah, where did he run off to?

**Gale (as Bonesaw):** Another bar, probably...

[Haunting music fades in to signal a transition.]

**Blake:** Moz!

**Zach:** Mhmm?

**Blake:** After you walked out of the Lucky Strike, where did you go?

**Zach:** He just needed some time to cool off. I think he was probably gonna go to the clock tower, which I imagine is still standing, maybe a little bit worse for the wear.

**Blake:** It's still standing. It's no longer telling time, and there's no lights up in it.

**Zach:** [laughing] Perfect.

**Blake:** But it is still standing.

**Zach:** Okay. If that's the case, he's probably just gonna go to the top. I imagine he would try and, maybe practicing some music? But he's very frustrated at the moment, and is likely making

a lot of mistakes, and is uh... sort of cursing to himself bitterly. But uh, he's—he's not really doing much other than uh, trying to blow off some steam.

**Blake:** After he's been practicing for a little bit, he feels a tender hand lift his head up a little bit. And a very familiar voice—

**Blake (as familiar voice):** It's okay, my little Moz! It's okay to make mistakes sometimes.

**Blake:** As you look into the face of your mother.

**Blake (as Ma):** You're gonna win for me tomorrow, aren't ya?

**Zach (as Moz):** As much as I want to believe you're here...you're gone. I'm gonna win tomorrow...but I'm not doing it for you.

**Blake (as Titivilius):** Very well. If that's the way you want it.

**Blake:** Her voice changing into a *very* familiar voice that you heard just about twenty-four hours ago from a certain tall and suited figure.

**Corinne:** [sotto voce] What a fucking asshole!

**Blake:** And she disappears.

[Music fades into town ambience to signal a transition.]

**Blake:** It is Sunday the 7th, which means that it is time for the mayor's birthday! Decently early in the morning, there are sounds of like, somebody has pulled out a little plinking honky tonk piano. It appears that it's, while it's not a major like blowout affair, this is a time of celebration, and people are using a bit of relaxation. As you all wake up, everybody is probably extremely hungover after the previous day and the extensive amount of drinking.

**Keith:** Jasper wakes up at about two in the morning, and says—

**Keith (as Jasper):** —cahol!

[Everybody laughs.]

**Keith (as Jasper):** Aw, hell!

**Blake:** As each of you wake up and come downstairs, you see Ellie has left you all several bottles! Tall thin bottles that have a blue fluid kind of flowing through them. There's one for each of you.

**Corinne:** Awww!

**Gale (as Bonesaw):** Oh, bless that snakefolk!

**Gale:** Bonesaw grabs the bottle and downs it.

**Gale (as Bonesaw):** Probably um... alchemist's kindness. Oh! My head!

**Corinne:** Oh, is it alchemist's kindness? Or is it more alcohol?

**Gale (as Bonesaw):** Or more alcohol, I'll take either.

[Laughter.]

**Blake:** As you drink it, immediately it's like *vooom!* The hangover is gone.

**Gale (as Bonesaw):** [sighs with relief].

**Blake:** It is indeed alchemist's kindness.

**Gale (as Bonesaw):** Delightful!

**Keith (as Jasper):** Looks awfully wet.

**Blake:** You do notice one of them is like, suspended in a gelatin.

**Keith (as Jasper):** Hmm...

**Keith:** I'm gonna stare at it for a long time. I'm not taking it yet, I'm just going to be staring at it.

[Laughter.]

**Blake:** you also do hear the sounds of bells coming from the Shrine of Saint Kaxis, as it is Sunday, which is considered one of the holy days for Kaxonites.

**Corinne:** Did you say cactus?

**Blake:** Kaxonites.

**Gale:** Followers of Saint Kaxis.

**Corinne:** Oh...

**Keith:** I have to ask, who was Saint Kaxon? What are they the patron saint of?

**Blake:** Make a Religion check. Or a History check.

**Keith:** Well, let's see...

[Dice rolling.]

**Gale:** Myre and I both got an eleven.

**Keith:** I'm just gonna do history, then...

[Dice rolling.]

**Blake:** Okay.

**Keith:** There we are!

**Gale:** Eighteen!

**Corinne:** Eeey!

**Keith:** Oo!

**Blake:** With an eighteen history, you know that Saint Kaxis was a saint who came over with the Jesuits, about 250 years prior to now. He was a kobold, actually, and specifically, half of him had red scales, half of him had gold scales. What their philosophy became, as they were teaching, they began teaching the importance of civilization and the construction of societies, the rule of law, and most importantly, neutrality. They're very much pushing the idea of 'you don't take sides, you have to be fair and balanced with your presentation of information,' and basically, this religion as a separate sect following these teachings of being fair in all dealings, don't cheat people, this whole list of things. And often the people who are within the Church of Saint Kaxis are called in as mediators between, if there's arguments or disputes that need to be adjudicated, like it doesn't necessarily fall within legal bounds? They'll be called upon to help adjudicate it.

**Gale:** Is this because chromatic dragons are traditionally evil-aligned, and metallic dragons are traditionally good-aligned, so Saint Kaxis was like, balanced between the two?

**Blake:** Essentially, yes, that is what the idea behind it was, is that they were split between these two worlds, and they presented themselves very much as a go-between, and the religious... they don't see Saint Kaxis as like, a deific figure, but there are definitely stories within of like, epic debates that they helped adjudicate between several powerful sects of dragons that were in the old west at the time. Very old west. So, yeah!

**Keith:** All right.

**Blake:** [laughing] That was a lore dump.

**Keith:** Everything that you just said, Jasper is saying unbidden, in a New England accent, to nobody in particular.

**Corinne:** And we all hear this.

[Laughter.]

**Keith:** As if expounding during a lesson. Anybody who wants to listen is welcome to, but it's like, like he's not even looking at anybody when he's doing this.

**Gale (as Bonesaw):** Is this what school is like?

**Keith (as Jasper):** Mmmaybe I should have a swallow of that stuff.

**Corinne (as Myra):** Why's your uh... Why's your accent change?

**Keith (as Jasper):** [folksy accent] What do you mean?

**Corinne (as Myra):** Your uh, your accent?

**Gale (as Bonesaw):** Oh, Myra, it's just zombie brain!

**Keith (as Jasper):** You have an accent, I ain't got no accent!

[Laughter.]

**Corinne:** She kind of thinks about it like—

**Corinne (as Myra):** Huh... to everybody else they're the ones with the accents, but not the person...

**Corinne:** And she, she gets stuck on that point, and gets distracted by that point.

[Laughter.]

**Corinne:** Very conveniently decides to not press Jasper any further.

**Keith:** All right, Jasper's gonna go ahead and take the stuff, because he figures, okay, I haven't got this out of my system yet.

**Blake:** Yeah, and about 10 minutes later, the hangover disappears.

**Keith (as Jasper):** That's a marvelous amount of clarity. So! Anybody got any plans for this uh, shindig what's going on today?

**Zach (as Moz):** I'm performing at request of the fiddle player.

**Gale (as Bonesaw):** You're performing, Mozzie! That's wonderful!

**Zach (as Moz):** I imagine it will be.

**Gale (as Bonesaw):** Can we come watch?

**Zach (as Moz):** Sure! I can always use a friendly face in the audience.

**Corinne (as Myra):** If you need a shill—!

[Laughter.]

**Blake:** Myra, are you doing anything in particular, or are you just kind of hanging out today?

**Corinne:** I think she's just gonna walk around and maybe, say hi to the Mayor, say—

**Corinne (as Myra):** [sarcastically cheery] Happy birthday! Remember me?

[Laughter.]

**Corinne:** Um, I think she'll actually go, she'll try to find like a small gift for the mayor and deliver it...

**Blake:** Oh, you asshole!

**Corinne:** Kind—kind of as a 'sorry,' and also as a 'keep your promise,' she's gonna go do that, and find like a, little, a nice pen or a handkerchief or something. And she probably hasn't told her— anybody, that she just straight up freaking threatened him at gunpoint, um...

[Laughter.]

