

Transcript of Dust and Blood Episode 35 - Burning Bridges

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 learned about his family's arcane engine heist and decided he needed help, while Jasper, Myra, and Bonesaw discovered a secret cult beneath the Sacred Flame Home for the Needy!

Blake: We're going to dive immediately into where we left off. If I could have everybody please roll me some Initiative!

[Dice rolling.]

Zach: So... I'm separate from the rest of the group, right?

Blake: Yes. yYou are still about ten minutes away.

Zach: Oh...! Okay, so I'm not even going to be in this combat?

Blake: Yeah, unfortunately. Well... it—it'll depend on what players do.

Zach: Got it, got it!

Blake: As this starts to go down, Friar Ezekiel Livingston, standing at the front, having just announced that there's invisible people, he was carrying one of those little swinging fire censors with incense in it? He shakes his arm, and suddenly the chain for it gets much longer, and it slams into the ground—

[Gale gasps.]

Blake: —sounding like a fucking meteor hitting the ground, just—*[foom!]*

[Gale laughs nervously.]

Corinne: That's really cool! I need a priest with that as a weapon!

Gale: [whimpering] He looks like a scary Jesus!

[Laughter.]

Corinne: [laughing] He's Scary Jesus!

Blake: As it uh lights on fire, his red metal hair and glowing yellow eyes glint in both the red firelight of his censor and the green flames around him. He looks over at one of the roguish-looking fellows, who's carrying a rifle and a dagger, and says—

Blake (as Livingston): You stay here. Tell the other two upstairs to start clearing this out. I'm going to make sure that they do not get away.

[Gale laughs.]

Blake: —and with that, this man is going to move over here. Friar Livingston is going to move straight up... He vaults over the altar and—

Gale: [gasping] Oh my god!

Blake: —extends a hand, and—[*whoom!*]—this wave of energy goes out. I need Bonesaw and Jasper to make a Will save for me.

Gale: Oh no!

Keith: All righty!

[Dice rolling.]

Gale: Oh! Nat twenty for Jasper!

Keith: That is...

Blake: Oo! Nat twenty for Jasper

Keith: Yes!

Gale: —but a sixteen for Bonesaw!

[Laughter.]

Blake: they just got hit with a Channel Energy, specifically, Turn Undead!

Gale: Oh no!

Keith: Ohohoh!

Corinne: Oh, that's right, we're in the lion's den, aren't we?

Blake: And the DC is eighteen.

Gale: Ooh...

Keith: Oh no...

Blake: Bonesaw, you now must flee as if panicked.

Gale: [laughing] You know...!

Blake: Because you are an arguably intelligent Undead—

[Laughter.]

Gale: What do you mean, 'arguably?'

[Laughter.]

Blake: You know what I mean! You get a new save each turn.

Gale: You know, that's not too far off from what I wanted to do, I was just hoping to grab Jasper first?

[Laughter.]

Blake: Myra, uh make a Perception check for me.

Corinne: We're not, um, connected? I don't think?

Blake: No...

[Dice rolling.]

Zach: Yeah, Goiter!

Gale: Last time Goiter, in your hat did the 'waterbed shuffle'—

Blake: Oh, that's right!

Corinne: That's right!

Gale: —to get your attention, so...

Corinne: [laughing] The waterbed shuffle, yeah...

Gale: You know things have gone terribly wrong.

Corinne: Oh god!

Keith: He's 'Ratatouille-ing you!

[Laughter.]

Blake: Yeah, uh, with a twenty-nine Perception, fuck! That's enough that you hear very muffled—

Blake (as cultist): [muffled] Stay here, I'm going to track them down!

Blake: —from downstairs.

Corinne: Okay.

Blake: It doesn't seem like the two clerics that are in here have noticed anything?

Corinne: Mhmm.

Blake: He's still just kind of prattling away...

Corinne: Okay. So Myra's sitting there, a bunch of jello-o shaking on her head—

[Blake laughs.]

Corinne: —hears that going down, and the guy just kind of 'blah—blah—blah—blah—blah,' speaking away, and she just goes—

Corinne (as Myra): [sighs] All right then...

Corinne: Takes off Goiter, and goes—

Corinne (as Myra): Geronimo!

[Laughter.]

Corinne: —and flings him directly at the priest's face.

[Playful music begins.]

Keith: A Goiter bomb!

Corinne: —and says—

Corinne (as Myra): Go get 'em, Goiter!

[Laughter.]

Corinne: And she's going to let Goiter go nut—

Blake: Oh my god!

Corinne: —and see if she can sneak away down to help her friends, while Goiter is—

Gale: I think that's also the cue for Myra Three, as your enlarged belt buckle? So...

Blake: Yeah.

Corinne: Yeah

Gale: You might have to—

Corinne: So, I'm setting off all the fireworks, keeping them occupied with that, and then going down and helping!

Blake: I—I need you to make both a ranged attack, and a... just like, I—I don't even know what this would be, a fucking chaos roll! Roll 1d100 for me, and then roll a Stealth check.

[Laughter.]

[Dice rolling.]

Corinne: Okay, I rolled a sixteen for ranged attack—

Gale: Yes!

Blake: A seventy? Pretty much immediately as you do this, it is fucking chaos immediately. Like, not even funny how quickly stuff starts devolving.

[Laughter.]

Corinne: Myra hits the deck after she throws Goiter at the dude's face and the belt buckle—buckle comes off of her belt, she's hitting the dirt like a real snake, and she's slithering her way—

[Laughter.]

Corinne: —over to where the door is supposed to be.

Blake: Wow, yeah!

Gale: I feel like Goiter would go straight for the soup. Like, cannonball dive in, slurp up as much as he can, the splash hits people in the background, and then of course, he starts flopping on people, bringing the soup with him.

[Laughter.]

Blake: Yeah, there is just there is soup everywhere, Myra Three has gone from being an oversized belt buckle to being an entire 'Katamari Damacy-type' ball—

[Laughter.]

Blake: —of plates and forks and cups—

[Corinne makes a noise like a quickly-rolling ball.]

Blake: —and just is rolling across the table, grabbing things and sticking them to itself—

Keith: Like a lump of play-doh!

Blake: —and it's just—[rolling sounds]—and the cleric, who just got a face full of Goiter, is freaking the fuck out!

[Gale laughs.]

Blake: He's like, he is just swinging randomly into the air, like—

Blake (as cleric): [panicked] Ah! It's in my eyes! It's got in my eyes! What the fuck was that? Oh, it's in my mouth! I can taste it! Yeow!

