

Transcript of Dust and Blood Episode 33 - Skeletons in the Closet

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, our heroes vied at a fae auction for a Stridvarius to replace Moz' hellish violin, returned to the mortal realm of Albuquerque, and were thrown into combat against transformed undead Reginald!

Blake: We dive immediately into combat.

[Gale laughs.]

Corinne: Ohhh my god!

Blake: If everybody could please roll me some Initiative!

[Dice rolling.]

[Cheering.]

Corinne: Oh my god!

Gale: Yes!

[Dice rolling.]

Gale: Oh no, Jasper!

Keith: Oh my goodness!

Blake: —and just so you guys can see what happened to dear old old Reginald...

Gale: Ohohoh!

Corinne: Nice!

Gale: Dang! That all happened right now?

Blake: That all happened right now.

Gale: His nose caved in and disappeared? His teeth grew to be two inches long and all the skin around them is missing, and his entire hand is skeletal?

Blake: Yes. His right hand in particular, you notice all of the flesh just immediately sloughed off onto the ground—

Gale: Oh, god!

Corinne: Ew!

Blake: His lips peeled back, his eye goes a milky white—

[Keith laughs.]

Blake: One of his eyes just full on—[schlorping]—into his skull, disappearing.

[Gale laughs.]

Zach: Ew!

Corinne: Gross!

Gale (as Bonesaw): Oh my god, a zombie!

[Laughter.]

Zach: [joking] Ruuun!

[Laughter.]

Zach: Moz is just going to stare at Bonesaw.

Keith: How many of you have read his nameplate?

Gale: Deadginald?

[Shrieking laughter.]

Corinne: [laughing] Deadginald!

Keith: I just noticed it...

Gale: [laughing] Oh my god!

Corinne: That's beautiful!

[Laughter]

Gale: I love that Virginia is also in the turn order, and first!

[Laughter.]

Gale: She's faster than all of us.

Blake: Yeah!

[Laughter.]

Corinne: She just going to book out of dodge!

Keith: *Zoom!*

Gale: I don't know, she might pull out like a little pistol or something, and...

Keith: Right cross, right cross, uppercut!

[Gale laughs.]

Blake: She is withdrawing and getting the fuck out of there—

Corinne: Yup!

Blake: —as she sees him go feral, she stands up and says—

Blake (as Virginia): My word! That is completely uncouth!

[Laughter.]

Corinne (as Myra): Yeah, uncouth, that's a word for it, lady!

Keith (as Virginia): [joking] Heavens! What a faux pas!

[Gale laughs.]

Gale (as Bonesaw): How rude!

Blake: She does pull out, like a small penknife dagger. It looks like it's more of a um... letter opener than an actual dagger?

[Gale laughs.]

Blake: —and that brings us to Myra.

Corinne: Myra whips out Morning Glory—

Gale: Hah!

Corinne: —and she throws in the positive energy bullet—

Gale: Oo!

Corinne: —and she's going to do a full round attack.

Blake: Okay!

Gale: Nice!

[Dice rolling.]

Blake: Oho!

Corinne: Damn!

Gale: Oohohohh!

Blake: Holy shit!

Gale: Three shots now! Look at that level up!

Corinne: Yeah, [shooting sounds.]

Blake: Oh, fuck!

Zach: Oo!

Corinne: I've also taken a feat called Clustered Shot? Where, whenever I do a full round action, you're supposed to take all the damage that passes together—

[Gale gasps.]

Corinne: —before you add damage resistance.

Blake: Oh fuck!

Gale: Ohohoh!

Blake: That is fantastic! You blast him and just—*[foom! foom!]*—the entire room just lighting up bright as this fires off.

[Gale giggles.]

Blake: First two hit, last one does not hit, tie goes to the defender.

Corinne: Gotcha.

Blake: But that is twenty-two damage—Oh wait, no! It does positive energy too, doesn't it?

Gale: Ohoh!

Blake: Oh...

[Laughter and excitement.]

Blake: He is going to take fifty percent more.

[Corinne laughs.]

Gale: Bonesaw squints behind his tinted lenses and is like—

Gale (as Bonesaw): Oh, that's tasty! Just uh, keep it pointed that-a-way, why don't you?

[Laughter.]

Corinne (as Myra): Sorry!

Blake: Yeah, that's thirty-one points of damage.

Gale: Nice!

Corinne: Holy shit!

Blake: The rest of his jaw that had the flesh on it, you just sear it away, and now it's just these jagged pointed teeth on the bottom of a skull with four muscles holding it together. Which brings us to Deadginald's turn.

Gale: Deadginald!

[Laughter.]

Blake: He whips his head around at you, Myra, now that you did damage—he was originally tracking Virginia, and he just opens his mouth—[snarling roar]---Time for a hunt! —[roar]—as he charges at you—

Zach: Oh shit! Moz didn't hear anything, because Deadginald just sprinted past him to get to Virginia, he's shitting his pants right now!

[Laughter.]

Blake: Yeah, so he's actually attacking you, Myra. What's your AC?

[Dice rolling.]

Gale: Mmm!

Corinne: That's fair, I did shoot the crap out of him. My AC is nineteen?

Blake: Okay, he hits you, lunging at you, and just rips a chunk of your shoulder out by his teeth—

[Gale hisses.]

Corinne: Owie!

Blake: —lifts it up, and just—[slurping]—slurps it down.

Keith: Uh!

Corinne: Oo!

Gale: Ohh no!

Blake: So that's the first thing. Second thing, I need you to please make a Fortitude save for me.

Corinne: Okay.

[Dice rolling.]

Corinne: Ooh, ten.

[Disappointed sounds.]

Blake: Ohhh...

[Corinne laughs.]

Blake: Well, we'll get to that in a second. Make a second Fortitude save for me, please.

Corinne: Oh no...

[Dice rolling.]

Corinne: Twelve?

Blake: You feel this, and you go to put a hand on this bloody wound—

Corinne: Mhmm?

Blake: —and as you do, you start to breathe a little bit heavier. You start sweating like you immediately have a fever—

Corinne: Oh no...

Blake: —and as you reach up, you suddenly feel your arms start locking up, and you are paralyzed for—

[Gale gasps.]

[Dice rolling.]

Blake: —four rounds. You can make it check at the end of each round.

Gale: Fuuuck.

Corinne: Okay. Her arm goes stiff and she's like—

Corinne (as Myra): Uh.. guys? Guys, my arm... my arm ain't working!

Gale (as Bonesaw): [concerned] Ooh!

Corinne (as Myra): He's got a real nasty bite. Make sure he doesn't bite you! I—I can't move my arm!

Keith (as Jasper): Oh no!

Blake: That's all Deadginald can do this turn. Bonesaw, you're up!

[Gale laughs nervously.]

Corinne: Do not let him give you kisses...

[Laughter.]

Gale: No smoochies from Deadginald, no thank you!

Corinne: [laughing] No smoochies from...

Blake: Oh! Sorry, you also took five points of damage for what it's worth.

Corinne: Oh, I was wondering about that, I was like, 'wait a minute!'

[Laughter.]

Corinne: I was like, 'that was a hell of a...hell of a bit, but okay!'

Keith: He just kind of slobbered on you!

Gale: Okay, I would like to Bullrush him to get him away from the group. Since it's not a full round action, I will first Rage. Bonesaw looks at where Myra is frozen and says—

Gale (as Bonesaw): [angry] This isn't fucking happening!

[Laughter.]

Gale: —and his—his eyes go red, and his muscles swell up, and that should give me some... help!

Blake: Yeah.

[Dice rolling.]

Gale: Hmm... twenty-three.

Blake: His CMD is twenty-four.

Gale: God damn it...

Corinne: Wow!

Blake: You also take an Attack of Opportunity—

[Gale laughs.]

Blake: —and he is going to attempt to bite you. And—

[Dice rolling.]

Blake: —oh no! You lunge to push him back. He is surprisingly strong for as frail as he suddenly looks, and he goes to bite you on the back of the neck Bonesaw—you're barreled forward to push him, he's leaning down. As you do, you hear him just go—[snarls broken off suddenly, confused]—and you see him kind of whacking at his face and his eye socket?

Gale: [laughing] Did he choke on Goiter?

[Laughter.]

Blake: It does seem like Goiter, like, stuck two prods out to poke him in the eye—

[Laughter.]

Blake: He appears to be Blinded!

Keith: Okay, now we have gone into Sam Raimi territory!

[Laughter.]

Gale: Blinded?

Blake: Blinded. For one round.

Gale: That's great! Okay...

[Keith laughs.]

Gale: Go Goiter!

Blake: Jordan is going to move over there and cower.

Gale (as Bonesaw): Oh, thanks for the help, buddy!

[Laughter.]

Blake: Moz, you're up!

Zach: Moz is going to say—

Zach (as Moz): Well, let's try try this baby out!

Zach: —and uh, he's going to do a quick little spin, five foot step backwards away from Deadginald, and he's going to whip out his Stradavarius!

Gale: Oooo!

Blake: Mmm!

Zach: I think, uh, he'll—he'll try whipping up a tune real quick, but I—I want to say it it sounds out of tune, like—like it takes Moz a moment to uh, get his bearings. The—the first couple notes are bad—

[Laughter.]

Zach: I—he—he's very accustomed to his—his golden fiddle. But, that being said, I—I do want to do some—some fancy things with it!

Gale: Ooo!

Zach: Uh, so, I have the ability of casting a spell as a swift action now, at times. But I—I think I'm going to start with an Ear-Piercing Scream, so...

[Laughter.]

Zach: I'm going to need Deadginald to do a saving throw for me, Fortitude—

[Dice rolling.]

Zach: —but beyond the swift action, Moz is also going to whip up a Bardic Performance. We're just going to do Inspire Courage.

Gale: Oo!

Zach: Everyone gets a morale bonus on saving throws and attacks and...

Gale: Yay! Thank you!

Corinne: Thank you!

Blake: Unfortunately, he did not twenty—

Zach: Okay.

Blake: —but he'll take half. Definitely hurt him! Jasper, you're up!

Keith: All right! Say—

Keith (as Jasper): Sorry, Reginald! Just can't take no chances!

Gale: Hee hee!

Keith: —and I am going to unload upon him. I'm not going to designate him an enemy, because I... I feel he's a victim.

Gale: Awwwwohoh!

Keith: But that's not going to stop me from shooting the gathorn out of him!

[Gale laughs.]

[Dice rolling.]

Keith: Uh-oh!

Blake: Uh-oh!

Gale: Ooo!

Blake: Uh, first one does hit—

Gale: Wow!

Keith: Okay...

Blake: —and will do nine damage. However, that second one, that nat one, is going to be a misfire.

[Gale hisses.]

Corinne: Yikes!

Keith (as Jasper): Must be jammed up with fairy dust!

[Gale laughs.]

Keith: All right, second gun!

[Dice rolling.]

Blake: Okay, hit, hit, hit! Those are three hits!

Gale: Whoo!

Keith: Okay! That's a total of uh...nineteen, twenty-nine...thirty-one points of damage!

Blake: Ohohoh!

Corinne: Damn!

Gale: Nice!

Keith: [shooting sounds.] Blam! Blam! Blam!

[Gale giggles.]

Blake: Ohh...He does not look good after that second set of guns.

[Gale laughs.]

Blake: He looks very bad, in fact.

Keith: And I think as a swift action, I can say reload to top off the guns?

Blake: Yeah. You'll need to repair the uh, first gun?