**Corinne:** So, I think she's she's gonna say, like—

**Corinne (as Myra):** Oh, I'm gonna, you know, grab a present for our good old mayor!

**Keith (as Jasper):** I got a quick question for him, so, yeah, if you don't mind me tagging along...?



**Corinne (as Myra):** Yeah, absolutely.

**Keith (as Jasper):** I won't, I won't get in the way of your gift giving, though, I just got a, I just got a quick question for him, and I'll be out, uh, out your way.

**Corinne (as Myra):** Well, it can, it can be a joint gift. No problems.

**Keith (as Jasper):** Well, hell no, I don't like the man!

**Corinne (as Myra):** Oh!

[Laughter.]

**Keith:** I'll lower my voice.

**Keith (as Jasper):** I think he's a pompous idiot, but...

**Corinne (as Myra):** Yeah, yeah...

**Keith (as Jasper):** And I don't understand why you're getting him a gift!

**Keith:** Because you didn't, you didn't go into that, so...

[Laughter.]

**Corinne (as Myra):** Well, I—

**Keith (as Jasper):** But if it's something you think is important. If you think we need his goodwill or something. But, no, I just uh, I wanted to ask him where he gets his suits.

**Corinne (as Myra):** Uh, I have a feeling there's, there's a little change in the wind. I—I think that he's uh—

[Gale laughs loudly]

**Corinne (as Myra):** You know, people change. People change.

**Corinne:** She's uh—

**Keith (as Jasper):** Yeah, I guess everybody deserves a second chance.

**Corinne:** Aw!

**Gale:** Awww!

**Corinne:** Myra remembers that, in particular.

**Keith:** Well he's, he's not even looking at Myra when he says that. he says it kind of like, so that—for Bonesaw's benefit. Because something's still gnawing at Bonesaw, I can tell.

**Corinne:** Hmm.

**Gale (as Bonesaw):** A lovely sentiment! I'm heading out! I'll see you at the mayor's later!

**Keith (as Jasper):** You—don't get in any trouble!

**Gale (as Bonesaw):** No promises!

**Gale:** He blows a kiss at Jasper.

[Laughter and jaunty honky tonk music, signaling a transition.]

**Blake:** Where are you gonna get the thing? From Noral?

**Corinne:** If she—actually, that's a great place. Um, something that's kind of neat, something kind of pretty, like a trinket. Something absolutely useless, but it's pretty, so it can just sit there, and he can look at it and remember, so...

**Keith:** [laughing] It's made from a rifle shell.

[Everybody laughs.]

**Corinne:** Literally a statue of bullets, it's like...

**Blake:** You enter in, and Noral is sitting behind the desk, and has one hand kind of resting on her chin, and is batting a small ball of yarn on the table, and as you enter, she looks up—

**Blake (as Noral):** Oh! Ah! Hello! Uh, sorry, I was um... is there something I can do for you?

**Blake:** And she like, grabs the yarn ball, sets it down and then *buh-thump, thump* and the yarn ball rolls away. And then she jumps after it—

[Laughter.]

**Blake:** —like, wah!

**Corinne:** Myra makes a mental note like, that is the cutest thing ever, but she doesn't comment on it, because she seems a little, a little self-conscious about it. She goes—

**Corinne (as Myra):** Um, actually, I was looking for a a gift for our dear mayor. Uh, I was wondering if you had anything, you know, something kind of nice? Maybe a handkerchief? Or a nice pen? Or just, anything unusual.

**Blake (as Noral):** Oo! A little unusual, strange...Hmm... Oh, I got lots of very interesting and strange things! Give me, give me one, one minute!

**Blake:** And she disappears, walking a little bit slowly around and up into the back room.

**Corinne:** Is she okay?

**Blake:** Make a Perception check.

[Dice rolling.]

**Corinne:** That is a twenty-one.

**Blake:** She's limping.

**Gale:** Hmm...

**Blake:** She appears to have a wound on the back of her leg, and she goes upstairs. A few minutes later, she comes back down, and says—

**Blake (as Noral):** Well, I have a few interesting things. I have this pen, and uh, well, it doesn't have ink, but it works with a lot of different inks. But it doesn't work with indigo blue ink, which, I don't know why? For some reason, every time I try to put it in, it goes like *pbbt!* All over my face.

**Corinne (as Myra):** Excellent!

**Blake (as Noral):** It's so weird!

**Corinne (as Myra):** I'll get the pen, and the indigo blue ink.

[Everybody laughs.]

**Corinne:** I'm sorry! I can't help it!

**Keith:** If I was drinking right now, that'd be a spit take!

[Laughter.]

**Gale:** Perfect!

**Blake:** She looks a bit confused.

**Blake (as Noral):** Okay!

**Blake:** Sets it down, starts wrapping it up in brown paper.

**Corinne:** I'm starting to feel bad for them.

**Blake (as Noral):** Here you go!

**Blake:** Take some string, ties it up, pulls a knife out of her little belt, *fff!* Cuts the string. One deft movement, puts the knife back.

**Blake (as Noral):** Here you go! Anything else I can do for you, or your friend? Uh—I—I, did you get the bullets that I sent you? I—I'm sorry, I was a little bit, I had a little bit of a sleepless night. I mean, you know how it was, it was so loud!

**Keith (as Jasper):** Uh, yeah! Yeah, I hope—

**Blake (as Noral):** Oh, I could barely sleep!

**Keith (as Jasper):** I hope uh, hope it didn't trouble you too much. And yeah, thank you, I did get the bullets.

**Blake (as Noral):** Oh, good, good, good, good, good, good, good, good! I'm glad to hear that.

**Keith (as Jasper):** But since you're asking, yeah I do have a question. It might save me a trip to the mayor. Um, is there a tailor here in town?

**Blake (as Noral):** A tailor in town? Um, unfortunately, most of us do our own work. I know that some of the—I have some clothing around. The, I believe a Farmer's Collective sometimes puts together clothing drives and collections. They might be able to help you with that.

**Keith (as Jasper):** Hmm. Well then... How about the Three Clops Theater? I know that they do uh, theatrical productions. They must have somebody in charge of costume and who can sew.

**Blake (as Noral):** Oh, yes! Cameron probably could help you out with that! She, she's pretty good! She makes all of her own dresses. It's, it's quite lovely.

**Keith (as Jasper):** What's her name?

**Blake (as Noral):** Uh, Cameron, Cameron McLean. She's the owner. She's a centaur. Tall, wears a red dress most of the time. It's quite lovely.

**Keith (as Jasper):** All right, well I think that answers the question I was going to have for the mayor. Uh... I think he's the only person in town I know who wears suits.

[Laughter.]

**Keith (as Jasper):** Aside from the skinny little things that skunks wear.

[Laughter.]

**Blake (as Noral):** I think he orders his suits...

**Blake:** —and she's kind of looking up into the rafters, her eyes kind of tracking something that isn't there—

**Blake (as Noral):** I think that he usually gets his suits from Albuquerque, special orders them there. There's a tailor there that makes really fine suits, you know, the kind that... very threaded together, can stop bullets kinda stuff.

[Gale gasps admiringly.]

**Keith (as Jasper):** Oh, I don't need nothing fancy like that.

**Blake (as Noral):** Oh...He's a very good tailor. I—I once got some like, specialized, somebody wanted a suit, and I ordered it for them, and, well, it's a very fine fabric. It makes for like a vest kind of thing—

**Corinne (as Myra):** Hey, uh, Noral?

**Blake (as Noral):** Yeah?

**Corinne (as Myra):** Are you okay?

**Blake (as Noral):** Yeah! Why wouldn't I be okay? I mean I'm a little bit tired because I didn't sleep well the other night. Because it was so loud, and did you know there was a fire in town?

**Corinne (as Myra):** Oh, yeah!

**Keith (as Jasper):** I heard tell.

**Corinne (as Myra):** Oh, yeah.

**Blake (as Noral):** It was a big fire, and something happened with Jesse. He was a mean person.

**Corinne:** She looks around and tries to look at what she is looking at?

**Corinne (as Myra):** Are you...?

**Blake (as Noral):** What?

**Corinne (as Myra):** What are you looking at?

**Blake (as Noral):** Dust! There's a bit of dust. Sometimes rats like to run up around there, and I like to look at them.