[Laughter.]

Corinne: Crashing of glass, and windows, and people going, 'Oh god!' and people just—

Blake: Yeah, absolutely!

Corinne: —running out!

Blake: It is insane what's going on right now! Give me a stealth check.

Corinne: Okay. Would I have, um, advantage? Given the chaos?

[Dice rolling.]

Blake: Yeah, I would say there's a good three-point bonus to that Stealth.

Corinne: Okay.

Blake: Uh, so you're sitting with a sixteen—

Corinne: Mhmm.

Blake: But the two clerics that are up here?

Corinne: Mhmm.

Blake: Full-on aren't paying attention.

Corinne: Sweet!

Blake: The Stealth is more moving forward as you go downstairs and all that stuff, versus up here.

Corinne: Gotcha. Okay, I think that's about as far as I can move...

Blake: Because it's you, you're technically climbing along the floor—

[Gale laughs.]

Corinne: Okay, so—

Blake: So you can use—you can actually move your Climb speed.

Corinne: Okay!

Blake: That brings us around to Bonesaw, at seventeen. Bonesaw, you are terrified! You need to GTFO.

Gale: Bonesaw, as soon as the secret door opened, was frozen in place. The alter, the censor, the guy behind it railing against Undead—this is all incredibly familiar, and he gets caught frozen in a flashback to his death, uh, when he was tied down to an altar and bludgeoned to death with a censor, so he... is not in a very good place, and as Jasper tries to sneak through the door, and the attacks start coming, and then Scary Jesus vaults over the altar and gets up in his face, he just starts whimpering, and he goes—

Gale (as Bonesaw): [whimpering] Hm-hm-hm-ahhh!

Corinne: Aww!

Gale: —and his his angel wings—[*kr-kr-kr-crack!*]*—*pop out of his back, and he's going to fly away as fucking fast as he can.

Blake: All right!

Zach: Shit...

Blake: Go ahead and make your move. Um, you are still invisible!

Gale: I really hope you get out of there, Jasper, I was hoping to grab you first!

[Keith laughs.

Keith: Well, I'm just going to kill everyone!

[Laughter.]

Zach: Atta boy!

Gale: I have sixty feet of movement, Blake.

Blake: And you are upstairs, you fly up, everybody sees as the trap door just like—[*fuh-boom!*]*—*flies open, and an invisible person goes flying out. Where are you going next?

Gale: Towards Myra. He wants to feel safe, and we don't have like, a home here—

Corinne: Aw!

Gale: —but his—his people are safety, so... He knows Myra's in the main hall, he's going to head that way.

[Laughter.]

Corinne: You're going to barrel right into me! [*Boosh!*]

Gale: Myra, slithering on the floor in this chaos, looks down the hall and sees the door—[*boom!*—open, because Bonesaw's still invisible, but I imagine there's a trail of like, half-dead feathers? Uh, suddenly whipping around behind him as they detach. It's lucky she's on the floor, because there is a—[*whoosh!*—as something passes over her and she just hears—

Gale (as Bonesaw): [whimpering] Uh-huh-huh-huhhh!

[Laughter.]

Gale: Uh, and Bonesaw goes straight up above Myra, as far as the ceiling will take him, and hopefully that'll run out the end of my movement.

Blake: Okay. Uh, and then give me a DC eighteen Will save.

Gale: Okay.

[Dice rolling.]

Gale: Nat twenty!

Zach: Ooo!

Blake: Nat twenty, all right!

Corinne: Nice!

Blake: Awesome!

Corinne: He's getting out of there!

Blake: One of the clerics is swinging wildly at Myra Three on the table, and is just missing completely each time, it's just—

Blake: —it's like a game of whack-a-mole? If whack-a-mole was on acid.

[Laughter.]

Corinne: She'd be on the ground and then the—the—[*whoosh!*]*—*and the—and the—[*Wa-ah-ah!*]*—*from Bonesaw, and be like, 'Yep! That's Bonesaw!'

Corinne (as Myra): Okay, thank god! You're okay, let's get the fuck out of here! Where's Jasper!

Gale (as Bonesaw): [wailing] I left him behind!

[Laughter.]

Corinne (as Myra): Don't—! Okay, it's okay! We'll get him, we'll get him!

Gale (as Bonesaw): [wailing] I left him down there with those murderers!

Corinne (as Myra): Mur—murder—?

Gale (as Bonesaw): [wailing] It's all my fault! I just couldn't think! Ah! We've got to go get him!

Corinne (as Myra): You're okay! You're okay! I—I've got him! I got him! Go, go, go! Fly like the wind!

Corinne: And she—[*slithering*]*—*slithers faster—

Gale (as Bonesaw): No, no, I'm coming too! We can't leave Jasper behind!

[Laughter.]

Corinne (as Myra): It's okay, Bonesaw, we got this! I—I got your back! Don't—don't worry! We... We can do this!

Gale (as Bonesaw): I didn't mean to! It was just sort of... out of sight, out of mind, you know? As soon as he disappeared, I was like... 'Wait...'

Corinne (as Myra): I—I do not blame you in the slightest! Do not worry at all! I'm certain he's totally fine!

Gale (as Bonesaw): Okay...

Corinne: [laughing] Mean—meanwhile...

Gale (as Bonesaw): Let's go get him!

Corinne (as Myra): Yep! Let's go get him.

Gale (as Bonesaw): I can't lose him right after Moz!

[Keith laughs.]

Corinne: Oh shit...

Zach: Aww!

Corinne: She grits her teeth, and she's like—

Corinne (as Myra): Damn straight! We ain't losing anybody else!

Keith: I'm just remembering how much Jasper liked breakfast...

[Laughter.]

Gale (as Bonesaw): [joking] Jasper used to love being alive!

[Laughter.]

Blake: A fella with a deep hood and two revolvers comes out of the room and takes position at the base of the ladder, guns drawn, pointed out, and say—

Blake (as cultist): All right. I'll cover us down here. Rest of you, get upstairs!

Blake: Jasper!

Keith: All right, here! Jasper was going to start shooting, but this looks like he's outnumbered quite a bit. So he is going to move—he's going to move like so... Probably have to clamber over the table, but he has Longstrider on. But he's going to try and keep his distance from gunslinger one as long as he can, until he gets to the ladder. He's going to mount onto the ladder from the side. As he is on the ladder, he is going to mutter a few words of mystical significance, and starting about right here... he's going to cast and Entangle.