Keith: Right.

Blake: Like, the first gun is toast, but Myra can repair that easily once she's unfrozen.

Keith: [laughing] 'Don't die, Myra! My gun needs repair!'

[Laughter.]

Blake: Virginia is going to step forward, take her dagger, that little penknife, flip it in her hand, and just [knife-throw sound]—wing it at him!

[Dice rolling.]

Gale: Wow!

Corinne: Damn!

[Keith laughs.]

Corinne: Girl got skills!

Keith (as Virginia): [joking] 'Calling up on my days in the circus...'

[Gale laughs.]

Blake: —and it hits him in the pith helmet? And just knocks the pth helmet off, and it goes tumbling.

[Laughter.]

Blake: She just says—

Blake (as Virginia): Oh shit!

[Lauhgtter.]

Blake: She's going to move back behind all of you.

[Laughter.]

Blake: Which brings us to Myra! Myra, go ahead and give me a Fortitude save!

Corinne: Okay.

Blake: DC you're trying to beat is... fifteen, DC fifteen.

[Dice rolling.]

Blake: Oh...

Corinne: Oh, thirteen. Not quite.

Blake: So, unfortunately, you're still frozen.

Corinne: Okay. I think she'll just say... 'cause she—she heard him say words, which means he's not completely mindless, and so, she goes—

Corinne (as Myra): Listen. You're not going to win this. Okay? You're going to go down! But... if you tell us, you know, what might have happened? If you got a little undead graft recently...?

[Laughter.]

Corinne (as Myra): Or... if you've run into any kind of particular weird stranger that might have caused this? We can help you! We're trying to find this person!

Blake: He shuffles to the side in a five foot step. He is going to try and bite Bonesaw with a massive penalty, 'cause I think Blinded, you lose...

[Gale laughs.]

Gale (as Bonesaw): Bring it, mealy-mouth!

[Laughter.]

Gale (as Bonesaw): You weren't shit when you were alive!

Blake (as Deadginald): [snarls]

Keith: Wow! Poor Reginald!

[Gale laughs.]

[Dice rolling.]

Blake: That is a twenty-five to hit?

Gale: Oh, that might actually hit—

[Laughter.]

Keith: God, I hope so!

Gale: Oh, yeah, I... my AC is a nineteen.

Blake: He bites you first, then he rends his dead hand across your chest for twenty-three—

[Gale breathes out.]

Blake: And then a... fucking hell! He got so close to nat twenty-ing on all three of those!

Corinne: Oh!

Gale: Oo!

Blake: —and his final attack, he does claws again for... nine points of damage. So, in total, he's doing twenty-three points of damage, and then I need you to make a Fortitude save?

Gale: Okay! I have a plus six class bonus on saving throws against poison, and plus two on saving throws against disease.

Blake: This is a disease effect.

Gale: Okay, so...

[Dice rolling.]

Gale: Eighteen.

Blake: That... succeeds!

Gale: Nice!

Blake: —against the disease, then I need you to make three DC 15 Fortitude saves.

Gale: Oo! Okay, that's—that's fun!

[Dice rolling.]

Gale: Uh, twenty-one?

Blake: Success.

[Dice rolling.]

Gale: A fifteen?

Corinne: Oo...

Blake: Success...

[Dice rolling.]

Gale: —and a twenty.

Blake: Success!

Corinne: Oh!

Gale: Haha!

[Corinne makes a relieved sound.]

[Laughter.]

Blake: So you only take the twenty-three points of damage.

Gale: [laughing] Okay!

Gale (as Bonesaw): Ouch!

Blake: —and that brings us to Bonesaw's turn.

Gale (as Bonesaw): All right, um. Are we trying to keep him alive? Is that what's going on?

Zach (as Moz): I think we're well past that point there, Bones!

Gale (as Bonesaw): Right!

Keith (as Jasper): We need to know what happened to him, but can't let him kill us!

Gale: [laughing] Bonesaw will pull out Crux. Does that provoke an attack of opportunity?
Drawing a weapon?

Blake: Yes, it does.

[Dice rolling.]

Blake: That's going to be a thirty-one to bite you—!

Corinne: Holy shit!

Blake: —which hits!

Gale: [laughing] Yeah, that'll hit!

Blake: I have been rolling so fucking good!

Zach: Jesus christ...

Blake: I am sorry!

Gale: You know what? You were due! I'm not sorry!

[Laughter.]

Blake: —and you're going to take seven points of damage.

Gale: Okay.

Blake: Make another Fortitude save versus disease.

Gale: Mhmm... Mhmm...

[Dice rolling.]

Gale: Uh, nineteen!

Blake: That succeeds, and then another Fortitude save DC fifteen.

[Dice rolling.]

Gale: A twenty-six!

Blake: —and you make it!

Corinne: Damn!

Gale: Oh, I'm sorry, that's a—that was a Reflex save, my bad.

Blake: Oh, yep.

[Dice rolling.]

Gale: A thirty!

[Laughter.]

Corinne: Holy shit!

Blake: A thirty!

[Laughter.]

Corinne: Can't touch this!

[Gale scats 'Can't Touch This.]

Corinne: MC Bonesaw!

Blake: Yeah, he's sinking his teeth into you, but it is just not doing any damage to you.

Gale (as Bonesaw): Listen, those nerves have been dead for years!

[Laughter.]

Blake: —and then it's the rest of your turn!

Gale: Okay! Then I will slice at him with Crux... For non-lethal damage, that's just a flat minus to the check?

Blake: Yes... I will say, you do know that undead resistances, which you would know because you are yourself a zombie—

Gale: Mhmm...

Blake: —not subject to non-lethal damage. Yeah, so you would know you can't knock him out.

Gale: Well, it was worth asking. Swing!

[Dice rolling.]

[Laughter.]

Blake: So, he had one hit point left!

Gale: What!

Corinne: Holy shit!

Gale: [laughing] Are you serious?

Zach: You're shitting me!

Blake: Yeah!

Gale: No!

[Laughter.]

Gale: I'm going to fuckin'... I'm going to fuckin' home run him into the afterlife!

Corinne: Whoosh!

[Laughter.]

Gale: Just—[*poof!*]

Corinne: It's just a fine red mist!

Gale: He's just going to go straight...straight to ashes and dust!

Corinne: Little pieces all over the place!

Gale: A thirty-two, a nat twenty...

Corinne: Jesus!

Blake: Yeah, you start slashing into him—

[Gale snickers.]

Blake: —he is just getting obliterated, just—[*foom! Foom! Foom!*]
—You do notice as you're hacking pieces off of him, each one, as it falls, just starts dissolving into this red and fleshy muck that quickly is smoking and then dissolving.

Gale: Hmm...

Corinne: Mmm...

Blake: By the time Bonesaw has kind of finished his little tantrum?

[Gale laughs.]

Blake: There's nothing left of Deadginald—

Gale: Oh no!

[Zach laughs.]

Blake: —and it's not just because of Bonesaw—

Gale: [sighing] Okay...

Blake: —it seem like there's not even clothing, there's no flesh, you don't even see like, blood from it. You only see Myra's blood as he dies...

Keith (as Jasper): Myra!

Keith: I'm running over to Myra, seeing if I can perform some second or third aid or something.

Zach: How long is that paralyze going to last?

Gale: Two more rounds.

Zach: Okay.

Corinne: So it'll wear off pretty quickly.

Gale: Bonesaw's just panting.

Zach (as Moz): You know... we really ought to find you a therapist!

[Laughter.]

Gale (as Bonesaw): Look, that's not my fault! I mean, some of the slashing, maybe! But he was disappearing on his own!

Keith (as Jasper): That uh, that was a bit odd. The—the disappearing part. Of course, the whole 'turning into a zombie right before our eyes'... I can't even really call that a zombie! I mean... what the hell happened?

Gale: Is *all* of the muck gone? Would I be able to scoop some into a vial for examination later?

Blake: It's all gone.

Gale: Ah...

Keith: Like a 1960's television show where you kill the alien, and then they just disappear completely?

Blake: Pretty much. Like it was melting, and as it did, it evaporated into the air.

Keith (as Jasper): Okay... this is something magical.

Gale (as Bonesaw): Damn and blast!

Blake: Virginia takes a minute, she's pretty shook as you all are recovering. Jordan is just fussing, like—

Blake (as Jordan): There's blood in the front hall now!

Blake: —and—

Blake (as Jordan): Oh no! There's been a death, and it was one of the guests! What am I going to do? And I, oh! I need to go get the—

[Laughter.]

Keith (as Jasper): Jordan, make yourself useful, this woman needs some scotch!

[Gale laughs.]

Blake: He just nods and says—

Blake (as Jordan): Yes! S-scotch! I—I'll be right back!

Gale (as Bonesaw): Listen! This could have been s...sooo much worse!

[Laughter.]

Gale (as Bonesaw): There isn't even a body, I don't know what he's complaining about!

[Laughter.]

Gale (as Bonesaw): Two—two more seconds and I would have exploded the whole room! I mean... this is pretty good!

[Laughter.]

Blake: Virginia is shaken, she sits down, pulls out a flask from her own pocket, and takes just a—a little nip. She steps over to Myra.

Blake (as Virginia): Dear, hold...well, I would say 'hold still,' you're um... going to do that anyway.

[Laughter.]

Blake (as Virginia): Ah, don't hold still!

Blake: —and she prods, like a couple of pressure points on you Myra—

Gale: Ooo!

Blake: —and suddenly the paralysis just melts away.

Gale: Dang!

Corinne: Oo!

Blake: She is also going to make a health check...

[Dice rolling.]

Keith (as Virginia): [joking] Oh, Bonesaw! I have bad news for you! You're dead!

[Laughter.]

Gale (as Bonesaw): Damn, you're hired!

[Laughter.]

Gale (as Bonesaw): Do you do shows?

Blake: She looks over and says—

Blake (as Virginia): You were bit by something, and you may want to talk with a licensed doctor, as—

Gale (as Bonesaw): [Offended laugh]

[Laughter.]

Blake (as Virginia): —I was only a nurse during the War.

Gale (as Bonesaw): [stiff] I have a degree!

[Laughter.]

Blake (as Virginia): Oh! You do? Where—where did you get your degree from?

[Laughter.]

Gale (as Bonesaw): ...Harvard.

[Sniggering.]

Blake (as Virginia): Uh—

Gale (as Bonesaw): Moving right past that, I'll examine the patient now! With my... skills!

[Gale laughs.]

Blake: Virginia just sits down on the couch and starts dabbing at her head. Go ahead and just give me a Heal check, Bonesaw?

[Dice rolling.]

Gale: Nat twenty!

Keith: Whoo!

Blake: Oh shit!

Corinne: Nice!

Gale: Give me the clues!

[Laughter.]

Keith: It's got the 'Harvard bump' on it.

Blake: This is ghou! fever—

Gale: Aha!

Blake: —that Myra has contracted.

Corinne: Oh boy...

Gale: Oh no!

Blake: Which is incredibly nasty.

[Gale blows out air.]

Blake: Bite DC is normally...? Not that difficult, but this seems to be a very virulent version of it.

Corinne: Mm-mm!

Gale: Mmmm...

Blake: You know that you need two consecutive saves to cure it.

Gale: Mhmm.

Corinne: Okay?

Blake: I will also say because you got that nat twenty? In addition to the normal 'getting the information about ghou fever,' I'm going to count this as treating the disease—

Gale: Oh, yay!