**Corinne (as Myra):** Is your uh, is your leg okay?

**Blake:** Her head's kind of facing up, and as soon as you say that, her eyes just *dnnk!* Focus on you.

**Blake (as Noral):** Yeah. My leg's fine. Why wouldn't it be?

**Corinne:** Sense le Motive...

[Dice rolling.]

**Corinne:** That's a nat one!

**Keith:** Oh!

**Gale:** Awww!

**Blake:** That's a nat one?

**Corinne:** She has no idea.

**Blake:** Yeah.

**Corinne:** She thinks this cat is cray-cray, and she's just gonna let her be her cray-cray self.

**Blake:** I'm still gonna roll something?

**Corinne:** Okay.

**Blake:** But, I mean, it doesn't make that big of a difference.

[Dice rolling.]

**Blake:** Yeah!

**Keith:** Jasper's oblivious to this.

**Blake:** Yeah, she says—

**Blake (as Noral):** Yeah, everything's fine! I just cut it the other day. I fell out of bed when I was getting up. When all of the stuff was going down. It sucked.

**Gale:** Aww!

**Corinne (as Myra):** All right, well, uh, how much do I owe you?

**Blake (as Noral):** Ah, that would just be uh... sixty-five cents.

**Corinne (as Myra):** Okay.

**Corinne:** She goes ahead and puts a dollar on the table.

**Blake (as Noral):** Oh! Ah, I can't accept that, that's too much. I mean, you, please, here!

**Corinne (as Myra):** Oh, no, no!

**Blake:** And pulls out the change and sets it down. Here. Take it.

**Corinne (as Myra):** No, no, it's, it's okay! It's for—

**Blake:** She grabs Myra's hand—

[Laughter.]

**Blake:** —and like, squeezes it, and holds it open and puts the coins in her hand, and closes Myra's hand.

**Corinne (as Myra):** Okaaaay.

**Blake (as Noral):** Have a good day!

**Blake:** She just smiles. Very large, Cheshire Cat smile.

**Corinne (as Myra):** [hesitant] Ookay... thank you. Uh, I guess, I guess we'll be going. Thank you, Miss!

**Blake (as Noral):** Take care! Bye! Be careful!

**Keith:** As soon as we're outside, I'm going to lean over to Myra and say—

**Keith (as Jasper):** Ahe seem a little uh... I don't know, just a little on the loco side?

**Corinne (as Myra):** Uh, yeah, yeah, a little, a little bit more than a little, I'd say, but uh... I hope she's okay. She—you know, she was limping around a little bit, but I don't know. That cluttered shop, she probably...probably ran into something.

**Keith (as Jasper):** Yeah, yeah. I guess we all have stories. Ah, can't, can't uh, can't open every book, though. Listen. You uh, you go on ahead to the mayor, I got the answer to my question. I was hoping he bought locally, uh, but I wanna, I want to shop locally!

**Corinne (as Myra):** There you go!

**Keith (as Jasper):** I'm gonna head over to the Three Clops Theater, and you go on ahead with your uh, your expedition.

**Corinne (as Myra):** All right, well uh, see you Jasper.

[Musical transition.]

**Blake:** Moz. You walk around a little bit, and you actually see Jim Ziplack in the main area, the main stage.

**Zach:** Yes, where...? Where are we gonna be performing? Like, what part of Perdition?

**Blake:** Right in the town square.

**Zach:** Okay, is that where uh, Bones got uh, his stuff posted up?

**Blake:** Yeah, that, that's where Bonesaw had his show, all of that.

**Gale:** Is my wagon still there? Or did some people *move* it?

[Laughter.]

**Blake:** Bonesaw's wagon is not there.

[Gale gasps.]

**Blake:** It has been moved.



[Gale gasps more dramatically.]

**Blake:** Moz, you see Jim Ziplack just playing on his fiddle, just... and Edgar is glad handing, basically. I mean, there's no other word for it, he's, you know, people are coming up, like— 'Oh, happy birthday, Mayor! Happy birthday, Mayor! Happy birthday, Mayor!' —and it's all—

**Blake (as Mayor Edgar):** Oh, thank you! Thank you very much! It is wonderful to be your locally elected Mayor, and I hope to— I am so thankful for all of your wonderful birthday wishes! Uh, my speech is going to be in about one hour, we'll be able to talk, I'll be able to give all of you the shining light of yet another year...

**Blake:** So, a bunch of just like, bullshit coming out of him.

**Zach:** So, what time is the performance supposed to be?

**Blake:** Probably going to be following right on the back of Edgar's speech.

**Zach:** Okay.

**Blake:** So about... *hopefully* an hour and fifteen minutes. *Probably* an hour and forty-five minutes.

**Gale:** Ohoo!

**Corinne:** Ouch.

**Gale:** God!

**Zach:** Got it.

**Blake:** Ellie is out, they're serving drinks. You see that the aasimar and tiefling are out with large barrels of alcohol, and they're handing out shots and bottles. You see the butcher, this big man with a very large handlebar mustache and mutton chops, coming around wearing a decently fine suit, kind of surprising for a butcher? And a very bloody apron. Has a grill set up, and is just *shh-jssssh*, grilling all sorts of meats up, and just passing it out. Silent Jo just, is sitting in his rocking chair that he's dragged over. Has a bushel of apples that he's handing out to people.

**Zach:** All right. So a very lively showing.

**Blake:** Yeah.

**Zach:** I don't think Moz has anything prior to...to setup. Not, not that I can think of.

**Blake:** Okay.

**Zach:** Maybe go talk to Jim Ziplack?

**Blake:** Yeah, absolutely! You go and approach Jim.

[Tense showdown music threads into the background.]

**Blake (as Jim):** [snooty] Oh! It's *you*. Hmm. Surprised that you would show your face. Ha! Thought you would get cold feet after seeing my amazing performance last night. You did come see the show, didn't you?

**Zach (as Moz):** You had a performance?

**Blake (as Jim):** Yes, at the Three Clops Theater. I understand that someone as uh... *uncultured* as you wouldn't know quality acting—

**Corinne:** Does he want the pen?

[Laughter.]

**Blake (as Jim):** But, that's okay. Cameron is absolutely atrocious on the boards, and it's, frankly, only my performance that made it anything worth writing home about, but... what else is new?

**Zach (as Moz):** As entertaining as that would have been to witness, I feel like watching paint thin would have been even more up my speed.

[Laughter.]

**Blake (as Jim):** Make all the jokes you want. I think that...[laughs] We all know who's better here, and the one who's better doesn't have to stoop to such *crude* insinuations.

**Zach (as Moz):** Hmm. I don't think I need to see your performance to know that I am the better fiddle player between the two of us. There's simply no one better than Moz Copernicus Prior.

**Blake (as Jim):** Maybe you want to up the wager, then?

**Zach (as Moz):** I'm listening.

**Blake (as Jim):** Tell you what. I have a feeling about you.

**Blake:** And he pulls out of his jacket, a piece of paper, and hands it to you.

**Keith:** Uh oh.

**Zach (as Moz):** Now, I'm not much on the reading.

**Blake (as Jim):** I'll make it simple. I own about twenty acres outside of town. Just, just a little distance. Have quite a bit of capital turned up in that area.

**Zach (as Moz):** Mmhmm.

**Blake (as Jim):** If you think you're so good, I want your fiddle.

**Gale:** Ohohohoh!

**Blake (as Jim):** I don't know why, it just seems like the kind of thing that would just look lovely above my fireplace.

**Corinne:** Ohhh!

**Zach (as Moz):** I'm sure you could buy quite a lot of fiddles with twenty-eight acres.

**Blake (as Jim):** Yes.

**Zach (as Moz):** I'm sure you'll be sad to see it go.

**Blake (as Jim):** [chuckles] I'll put my land up against your fiddle. Maybe I'll even toss that fiddle in the fire, and let you watch it burn. [chuckles] Do we have an accord? Mr. Mozzarella Copernicus Prior?