Gale: Oo!

[Laughter.]

Blake: Oh, fuck!

Corinne: Nice!

Gale: Yes!

Keith: That is a forty-foot square, I'm going to cast it forty feet away, so it should get everything up to this line.

[Laughter.]

Blake: Oh my god!

Zach: Lord!

Keith: —so everything from the ladder over, and I'm up on the ladder anyway, so...

Blake: Yeah. Okay. Fuck.

[Laughter.]

Corinne: Entangle strikes again!

Gale: Jasper's like, 'Sit! Stay!'

[Laughter.]

Zach: Would not want to have to weed whack that mess—

Gale: Oo!

Zach: Good lord!

[Gale laughs.]

Blake: You know, this is an underground lair. Which means that for everybody who's in here, this is the worst possible thing, as all of a sudden, the walls, the ceiling, the floor, every which way, just—[leafy growth sounds]—breaks out from the walls. These thorny bushes just start engulfing everybody.

[Laughter.]

Zach: Way to go, Jasper!

Corinne: Great move!

Keith: Uh, he would immediately become visible—

Blake: Yes! He becomes visible, and when that happens, two people get their uh, attacks that they had prepared—

[Gale gasps.]

Keith: Perfectly fine.

Keith (as Jasper): [loudly] First person who lets loose on me, gets the fireball that's coming next!

[Laughter.]

Corinne: You tell 'em!

Keith: Bluff! Bluff! Bluff! Bluff! Bluff!

[Laughter.]

Blake: Yeah, give me an Intimidate check, there.

Keith: I'll give you an Intimidate check!

[Dice rolling.]

Keith: How does a twenty-two sound?

Blake: Oo!

Gale: Oo!

Corinne: Nice!

Blake: Ohohoh!

Gale: Eee!

Zach: Learning from the best!

Blake: Um, that is going to give them a small minus as they make their shots.

Keith: Okay!

[Laughter.]

Blake: Uh, first one coming from gunslinger two, who's way in the back. Uh, what's your AC?

Keith: Uh, my AC, hold on...

[Dice rolling.]

Blake: Jesus christ! Never mind...

[Laughter.]

Keith: Eighteen!

Corinne: Yay!

Blake: As he rolls a nat one on his first shot!

Keith: [joking] Oh, he hit that keg of gunpowder!

[Laughter.]

Blake: Yeah, he—he's...

Corinne: There's the fireball!

[Laughter.]

Blake: The gun misfires, and he's going to have to clear it. He also... [laughter] Somebody roll 1d6 for me, please?

Corinne: Do share!

[Dice rolling.]

Keith: Three!

Blake: Three... As he fires off this bullet and it goes wide, it slams into the wall, ricochets, and as it does? One of the vines just wraps around his wrist and up on his gun and around his like, chest? And all of a sudden, a bunch of flowers just—[*poom!*]—

[Laughter.]

Blake: —Uh, explode out, and out of every single bullet loop, out of all of his revolvers, out of the pouch that he is carrying all of his weapons, these flowers shoot all of his ammunition, out of his gun out of his holster, everywhere!

[Laughter.]

Corinne: All of it?

Blake: All of his ammunition that is on him right now is now on the ground, and he's going to have to spend three fucking rounds—

[Laughter.]

Blake: —to pick it all up.

Keith: This is like the third reel of yellow submarine!

Gale: I think that's the most creative nat one I've ever heard, I love it!

[Laughter.]

Blake: So this guy is... ammo-less for forever now. The second guy is going to attack...

[Dice rolling.]

Blake: He rolled twenty-four, so you're going to take eight points of damage, but he is right next to you? So if you have a melee weapon available to you, you could get an attack of opportunity on him?

Keith: Can I pistol-whip him?

[Gale laughs.]

Blake: Yeah, go for it!

[Dice rolling.]

Keith: Oh! nat one!

Blake: Oh no!

Gale: Oohh!

Blake: All right! Let me grab another card from the deck!

Corinne: Oh no!

Keith: Oh no!

[Laughter.]

Keith: Hoist by my own petard!

[Laughter.]

Blake: Oh, this isn't too bad! You're off balance. You're going to take a minus four penalty on all attack rolls for one round.

Keith: Ah, okay.

Blake: That is the end of their prepared actions, so you can go ahead and finish your movement.

Keith: When my Longstrider is on, I believe I have a speed of forty feet. Can I just continue on up to the next floor above?

Blake: Yep!

Keith: Okay, and what kind of an action does it take to close that door?

Blake: I would say it's a swift action to close it. If you want to do more than that, it would take an action.

Keith: Okay. I don't have an action left, so I'm going to close the door and next turn start piling.

Blake: Okie-doke!

Keith: I will uh, whistle out—

Keith (as Jasper): Bones? Bones? Where are you?

Gale: Awhaha!

[Laughter.]

Keith: —and then all of a sudden he looks down and thinks— ‘Bones? Oh crap!’

[Gale gasps.]

[Laughter.]

Keith (as Jasper): I left Bones behind!

Keith: I thought I had heard like, this whimpering noise, uh heading towards the ladder—

Gale: Going away, yeah!

Keith: So there's a good chance that I was proceeding under that assumption, but... he is suffering a moment of indecision.

[Laughter.]

Blake: Yeah, he did see the the door at the top fly open—

Keith: Okay!

Blake: —as Bonesaw burst through it!

Keith: Okay! Since I do have movement left, I am going to move over to here, and I'll shove things on there next turn, but I don't want to be standing right on top of the uh... trapdoor, 'cause I have a feeling bullets are going to come flying through that any moment.

[Laughter.]

Corinne: Smart.

Gale: As Jasper steps into the room where he can be seen down the corridor between, Bonesaw yells—

Gale (as Bonesaw): [teary] Jasper!

Keith (as Jasper): Oh, there you are, Bones!

Gale (as Bonesaw): I'm sorry!

Corinne: Awww!

Corinne (as Myra): We'll apologize later! We'll all sit around and have a lovely apologizing time! Let's get the fuck out of here!

[Laughter.]

Keith (as Jasper): Well, they ain't leaving anytime soon!

Blake: Speaking of 'not leaving anytime soon,' it is the rogue number one's turn. He has to make a Reflex save, DC fourteen, it looks like?

Keith: I believe so, yeah.