Corinne: Oh, shit!

Blake: So Myra gets a plus four—

Gale: Yes!

Corinne: Cool!

Blake: —and because you nat twenty-ed, that plus four is going to continue for all subsequent checks that Myra needs to make.

Gale: [relieved] Oh...

Corinne: Oh, my god, thank you!

Keith: Hoo!

[Laughter.]

Gale (as Bonesaw): So, good news and bad news! You have ghoul fever, which is going to eventually turn you into a ghoul, and you'll crave rotted flesh to eat—but it's fine! It's treatable!

Corinne (as Myra): A-ah!

Gale (as Bonesaw): —and—

Corinne (as Myra): What?

Gale (as Bonesaw): —I'm so awesome at it, that we don't even really need to worry about that happening. Go Horvard!

[Laughter.]

Corinne (as Myra): Bonesaw... Bonesaw, I'm real freaked out.

Gale (as Bonesaw): Oh, oh, don't be! You're in very good hands!

Corinne (as Myra): I—I need you to... is...? Are we like really certain? Or are we like 'kind of certain?' Like, how certain are we that this is going to be okay? Like, 'Oh, yeah, sure, it'll be fine!' or be like, 'I know it's going to be okay,' kind of thing?

Gale (as Bonesaw): Okay, well—

Corinne (as Myra): Where am I at?

Gale (as Bonesaw): Before I answer that, I've got some interesting feedback about my bedside manner before? Are we shooting more for like... 'happy times?' Or, you know, cold hard facts?

[Stifled laughter.]

Corinne (as Myra): Ah... maybe... maybe cold hard facts? In—in this case—

Gale (as Bonesaw): Are sure? 'Cause it's...

Corinne (as Myra): I... I can...

Gale (as Bonesaw): —the—I'm not sure you want to hear about that, it's pretty nasty...

Corinne: She's like, her eyes are wide, and she's like—

Gale (as Bonesaw): Oh, sorry, um—!

Corinne: —flicking back and forth between deciding, and she's like—

Corinne (as Myra): Just... just—just... Yeah, just go ahead and tell me.

[Laughter.]

Blake: It's about this time that Jordan returns, holding a double of whiskey, and passes it to Virginia, and Virginia just looks at it, and passes it up to Myra.

[Laughter.]

Corinne (as Myra): Thank you kindly!

Corinne: —and she shoots it.

[Laughter.]

Gale (as Bonesaw): Ah, to...to be honest, it can be pretty scary, but we're going to figure it out together.

Corinne (as Myra): Okay... okay.

Keith (as Jasper): Bonesaw? Is 'ghoul fever' what happened to Reginald? I ain't never seen nothing like that.

Gale (as Bonesaw): Uh, no, he turned into red slop, actually, that's pretty different!

Keith (as Jasper): No, no, no! I mean his original transformation.

Gale (as Bonesaw): Oh, no, it doesn't usually happen that fast! It takes a day to onset!

Blake: I want to keep that thirty-two rolling, that—that was such a good roll.

[Gale giggles.]

Blake: What you said is absolutely true. Usually, it takes a while for ghoulish fever to take place. But what he went through? Looked a fuck-ton like ghoulish fever happening in like, five seconds.

Gale: Mm...

Gale (as Bonesaw): I mean, to be honest, it did look a lot like ghoulish fever, but if it happened really, really fast! But that doesn't—!

Keith (as Jasper): I wonder if this is the answer to our investigation.

Gale (as Bonesaw): I... I mean...

Keith (as Jasper): All these undead attacks.

Gale (as Bonesaw): [panicky] That doesn't happen, though! I've never heard of that! That would have to be brand new! S-someone coming up with a... horrible disease—spreading in a town, and what if—? Wha—

Keith (as Jasper): Could a... cCould a necromancer do that? Like a really talented one?

Blake: Give me a Knowledge (Arcana) or a Knowledge (Religion) check.

Keith: Uh, they are both equally horrible, so I'm going to go with Knowledge (Arcana)

[Dice rolling.]

Keith: ...five!

Gale: Oof!

Corinne: Five!

[Laughter.]

Keith: Well, fortunately, I was kind of asking Bonesaw!

[Laughter.]

[Dice rolling.]

Zach: A twenty-seven!

Gale: A twenty-seven!

Corinne: Much better!

Keith: Little... a little bit better! A little bit better!

[Laughter.]

Blake: Yeah—

Keith: You got the edge on me.

Blake: —with a twenty-seven, what you know is that, it absolutely could be done, but it's the kind of thing that... while it could be done by a necromancer, you would need somebody who's knowledgeable as a doctor or in the medical professional, more than necessarily a necromancer, to be able to accelerate the disease and such a way. Like you would probably need magic to *cause* it to happen, but to actually figure out the mechanics, you would have to understand something about that weird new stuff that this weird Frenchman Pasteur was saying about germs and stuff...?

[Laughter.]

Gale (as Bonesaw): There's nothing in germ theory, that's just a load of crock!

[Laughter.]

Gale (as Bonesaw): Little invisible...?

Zach (as Moz): Bunch of charlatans!

Keith (as Bonesaw): Your humors are out of balance!

[Laughter.]

Gale (as Bonesaw): Moz, can't you read like, magic auras or something?

Zach (as Moz): Uh...

Gale: Cough, cough, Detect Magic.

[Laughter.]

Zach: Perhaps... Let me consult my character sheet...

[Laughter.]

Zach (as Moz): Ah! I think I know what you're referring to, uh, let me—let me get a good look at you there, Myra. Oh, say 'ah!'

Corinne (as Myra): Ahhh!

[Laughter.]

Corinne: —and her mouth is like, snake mouth, so it opens really, really, really, really wide—

[Everybody cracks up.]

Zach (as Moz): Hm...

Corinne: —to the point where it's like, disturbingly wide.

[Laughter.]

Zach (as Moz): It appears you're missing a couple teeth than the ordinary mouth—that a mouth should have!

[Laughter.]

Zach (as Moz): We're just going to put that right back where it was...

Zach: —and Moz will close your jaw.

[Laughter.]

Gale (as Bonesaw): And maybe also the area where he turned into red slop?

Zach (as Moz): Oh, good idea there, Bones! I should... Here, go—let me take a look at that.

Gale (as Bonesaw): [loudly] Just, collating all the data, you know?

[Zach laughs.]

Gale (as Bonesaw): Like—like a Horvard doctor would...

Zach (as Moz): You are a natural at this, Bonesaw!

Gale (as Bonesaw): [flattered] Oh—I'm so—! Well, thank you very much, Moz!

[Laughter.]

Blake: Oo, this is interesting... So there is always like, a little bit of background magic in a place especially like the Flowing Waters, that uses magic to enhance the overall area. Where you saw Reginald when he initially turned, there is an absence of magic there.

Gale: Ohoo!

Blake: Like, there's just nothing there, there's almost a void of magic—

Zach: Huh!

Blake: —like it got all sucked into him in a second.

Zach (as Moz): Well... how about that?

Blake: What is the range on it? Sixty feet?

Zach: Yeah.

Blake: You see at the window, two auras. A necromancy—

[Gale gasps.]

Blake: —and a transmutation. *And* a conjuration.

Gale: Oh...

Zach: Okay!

Zach (as Moz): Well, you guys might be on to something! It seems we have ourselves a magical cocktail, uh... What's—what's out that window?

Zach: Moz... I don't—So, are there are there multiple windows?

Blake: There's multiple windows, this is the one that goes from the back near the stairs through the buildings.

Gale: As we're moving over to examine it, Bonesaw will say—

Gale (as Bonesaw): In answer to your question, Jasper an necromancer *could* do it, but really, a—a background in medical knowledge, like a sort of doctor, would be ideal.

Keith (as Jasper): Okay, don't nobody touch nothing near the window.

Keith: I want to use my Ranger senses—survival, tracking, all that kind of stuff, to see if I can see like, footprints that might uh, help?

Gale: Oo!

Keith: —or indication of a weapon or something?

Blake: Jasper, give me a Survival check.

Keith: Boom!

[Dice rolling.]

Gale: Oo! Nice!

Blake: Fantastic!

Keith: Twenty-seven?

Corinne: Nice!

Keith: This is an urban terrain, so it'd be twenty-nine!

Gale: Ohoho!

Blake: Twenty-nine? Fuck! A couple of things that you notice immediately—On the ground, there is a dusting of snow—

Gale: Oo!

Blake: —from, you know the earlier snowfall in the day.

Corinne: Mhmm.

Keith: Okay.

Blake: You see what appears to be a pile of pure white ash—

Gale: Ooo!

Blake: —like something was used and dissolved here, and as you get your hand close to it, it feels much too cold for the surroundings. It's—it's like putting your hand near a block of dry ice—

Gale: Oo!

Keith: Okay...

Blake: —and it seems that there's something wrong with what's here. You also see a small silver chain, set in that ash, like it was part of a necklace or something.

Keith: Oh! Like an amulet was used and destroyed here or something?

Blake: Exactly. What you also notice, you don't see any tracks around in this fresh snow.

Gale: What?

Blake: However, you do see a series, probably about six feet apart... two sets of three almost like, feather? imprints on the ground.

[Gale gasps.]

Blake: Like something with a long wingspan took off and flew into the sky.

Gale: Ohohoh!

Corinne: What?

Blake: You also see what appears to be a nail that was not quite nailed in all the way, and you see a bit of... looks like somebody scratched themselves on it...

Corinne: [gasping] Blood! Blood! Evidence!

Blake: ...and you see some blood that is golden—

Gale: Ohohoho!

[Corinne gasps.]

Blake: —and a small piece of bronze flesh.

Corinne: It's the aasimar guy!

Gale: Ooohoho!

Corinne: It's the fucking aasimar guy!

Keith: Yeah, yeah, yeah...

Corinne: Wolf in sheep's clothing!

[Gale laughs.]

Keith (as Jasper): I think we got ourselves a prime suspect...

Keith: I'm going to point out all of these things, and I'm going to ask Bonesaw in particular to examine the magical pieces left behind—the chain, the ash. To see what they can figure out from that, 'cause that is outside my realm of expertise.

[Dice rolling.]

Gale: I got a twelve for Knowledge (Arcana)

Blake: Yeah, unfortunately, twelve—This is beyond your ken.

Gale (as Bonesaw): Sorry... not really sure.

Blake: What happened to Reginald is something that... if you were trying to just brute force cast that at somebody, would take way too much energy, way too much force for even the most skilled wizards. With a twelve, you get the sense that whatever this is doing? It is accelerating a process that is already in place.

Gale (as Bonesaw): So... it's likely he already had ghoul fever, and this spell... is maybe what sped it up, is the best I can guess. Those feather imprints you pointed out, how recent are they? I can fly! Do you want me to go up and look?

Corinne (as Myra): Yeah! You might be able to see something we—we can't, and maybe determine a direction, and...?

Zach (as Moz): They might still be nearby! We—if we move quickly enough, we might be able to catch 'em!

Keith (as Jasper): Heck yes! I'm going to head outside and see what I can see. You take to the air, and see what you can see.

Blake: Everybody give me a Perception check, see what you can see!

[Dice rolling.]

Keith: In urban terrain, I got a thirty-six.

Blake: Oh, god!

Gale: Bonesaw, because he's tapped for elixirs 'cause we've been in the Witchmarket for ages, pulls out a scroll, quickly reads from it, and casts in an arcane tongue before moving up into the air.