**Zach (as Moz):** Now Jim, you have no idea what you're getting yourself into. I accept.

[Laughter.]

**Blake:** He puts out his hand to shake on it.

**Zach (as Moz):** Moz'll meet him.

**Blake:** As you—

**Corinne:** Oh no!

**Blake:** —grasp hands, Moz—

[Ominous music.]

**Blake:** —you feel, almost like electricity passing through you, just this jolt. And all of the sleepless nights that you've had, all of the tired evenings waking up in a cold sweat. All of that seems to just melt away from you, as you shake his hand. You feel... *good*... and powerful. And you hear a chuckle. Feels like it's coming from you, but it's deeper. More sinister. And then it's gone. And Jim kind of steps back and shakes his head and says—

**Blake (as Jim):** I'll see you in an hour, son. After this here fella finishes his speech. We'll let the crowd decide who's better.

**Zach (as Moz):** Looking forward to it, pansy.

[Laughter.]

**Blake:** —and he returns to playing his fiddle.

[Ominous music switches to something lighter.]

**Blake:** Bonesaw! You had stuff you wanted to do.

**Gale:** Yes! Bonesaw is going to go to Stella's. I would say he's going to get the wagon, but he has no way to get it there, so I'm gonna go see if she has a solution for that too.

**Blake:** Okay. As you approach the door, and you try to open the door to Stella's Wagons, the door's locked.

**Gale:** Bonesaw will pound on it.

**Gale (as Bonesaw):** Hello! *Auf...Auf wiedersehen?*

[Laughter.]

**Gale (as Bonesaw):** I think that's the one!

**Blake:** There's a beat. You hear a *shunnk! Shunnk! Shunnk!* And then the door opens a little, and Stella... She's still wearing that hat that you saw her in before? But instead of her dress, her Sunday best? She's wearing this dark soot black suit, with a rubber apron, and very long rubber gloves on her hands, and a pair of goggles over her eyes, and she lifts them up and says—

**Blake (as Stella):** '*Auf wiedersehen*' means 'goodbye!' Zat is... not what you mean, I think.

**Gale (as Bonesaw):** Oh, you look dressed for some fun times! Hello! Ah, could—could I come in?

**Blake (as Stella):** Ja, ja! Come, come.

**Blake:** —and she opens the door and walks in, and says—

**Blake (as Stella):** Uh, here, have some goggles!

**Gale (as Bonesaw):** Oo! Uh, I don't think I really need them, I've got... you know, my own sort of thing going on.

**Blake (as Stella):** Alright!

**Blake:** And she walks over, and there's a bench that has been set out. You don't see the wagon that had been there previously. The—the gatling wagon.

[Gale laughs.]

**Gale (as Bonesaw):** Have you got a secret storeroom or something?

**Blake (as Stella):** I don't know what you mean! Zere would be no reason for someone like me to have a secret storeroom to hide all of ze—

**Gale (as Bonesaw):** Oh, we're friends! It's all friends here! I'm not going to tell anyone! Trust me, I've done far more illegal things than that!

**Blake (as Stella):** [very slight pause] It's all downstairs! Zer is some uh...fun little experiments that I get up to down zere.

[Laughter.]

**Gale (as Bonesaw):** Oohoh, can I see!

**Blake:** She considers. Uh, make a diplomacy check.

**Gale (as Bonesaw):** I promise I'll only tell people who I don't think will tell the law.

[Laughter and dice rolling.]

**Gale (as Bonesaw):** Fifteen!

**Blake:** Fifteen? She says—

**Blake (as Stella):** Ookay! Come! Come, come, come!

**Gale (as Bonesaw):** [squeals excitedly]

**Blake:** —and she leads you—

**Corinne:** Oh, no!

**Blake:** —and she grabs a lantern—

**Corinne:** There goes the town.

**Blake:** Twists it, twists it back, twists it all the way around, and then shoves it forward, and then *fffff! Zh! Zh! Zh! Zh! Zh!* These... entire set of stairs and a ramp just *ju-ju-ju-ju-ju-ju*, leading down. You walk down, and downstairs is this decently-sized warehouse where you see the wagon, and all these weird contraptions. You see the steam horse, from before? Is half-disassembled and is being repaired, and she steps over and says—

**Blake (as Stella):** Jah, this is vere I like to vork on my experiments.

**Blake:** —and she uh, grabs this lever on the wall, and *zhu!* and electric lights *ju-ju-ju-ju-ju-ju* light up along the way, and she picks up a rod and a piece of metal, and *tsst! tsst!* and starts welding down the length *tsssst!*

**Gale:** Bonesaw is *vibrating* with excitement. His hands are like, tracing weird shapes in the air because he can't hold it all in, and he says—

**Gale (as Bonesaw):** Listen, don't tell my friend Moz, but I think you're my new favorite person! I'm starting to think I can't even afford your prices! This is amazing ! You built all this?

**Blake (as Stella):** Why, zank you!

**Zach:** I heard that.

[Laughter.]

**Blake (as Stella):** Jah! Schweitzer Industries is a leader in contraptions, constructs, and any sorts of ah, steam-powered or...well. We're working on other things that are...other than steam. For example! Zis!

**Blake:** —she points at another wagon—

**Blake (as Stella):** Zat is a Vagan that ah, it runs on steam. No need for ze horse, anything.

**Gale (as Bonesaw):** Oh, *really!*

**Blake (as Stella):** It just is zat I...it's, I'm trying to make a vagon for all folks... a 'Folksvagen.'

[Laughter.]

**Gale (as Bonesaw):** Sorry, a what?

**Blake (as Stella):** A 'Volkswagen,' a vagon for all folks.

[Everybody laughs.]

**Corinne:** Beautiful! Beautiful! Worth it.

**Gale (as Bonesaw):** Oh, oh, certainly!

**Gale:** Bonesaw clearly doesn't understand, but he's just glossing past it.

**Gale (as Bonesaw):** Ah, so do you ever sell any of this? Or is it, you know, just for funsies?

**Blake (as Stella):** I occasionally sell it to those who vant... who are able to pay, but it's... most of it is very experimental, and zere is uh, not many zat can afford it. For, for example uh, my automatenpferd, zat you *borrowed* ze other night?

**Gale (as Bonesaw):** Yes?

**Blake (as Stella):** It's about eight thousand dollars—

**Gale (as Bonesaw):** [chokes]

**Blake (as Stella):** —for me to make it work—

**Gale (as Bonesaw):** Really?

**Blake (as Stella):** —but it, it's incredible! It, you don't need to feed it. It's nice and compact, and it can carry so much. It's very strong, it can go for hours and hours!

**Gale (as Bonesaw):** And it looks *really cool!* You should add that to your pitch!

**Blake (as Stella):** Zat! Zat is true! I always—see, I like you.

**Gale (as Bonesaw):** Awww!

**Blake (as Stella):** Not very many people understand zat to have these...Ah, when you build something like zis, you must have a bit of *flair* to it. Because zat's... *zat* is the thing that makes people vant it, jah?

**Gale (as Bonesaw):** I like you too! Do you want to be friends?

[Laughter.]

**Blake (as Stella):** Jah, jah! If you're villing to...ah, help me out with some of my more um... *challenging* experiments

**Gale (as Bonesaw):** Oh, certainly! I—I love a good experiment!

**Blake (as Stella):** Zere! Zat is good!

**Gale (as Bonesaw):** Ah, but I—I did want to ask you... um... I—I don't think I can afford some of your nicer things, but my wagon's in...*dire straits*, to put it nicely, and I was wondering if you could fix it up, maybe add a little... *flair*, as you say? Just, see what you can do within my budget?

**Blake (as Stella):** Mm! Jah, jah, vat... vat is your budget?

**Gale:** Uh, Bonesaw gives her a number.

**Blake:** Okay. Yeah, we'll discuss it later.

**Gale (as Bonesaw):** And possibly more, once I sell uh, my magical plant!

**Gale:** Bonesaw reaches inside his jacket and takes out, a sort of crumpled-looking goodberry bush, and like, straightens out a few leaves.