Blake: You hear the rogue from down below say—

Blake (as rogue): [sarcastic] Oh no! I need to make a Reflex save! Whatever shall I do?

[Laughter.]

Corinne: You know what, rogue? Fuck you! You know what?

[Dice rolling.]

Blake: ...y'all. These guys have a plus ten to their Reflex save.

Corinne: ...oh shit.

Gale: Hmm!

Blake: ...he just rolled a three.

[Laughter.]

Keith: Yes!

Corinne: It's not their day today!

Keith: Yes!

Blake: Jesus christ...

Corinne: Sorry!

[Laughter.]

Blake: Uh, I don't think he can even move if he's entangled, god damn it! Moz!

[Battle music shifts to bright and cheery theme.]

Blake: You're walking down the street, you're determined to go find your friends! It's going to be a great day for you!

[Laughter.]

Keith: We won't be hard to find! Just listen for the sound of bullets and screaming cultist, and...

Corinne: Glass breaking, explosions!

[Laughter.]

[Battle music returns.]

Blake: Livingston can't move very far... Myra, you have some chaos going on upstairs.

Corinne: Yeah, sh—she's going to make like a tree and leave! Now that she sees Jasper, she knows Bonesaw is out, she's going to flee. Use a full round move action to to get the fuck out of there!

Keith (as Jasper): There's an open window over here!

[Laughter.]

Corinne: I think she'll go out the door, so that everyone can do different escapes, so it's like, 'Scatter!' so that way they can all...

Keith: That makes sense.

Corinne: Yeah.

Blake: Okay.

Corinne: So she's going to go out the front door and try to grab Myra Three on her way out.

Blake: Okay, perfect! Next up is Bonesaw!

Gale: Bonesaw says—

Gale (as Bonesaw): Goiter! Follow the sound of my voice! Come here! Come here! Good boy!

Blake (as Goiter): [blobby movement]

Gale: —and then he says—

Gale (as Bonesaw): Ear! Ear! We need to come up with a name for you, but please, you too!

Gale: There's this wet little flapping is the—the ear butterfly—

Keith: Oh, 'ear, ear!'—

Corinne: Oh!

Keith: —I thought you were calling Shom-niggurath, or something! 'Eee-yah! Ee-yah!'

[Laughter.]

Corinne: We need character art! That's going to be so cursed, but we need art of the ear butterfly.

Blake: Oh no!

Gale: [laughing] Th—the the ear butterfly flutters into the invisible space where Bonesaw is, and disappears, as it rejoins. Is there a skylight or something I can burst out of dramatically?

Blake: No, but there are a lot of windows, uh specifically—

Gale: Stained glass windows?

Blake: —stained glass windows.

Gale: Yes!

[Laughter.]

Zach: That'll do!

[Blake mimics the sound of breaking glass.]

Gale: That's so dramatic, I don't even care if I get cut!

[Laughter.]

Gale: Okay—

Blake: Yeah, give me—

Gale: I'm going to pick the prettiest stained glass window—is there one of like, the aasimar?

Blake: Yeah, there's one of the aasimar, arms extended—

Gale: Excellent!

[Laughter.]

Gale: I'm going through that one!

[Laughter.]

Corinne: Get it! Smash that thing!

Keith: Oh, now he deserves everything that's coming to him!

Blake: Roll 1d4 for me, just to see how much damage you get from the cuts.

[Dice rolling.]

Gale: [laughing] Four!

Zach: Oh, max damage!

Keith: Ouch!

Gale: Bonesaw... Bonesaw tucks his head a little bit and says—

Gale (as Bonesaw): Suck it, Scary Jesus!

[Laughter.]

Gale: —and then he flings himself through the stained glass window made in the aasimar's likeness.

[Corinne giggles.]

Blake: Okay! The next two guys...

[Dice rolling.]

Blake: ...he fails, so he's at the base of the stairs.

[Gale laughs.]

Blake: Gunslinger one—

[Dice rolling.]

Blake: —he is only just going to get to the top of the stairs.

Gale: That was such a clever use of Entangle!

Corinne: Mhmm!

[Keith laughs.]

Blake: —and he asked to use his entire move to get up, like, his entire action to get up there, so it's up to you, Jasper!

Keith (as Jasper): Well that was a dang fool thing to do!

Keith: And I'm going to unload on him!

[Laughter.]

Keith (as Jasper): Can't say you weren't warned!

Blake: Um, I will say—

Keith: I will probably be able to move, because I don't think this guy's going to survive.

[Laughter.]

Keith: Here come a couple of revolvers full of lead! Uh, first attack...

[Dice rolling.]

Blake: Hell's bells!

Keith: Seventeen, twenty-eight, and eleven. So, probably first two hit.

Zach: Lord!

Blake: 'Meets it, beats it,' so, hit, hit—

Gale: Oh my god! Look at that beautiful damage!

[Laughter.]

Blake: He takes thirty-seven points of damage?

Keith: Yes!

[Gale giggles.]

Zach: God!

Blake: As the bullets just rip through his chest and shoulder, and he is left a wheezing mass, as he drops his own guns. He is still alive, but he is not in good shape.

[Gale laughs.]

Keith: Well, I have a second gun... I'm not sure if I want to kill this guy now, if he's like, in that bad o' shape. I would just want to get out of here now.

Blake: I will say, if you flee now, you're pretty sure that he's not coming after you.

Keith: Right...

Keith (as Jasper): That was a warning shot! Don't be making no more zombies out of innocent folk!

[Laughter.]

Zach: Warning shots!

Keith: And one—two—leap through the window!

[Blake scats the Indiana Jones theme.]

[Laughter.]

[Battle music ends, replaced with a high-energy western tune.]

Blake: With all of the chaos that is going on, you guys have bought yourselves enough time to start fleeing. You are fairly certain that this won't necessarily last long, but you did get the sense that they're coming after you.

Keith: Yeah...

[Corinne laughs.]

Corinne: Bring it!

Keith: All right! Uh, I'm going to use the rest of my movement. I'm going to, yeah, run out to the front.

Gale: We regroup on the road a short distance away.

Gale (as Bonesaw): [frantic] Okay! Okay! What's the plan? What's close? Can we get to the Sheriff? The Galloways? A—a—a bunker?

Corinne (as Myra): We should probably definitely get to the Galloways! I—I think they're—they're definitely going to be the most power that we're going to—to need to to stay safe!

Gale (as Bonesaw): Aren't they like, clear on the other side of town, though?