Blake: Okay.

[Dice rolling.]

Gale: Oohooohoo! Nat one!

Blake: Oh...

Keith: Oh no!

Corinne: Aww!

Blake: Yeah, Bonesaw, you're just a little bit too stressed, because... I think it also starts to prickle in the back of your head, if this can accelerate the process of ghoul fever or necromancy decay?

Gale: Hmm...

Blake: What would happen if you cast it on an actual zombie, like you or Jasper?

[Gale sucks in air.]

Blake: That thought in your head just distracts you a little bit too much. Jasper, there isn't much you can see from ground floor. Whoever it was that was flying, and you're pretty sure whatever happened right now, it was somebody flying. As soon as they cast this spell, they took off straight up, and you can see between the buildings, some of the snow on the roof is knocked off, and it appears that they began flying in a pretty much direct south direction.

Keith: Generally the direction that I would think that the mission was, correct?

Blake: Yes.

Corinne: Mhmm, yeah.

Gale: Bonesaw floats back down and says—

Gale (as Bonesaw): Ah, so, I—I didn't see anything, but... buddies... it's not that I'm scared, exactly... But. Um. S—This—this spell, right? I'm not saying I'm scared, but I wouldn't blame someone if they were a little worried about being, you know, an undead person around something like that, because, oof! That's um...

Keith (as Jasper): What... what would happen?

Gale (as Bonesaw): What do you mean?

Keith (as Jasper): If—if they... someone was to cast a spell like that on us. Would we? I mean, we're already undead! Would we die all the way, or...? What would—what do you...? What—what's the—What's the danger you're worried about, Bones?

Gale (as Bonesaw): I—I mean, I don't know *exactly*, but we'd probably get like, scrunched up... and—and...Who knows! It's scary magic! It's... not to mention... we're sort of at the center of all this, right? Um... we've been touching a lot of the pieces, and we're outsiders in town. What if someone thinks it was us?

Keith (as Jasper): Hm. Well, it seems to me the center is a good place to be, 'cause no matter which way you shoot, you're not shooting at a friend.

[Blake laughs.]

Zach (as Moz): If you're worried about getting uh... caught with uh... red hands, the best way of clearing our name is getting to the bottom of this mess. Uh, I say we go and uh, try and follow that flying creature or whatever, uh, set this whole mess up. 'Cause they have answers.

Blake: I will remind you that you guys have been up for over twenty-four hours at this point—

Keith: Yeah.

Corinne: Mhmm...

Blake: —and haven't had a chance to refresh spells or anything?

Zach (as Moz): ...after good night's rest!

[Gale laughs.]

Blake: Jordan Yates steps over and says—

Blake (as Jordan): I have called the Sheriff. Uh, he's going to come and investigate all of this. Um, if I could ask you to please... uh, not mention this incident to anybody, I would appreciate it. We wouldn't want any information to get out... that would be damaging and unfortunate, right? Uh...

Keith (as Jasper): I don't think any of this casts an aspersion on your hotel!

Blake (as Jordan): Yes...

Keith (as Jasper): you got a victim here and there's a public safety issue.

Blake (as Jordan): Uh...

Zach: Moz is going to step in between Jasper and uh, Yates, and go—

Zach (as Moz): Free lodging.

[Laughter.]

Blake (as Jordan): Yes! Yes, of c—! Free lodging, of course, yes!

Corinne: [clapping] Brilliant! MVP! There you go! Asking the right questions!

Gale (as Bonesaw): Mum's the word, then, thank you very much!

Blake: Yeah, no—no Persuasion check, Diplomacy check needed, he's just immediately, 'yes!'

[Laughter.]

Corinne: Genius move!

Zach (as Moz): Well...

Blake (as Jordan): I don't suppose you saw the key to his room when he um... was attacking you, did he?

Gale: Is it on the ground, where his body was?

Blake: It is not, it is gone. Everything that he had on him is just, poof, gone.

Gale (as Bonesaw): Wow...

Keith: How about the stuff that he tore off of himself as he was transforming?

Zach: What about the hat?

[Gale laughs.]

Blake: Oo...

Keith: 'Cause he tore off gobbets of flesh and—

Blake: ...that's interesting. The pith helmet is still there.

[Keith gasps.]

Blake: The gobbets of flesh that he pulled off did dissolve away, but the pith helmet that was knocked off by Virginia is still there.

Keith: Pull it out, let it drop, hand her her knife.

[Laughter.]

Gale (as Bonesaw): You're right handy with a blade!

Gale: Is his key in the pith helmet? Just checking for Jordan.

Blake: No, it's not.

Gale: Okay.

Gale (as Bonesaw): Sorry, Jordan! You'll have to make a new one!

Blake (as Jordan): Ah... unfortunate. It'll have to wait until... Oh, the locksmith is always slow, I'll have to wait to start clearing out the room of everything.

Keith (as Jasper): I'd like to examine his room!

Gale (as Bonesaw): Ah, please don't clear out the room! You just called the Sheriff, he's going to need to look at the stuff, right? It's a crime scene. Don't... don't clean anything.

Blake (as Jordan): Well yes, I'm sure he can he can look at it and then, I'll just start selling the stuff off.

Keith (as Jasper): Jordan... in order to be discreet, I've met your Sheriff. I'd like to take a look at the room first.

Gale: Oh, I was just going to go pick the lock once he uh...

[Laughter.]

Gale: Permission, shmermission!

[Lauhgtter.]

Keith: I—I just wanted—I just wanted to badmouth the trigger-happy Sheriff who shot my friend!

[Laughter.]

Blake: Jordan kind of takes a second and says—

Blake (as Jordan): I suppose you were helping with the investigation, uh...

Blake: —and he goes over and pulls out a master key—

Gale: Oo!

Blake: —and passes it over to you, Jasper.

Keith: Bonesaw doesn't intercept?

[Laughter.]

Keith (as Bonesaw): [joking] I'll take that!

Gale: It makes sense, we're working for the Galloways and he like, he's—he's sweet on the Galloways, so...

Keith: Oh, yes he is.

Gale: Good thinking!

[Music fades out in favor of plotting music.]

Blake: What is y'all's plan for the evening?

Gale: [laughing] wWe definitely need to sleep. I would like to check out the room real quick first.

Zach: Yeah. Let's check out the room and get some rest.

Keith: I would like to check out the room, I would like to stay up long enough to give a statement to the law, uh 'cause that's different from blabbin' it about town—

Gale: Mhmm.

Keith: —and we're—we probably will need the good graces of the law at some point, if we're going to be in the middle of this.

Gale: So glad we have someone lawful on our team!

[Laughter.]

Corinne: We need it!

Zach (as Moz): You can speak to the police while I'm getting shut eye!

Keith (as Jasper): All right, I will, I—I will speak to the police.

Keith: I will also—I don't think we had a chance to actually sit down and eat, so I'm going to have a big old stack of flapjacks, uh...

[Laughter.]

Corinne: Actually, that sounds great to Myra too. She's not feeling good, and she wants a nice big bowl of chicken noodle soup. So she's going to go... get something like that.

Gale (as Bonesaw): Breakfast for dinner?

Keith: Okay, so check out—out the room, dinner, give a statement to the Sheriff, sleep.

[Music ends, replaced by tantalizing mysterious music.]

Blake: Let's go ahead and dive into the room first. You're given the key, and you open the door and you get a look at what Reginald had inside of his home.

Gale (as Bonesaw): Dibs on the taxidermy!

[Laughter.]

Zach (as Moz): Bones! No!

Zach: Moz is going to pull out his bowstring for his fiddle and—and smack Bone's hand as he reaches out.

[Laughter.]

Blake: Yeah, there are quite a few. You see like, a lion's head, a just rhinoceros horn, two sets of elephant tusks.... basically what you would expect from a big game hunter of the time period. Up above the mantle, a massive elephant rifle—

Gale: Oo!

Blake: —this is the kind of gun that can fire 50-caliber bullets—

Gale: Ohohoh!

Blake: —and is just nasty. There's lots of books and stuff scattered around... Wverybody who's going in, give me a Perception check. You do see a bed, a wooden desk set up with a chair—

[Dice rolling.]

Blake: Nineteen and nineteen, perfect. That's exactly what we need! Oh, and is that a twenty from Bonesaw?

Gale: Yes it is!

Keith: Oo!

Corinne: Nice!

Blake: Perfect! DC twenty was to get all the information.

Gale: Yes!

Blake: For our two nineteens, you notice that the desk is the nicest thing in this room, in terms of maintained and quality overall. Like, the taxidermies look like they've been neglected for a while, and they're starting to get moth-eaten. The gun is cleaned, but it's also old—looks like it hasn't been shot in a while. But this desk is brand fucking new, like has been made within the past week.

Gale: Oo!

Blake: You can honestly smell a bit of the uh, wood stain from it. It has sliding drawers, a little writing desk area. It has the rolling cover that you can bring down to cover the whole thing, and even though it's been stacked up with some books and stuff, it's still very nice.

Gale: Bonesaw waggles his fingers, and says—

Gale (as Bonesaw): This just screams secret drawers!

[Laughter.]

Blake: The other thing about it is, while it is brand new and nice, it's not being treated well.

Gale: Hm.

Blake: Like, there's some ink that's already been spilled on it, doesn't seem like he cared too much about it. You see stamped on a little metal plate above it, 'Young's Furniture.'

Gale: Ahhh!

Blake: Bonesaw, with a twenty, as you start looking through it, you find the switch underneath—

[Gale laughs.]

Blake: —in one of the drawers—

Gale (as Bonesaw): Oh, I just love these! My dad used to put them in coffins, you know? Little surprises!

[Soft laughter.]

Zach (as Moz): Drawers?

Gale (as Bonesaw): Oh, no, little things that would pop out if you hit a switch.

[Zach laughs.]

Zach (as Moz): Charming...

Gale: Bonesaw flicks it.

Blake: A small little drawer pops open, and you find a receipt to Young's Furniture.

Gale: Hm...

Blake: It reads: "Thank you for your purchase from Young's Furniture. We hope you enjoy your product. Please see below for a list of your products." And below, it says: "Armchair—"

[Gale starts cracking up.]

Blake: "—twelve dollars."

Gale: Bonesaw slaps the receipt down on the desk, and says—

Gale (as Bonesaw): Okay. So this is clearly a front, right? You saw how his arm was dead? I bet that's the necrograft! I bet this is the Coffinmaker! This is where I was going to go get wood? For a coffin? For those people? Uh... this—it's—it's all, it's! It's a front!

[Zach laughs.]

Zach (as Moz): Worth investigating...

Keith (as Jasper): Well now, wait a second, that... That changes... That divides our list of suspects. Maybe they're in cahoots? Or maybe the Coffinmaker *is* the aasimar?

Corinne (as Myra): What's... what's this about an armchair? I'm—I'm missing something.

Gale (as Bonesaw): [giggling slightly] The arm! His arm, it was dead! I mean, all of him was dead, but that went first!

Corinne (as Myra): Oh...armchair?

Gale (as Bonesaw): I bet that was the necrograft!

Corinne (as Myra): Oh!

Gale (as Bonesaw): —and they're like 'Oh, haha, you ordered an "armchair."'

Corinne (as Myra): Oh... what... what else is listed?

Blake: A 'butcher's block...'

Gale: Huh...

Blake: ...that is listed for sixteen, and then the third thing that you see is: "As always, to protect our services, you have been given a free coffin—"

[Laughter.]