**Gale (as Bonesaw):** I—I think it's probably got some worth, but I need to find the right buyer.

**Blake (as Stella):** Zat poor thing looks like it's about half dead!

**Gale (as Bonesaw):** Well, uh, you, you know, it's hard with the road, and I might have sat on it when I was drunk, and you know, I—I try to be good with these things, but really I should probably sell it before my... I know I have a *green* thumb, but it's not 'green' in that sense.

**Blake:** She laughs a little and says—

**Blake (as Stella):** Jah, I can...I believe ze modifications that you can afford... I can probably finish in... five days, if that works for you?

**Gale (as Bonesaw):** Oh, certainly! I think my friends and I are probably going to go do some errands outside of town, and we probably need to leave the cart for a little bit, because it's just not roadworthy right now, so it'll be a good time to leave it in your care.



**Blake (as Stella):** *Sehr gut!* I vill begin vorking on it. Ah... automatenpferd!

**Blake:** —and the mechanical horse that was kind of laying in pieces, its eyes suddenly *vooom* flare up—

**Gale (as Bonesaw):** Oh! Hello!

**Blake:** —and the legs that are detached *shh-chunk! Ch-chunk!* Attach to it, and—

**Gale (as Bonesaw):** Oh, my word!

**Blake:** —*Juh-chunk!* Gets up, reassembling itself.

**Gale (as Bonesaw):** Fascinating!

**Blake (as Stella):** Go fetch ze cart! Ve have work to do!

**Blake:** And, she pulls out this giant blueprint, and starts sketching on it.

**Gale (as Bonesaw):** Ye gods. I really need to earn enough to get that horse.

**Blake (as Stella):** Jah. Vell, I vill be vorking. Uh, let me know if you need anything, otherwise I vill see you in five days.

**Gale (as Bonesaw):** Thank you so much, Stella!

**Blake:** He will actually sweep her hand up, and give it like, it would be a kiss, but he's wearing the mask? So it's more like a peck?

**Keith:** So like...a peck.

[Laughter.]

**Gale:** A, a peck on the hand.

**Blake (as Stella):** Ooh! You are a charmer, no?

**Gale (as Bonesaw):** Oh, you know me! Charmer, yes, that's me! Ah, charm—charming, yes.

**Blake (as Stella):** You remind me of my third husband.

[Gale laughs.]

**Gale (as Bonesaw):** Oh, really? Where is he now?

**Blake (as Stella):** Oh, I've only been married twice.

[Laughter.]

**Gale (as Bonesaw):** [flustered] Oh!...Oh!

**Gale:** If Bonesaw could blush...

[Laughter.]

**Gale:** As—as it is, he sort of flutters his hands around his face, and says—

**Gale (as Bonesaw):** Well—! I'm, I'm—! I'm very flattered, um. But I... no—I don't really, I'm not—! Um.

**Blake (as Stella):** I'm just giving you...making a funny. Zat is funny, jah?

**Gale (as Bonesaw):** Oh! Oh! Yes, of course!

**Corinne:** I ship it, though.

**Gale (as Bonesaw):** Yes, very funny.

**Corinne:** I ship it though.

[Laughter.]

**Zach:** —campaign is said and done, everyone's coming back to Perdition to make a bunch of little people babies.

[Laughter]

**Blake (as Stella):** Very well! Ah, goodbye. *Guten tag*.

**Gale (as Bonesaw):** Uh—*guten nacht*? Wait, I thought you said the other one was goodbye!

**Blake (as Stella):** Ah, '*auf weidersehen*,' *guten tag* is ah, 'good day.'

**Gale (as Bonesaw):** Oh, that's a lot of words. Goodbye! I'll see you later!

[Musical transition.]

**Blake:** Let's hop over to Jasper.

**Keith:** I'll head on over to the Three Clops Theater.

**Blake:** Okay. As you enter, the door is unlocked and you actually see Cameron. Just the lights are fairly low. It's early in the morning and you see she's kind of going through the benches, and is picking up bottles and trash that's around, and she looks up and says—

**Blake (as Cameron):** Oh, um, I'm sorry, sir! I'm just cleaning up from last night's show. Is there something I can do for you?

**Keith (as Jasper):** [New England accent] Actually, I'm not here for a show. Uh, I'm here uh to contract some business, if that's possible.

**Blake (as Cameron):** Oh!

**Keith (as Jasper):** Well, here, let me let me give you a hand while we're talking here, because uh, looks like you've got quite a bit of uh picking up to do.

**Blake (as Cameron):** Oh, thank you.

**Keith (as Jasper):** My name is Jasper, Jasper Graves.

**Blake (as Cameron):** Oh, you're—you're a part of the group that was doing all of the, quite frankly, amazing work that, um... you got rid of Jesse Blackburn, didn't you?

**Keith (as Jasper):** Yes, well... Good riddance to bad rubbish.

**Keith:** As he uh, picks up a piece of uh trash off the ground and plunks it into the bucket.

**Blake:** She gives a little bit of a laugh. It sounds almost like silver bells she's laughing.

**Blake (as Cameron):** Yes uh, were you looking for a play? A song? Um...

**Keith (as Jasper):** Well, actually, I'm, I'm looking for something that uh, you may or may not be able to provide. I'm going to be uh, taking on the role of a—the *real life* role of a schoolteacher soon, and uh, as you can see, my accouterments are not well suited for the classroom. More for the trail. Uh, I would like... I, apparently you have no local tailors, but I thought, if I'm going to be adopting the uniform of a schoolteacher, I might as well really look and say the part, and who would know better how to communicate a *role* to others, than somebody who specializes in stage clothing?

**Blake (as Cameron):** Oh! Well, thank you! I—I quite appreciate it, I—

**Keith (as Jasper):** Do you do commission tailoring?

**Blake (as Cameron):** Honestly, I haven't really thought about it before—most of the things I have made have been for the plays. I—I could definitely do it, but I, wouldn't you prefer to order from a professional? That, I—I could order something from Albuquerque. I'm sure it'd be much better than something I could put together.

**Keith (as Jasper):** I could do mail order, but I'd much prefer to deal with uh, somebody whom I can talk to and see face to face. Also, I've taken a shine to your town, and if I'm going to be here, I might as well help support the local economy, as it were.

**Blake (as Cameron):** Well uh, thank you, that's very generous.

**Keith (as Jasper):** Specifically, I'm looking for a waistcoat, two muslin shirts, one white, one sort of a dove or a fawn or a light gray of some kind, uh, a tie, a hat, broad-brimmed, black, and pants to match. I can... I imagine I'll have to uh, probably send off for proper footwear. These boots won't uh... won't fill out the outfit.

**Blake:** As you're saying all of this, she's kind of calculating in her head and doing stuff, and she says—

**Blake (as Cameron):** Um, yes, I—I suppose I can do that, that—that, yes that, that's all quite straightforward.

**Keith (as Jasper):** Oh! There is one more thing, and another reason I'm not sending off, but uh... uh, engaging somebody who is involved in the theatrical uh, profession. As you can see, I have uh, a condition. I am an undead American. Uh, and as such, the suit that I will have made will have certain padding requirements that would not be found in an ordinary off-the-rack tailored garment. Specifically, I will need the shoulders padded, uh, and considerable padding, uh, around the waist, and along the lengths of the limbs.

**Blake:** She nods, and says—

**Blake (as Cameron):** Absolutely! I can—I can definitely take care of that. Probably a dollar would cover the materials and the time, if that works for you?

**Keith (as Jasper):** Absolutely, as a matter of fact, I'd be happy to pay more, if you need a better fabric. I'm not in a terrific hurry for it, because apparently, I'm going to be headed out to do some more flashing heroics.

[Gale laughs.]

**Blake (as Cameron):** Okay, um, yeah, I—I, absolutely. I can get started on that. Uh, if you're wanting a little bit better fabric, I can ask around and get some—are you okay if I let you know what the price would be later?

**Keith (as Jasper):** That—certainly. Uh, to tell you the truth, I was expecting a great deal more than a dollar, so feel free to uh—what's the word they would say?—to go crazy with it!

[Gale laughs.]

**Blake (as Cameron):** Okay! I—I'll look around and see what I can, what I can find for you. Thank you! I—I greatly appreciate this!