Corinne (as Myra): Oh, shit, that's right! Um...

Keith (as Jasper): Yeah, Sheriff's just up the tracks there!

Blake: Moz has just about finished crossing the river.

Zach: Does Moz hear any of the commotion going on uh, from the—the racket that the party's caused?

Blake: Yeah, you're still about two and a half miles away?

Zach: Okay.

Corinne: We're uh, barreling it in the other direction—

Blake: Yeah.

Corinne: —so we're—we're—we're bound to—to meet up here real soon.

Gale (as Bonesaw): You know, I—I know you're not a big fan have “borrowed” horses, but the racetrack is like, right there!

Corinne (as Myra): Yep! Totally down! No other choice! Let's go! Steal a horse!

[Laughter.]

Corinne (as Myra): This is where we're at!

Gale (as Bonesaw): The other thing I could do, is I could make you both tiny and then maybe fly us all.

Corinne: Oh—oo! Moz could see us much better that way... literally flying in the sky! [laughs.]

Gale: I am still invisible—

Corinne: Oh, shit! That's r—

Gale: But it's only gonna last like, five more minutes probably.

Corinne (as Myra): Uh... may maybe save your spell slots, just in case. I don't know if we're going to run into any...any folks along the way. They probably have folks hidden around town.

Gale (as Bonesaw): Does anyone have like, messaging magic? That we could send a message to the Galloways, quickly?

Gale: I assume we're at the very least like, power-walking down the road as we discuss options.

Blake: Yeah, I assume...

[Laughter.]

Blake: Yeah, I assume you're making your way—

Keith: Yes I do, but I don't have it prepared!

Blake: Oh no!

Corinne: I just think it would be funny if Bonesaw was still invisible, and you just see a tiny Myra, a tiny Jasper—

[Laughter.]

Corinne: —flying with nothing supporting them!

Gale: [laughing] Flying through the sky!

Corinne: [laughing] Just like, 'Ahhh!'

Keith: You see—you see Jasper suddenly come to a stop—

Keith (as Jasper): [mis-quoting Gandalf] Fool of a cowboy! Hey, Smokey!

[Laughter.]

[Gale gasps.]

Corinne: Oh! Good point! You're carrying the brain cell today!

[Laughter.]

Keith: [joking] 'If only we had a horse!'

Corinne: 'Oh, wait!'

[Laughter.]

Blake: If you guys want to keep going forward, Myra may just climb on the rooftops, and she'll—she'll stay behind further than you guys, but she'll look back to see if we're being followed.

Keith: That sounds like a good idea.

Gale (as Bonesaw): I don't want to leave anyone behind, though!

Corinne: Oh!

Corinne (as Myra): It's—it's okay! I'll be—I'll be right behind you!

Gale (as Bonesaw): Well, I could... I could give you um... Expeditious Retreat! It'll let you run a little faster!

Corinne: Oo!

Gale: Like thirty more feet per round!

Corinne: Oh shit! Yeah, I—I will take that!

Gale (as Bonesaw): All right!

Gale: Bonesaw pulls out an arcane scroll and reads the recipe, and he's like—

Gale (as Bonesaw): I haven't used this one before! I think it was my mum's! Uh—

Corinne: Aw!

Gale: He's going to pull out a—a vial, and put some things in it, and shake it up, and infuse it with magic, and hand it over.

Gale (as Bonesaw): All right!

Corinne (as Myra): Okay! Bottom's up!

Corinne: —and she chugs it, and then she un-naturally, speedily, zooms up the side of a building.

[Gale laughs.]

Corinne: —and she goes—

Corinne (as Myra): Waaah!

[Laughter.]

Corinne: —not expecting to go that fast, and she kind of has to catch herself quickly, and she's like—

Corinne (as Myra): Damn, that thing has some kick!

Gale: Okay, so we've got Myra at sixty feet, I'm at sixty feet, and Jasper's at sixty feet, 'cause he's on Smokey.

Blake: Fantastic! Oh, wow!

Gale: So we can all flee at the same rate!

Corinne: Sweet!

Gale (as Bonesaw): Are we going to the Galloway's, then? Or the Sheriff?

Corinne (as Myra): Ah, shit, um...

Keith (as Jasper): Sheriff and then Galloways, 'cause it's kind of on the way.

Corinne (as Myra): Yeah.

Gale (as Bonesaw): Alright!

Keith: And I think we're going to be intersecting a certain rat...

[Laughter.]

Gale: There's only one way back to town, and Moz is on it!

Blake: You all, as you're charging uh, away, realize that you're probably keeping ahead of the other people, and there's no way they can keep up with you.

Corinne: Myra is going to be on the rooftops, lagging a bit behind, to kind of check their tail and see—see who might be following us, if people are following us?

Blake: Yeah, she would pretty easily see that any pursuers are far fucking behind.

Corinne: Awesome!

[Chase music fades to dramatic Western tune.]

Blake: Moz, you've crossed the river, presumably you've been thinking how you're going to present this to your friends. How's Moz uh, approaching this fine morning?

[Gale laughs.]

Zach: He's just going to be mulling things over to himself, walking at a—a brisk pace. Uh, I don't think he wants to draw too much attention to himself with a horse. Just out of curiosity, what material is—is the bridge built out of that, that uh, he's—he's crossing?

[Laughter.]

Keith: Asking for a friend?

Zach: Per—perchance?

[Laughter.]

Blake: ...don't have a map prepared for this, but uh, it's a wood bridge, um...

Gale: That sounds for flammable!

[Laughter.]

Zach: Okay, alright! Just a... just a—

Keith: Freshly pitched!

Corinne: Oh no!

[Laughter.]

Zach: Out of—out of curiosity, you know. Professional interest, you could call it.

Gale: Covered in hay bales!

[Laughter.]

Corinne: Some dynamite?

Zach: Yeah, yeah, yeah!

Keith: Oh look! The kerosene wagon just had an accident in the middle too!

[Laughter.]

Zach: But yeah, he—he's just going to be heading to the uh, the home the needy, trying to figure out what he's—what he's going to say when he finally bumps into the party.

[Chase music kicks in and Blake mimics the sound of galloping hooves.]

Blake: Yeah, you start to hear in the distance, some charging hooves, and see up in the air, a flailing dead bird-looking thing—

[Laughter.]

Blake: —flapping through the air.

Gale (as Bonesaw): [distant] Did you know the wind gets like, really weird, the higher up you get? It's kind of hard to—!