Blake: "A six dollar and twenty-cent value, free of charge. Don't mention it." Underlined twice.

[Gale laughs.]

Corinne (as Myra): "Don't mention it..." That's great.

Keith (as Jasper): Hm...

Gale (as Bonesaw): I mean, I could just be seeing code in places, but this is all very fishy, you have to admit! It was hidden in a secret drawer, there's some kind of code!

Corinne (as Myra): No, I—I agree! This, yeah... this is... uh... 'Young's Furniture.' did we see anything like that when we were outside walking around town?

Blake: You did see the furniture-maker right there, uh, number sixteen,

Gale (as Bonesaw): Plus, coffins are worth so much more than this.

Corinne (as Myra): Okay... Maybe... maybe they're fighting each other. Maybe he's given' the grafts to people, and maybe this... Well, making a lot of assumptions, but if this aasimar person...maybe he's taking issue with this Coffinmaker business, and maybe he's intentionally making it worse, to get him to stop? I can't imagine those two would be on the same page.

Gale (as Bonesaw): It's a little dark, but I almost wonder if the aasimar is sourcing the parts.

Corinne (as Myra): That would make sense, yeah.

Gale (as Bonesaw): But I think all of this is going to make a lot more sense with some food in us, and some sleep.

Corinne (as Myra): Yeah.

Zach (as Moz): Agreed

Gale (as Bonesaw): Oh! And I almost forgot!

Gale: Uh, and Bonesaw will pull out the crumpled note Goiter rescued from the trash can in our last session, that Jordan had hidden quickly when we came in.

Blake: Do you look at it before you show everybody, or do you just straight up show everybody?

Gale: I'll look at it first.

[Laughter.]

Blake: Okay!

Gale: Oh shit!

Gale (as Bonesaw): Um... um! Okay, uh... r-red alert!

Gale: —and he'll slap this one down on the desk too.

Gale (as Bonesaw): They're looking for Moz!

Corinne (as Myra): Aww!

Gale: The bounty notice reads: "Wanted: Johnny Longtail. Wanted for four counts of murder, seven counts of assault, arson, and disturbing the peace. Considered armed and dangerous. Dead or Alive, seven hundred dollars."

Blake: The other thing you do see at the bottom, on the backside, it's listed as 'bounty to be paid by United Rail—

[Gale sucks in air.]

Corinne: Oh...

Blake: —in New Mexico.

Zach: Moz is shocked. He looks at the room of people who are all given' him mixed looks, and uh... he's gonna sprint out the door. He's—he's running.

Corinne (as Myra): Woah, Moz!

Gale (as Bonesaw): Wait!

Keith (as Jasper): What that—!

Zach: He's out down the hall.

Blake: What's Moz's speed.

[Laughter.]

Zach: Not fast! Fifteen?

Corinne: Yeah, Myra's going to like... barrel down after him.

Gale: Bonesaw will throw open the window and say—

Gale (as Bonesaw): Goiter! Follow him!

Blake (as Goiter): [affirmative blobby noises.]

Blake: —and Goiter just starts flapping through the air. Moz is tearing down. Is he stopping when Myra catches up to him.

Zach: No.

Corinne: She's trying to like, grab him and be like—

Corinne (as Myra): Woah, woah, woah, hold—hold up! We're—we... We'll figure this out! Where are you going?

Zach: Moz is running as hard and as fast as he can.

Gale: Mmm!

Corinne (as Myra): What—? Just hold on!

Blake: If you want to try and grab him, give me a CMB versus Moz's CMD.

Corinne: Oh...

[Dice rolling.]

Corinne: Nineteen?

Zach: Just shy.

Blake: Yeah. You don't manage to catch him, but you can keep up with him pretty easily.

Corinne: Yeah, she's going to follow him and be like—

Corinne (as Myra): Just, slow down and just tell me what's going on? I mean, yeah, that's not great, but where are you going?

Zach: Moz is taking turns, he's finding busy streets, he's throwing everything he possibly can, just to lose his tail.

[Laughter.]

Keith: Ohoho!

Corinne (as Myra): Ah!

Corinne: You're just—you're just throwing stuff at Myra, and Myra's like—

Corinne (as Myra): Hey! Asshole!

[Laughter.]

Corinne: She wants to get close to him again, and try to grab him, but this time she wants to plant Myra Three—

Gale: [laughing] Yes!

Corinne: —in his pocket.

Blake: Give me a Sleight of Hand versus a Perception check. Moz—

[Dice rolling.]

Gale: This is absolutely thrilling, by the way!

Corinne: Ohhh!

Blake: Oh, shit!

[Yelling and laughter; Corinne snaps her fingers.]

Gale: They tied!

Blake: A tie!

Gale: Both at a twenty-two!

Keith: Ahhh!

Zach: What does that mean?

Blake: Give me a roll-off, just straight 1d20.

Corinne: Rollies!

Gale: Rollies!

Blake: Rollies...

Zach: All right, we—we'll see, Myra!

[Dice rolling.]

Keith: Uh oh!

Gale: Ooo, he got an eighteen!

Zach: Eighteen!

Corinne: All right... come on, Bessie!

[Dice rolling.]

Gale: Aw, a thirteen!

Keith: No, god darn it!

Corinne: Awww...

Blake: Unfortunately, Moz as he's running, just feels this, and kind of pulls Myra Three out, continuing to charge forward.

Zach: I—I think he'd just toss Myra Three to the side. He... Not trying to hurt it, but also not trying to be too gentle either. Just getting it away. As Moz cuts a couple corners, goes down a few alleys, he finally finds a stretch where he—he can get some good momentum going. Myra you can see as he lifts his hand and a glowing glyph—

[Gale gasps.]

Zach: —burns through his gloves, and you see see from the sky, a bunch of swirling winds comes down and touches the ground, creating a small tornado, and uh... Moz enters the tornado—

[Gasping.]

Zach: —and after a few moments, he leaves riding on horseback, on a pony that you do not recognize.

[Gale laughs excitedly.]

Keith: Ahh!

Corinne: That is badass! That is so cool!

Gale: Ahhh!

Blake: With that, Moz is going to be able to outpace you, Myra.

Gale: Oh my god!

Corinne: Okay, yeah, that makes sense!

Blake: —and he makes his way into the night.

[Tense music fades and returns.]

Blake: We're going to go ahead and swap back over to Bonesaw and Jasper.

Keith: I did want to state, before I forget, that uh, that wanted poster, that's going in my pocket.

[Laughter.]

Blake: Good!

Zach: Fair enough.

Keith: Sheriff's not finding that.

[Laughter.]

Corinne: Aww..

Zach: 'Preciate it.

Blake: I will say also, the Sheriff has not arrived yet, so you still have a chance to talk to him.

Gale: While Jasper is slipping the wanted poster into his pocket, Bonesaw is storming downstairs to find Jordan Yates.

Blake: Jordan is at the front, cleaning up a little, and just says—

Blake (as Jordan): Oh, um... sorry! Thank you, sorry for the—

Gale: Bonesaw has him by the throat before he can finish that sentence—

Blake (as Jordan): [choking]

Corinne: Oh no!

Keith: Wow!

Gale: —and he says—

Gale (as Bonesaw): That rat is my family, and if you take him from me, I will do such things to you, that the gods will weep to look on them!

[Keith laughs nervously.]

Blake (as Jordan): [choked] What are you talking...? I don't know what you're talking about?

Gale (as Bonesaw): Johnny Longtail? The wanted poster? Did you turn him in?

Gale: Bonesaw is shaking him.

Blake (as Jordan): [choked] No, why would I...? Turn him in? You work for the Galloways! I wouldn't turn in a Gallaway!

Gale (as Bonesaw): I can't understand you!

[Laughter.]

Gale: Bonesaw... Bonesaw will loosen his grip a little bit.

[Laughter.]

Keith: 'I'll choke you until you can speak up!

[Laughter.]

Blake (as Jordan): [breathless] I didn't—! No, of course I wouldn't turn him in, you—you all work for the Galloways! I wouldn't turn it somebody that works for the Galloways! I—I—I tried to hide it! I didn't want anybody else to see it!

Gale: I'm rolling Sense Motive—

Corinne: Mm.

[Dice rolling.]

Gale: Twenty-six, do I believe him?

[Dice rolling.]

Blake: He's fucking terrified that you as a representative of the Galloways, are going to think that he would turn you in, and tell the Galloways not to do business with him—

Corinne: Mmm.

Gale: Mm.

Blake: —and so, you're—you're pretty sure he is on the level, that like, he was given the bounty, crumpled it up, and was throwing it away to get rid of it.

Gale: Okay... Bonesaw... through the the rage, maybe... realizes he may have been a tad hasty, uh...

[Laughter.]

Gale: ...sets Jordan down, brushes off his shoulders, and straightens his jacket, and says—

Gale (as Bonesaw): [blustery] Well... good! You'd... you'd—!

Blake (as Jordan): Please, I don't want any trouble! I just, I—I don't want any trouble!

[Keith laughs.]

Gale: Is Jasper still upstairs?

Blake: Yeah, did Jasper follow, or uh...?

Keith: Yeah, Jasper ha—Jasper has not come down, er, not come down yet. Uh, he's just taking an opportunity to give the room one more once over without anybody else in it.

Blake: He doesn't see anything else.

Keith: Then yeah, I don't have any more reason to stay up there. Uh, I'm going to go downstairs, and as I pass the uh, Jordan who's up against the wall, being held up by Bonesaw, I'll say—

Keith (as Jasper): I'd like a uh, large order of flapjacks, uh...

[Everybody laughs.]

Keith (as Jasper): —for whatever table I'm going to be sitting at.

[Music switches to melancholy tune as the tension dissipates.]

Zach: Man on a mission!

Keith (as Jasper): Bonesaw, you want anything?

Blake (as Jordan): [hoarse] Right away, sir!

Corinne: Yep! Just a Tuesday!

Keith: Yeah, exactly.

Zach: Did not lose an ounce of appetite!

Keith: If it's Tuesday, this must be Bonesaw!

Gale: Bonesaw, who looks very shaky and on the verge of a panic attack, takes his cue from Jasper, who is a stabilizing force in the room, and just plops himself down on a stool, and he says—

Gale (as Bonesaw): [teary] ...and flapjacks for me too, please!

Blake (as Jordan): [hoarse] Yes sir! Right away!

Corinne: Aww...

Blake: —and Jordan fucking books it.

Gale (as Bonesaw): What are we going to do? What if he doesn't come back?

Keith (as Jasper): [sighing] Ah, well, you know... He has taken extra steps to distance himself from that Johnny Longtail. As far as I'm concerned, Moz's story begins for me when I met him. He has done terrible good since then. Little rough around the edges, but, you know, two steps forward, one step back. I don't care what Johnny Longtail did. I don't care what... other people in our party might have done in the past.

Gale (as Bonesaw): [whimpers]

Keith (as Jasper): Good is as good does, and uh... I think that the greatest good is that stack of flapjacks headed for the table, hand me the syrup, would you?

Gale: Awwhohoh!

Blake: Yates comes out says—

Blake (as Jordan): [timid] Your meal will be done in just a minute sirs, I apologize for any sort of uh, issue that I might have caused, um—!

Gale (as Bonesaw): [contrite] Listen I—I'm... J—Jordan, buddy...

[Laughter.]

Gale (as Bonesaw): I'm a little unstable right now. I'm sorry that I—

Blake (as Jordan): No, no! Of course not! You're not unstable at all!