**Keith (as Jasper):** Thank you very much! And does—ah, quick question, does your theater ever engage in the works of the bard?

**Blake (as Cameron):** Oh, of course! I *love* Shakespeare. *Twelfth Night*! The *Tempest*! Oh!

**Keith (as Jasper):** Ah, “We are such stuff as dreams are made on,” are we not?

**Gale:** Awww!

**Blake:** She gets this giddy smile, and says—

**Blake (as Cameron):** I so love performing! And the roles are so powerful, and you—ah! Say. You seem to have an experience with some of these... You, you clearly know—would you be interested in coming and reading with some of my actors? We could give you a role, if you would like? Um, and I'm sure that they would love to hear from you, some of your interpretations on... on the subject?

**Keith (as Jasper):** Nothing would please me more. I'm *deeply* honored. As a matter of fact, uh, I have reached that point in my life, where every person who wishes to be an actor—I've never actually done *much* other than some school productions—every actor has to uh, decide whether or not they are, at this age, capable of performing the role... because it requires a cross-section of age and ability, but I think I would be admirably suited, or at least extremely interested in playing the part of King Lear, if you ever do such a production.

**Blake (as Cameron):** Oh! That would be fantastic! I have tried to find... somebody who would be perfect—! Oh, absolutely! If you wouldn't mind coming by in a couple of days, uh probably about a week, I can finish up the clothing, uh, we don't really... we just closed out one of our performances. I could start getting the other players in town interested! Oh! This would be fantastic! Thank you so much!

**Keith (as Jasper):** If I am in town, I will be pleased as punch to take part in this.

**Blake:** She almost prances a little bit as you say this, and she's just—

**Blake (as Cameron):** Ah! Thank you! I—I—I! I'll start writing up the sides right now! Oh, thank you! Thank you! Thank you!

**Blake:** And she actually leans in and gives you just like, a little hug, and then—

**Gale:** Awww.

**Blake (as Cameron):** Sorry, sorry, that was um... that was probably inappropriate. I'm, I'm...See you later! Uh...

**Blake:** And she returns to cleaning up.

**Keith:** All right, and uh, Jasper having come out of that a good deal more engaged than he thought he might, is actually going to be going out and under his breath, he's saying—

**Keith (as Jasper):** “Blow winds! Crack your cheeks! Rage, blow, you cataracts and hurricanoes!”

[Laughter.]

[Gentle music fades into town ambience.]

**Blake:** Around this time, Edgar Barnett is starting his speech at the main stage.

**Blake (as Mayor Edgar):** Thank you all for coming out to my birthday party, and celebrating with me, ah, another glorious year of being your mayor!

**Blake:** And there's a smattering of polite applause.

**Blake (as Mayor Edgar):** Now, I know that we're all gathered here on this cold February morn, but let's hear it for our local artisans who have come out and given us drinks! Oh, it's absolutely wonderful. Now, I know that it's been an interesting couple of years for us, and an interesting couple of days...[sighs] Ah, but first off, let's, let us give a big thanks to Miss Catalina Leos, our wonderful Sheriff, who has been with us for the past year and a half. Who's taken over after poor Balstrop's untimely death. Now, I remember when I was first elected to this office—

**Blake:** —and he starts going into this very long, very winded, basically political speech, that's just, it's boring. Nobody is really paying attention. It's going to last for... let me roll.

[Laughter.]

**Corinne:** He has to roll...[chanting] One, one, one!

**Keith:** Oh lord.

**Zach:** Oh no!

[Dice rolling.]

**Blake:** Thirty-eight minutes!

[Laughter and groaning.]

**Zach:** Thirty-eight minutes...

**Blake:** It's all him talking, most people are not paying attention, like, it is boring.

**Zach:** How big is the crowd?

**Blake:** There's probably like twenty people? Five of them are actually listening, and those five are like... Duke van Horn, Sheriff Catalina, though hers is kind of like a half-listen. Avery Hodges is there. Terence Jubilee, a white-scale dragonborn in very fine blue clothing carrying a notebook, white ascot. Metal bracers and shoulder pieces? Kind of an old world styling, who appears to be listening quite intently to Edgar's speech, and Wilmington Clark, is the last one who's like *actively* listening. Everyone else is kind of like, 'whatever.' Finally, after these thirty-eight minutes, it wraps up, and there's polite applause coming from these folk.

**Gale (as Bonesaw):** [heckling] Music! Get to the music!

[Laughter.]

**Blake (as Mayor Edgar):** And now, a wonderful presentation from uh, Jim Ziplack of the Three Clops Theater! Thank you all for joining me on my 57th birthday!

**Blake:** Jim steps up, and he has this uh, kind of rakish grin on his face, he says—

**Blake (as Jim):** Thank you all for coming out, and let's give another hand to our wonderful mayor. Now, we have a bit of a special treat for all of you today. In addition to hearing my *wonderful* playing, there's somebody in this audience who thinks that he can possibly stand up to my playing. Who wants to see me stomp this young whippersnapper into the ground with my music?

[Pause.]

**Zach:** Crickets?

**Corinne:** If eye-rolling could make a noise...

**Blake:** Yeah, there's one person who applauds, and it's that like—

**Blake (as audience member):** Yeah! Whoo! [clapping]

**Gale (as Bonesaw):** Good luck with that! Aha!

[Laughter.]

**Blake (as Jim):** Now. Mozzarella Copernicus Prior! Why don't you come up, and let's see what you've got?

**Zach (as Moz):** Ready to dance, pretty boy?

**Blake (as Jim):** [chuckling] I'm wondering what kind of smoke your fiddle's going to make.

**Zach:** So we're going at the same time?

**Blake:** Yes, you're gonna be going at the same time. You two are... dueling, in a sense. You're going to be making checks. You can use whatever checks you want—

**Zach:** Okay.

**Blake:** —they're going to be opposed by him. It's pretty much going to be performance checks, unless you've got something very specific.

**Zach:** I figured.

**Blake:** People can help you out, you can cast spells and do stuff to help your performance, but it'll be giving you either pluses or minuses to your roll, and it's best two out of three.

**Zach:** Okay.

**Blake:** Go ahead and roll initiative. Is everybody else at the show?

**Corinne:** Oh yeah!

**Keith:** Yes.

**Corinne:** Absolutely!

**Blake:** Awesome.

**Keith:** Standing in the back, because I—I think Moz wasn't too sure if he wanted us there or not.



**Zach:** Uh, in the audience, maybe not participating uh, actively. But we'll, we'll see what happens.

**Gale:** [laughing] Oh, Bonesaw's in the crowd. He's constantly heckling Jim and cheering Moz obnoxiously, for whatever it's worth.

[Laughter.]

**Blake:** Okay. that's gonna be Moz going first.

**Zach:** Okay. So, this needs to be an epic performance. This has to knock everyone's socks off, and uh, it doesn't necessarily have to be an *uplifting* performance. Moz wants to strike fear into Jim and also the audience. He wants to capture them, uh, so that they just cannot look away, and that they're absolutely ingrained in everything that is happening on stage. So his first play out the book is gonna be casting Visions of Hell.

**Blake:** Holy shit!

[Laughter.]

**Corinne:** What an opener!

**Zach:** So, this spell is going to transform the terrain for uh, a fifty-foot radius, so everyone, everyone nearby is going to watch as the buildings crumble into ash, and fire begins to erupt from the surrounding places, and the atmosphere changes to thick red haze, the stage kind of fades away and leaves nothing but craggy rocks, and there's lots of cackling and fire off in the distance.

**Blake:** The entire area, just like, *vooom!* Your first note, you two are squared up, starting, and before he even has a chance to start drawing his bow, you slam your foot on the ground and hit the first note. Everyone feels this bit of shakiness. Everybody make a Will save.

**Corinne:** Uh-oh.

**Gale:** Is it a mind-affecting effect?

[Dice rolling.]

**Blake:** Yes, it is.

**Gale:** Then I got a thirteen.

**Corinne:** Ah, and I got a twenty.

**Blake:** Okay. Myra is the only one who's like, 'Oh, this has pretty cool effects.' Everybody else is like 'holy *fuck!*'

[Laughter.]