[Laughter.]

Gale (as Bonesaw): [distant unintelligible speaking.]

Zach: Moz is going to just—

Zach (as Moz): [sighs] Yep!

[Laughter.]

Keith: 'Must be Tuesday.'

Zach: He'll uh, adjust his collar a little bit and uh, he'll probably pull out his Stradivarius, and uh, cast maybe—maybe Flare? Like make it—make a bright flash to kind of catch uh, what he can only assume is—is Bonesaw flying through the air.

[Laughter.]

Gale (as Bonesaw): Oo, shiny!

[Laughter.]

Gale: As we get close enough to make him out too, there is very real danger of Moz getting from the air cannon-balled by a speeding Bonesaw.

[Laughter.]

Gale (as Bonesaw): Moooooz!

Zach: I—I it's... I think Moz realizes his mistakes too quick, and—and starts running a little bit towards the other—

Zach (as Moz): Woooah!

Corinne: [laughing] 'Get him! Get him!'

[Laughter.]

Keith: Jasper is leaning over and holding out his hand and says—

Keith (as Jasper): Moz! Morning, by the way! You really don't want to go that way!

Keith: —and he's going to try and uh, catch up Moz as—as Smokey thunders past.

Zach (as Moz): What did y'all do?

[Laughter.]

Gale (as Bonesaw): There was a really scary guy, and so we ran away!

[Laughter.]

Zach: So are—are we like full-on booking it?

Gale: Yeah.

Corinne: Yup! That's—that's what we're doing. You can join us if you want to, but you don't have to!

Gale: [laughing] Join us, mid-sprint away!

[Laughter.]

Blake: Yeah, just... [scats a tune]

Keith: For completeness' sake, the uh... Entangle spell? Will stay up for eleven minutes unless I lose concentration.

[Laughter.]

Blake: Oh my god...

Zach: I like to think that Moz is caught a little flat-footed, as he's really caught in his own head, and is like, 'Man, I—I really, I'm not sure what I'm—I'm going to tell these guys,' Upon seeing these guys running full sprint—

[Laughter.]

Zach: —I—I feel like the wind would just blow past him as—as they sprint by him, just barely acknowledging him, and he'll go—

Zach (as Moz): Oh! Oh!

Zach: —and uh, he'll—he'll hold on to his hat, and and sprint after them, as he—he recognizes this as not—not the time, nor the place.

[Laughter.]

Gale: Jasper just reaches down and plucks him onto the horse, like...

[Laughter.]

Blake: Yeah, just—[yoink!]

Zach: As we cross the bridge, he'll—he'll uh, Spark a little... As if striking flint and steel, he'll—he'll catch the... the bridge on fire, and hopefully cover our tracks a little bit!

[Laughter.]

Blake: Oh Jesus...

[Laughter.]

Zach: Spark!

Corinne (as Myra): Uh, that might have been a little overkill!

Blake: Oh my god...

Corinne (as Myra): We kind of lost 'em awhile ago! But it's okay, burn the bridge! They'll never know!

Gale (as Bonesaw): No, no!

Zach (as Moz): Just wait 'till what's coming next!

Gale (as Bonesaw): We definitely need to burn it!

Blake: ...literally burning bridges. Give me... god, uh... Give me a Luck check. You're going to roll 1d100. Zero to twenty-five, it doesn't catch at all. Twenty-five to fifty, it catches but is a raging inferno that destroys the entire bridge. Fifty through seventy-five, it does significant damage, but doesn't destroy it, and seventy-five through one-hundred, it slows down any attempt at pursuing, but doesn't do enough damage that it is a big problem.

Gale: Mm!

Zach: Okay! I'll—I'll go ahead and roll.

Blake: So, basically, you want high.

[Dice rolling.]

Blake: Thirty-seven.

Keith: Oh god!

Gale: Ahh! Inferno it is!

[Laughter.]

Corinne: Just how we like it!

Blake: The bridge is going to be destroyed, as it burns... through town.

[Laughter.]

Blake: You hear the bells clanging—

Corinne: Oh no!

Blake: —from the firehouse, as the entire place starts to burn.

Keith: Oh lord!

[Laughter.]

Zach: Was...was this an important bridge that I wasn't supposed to touch, by chance?

[Laughter.]

Keith: 'No, it was one of those unimportant bridges, no one ever uses!'

Corinne: 'Did I break it? Did I break your toy?'

[Laughter.]

Blake: Interestingly enough, you see what appears to be a horse-drawn fire truck—

Zach: Mm!

Blake: —that goes raging past you, though the horses themselves seem to be aflame, they're made of fire themselves.

Corinne: Oo!

Gale: Oo!

Zach: Oh!

Corinne: That's cool!

[Gale laughs.]

Blake: And standing atop, you see an efreet woman—

Gale: Oo!

Blake: Fire, like... her hair undone, long just, fire peeling off the back of it—

Gale: Fuck, that's so hot!

[Laughter.]

Corinne: Literally!

Blake: As the fire truck, literal 'fire truck,' goes barreling towards the bridge that you have started on fire.

Keith: The firehouse will be selling calendars!

[Laughter.]

Corinne: As they should!

[Chase music fades into casual Western tune.]

Blake: You guys are going to the Sheriff station, right?

Gale: Yeah.

Keith: Yeah.

Blake: With you having burned the bridge, they are essentially having to cross so much more area than you—

Corinne: Mm!

Gale: Okay!

Blake: —and specifically going across like, sandy ground? Or they're trying to get a boat to cross the river?

Gale: Mhmm.

Blake: —'cause it's not really a ford-able river, It's a... it's deep enough at this point that it would be difficult. So you guys are essentially out of combat and can make your way as you need to. They have to cross like, three miles of desert, get on the road, and then without knowing where you're going... You do know that they know that you're staying at the Flowing Waters inn?

Keith: Okay, that's about... That's about nine miles to the uh, Sheriff's office on horseback.

Blake: Yeah.

Gale: As soon as we make it to the Sheriff's office and we slow down, Bonesaw runs over to Moz, who's on the horse, pulls out his masterwork manacles—

[Laughter.]

Gale: —puts one end on Moz's paw, and one end on his arm—

Zach: Woah!

[Laughter.]

Gale: —and he says—

Gale (as Bonesaw): You're not getting away from me again!

Corinne: Aww!

Gale (as Bonesaw): Not until we've had at least a talk about it!

Corinne: Awww!

[Zach laughs.]