Gale (as Bonesaw): No, no! Please... I know I'm not in my best place right now. I was scared for my friend and I still am, but I should not have done that, and I'm sorry, and uh, here.

Gale: —and Bonesaw will tap him with the healing wand to help with the scratchy throat.

Corinne: Aw...

[Keith laughs.]

Blake (as Jordan): Oh, uh, thank you. Um... now, uh... Yeah, food—food! Food will be here in just a second. Uh... I'll be right back!

Blake: —and he disappears.

[Music fades into a tense Western theme.]

Blake: Myra you just saw Mozzie disappear into the distance riding hard and fast on something that came out of nowhere,

Corinne: She slithered as—as far as was probably reasonable, until she realizes like, 'Okay, he's not stopping.' And so, she's a little bit outside of town, and she just stops, and she's panting heavily. She feels like shit. She's real tired and grumpy Myra is on her way out.

[Laughter.]

Corinne: She screams after Moz, like—

Corinne (as Myra): Moooooz!

Corinne: —into the distance and then—

Corinne (as Myra): [panting]

Corinne: —sighs, grits her teeth, and just makes her way back to the hotel.

Gale: Awww!

Corinne: And she is mumbling to herself, like—

Corinne (as Myra): Goddamn folks, always running off and getting themselves in danger, and thinking they're not good enough!

Gale: Awwwwhahaww!

Corinne (as Myra): And damn it, haven't we been through enough?

Gale: Ohohoh!

Corinne: And she feels a little hurt that Moz doesn't trust us after all this time. You know, with... After everyone had saved her life, she was like 'Okay, we're—we're we're thick as thieves,' you know 'we got each other.' And with like Bonesaw being scared that like, we don't like him, and Moz being like 'Oh, these folks are going to turn me in,' she feels really frustrated that there's still this... this break between everybody. Um, and she's just really cussing out under her breath, and she's slithering past people, and she's like swearing a blue streak under her breath—

[Gale laughs.]

Corinne: —and people were probably like looking at her real nervous, like, 'Is she okay?'

Zach: So... Myra? As you shout out in the distance, and—and Moz's riding away, just—just at the, at the very edge of your vision... You can see he looks back, and you can see... he's scared. Uh, and—and that's all.

Gale: Aww!

Blake: Aw!

Corinne: Oh...

Zach: He turns back and continues riding.

Corinne: I think with that look, I think she... she understands like, 'Okay, there might be other stuff going on that we—we don't know about, and maybe he knows something we don't,' and so she—she's still mad 'cause she's still grumpy and she's still sick and she still feels like shit, but that look on Moz's face is going to be burned in her brain, and she's going to chew on that, probably throughout the whole night.

[Western music fades, replaced with the hotel theme.]

Blake: Back at the hotel, Bonesaw and Jasper, you see the Sheriff starting to approach. He's going to go over, talk with Jordan for a few minutes, just kind of muttering under his breath. He looks tired, and a little hung-over. Right around the time that Freda, the um, cook? I don't know if you remember her? She's the small halfling woman with just, absolutely massive red hair, cooking utensils stuck in it, crazy haircut!

[Gale chuckles.]

Blake: She's bringing out the flapjacks, and it's right around this time that Sheriff Savage, uh 'Savage,' however you want to call him, walks over and says—

Blake (as Sheriff): Heard you all had a bit of a dust up!

Keith (as Jasper): Well, it was a bit of an unexpected uh, occurrence, I would say that! What you've been told so far there, Sheriff?

Blake (as Sheriff): Uh... another one of them attacks by those zombie folks. Attack the old lady over there, and you all put it down. Thank you for that.

Keith (as Jasper): Yeah, it was a bit of a strange thing, though, it was not a uh... it was not a natural uh, zombie, like myself. This was a sudden transformation. I believe that Reginald might have been a victim of something. I ain't never seen the like of it, he just turned, right in front of everybody and just went crazy! Would have loved to have just stopped him, but he was just too dangerous. We had to put him down.

Blake (as Sheriff): That's... odd. I suppose.

Keith (as Jasper): Yeah, I don't think this is just ordinary undead, or ordinary zombie folk that's behind this. There's something... there's something going on, Sheriff. I got no clue what it is, but—

Blake (as Sheriff): Nothing was left of him, though? Again?

Keith (as Jasper): Correct! He just plumb dissolved into the air after he was uh... put down. Again, I ain't, I never seen nothing like it. Plum mystified.

Blake (as Sheriff): Well. I'll add it to the books. Don't suppose you have any ideas of what's going on?

Gale (as Bonesaw): [smarmy] No, none whatsoever.

Gale: Bonesaw's been ignoring the Sheriff, looking at his grudge map on the bar, and trying not to interfere, 'cause the Sheriff doesn't like him.

[Laughter.]

Gale: I don't know if y'all recall, he got thrown in a jail cell last time they ran—

Keith: Yes!

Gale: —into each other.

Zach: What I recall is that you entirely deserved it!

[Laughter.]

Corinne: Well... It was a little, it was a little bit of both.

Gale: He shot me!

Keith: Well, there's a bit off—

Corinne: Yeah, he done shot him, and that was... that was a bit too far. Um...

Keith: Bit of an overreaction...

Corinne: Yeah!

[Zach chuckles.]

Keith: Mistakes were made!

[Laughter.]

Corinne: [laughing] Mistakes were made...

Blake (as Sheriff): Well... unless you have anything else to—

Keith (as Jasper): Uh, I'll let you know if we find out anything further, there. Sheriff!

Blake (as Sheriff): Yeah, of course. Um. Look, got a message from uh... higher ups earlier.

[Gale laughs.]

Blake (as Sheriff): Wanted a... progress update, told them that you all were on it. Said they hadn't seen hide or hair of you for the past day. You digging into stuff?

Keith (as Jasper): I think I know who you're talking about. Yeah, we'll take care of that.

Gale (as Bonesaw): [aggro] Yeah, it's none of your business—!

Keith (as Jasper): —thank you!

[Keith laughs.]

Keith (as Jasper): Eat your flapjacks, Bonesaw.

[Laughter.]

Gale: Bonesaw shoves a—a whole flapjack in his mouth.

Corinne: Just, making eye contact with the Sheriff, just—[eating noises]—

Keith: Are you like...? Do you like... lift the mask and...?

Gale: Yes, he is—he is lifting up the mask to scoop the flapjacks in. And there's a little bit of syrup getting on the edge—

Blake: Oh no! No! Bonesaw!

Keith: Eeuurgh!

Gale: —especially when he shows the—the whole one in.

Keith: Oh god! Now I'm going to feel sticky all night!

[Laughter.]

Blake: That's the worst thing you've ever said!

Corinne: The worst?

Keith: It's worse than the time you took off your skin!

[Laughter.]

Blake: It's around this time Myra arrives back in, and as he's passing, he just gives a little bit of a nod and tips his hat towards Myra.

Blake (as Sheriff): Ma'am.

Corinne: She doesn't acknowledge it, rushes right past. Ahe's going to bed.

Keith: Okay. As uh, that interaction is taking place, uh, I'm going to say—

Keith (as Jasper): Bones, this might make it a little easier. I ain't cast this all day, 'cause we've been in the Witchmarket.

Keith: —and I will cast a spell, I cast a Cloak of Shade upon us.

Gale: Aw!

Keith: Just to give us a little bit of privacy, so Bones doesn't have to be quite so circumspect with their mask, make it a little easier.

Gale (as Bonesaw): [mouth full] Thanks, Jasper!

[Laughter.]

Keith (as Jasper): ...my sentiments exactly. Myra! D'jya'eat?

Corinne: She stops when Jasper asks like, 'Hey, did you eat yet?' And she looks back and sees Bonesaw and Jasper, just kind of munching away at pancakes—

[Laughter.]

Corinne: —and—and she's like... She bites her tongue, she grits her teeth. She's... she's about to snap at both of them for sitting there eating flapjacks while she was running after Moz!

[Laughter.]

Corinne: But she... But she—she realizes like... There was only so much that could be done, and it was probably, you know, a lost cause trying to run after him anyway, especially when he wouldn't say nothing. So she just says—

Corinne (as Myra): No, but... I'm fine. I'll... have a big breakfast tomorrow.

Corinne: —and she slithers upstairs.

Blake: Aw!

Keith (as Jasper): [sighing] Dang it!

Keith: I put down my fork.

Gale (as Bonesaw): Do you think she's mad at us?

Corinne: Oho!

Keith (as Jasper): [sighs] Yeah, I was trying to get her to come over here, so we could ask about Moz! I think she's upset.

Corinne: She'll still be awake by the time you get up to the hotel room.

Keith: Alright.

Corinne: She—she probably will wait for the two to come up before she talks to them, so I think... I think the flapjacks just ticked her the wrong way.

[Laughter.]

Keith: Okay!

Corinne: Even though she probably also really wanted pancakes, and looking, is like, 'damn those look good!'

Keith (as Jasper): Sorry about this, Bones! But I... she looked plum upset.

Keith: I'm going to pick up my plate of flapjacks, and unfortunately I'm going to walk away with my Cloak of Shade.

[Laughter.]

Gale (as Bonesaw): No, no! Me too!

Keith: 'Cause it sticks to me!

[Laughter.]

Gale: Bonesaw scoops up his plate and follows.

Gale (as Bonesaw): We can have a picnic!

Corinne: Aww!

Gale (as Bonesaw): You said we'd—you said we'd have a picnic!

Keith (as Jasper): I—I—I don't recall that, but it does sound like something I'd say, sure!

Keith: Uh, head up to the... to the rooms, open the door, get on in, set the flapjacks down on the side table.

Keith (as Jasper): Myra, what happened with Moz? We deflected the Sheriff, he don't know nothing!

Gale: Bonesaw sits cross-legged on the floor and keeps eating.

Corinne: Myra is coiled up in her little snaky form where... I don't know how you would do the equivalent of like hugging your knees?

Keith: Aww!

Gale: Ohoho!

Corinne: —but it's like the snake version of that, where she's kind of wrapped herself up in her little snaky form, and it's super cute.

Gale: Ohohoh!

Keith: It's probably adorable.

Corinne: It's very adorable. Um... so, but her—her head's kind of resting on like, her snake body, and an arm appears out from... from the folds, grabs a flapjack and then stuffs it in her mouth, and she chews—

[Chuckles.]

Corinne: —very non-plussed, and then she goes—

Corinne (as Myra): I don't know. I don't know what happened. He didn't say nothing. He—he was terrified. He—he summoned a horse or something, and I was screaming at him to come back, and then he just... he looked back and I... I don't think I've ever seen him that scared before. I just... I'm so frustrated with everyone trying to... well not *trying* to, I know... I know... we're all trying to stick together and you know, shit happens, but I thought he trusted us more than that. You know?

Keith (as Jasper): I don't know if it was just us... He's been trying real hard to distance himself from Johnny Longtail. And I have a feeling... he feels that his—his soul depends on it, and this was just not a good reminder this early in the game. He's got to know that... that we understand, that he ain't Johnny Longtail, and we've all got to believe that for his sake too. We all got to help him with that. But I ain't got to faintest clue as to how to track him if he flew off.

Gale (as Bonesaw): Goiter hasn't come back yet. He might have got a lead.

Corinne (as Myra): Oh!

Keith (as Jasper): Oh! Oh.. you uh, you can get feelings from Goiter, right?

Gale (as Bonesaw): Yes.