**Corinne:** She sneaks up behind one person and goes—

**Corinne (as Myra):** [ghost-like] Wooooo!

**Blake:** They fucking bolt, like 'Ahhhh!' They're off.

**Keith:** Jasper's gonna slowly back into the uh, saloon here.

**Blake:** Yeah, Bonesaw, you start to feel dizzy, and something's wrong.

**Gale (as Bonesaw):** Oh...

**Blake:** You're, you're feeling sick.

**Gale (as Bonesaw):** Oh, that's...oh!

**Blake:** And uh, Jim looks like he is a bit put off by this. Go ahead and make your performance check.

[Dice rolling.]

**Zach:** Oof!

[Gale cracks up.]

**Blake:** Thirty-five.

**Keith:** Wow! Thirty-five!

**Gale:** Thirty! Five!

**Corinne:** Oh my God.

**Gale:** What the fuck!

**Corinne:** [clapping] Sit! Down! Jimmy!

**Zach:** [casual] It's adequate.

[Laughter.]

**Blake:** That's the first. Jim, for the first time, looks like he might be a little bit concerned—

**Corinne:** Good!

**Blake:** —as he draws the bow across, and says—

**Blake (as Jim):** You ain't gonna stop me, son.

**Blake:** And in fact—

[Dice rolling, and everyone erupts in hoots of laughter.]

**Blake:** —*Uuuurch!* He nat ones—

**Zach:** Nat ones!

**Blake:** —on his first roll.

**Keith:** Wow!

**Zach:** Man...

**Keith:** Wow!

**Blake:** He is clearly shaken, and everyone kind of laughs as he does this. He's is breathing heavily, and he's looking at you. And like—

**Blake (as Jim):** How are you this good?

**Zach (as Moz):** Trickof the trade! Pay attention, you might learn something!

**Blake:** That is the first round. Handily goes to Moz, and in fact, because he rolled a nat one, his next roll, he is going to take at a additional—I'm gonna say, a minus four penalty. Because of that nat one—

**Zach:** Nice!

**Blake:** —and the fact that he is Shaken. All right. What are you gonna do for your second roll?

**Zach:** I think Moz is gonna very cockily say—

**Zach (as Moz):** Let's turn up the heat!

**Zach:** And uh, we're gonna cast Major Image on the campfire that is sitting right in front of us. One, he's going to sort of expand the fire, make it rage a little bit taller, a little bit wider, and uh, shoot out several different... *assistants!*

**Gale:** [quietly] Oh no!

**Zach:** He is going to be calling for backup. He's gonna get a little imp to create a little fiery piano and start giving him some bass lines.

[Laughter.]

**Zach:** He's gonna have a very the ogre-ish fiend sit behind some drums, and uh, have a little banjo player in the back, with the wings and horns. So uh, just give him a little bit of a band to back him up.

**Blake:** Fantastic! Go ahead and roll with a plus two bonus.

[Dice rolling.]

**Zach:** [dryly] Damn! Only thirty-four.

[Laughter.]

**Keith:** [sarcastic] Not quite as good as the first round!

**Blake:** So, thirty-six?

**Zach:** Yeah, thirty-six. That's, that's true. My little imp is killing it right now.

**Corinne:** Playing 'Freebird.'

[Zach laughs.]

**Blake:** Jim is going to take a deep breath, and he's going to start playing. He's keeping pace with you, not really trying to overtake you. You are driving the music right now, and as he does this, he is going to cast his own spell.

**Zach:** Hmm.

**Blake:** Specifically, you have your band, and suddenly, an entire fucking orchestra appears behind him as he starts playing faster and faster, as he casts his own Major Image.

**Zach:** Hmm.

**Blake:** Rather than a solid ragtime Band like you're going with, he's going for like, epic—

**Zach:** Classical?

**Blake:** '*Daaah, dah daaaaah!*' kind of song—

**Zach:** Mhmm.

**Blake:** —to try and hope and overtake you, as he plays. This is going to give him a plus two bonus to his roll, which means he's only rolling at a minus two.

[Dice rolling.]

**Blake:** Holy shit!

[Everybody erupts in laughter and exclamations]

**Zach:** Oh my god!

**Keith:** Wow! Wow!

**Zach:** Another nat one!

**Keith:** Two fumbles in a row!

**Zach:** Wooow!

**Corinne:** Oh my god!

**Zach:** Maaaaan!

**Keith:** I think he broke a string!

**Blake:** Holy shit!

**Gale:** This is very satisfying, I'm not gonna lie!

**Zach:** God!

**Corinne:** Neither the devil nor God is on his side.

**Blake:** Holy shit!

**Zach:** I—I apparently am a property owner now!

**Gale:** Fuck you, Jim!

**Blake:** Yeah, Moz, that is... With that nat one, that second nat one—

**Corinne:** Yes!

**Blake:** As he's drawing the bow, and he's like 'All right, I've got this. I've got this entire—' *Ping!*  
A string breaks. And he looks down, and he's just—

**Blake (as Jim):** What the f—?

**Blake:** —and the Major Image behind him peels away, and you just, *lay* into it with a full, the entire band going at it, just *duh-nu-nu-dun-daaah-dun-dun!* And he is, just *bowled over*.

**Zach:** As we continue into the final phase, Moz is going to slowly approach Jim. With every step, he's gonna sort of, amplify his boots with uh, more and more force, and uh, for what he's gonna do, is uh, just, just a little simple. Uh, he's going to cast Spark at the bottom of Jim's legs, and set, just a little bit of his pants on fire. Hopefully just to send him running.

**Blake:** Fantastic! You cast this and—

**Keith:** Wow!

**Blake:** *Fwoom!* His pants begin to light up. Make a Perception check for me.

**Zach:** Will do...

[Dice rolling.]

**Zach:** Twenty-two.

**Blake:** Perfect. You finish off the Spark with a nice flourish and drop your arms to give a bow, as his pants light up with a little bit of hellfire. You notice two things. The first thing you notice is, your own shadow being cast—it's darker than it should be from the hellfire that's in front of you, but it just seems darker. *Except*, you see writing on the ground that is glowing the same color as the hellfire—

**Zach:** Hmm.

[Gale laughs.]

**Blake:** In the shadow of your fiddle. Second thing you notice, as you look across the crowd, and everyone applauding this amazing—and *terrifying*—spectacle. What does he see? Bonesaw?

**Gale:** He sees energy ripple up Bonesaw's spine as Bonesaw goes into his mutant form, his eyes glowing red, his muscles starting to swell. And Bonesaw stands at the back of the crowd, just *staring* directly at Moz, in the midst of all this hellfire, these hellish creatures.

**Blake:** Jim gets up and just starts dashing, and as he does, he drops the deed onto the ground, and it clatters *dup, dup, dup, dup!* And as he runs, you feel something else start to get pulled from him, Moz. And you feel yourself *surge* with energy, as something about Jim has been added to you.

**Zach:** Hmm.

**Blake:** And it feels...*good*.

**Zach:** Well, I hope it wasn't his devilish charm.

[Laughter.]

[Lively music is suddenly replaced with an ominous song.]

**Blake:** You turn and look across the crowd, you see this massive hulking form of Bonesaw, and next to him, you see a man in a top hat, with silver glasses, smiling and clapping. Bonesaw.

**Gale:** So, I failed the will save. I think I'm frozen by fear?

**Blake:** Yes.

**Gale:** From the initial hellish thing, so I *cannot* move—

**Blake:** Correct.

**Gale:** —thank goodness.

**Zach:** Oh shit!

[Laughter.]

**Gale:** Okay. Bonesaw's hands just clench into fists at his side very slowly, the leather on his gloves creaking.

**Zach:** I think Moz is gonna let his Illusions die out as he picks up the deed of the land, uh, that Jim left, and uh, I guess, make his way over to the food stand, because uh, he's hungry.

[Gale laughs.]