Blake: Awww...

Zach: Moz is—is going to uh...

Keith: Resist?

[Laughter.]

Zach: He's—he's going to Teleport in place, kind of?

[Laughter.]

Zach: Uh, he'll—he'll use his ability to—to kind of drop that, uh, and he'll—he'll go and he'll hug Bonesaw—

Corinne: Aww!

Zach: —with his now freed hand, and say—

Zach (as Moz): I'm not going anywhere, you old bastard!

[Laughter.]

Corinne: Awww!

Gale (as Bonesaw): I was so scared for you! Thanks for coming back!

Zach (as Moz): Uh, I... Sorry to leave like that, just uh... a lot of things came back that I... didn't really expect at the time, I... I hope you all are uh... Well. It's good to see you all.

Gale: Bonesaw squeezes him ridiculously hard, painfully hard.

Zach (as Moz): Ah! It's... very, very good to see you, Bones!

Corinne (as Myra): Where the hell did you go?

Zach (as Moz): Ah... That...That is a bit of a story.

Corinne: I think she—she is still on the roof, kind of like, glaring down at him.

[Gale laughs.]

Corinne: Um. She's still a little mad.

Zach (as Moz): Bit of a story, and I... I—I came back to... to ask something that uh... uh, is not very comfortable for me, but uh... I need y'all's help.

Keith (as Jasper): Sure thing!

Gale (as Bonesaw): Of course!

Zach (as Moz): Family business.

Gale (as Bonesaw): [simpering] Oh, you called us a family! I've been waiting for this moment for so long!

[Laughter.]

Corinne: Bonesaw!

Keith (as Bonesaw): I bought hats!

[Laughter.]

Blake (as Bonesaw): And the t-shirts are wonderful!

Gale (as Bonesaw): Of course we'll help! Family business!

Corinne: Myra kind of... you see her kind of grip her fist a little bit, take a deep breath—

Corinne (as Myra): [sighs]

Corinne: —let it out. She drops down from the building, gives Moz a big giant hug, and she goes—

Corinne (as Myra): You know? Just... say something next time. You know?

Gale: Ohoh!

Corinne: And then she... She like, pats him on the shoulder, as like a 'Okay, we're good.'

Gale: Ohoh!

Zach (as Moz): I—I promise y'all an explanation is overdue. But right now we're... we're on the clock.

[Laughter.]

Zach (as Moz): There's something going down not too far from here, and—

Corinne (as Myra): Something else going on?

Zach (as Moz): We're going to need to move quick—

Gale (as Bonesaw): How do you know about that?

Zach (as Moz): In—in time, Bones! But now we—we got to go stop my family from making a big mistake.

Keith (as Jasper): All right! Do we have enough time to talk to the Sheriff first? By the way—

[Laughter.]

Keith (as Jasper): —I knew you were coming back!

Zach (as Moz): The Sheriff might be involved in this! I—I believe that uh... they may be a target, or uh... at the very least, have their eyes on for today. Uh. let's... Let's see if we can speak with the Sheriff uh, right now, but uh... Be—be on the lookout. Uh, there could be eyes watching.

Gale (as Bonesaw): Ah, Moz, of course we'll help! Ah... We do need to take care of this, just real quick! Really quick! There's sort of a a cult that um... might be ran by the people who... killed me, I didn't know there were more than one, um...

Keith (as Jasper): Jehosephat! You think they're the same folks?

Gale (as Bonesaw): Well, I—I don't know, he had that scary, like skull-smacky thingy, that—that did me in! I don't know, I guess it could just be a weapon preference.

Zach (as Moz): Let's... see if the Sheriff's in. I might need to speak with them as well.

[Western music fades to new grooving western song.]

Blake: Leaning back in his chair, smoking a cigar, and reading the daily paper, Sheriff Roy Savage is sitting there, not really watching.

Blake (as Sheriff): Uh, what do you want?

Gale (as Bonesaw): For you to get off your arse!

[Laughter.]

Blake (as Sheriff): Oh!

Keith (as Jasper): Sheriff, we got a couple of situations here that are coming to a head, and about to boil over!

Blake (as Sheriff): [groans.]

Blake: He puts out the the cigar, stands up, kind of hitches up his belt.

Blake (as Sheriff): What'd you do?

Keith (as Jasper): We found out who was killing those people by zombification!

Blake (as Sheriff): Oh really?

Gale (as Bonesaw): Ah, which the *Galloways* wanted you to investigate, and us also, so—

Blake (as Sheriff): Oh...

Gale (as Bonesaw): Chop chop!

[Laughter.]

Blake (as Sheriff): Okay, yeah.

Blake: He—he grabs his hat—

Corinne: [laughing] Chop chop!

Keith: [laughing] Chop chop!

Blake: —slides it over his horns—

Keith: ‘Spit spot, my good man!’

[Laughter.]

Blake: He says—

Blake (as Sheriff): Right, yeah, uh... You um... Uh, it was Leona, wasn't it?

Corinne (as Myra): No, no!

Gale (as Bonesaw): Fuck you!

Corinne (as Myra): Dagnabbit, it ain't Leona! We—we searched that place top to bottom, and we—well, we did find a few weird things, but not—it had nothing to do with what's going on right now! Okay!

Blake (as Sheriff): Oh! Then it was the, uh—

Gale (as Bonesaw): Stop guessing! Let us tell you!

Blake (as Sheriff): Oh—

Keith: [laughing] ‘No, no, I'm keen to guess!’

[Laughter.]

Blake (as Sheriff): [with attitude] All right, who is it? Surprise me!

Gale (as Bonesaw): It's that crazy aasimar guy at the mission!

Corinne (as Myra): The Sacred Flame guy!

Blake (as Sheriff): [doubtful] ...Sacred Flame.

Gale (as Bonesaw): Scary Jesus!

Keith (as Jasper): Yeah, they got themselves a whole secret temple under the ground, with all kinds of stuff for getting rid of bodies and changing folks into zombies!

Blake: He just stands there and blinks.

Gale (as Bonesaw): And if you go right now, you'll catch them at it! But also bring some people, 'cause there were a lot.

Keith: Maybe a bucket of water.

Gale (as Bonesaw): ...and a bridge.

[Laughter.]

Blake: He goes from like, 'Okay, yeah, whatever,' and then you say 'a bucket' and then 'a bridge,' and you're—and he's like—

Blake (as Sheriff): Consarnit, are you the ones that—? I heard the alarms—

Corinne (as Myra): No.