Keith (as Jasper): Okay, don't elaborate. Uh...

[Laughter.]

Gale (as Bonesaw): And you know, even beyond that, there's—there's magical means. It would take us a bit to get it together, but... there's ways to find him again. I just... well, what if he doesn't want to be?

Keith (as Jasper): Oh... [sighs] I don't know, I don't know. But he can't... He can't do it. That's—that's not good for him. If he runs from this, that means that in his heart, he feels he's Johnny Longtail. And that is not going to help his case. He has got to distance himself from that past, and we got to help him... Dang! I wish there was a way we could talk to him. Oh... listen, I'm about to pass out.

Keith: I'm going to like grab three flapjacks, kind of eat them, just—[messy eating noises]—

[Laughter.]

Keith: —just kind of stuff them.

Keith (as Jasper): [mouth full] I...I can't enjoy these, but I got to get some... I—you guys ate and drank when we were in the Witchmarket.

[Laughter.]

Keith (as Jasper): I ain't had nothing!

Corinne (as Myra): Yeah, that's true!

[Laughter.]

Keith (as Jasper): And I—

Keith: —[crashing]—and he collapses onto the bed.

Gale (as Bonesaw): Wait... there's one last thing.

Keith (as Jasper): [exhausted] Uh... what?

Keith: [laughing] He says with his face down.

Gale (as Bonesaw): Moz was supposed to meet the others. His—his—his... his family. For lunch today. At the Union Pacific Rail station. And he missed it.

Keith (as Jasper): Oh, good lord! Well, that's probably a good thing, if there's wanted posters out there that tie him to that. Or... tie Johnny Longtail to that.

Gale (as Bonesaw): They're undersigned by United Rail. That's his family!

Keith (as Jasper): Oh lord... you think they were setting him up?

Corinne (as Myra): But his... his brother is, you know, also a bit of a thug. Are they kind of on the same side? Like, if he goes to his brother for help...? Or is his brother part of United Rail, and like... the seedier side of it.

Keith (as Jasper): [sighs]

Gale (as Bonesaw): The poster said 'Dead or Alive,' Myra.

Keith: Jasper sigh and rolls over and says—

Keith (as Jasper): they were trying to pull him back in. This might be... punishment for not...

Corinne (as Myra): For not doing...?

Keith (as Jasper):capitulating.

Gale (as Bonesaw): He didn't even get a chance to decide!

Corinne (as Myra): We're going to find that little bastard. We're going to ask him where Moz might have gone off to.

Gale (as Bonesaw): [sniffing] I just hope he's safe tonight.

[Melancholy music fades out, replaced with dramatic Western intrigue.]

Blake: Where you going, Moz?

Zach: Outside of town. He needs... distance. Just from the people, the lights, the action, everything. Maybe find a tree to uh, saddle up next to. He's tired. It's been a really long day, and uh, he has a lot to think about. He'll—he'll find a nice plot of land, and uh, slow down to a canter, and uh... he—he'll bring his horse to a stop, dismount, give it a pat, and uh... slap it on the butt to send it running, and it'll dissolve into the wind.

[Gale laughs.]

Zach: Moz is going to pull out some supplies, make camp, start a little fire, nothing too big. He doesn't want to attract any attention, but he's pacing. He's—he's not very uh, happy. He's going back and forth. Every now and then, he'll pull out his new violin, the Stradivarius, and he'll—he'll try and give it a couple notes, try and play a couple pieces of music, but nothing's... nothing's working, just, the the tune's all off, he's messing up notes, he's distracted. He's going to get really frustrated and he'll build up to the point where he'll punch the—the tree that he's next to, just building up a lot of uh, emotions.

Blake: It is evening. Presumably, he went out east. Some distance, but enough that he can still see the town. The sun is setting—beautiful Western sky—Reds and blues and purples, as the sun goes down, and Moz is by himself, working on the violin. It's cold out, and I'm sure makes him feel even colder with the fact that he that he's all alone.

After a bit of this, after he's kind of put together a little meal, trail rations, he hears coming from his bag—

Blake (as Kyep): Hey—hey, boss! Boss!

Zach (as Moz): ...what.

Blake (as Kyep): Um... look. I kind of was... [sighs]

Blake: —and the golden fiddle falls out of your bag and, for the first time, it actually changes and no longer looks like the fiddle, but instead looks like a small imp, who lands on the ground next to you, and says—

Gale: Ahahah!

Blake (as Kyep): Look. So I know you've been having a bit of a day...

[Laughter.]

Zach (as Moz): What do you want, demon?

Blake (as Kyep): Look, hey! [sighs] Just let m—before you do anything, let me finish the whole thing. Okay? 'Cause you're not going to like what I'm going to say at first, but I promise I'm going somewhere with it.

Zach (as Moz): You better be.

Blake (as Kyep): Cool. So, you know how you had that meeting with the lawyer to get out of the whole contract with my boss that I'm technically supposed to oversee?

Zach: Moz glares.

Blake (as Kyep): ...and that I'm technically obligated to report that back to the guy who's both of our bosses?

[Gale gasps.]

Corinne: Damn it...

Blake (as Kyep): So... I have been a fucking violin, a lyre, a lute, a harpsicord! I—I was part of this contract back when it was a caveman banging two rocks together! I was Rock One!

[Laughter.]

Blake (as Kyep): Rock Two was just a regular rock! And it hurt!

[Laughter.]

Blake (as Kyep): I've been told for five thousand years that if I kept this up, I would be able to get somewhere.

Zach (as Moz): What's your point?

Blake (as Kyep): I want to help.

[Gale gasps.]

Corinne: Ooo!

Blake (as Kyep): On one condition. When you get out of this contract... you get me out too, 'cause if you get out of this contract, you're not the one who's going to end up suffering. Well, I mean, you're going to get the wrath of Titivilius coming down on you, and he's probably going to send a bunch of bounty hunters after you and try and trick you again, but that's... that's just how he is. Me? I would still be under his thumb, and if I thought being Rock Number One was bad, I don't want to see what he has to say about me when I have failed at keeping you on the leash, okay?

Zach: Can Moz do a Sense Motive check on Kyep?

Blake: Yeah, absolutely.

Zach: And I—I think I actually specifically have a debuff against this as uh...

Blake: Yeah, you—you specifically do have a minus two against this kind of thing.

Gale: [laughing] Oh no!

[Dice rolling.]

Blake: You can't get a read on him, whether he's telling the truth, whether he's lying... it's hard to say.

Zach: [sarcastic] Fantastic! That's what I wanted to hear!

Corinne: It's a risk!

Blake (as Kyep): Like, I'm not even going to stick around. I... unless you want me to, but like, I... just, I want to get out of this. If you're getting out, I want to get out.

Zach: Moz will look over Kyep with a bit of a harsh gaze, and uh—

Zach (as Moz): We'll see which way the wind blows.

Blake (as Kyep): Yeah... suppose that's the best I can ask for.

Blake: And he kind of sidles up and says—

Blake (as Kyep): Can... can I have...? I haven't eaten anything like, mortal food?

Gale: Oho!

Blake (as Kyep): —because I've been a violin?

[Laughter.]

Blake (as Kyep): —and you've... See, most of the time, at least most of my owners like, put me away for a little while? Enough for me to like... try some food! I haven't had anything to like... actually eat? In a bunch of years. Can I have... just...? I think I saw some rabbits running around. Do you mind if I just go and like... grab one?

Gale: Ohoo!

Zach (as Moz): ...have at it.

Gale: Aw!

Blake (as Kyep): Cool!

Blake: —and he just lunges at uh—into the darkness.

[Gale laughs.]

Keith: It's a jackalope.

Blake: —and a couple of minutes later, he comes back, just gnawing on a raw rabbit, and says—

Blake (as Kyep): [smacking lips] You know, boss—

Gale: Hee!

Blake (as Kyep): You want some?

Keith: Oh god!

Zach (as Moz): ...I've lost my appetite.

Blake (as Kyep): Eh, more for me! [Voracious devouring sounds]

[Laughter.]

Blake (as Kyep): [satisfied sigh] Too bad about all your friends, you know.

Gale: Ha! Awha!

Blake (as Kyep): Seemed like they were good to hang out with. Good crew.

Zach: At this point, Moz is going to start ignoring the demon as he kind of just sets out his bed roll. He takes his hat off, puts it over his eyes, and says—

Zach (as Moz): Yep. It's a damn shame.

[Music fades and transitions to light strings.]

Blake: The night passes. Uh, the sun rises on a new day. Moz, here's the big question. Moz has a thing that makes it so that he doesn't have to sleep as much at night.

Zach: Yeah, I...I only need two hours. But I—I imagine he spent a lot of that time failing to uh... play the violin.

Blake: Okay. That's kind of what I was going to ask, like if he got a full eight hours, or if he just hung out. As the sun is rising behind him, what's Moz thinking about? What—what's he thinking he's going to do?

Zach: Moz is going to uh, pack up his camp, pick up the bedroll, make sure that he's not leaving any traces. He didn't set up his tent last night, but he's going to pull it out of his haversack, and uh, he's going to use his tailblade to cut a little corner off of it, and I think he's going to fashion a little burlap bandana out of it, to cover his face.

Gale: Hee!

Zach: I don't think Moz would want to summon his new pony at this point, just because it attracts a lot of attention, so I think he will start walking his way back into town. I—I want to say he's, he's going to be looking for someplace he can get scrolls, or uh, potions? Some—someplace where he can get his hands on a Disguise Self spell.

Gale: Ohohoh!

Blake: Fantastic! You will notice in the morning, Kyep has reverted back to being his usual self, meaning a golden violin.

Gale: It's going to be the return of 'Mose.'

[Laughter.]

Blake: You know the the Arcanium Industries of New Mexico is probably the easiest place, and it was—you saw it as you burned past it in the morning. It's decently early, you'll be able to go in and get the supplies that you need.

[Light strings fade, and a jaunty tune starts up.]

Blake: Right now, there's just a very tired-looking human woman behind the desk.

Blake (as tired woman): Welcome to Arcanium Industries. [huge yawn]

Zach (as Moz): I'd like to—

Blake (as tired woman): —Where we provide the best in magic items.

Zach (as Moz): I'd like to purchase some scrolls.

Blake (as tired woman): Uh, we are having a 'buy two for the price of two' special on all spell scrolls of third level or lower.

Zach (as Moz): I suppose it's my lucky day!

Blake (as tired woman): Yeah... uh, they're right over there... [yawning] You want some coffee or something? [yawning] Excuse me...

Zach (as Moz): ...no.

Blake (as tired woman): Okay...

Blake: She points at a mug, and it just—[pouring sound]—fills up with coffee from nowhere, and she just starts drinking it.

Zach: How much does a single spell of Disguise Self cost?

Gale: A single scroll for a level one spell is twenty-five dollars.

Blake: Thank you.

Gale: That'll only last you ten minutes, though.

Zach: Oh... that sucks.

Blake: A Hat of Disguise, that's like eighteen-hundred dollars.

Zach: What's what's the duration of that?

Blake: Infinite. Like, you can wear it and it just keeps working.

Zach: Okay! Uh, I suppose it's—it's time to shell out some cash!

[Gale laughs.]

Zach: Moz will, I guess, shift his attention from the scrolls to the—the hat. Uh, something that can last a bit longer, and say uh—

Zach (as Moz): How much for that?