**Blake:** Absolutely. Bonesaw. Before you can move, you feel somebody clap you on the shoulder, and you turn, and you see this man in a suit that you immediately recognize. And he leans in and says—

**Blake (as Titivilius):** Don't hurt my boy, son.

**Blake:** —and he punches you in the gut.

[Gale laughs.]

**Corinne:** [gasping] What...?

**Zach:** Shit!

**Blake:** And then walks away.

**Gale:** Question.

**Blake:** Yes?

**Gale:** Have I met him before? Is he a part of my past?

**Blake:** You don't remember him.

**Gale:** Okay...the figure that is Bonesaw will choke air out as they're punched in the gut.

**Gale (as Bonesaw):** [different accent] You can't control me, devil spawn.

**Blake (as Titivilius):** I don't intend to. But considering what you've been reduced to, I don't think I have much I have to worry about. Good luck!

**Blake:** —and he disappears into the crowd.

**Gale:** [laughing] Spicy!

**Zach:** Don't kill me!

**Keith:** Interesting...

**Corinne:** There's some next level stuff going on.



**Zach:** It's, it's just lights and effects, it's just lights and effects, Gabby.

[Everybody laughs.]

**Corinne:** Can Myra roll to see Bonesaw having this reaction?

**Blake:** Absolutely. Roll a Perception check.

**Gale:** [laughing] He's kind of hard to miss.

[Dice rolling]

**Blake:** Twenty-eight? Yeah, I think you definitely see this. You see Bonesaw talking to himself. He suddenly doubles over, like somebody punched him in the gut.

**Gale:** And of course, he's larger, and red-eyed.

**Blake:** Yes, yeah, all of that, but it's just him. You don't see Titivilius.

**Corinne:** She instantly recalls back to when Bonesaw was not himself, and goes to Bonesaw and goes—

**Corinne (as Myra):** Whoa, Bonesaw. Bonesaw, are you okay? Bonesaw? Is this Bonesaw? Templeton?

**Gale:** The figure that is Bonesaw stands up, sort of holding their gut, and looks down at you from their height.

**Corinne:** She looks up.

**Gale (as Bonesaw):** [different accent] You're Myra... right?

**Corinne (as Myra):** Am I talking to Bonesaw? Or am I talking to his friend?

**Gale (as Bonesaw):** [considering] ...friend.

**Corinne (as Myra):** What are you doing here?

**Gale (as Bonesaw):** ...I came for the show/

[Laughter.]

**Corinne:** That's such a classy line, by the way.

[Gale snickers.]

[Music fades out to be replaced by town ambience.]

**Blake:** Moz. You have finished up this fucking amazing song, and as you do, and as you're coming off and going to the food, the butcher just hands you like a plate, and is applauding. Everyone is coming up and like, clapping you on the shoulders, and, you actually get a couple of people like, giving you tips. You end up making about three dollars worth of tips from this performance.

**Zach:** I'll take it! Buy a few more shots of hellfire.

[Laughter.]

**Blake:** Oh, of hellfire, that you can buy a lot. They are selling it—that's one of the three drinks that Lizzy and Lillie are providing, if you want it.

**Zach:** Sure, I'll grab a shot or two.

**Blake:** Okay. They're charging more than a penny, they're charging ten cents for it.

**Zach:** Okay.

**Blake:** Uh, as you drink it? It *sucks*.

[Zach laughs.]

**Gale:** Aww!

**Blake:** It is the worst fucking whiskey that you have ever had.

**Corinne:** Oh, no!

**Zach:** Man!

**Blake:** It tastes, like, it is pure acetone on the nose. It is like—

**Gale:** —I thought you were gonna say pure *ass*!

[Everybody laughs.]

**Blake:** No, it is acetone, it's like drinking gasoline.

**Corinne:** Mm! Ass whiskey!

**Blake:** It is not good whiskey.

**Zach:** Man.

**Zach (as Moz):** Eugh!

**Blake:** But it is cheap.

**Keith:** Finest balsa-aged whiskey.

[Laughter.]

**Zach:** Well, I got one part of hell right!

**Corinne:** I thought you said 'ballsack.'

[Everybody laughs.]

**Keith:** You're mishearing a lot of things, there, Myra!

**Corinne:** This is getting worse!

**Gale:** This whiskey tastes like *ass* and *ballsacks*.

**Keith:** I'll have some of that ass ballsack whiskey!

[Laughter,]

**Blake:** The festivities continue. Jim has run off. Moz, you have collected your deed to your new house! That is nearby.

**Zach:** I have a house!

**Blake:** A twenty-acre with a ranch home on it.

**Z** Shit!

**Gale:** Damn!

**Zach:** Real quick, I would like to try and catch a whiff of that contract that appears to be eluding me? Um, if it's still visible?

**Blake:** There is... no, Jim is gone...

**Zach:** Jim is gone.

**Blake:** And, well... no I'm not gonna say any more than that.

**Zach:** All right.

**Blake:** But as you look at your shadow, it is returned to what you would expect for this time of day, and there's no additional writing coming from the shadow of your fiddle right now.

**Zach (as Moz):** Shit! Aggh! I'll go mope in my house!

[Laughter.]

[The main theme kicks in, signaling the end of the episode.]

**Gale:** Dust and Blood is a Rolling Path production, featuring Corinne Hill as Myra Sting, Blake Alfson as our GM, Zach Parker as Moz Copernicus Prior, Keith Curtis as Jasper Graves, and myself, Gale Parker as Bonesaw.

Our theme song is Dust and Blood by Arne Parrott, and other music throughout this recording is provided by Kevin Macleod, Tabletop Audio, Dark Fantasy Studios, and the Desperados 3 Original Game Soundtrack by Filippo Beck Peccoz.

Transcripts, detailed sound credits, and more can be found on our website at [DustAndBloodPod.com](http://DustAndBloodPod.com). You can follow us on X and Facebook at DustAndBloodPod. Support us through our Patreon at Dust and Blood, where you can join our community discord and get perks like our behind-the-scenes discussion show, The Roundup.

We are so grateful for the support of our fans, people like Hazz, Hylen, LegoQueenBB, and Barbara!

Dust and Blood releases monthly on the first, and our next episode is coming at you on November first.

Content warnings can be found in every episode description, and we hope you enjoy exploring this fantasy western with us. Thanks for listening!

[Main theme continues.]

**Corinne:** I finally found another Revenant Ranger! I'm so happy!

**Gale:** So cool!

**Corinne:** It's like, 'Yay! My club!'

**Gale:** Blake, is that a new voice? Is that your deep gravel voice?

[Laughter.]

**Gale:** I love it.

**Blake:** It's...it's a voice I've been saving for Ranger Rick for a while.

[Laughter.]

**Corinne:** Nice!

**Gale:** Ranger *Rick*!

**Corinne:** Ranger Rick!

[Gale laughing.]

**Corinne:** Excellent.

[Main theme continues.]

**Blake:** I regret nothing with that joke.

[Laughter.]

**Blake:** I've been sitting on that joke since I created her, and I have... I regret nothing.

[Laughter.]

**Corinne:** Beautiful! Beautiful! Worth it!

[Main theme continues.]

**Gale:** Oh my God!

**Blake:** What?

**Gale:** The word 'Sarsaparilla'—

[Laughter.]

**Gale:** —is spelled ‘Sarsa’ ‘parilla?’

**Zach:** Yeah.

**Corinne:** Yeah.

**Gale:** There’s an ‘a’ in there?

**Zach:** Don’t look at it, Gabby.

**Keith:** Sarsaparilla!

**Gale:** No!

**Zach:** Don’t hurt your eyes!

**Gale:** [lamenting] This is like when I learned ‘raspberry’ had a ‘p!’ Haaaaaugh! Sarsa-parilla, Sarsapar—, sarsa—Okay!

**Zach:** Ga–Gabby, Ga—[laughing]

**Gale:** [offended] Okay! Okay! Okay!

**Corinne:** Sarsaparilla...

**Zach:** Just forget about it! You never saw it!

**Gale:** Fucking autocorrect. Okay, I’m sorry, Blake—

**Blake:** —Um.

**Gale:** Go ahead.

[Laughter.]

[Cassette ending sound.]