Blake (as tired woman): [yawning] That's uh... one-thousand eight-hundred dollars. Uh... if you buy it, it comes with a free... feather.

[Laughter.]

Blake (as tired woman): Stick a feather in your cap!

Zach (as Moz): ...goody.

[Laughter.]

Zach: Moz will uh, toss over one-thousand eight-hundred gold pieces. As he's leaving, he'll say—

Zach (as Moz): You can keep the feather.

[Gale laughs.]

Gale: What does Moz's disguise look like?

Zach: I think... there's a certain limitation to uh... how much you can alter your—your height and appearance and all that...

Gale: Yeah, you can make your clothing, armor, weapons, and equipment look different. You can be a foot shorter or taller, thin, fat, or in between. You cannot change your creature type, which is humanoid, but you can appear as another subtype, so I don't think you have to be a ratfolk.

Zach: Yeah.

Blake: Yeah, you could be like, a goblin or a gnome, something that's small.

Gale: Yeah. Aside from that, the extent of the change is up to you, you can add or obscure minor features, or look like an entirely different person.

Zach: With that in mind, Moz is going to choose something that's a similar height, and probably something familiar. The disguise I have in mind is uh... Jim Ziplack.

[Laughter.]

Blake: Ohohoh!

Corinne: Wait, remind me who Jim Ziplack is again?

Gale: He's the the asshole gnome who uh... was really mean to Cameron in Perdition—

Corinne: Oh!

Gale: —and who Moz took his homestead off of him—

Keith: Ohhh!

Corinne: The asshole!

Gale: —in a musical duel at the mayor's birthday—

Corinne: Oh my god!

Keith: That guy!

Corinne: Beautiful!

[Laughter.]

Blake: Oh, fantastic!

Corinne: That's brilliant.

[Laughter.]

[Music fades, replaced with a bittersweet theme.]

Blake: Goiter will return sometime in the middle of the night—

Gale: Okay?

Blake: —just flapping and flops onto the bed, and just—

Blake (as Goiter): [panting]

Corinne: Awww!

Gale: Bonesaw will absorb him, so they can feel close and cuddle in the bed, and kind of pet him and be like—

Gale (as Bonesaw): Sorry, buddy! I'm sure you did your best.

Keith (as Jasper): Any news about Moz?

Blake (as Goiter): [exhausted noise]

Gale (as Bonesaw): Nothing, sorry.

[Music fades into hotel interior ambience.]

Keith: I do have one thing I would like to do, and I'm going to whisper it to the GM.

[Laughter.]

Corinne: Ooo!

Gale: Hahaha!

Corinne: Spicy!

Gale: Secrets!

Blake: Oh...

Keith: I had anticipated casting this last night, so that it would take place over the night, but I realized I didn't have the spell yet until I woke up, so...

Blake: Yeah. Oh, this is fantastic! Yes.

Keith: Okay.

Blake: Yes, absolutely.

Keith: All right, the rest of you—

[Laughter.]

Keith: —in the morning, you see Jasper get up... He's looking very intently at a little corner of the baseboard, and his hand reaches down like lightning—

[Gale gasps.]

Keith: Seems like he grabs something from around the baseboard. He lifts his hands to his mouth and he whispers into them, as if he's giving some sort of message or something, and then he is going to walk to the window, and he is going to open his hands, and it looks like he's releasing something.

[Blake chuckles.]

Gale (as Bonesaw): What have you got there?

[Keith laughs.]

Keith (as Jasper): I don't know! How much did you see?

[Laughter.]

Gale: Bonesaw is over where he has all of his alchemy supplies spread out on the table, so he can prepare extracts in the morning—

Keith: [laughing] Okay!

Gale: And he has half a dozen things bubbling, and he's like—

Gale (as Bonesaw): Not much, really! I've been working on my spells! Uh—

Blake: Make a Perception check.

Keith: Okay, I was not being particularly secretive, just not uh, broadcasting what I was doing, so...

Blake: I mean, you weren't.

[Dice rolling.]

Gale: Eighteen?

Blake: That's not—I can tell you, unless there is a nat one rolled here...

[Dice rolling.]

Blake: Yeah, Bonesaw, you do not notice anything when Jasper finishes his little bit.

Gale: Okay!

Keith: I get my secrets too!

[Laughter.]

Keith: Jasper is going to cast another spell. This one is going to be totally useless, but Jasper does not realize that yet. He is going to say to Bonesaw—

Keith (as Jasper): Bonesaw? If uh... if uh Moz comes back while we're out, what do you want to say to him?

Keith: —and he's got one of his little cigarette papers out with a with a stylus to write on it.

Gale (as Bonesaw): "I love you. Please stay?"

Corinne: Aww!

Blake: Aww!

Keith (as Jasper): [writing] 'Bonesaw says they love you and please stay.'

Zach: Aww...

Keith (as Jasper): 'We do not care about that thing we found in the trash. Please come back.'

Gale: Awww!

Keith (as Jasper): 'J-B—comma—M.'

Gale: Aww!

Keith: And he's going to roll up the paper, he's going to go to the window, and you see him gesture, and he makes kind of a cawing sound—

Gale: Hee hee!

Keith: —and I'm going to go ahead and send this to uh... send this to chat. A crow flaps into the room—

Gale: Ahh!

Keith: —takes the little... takes the little message—

Gale: Yes!

Keith: —in it's beak—

Gale: Oh my god!

Keith: And I say—

Keith (as Jasper): Iffin Moz comes back, and he looks like this—

Keith: —and I'm going to kind of communicate my image of Moz, which is now totally useless!

[Laughter.]

Blake: Yep! Yep!

Keith (as Jasper): You give him this message!

[Laughter.]

Corinne: From the bed, you hear—

Corinne (as Myra): Wait.

Corinne: —and a very uh... she doesn't have hair?

[Laughter.]

Corinne: —but if she could have hair, um, it'd be very disheveled and she'd look very, very, very uh... lumpy.

[Gale snickers.]

Corinne: She—she crawls out of the bed and she goes—

Corinne (as Myra): Wait. Let me write something on the note.

Keith (as Jasper): All righty!

Corinne: She snatches the note, grabs the pen, and she writes—

Corinne (as Myra): [writing] 'Come back you asshole!'

Corinne: —and she underlines asshole twice—

[Laughter.]

Corinne: —and she rolls it back up and just signs, like 'Myra!' and like, gives it back, and goes back to bed.

[Laughter.]

Keith (as Jasper): Now—

Keith: —I look at the crow—

Keith (as Jasper): You have my permission to take food and water breaks, 'cause this lasts one day per level.

Blake (as Crow): [caws]

[Gale laughs.]

Keith: So this crow will wait almost two weeks for Moz to come back—

[Laughter.]

Keith: —if nothing else happens.

Zach: Oh my goodness!

Blake (as Crow): [caws]

Zach: You guys are so sweet!

Gale: Aww!

Corinne: Aww!

Gale: That is so cool!

Blake: All right, and I think with that, we'll go ahead and wrap it tonight. As intrigue abounds, you all begin the next day... perhaps your final day in Albuquerque!

[Gale gasps.]

Corinne: Oh!

Keith: Mm!

Gale: Wow! Way...uh, way to raise the tension, man!

[Laughter.]

Blake: Good luck!

Keith: I'm going to assume there's a volcano on the horizon and...

[Laughter, clapping, and cheering.]

[Main theme kicks into gear.]

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. You can follow us on X and Facebook at DustAndBloodPod, or 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 Rayne, Barbara, Hazz, and Ceru!

Dust and Blood releases monthly on the first, and the next episode is coming at you on July first!

Content warnings can be found in every episode description, and we hope you enjoy exploring this fantasy western with us. Thanks for listening!

[Dust and Blood main theme vocals cut in: My eyes shoot open to the early morning sun. I feel that aching, pounding, poking of a bullet in my lung. Skin is sealed and bones a-crunch, and I feel that wretched itch and something drag me up to face that coward son-of-a-gun! His face grows white as he fumbles for his holster. I feel the lead pierce my shoulder, neck, and chest. I scream that I have died a hundred times and lived a thousand years, and I'll be damned if a boy like you is gonna beat the best. Yes, I'll be damned if a boy like you is gonna beat the best!]

Keith: Myra! D'jya'eat?

[Laughter.]

Corinne: ...what?

Keith: J-E-E-T, Did you eat?

Blake: Yep! Jeet!

[Laughter.]

Gale: Jeet!

Keith: Jeet?

Blake: It's 'Cowboy' for 'Did you eat?'

Corinne: Jeet!

Keith: Jeet!

Blake: I—I cannot tell you how far back into my past—

[Laughter.]

Blake: —you saying that threw me, just like—

Corinne: I really had to think about that one, I was like...?

Keith: I did notice that it went right—right—right through the translation center there!

[Laughter.]

[Music continues.]]

Zach: Tell who? Jasper? Bonesaw? Me? Myra?

Blake: You. Okay, yeah, I did, I was right!

[Laughter.]

Gale and Keith: 'You!'

[Laughter.]

Zach: [spluttering]

Keith: [joking] 'I'm pointing right at you!'

Blake: 'You!' 'At *you!*'

Zach: Excellent!

[Laughter.]

Gale: I love playing with you guys so much, you are phenomenal, each and every of you.

Corinne: We're such a dramatic group, and I love it.

Keith: Oh. I miss it when we don't have this.

[Laughter and sounds of agreement.]

Zach: Sorry for going off on a tangent like that! I didn't want to take up all—

[Sounds of protest.]

Gale: No!

Corinne: No, thank you!

Blake: No, it is amazing!

Gale: I just, I want to say flat out, I would be happy to spend the next like, half of the next five sessions, just watching Moz do stuff.

Corinne: Right!

Gale: That does not bother me at all.

Corinne: That's—that's plot. That's juicy, juicy plot we get to find out about Moz.

Gale: I—I want you to feel comfortable in the ability to take up a bunch of space for Moz backstory development side quest stuff!

Zach: Okay.

Gale: So—

Keith: I have to agree.

[Zach laughs.]

Gale: Very excited to watch that! I promise there's no simmering resentment, 'like, ugh, it's—it's our turn to be on the—'

Corinne: No, yeah!

Keith: [pretentious voice] 'Taking my spotlight!'

Blake: Yeah.

Zach: Thank you.

Corinne: Myra's upset, Corinne is not upset at all. Corinne is very happy that it has taken this turn.

Gale: I am thrilled! This is such a great twist!

Blake: Yeah...

Gale: I love when things completely hop the rail, so—!

[Zach laughs.]

Blake: Yeah, so do I! It is amazing!

Keith: I think it's a sign of a good—a good like, podcast or performance D&D-type group, when the GM can throw the spotlight onto somebody for an hour or so, and the rest of the players are still intrigued, involved, on a peripheral level, watching and getting their vicarious experience out of that. I think—I... This is great...

Gale: Absolutely!

Blake: Yeah.

Keith: This is playing out stuff that we can still enjoy.

Blake: I am also such a fan of when players just, grab the reins and charge ahead—

Corinne: Mhmm.

Blake: —and are just like, ‘I want this to happen’—

Gale: Yes!

Blake: —'cause then I'm just like, ‘Yes, please!’

Zach: Well, thank you for giving me the opportunity to do so.

Blake: Absolutely!

Gale: Yeah!

Keith: Yeah!

Gale: I can't wait to dig into it more.

Corinne: [laughing] Secrets!

Gale: Juicy, juicy, juicy!

[Laughter.]

[Cassette End sound.]