Gale (as Bonesaw): No!

Blake (as Sheriff): —all the way here!

[Corinne giggles.]

Gale (as Bonesaw): Why would you think that? We just happened to see it—

Keith (as Jasper): I reckon they was trying to stop us from crossing the bridge! Getting away—

Gale (as Bonesaw): Yes, that!

Corinne (as Myra): Yeah!

Gale (as Bonesaw): Exactly!

[Zach sniggers.]

Keith (as Jasper): —to inform *you* about what was going on!

Blake (as Sheriff): [sighs]

Corinne (as Myra): Yeah, that's—that's a destruction of public property!

Gale (as Bonesaw): It's really lucky we made it, you know, it was—it was a close thing!

Blake (as Sheriff): [sighing] All right, I'll go take a... a posse down there and take a look. You go tell the Galloways what you think.

Gale (as Bonesaw): ...actually we—we are otherwise engaged!

[Laughter.]

Corinne: Bye!

Keith (as Jasper): Ah! [snaps fingers] Let's go to the Flowing Waters Hotel, it's just around the corner, and let's have what's-his-name, uh, the—the feller in charge, let's have him send a message to the Galloways!

Gale (as Bonesaw): Oh, Jordan Yates!

Keith (as Jasper): Yeah, yeah! That'll—!

Gale (as Bonesaw): Oh, he'll love that! Yes! Okay! We've got it handled, Sheriff!

Corinne: [laughing] 'He'll love that...'

Keith (as Jasper): That'll make him feel good, give somebody a little job, we can get on with our business.

Blake (as Sheriff): All right! Whatever! I don't care! I'm going to go deal with this, since you couldn't be bothered to clean up your own mess!

Gale (as Bonesaw): [scoffing] Ah!

Zach (as Moz): Wait just a minute there, Sheriff!

Blake (as Sheriff): What?

Zach (as Moz): We got another situation going on!

Keith: Oh, yeah!

Blake (as Sheriff): [sarcastic] Oh, another situation from you guys! Of course!

Zach (as Moz): I have it on good information that there's a plan to steal that fancy arcane engine that's going on display today at one.

Blake (as Sheriff): The what? Oh, is that the reason that the... all the damn railroads are in a tizzy, and they brought in them drow-folk?

Zach (as Moz): Yeah, that one! It's uh...

Keith (as Jasper): ...sure!

Zach (as Moz): Someone's going to steal it, today!

Blake (as Sheriff): Well, since they decided to be all prissy, and didn't want to deal with me, with their security, bringing their own people to deal with it, rather than hire me, I believe uh, the exact words were, 'It belongs to the—to the drow, and we're going to protect it!' Uh, they can deal with that themselves! And I don't give two shits!

Zach (as Moz): Well, all the same, be careful. Step lightly and watch out for yourself.

Blake (as Sheriff): Oh, trust me. I do that.

Zach (as Moz): Right.

Keith: Jasper looks at Moz quizzically. This is uncommonly public-spirited of Moz, or—or empathetic.

[Laughter.]

Keith: To care about this a-hole Sheriff!

Corinne: He's changing! He's changing!

Gale: Awww!

Keith: [mis-quoting *Bug's Life*] He's going to become a beautiful butterfly!

[Laughter.]

Corinne: Is that from 'Bug's Life?'

Blake: Oh my god!

Corinne: I forgot about that!

[Laughter.]

Corinne: The tiny little wings, like—[poof!]

[Laughter.]

Corinne: Tiny wings! My beautiful wings!

Blake: The Sheriff grabs his shotgun. He whistles for his deputy, who comes out—short balding man, big mustache, pulls on a bowler hat, uh, and both of them head out to start rounding up a posse to go deal with the aasimar.

[Quirky music begins to play.]

Gale: Are all the lawmen gone from the inside of this building?

Keith: Oh good god!

Blake: Jesus christ!

Gale: [laughing] Just tell me!

[Laughter.]

Keith: ‘Bones, no!’

Gale: You don’t have to think about it!

Corinne: ‘Don’t you even think about it!’

Blake: [grudging] ...yes!

Gale: Bonesaw, as soon as they’re out the door, starts rifling through the desk. He takes whatever he can, and shoves it in his pockets—

Corinne: Oh my god!

Gale: Their healing potions, their pens, all of their shit!

Zach: Aww!

Blake: Jesus christ!

Corinne: Reeaaaally pushing our welcome here!

Zach: Ohh!

Zach (as Moz): [sighing] Bones!

Keith: 'There's a little hula dancer statue here!'

Blake: Give me a 1d100 roll. Luck roll. You want high.

Gale: Big money, big money, big money!

[Dice rolling.]

Gale: Fifty-two! How'd I do?

Blake: Are you just going through Roy's desk? Or are you going through everybody's desk?

Gale: Roy's desk.

Gale (as Bonesaw): Listen, if he wasn't such an asshole, he wouldn't get stolen from, okay?

[Laughter.]

Corinne (as Myra): [sarcastic] You're a real agent of justice there, Bonesaw!

Gale (as Bonesaw): He shot me, he deserves it!

Corinne (as Myra): He did shoot you, that's true...

Blake: In Roy's desk, you find some licorice candies—

Corinne: Oo!

Gale (as Bonesaw): Score! ...gross, but score! The worst kind!

Blake: —three bullets, a gun cleaning kit—

Gale: Mhmm?

Blake: —and a locket with a cameo inside of it.

[Gale gasps.]

Gale: I'll pop the locket open, real quick.

Blake: Inside, it just looks like the cameo of a woman.

[Jasper's memory theme begins to play.]

Keith (as Jasper): Bones...don't.

Gale: Bones looks guiltily at Jasper, and puts the locket back. But he takes the licorice candy!

[Quirky music starts up again.]

[Laughter.]

Corinne: Candy that you hate!

Zach (as Moz): All right, let's... Let's get out of here before the Sheriff comes back! And misses his candy.

Gale: Bonesaw pops a licorice in his mouth.

[Laughter.]

Blake: Uh, make a Constitution save, because black licorice is disgusting. No, I'm joking! You don't have to do that.

Gale: I'm rolling!

[Laughter.]

[Dice rolling.]

Keith: Who doesn't love the taste of anise?

[Laughter.]

Corinne: That made it so much worse!

[Laughter.]

Keith: That's 'anise' with an 'i'!

Gale: [laughing] —and an 'e' at the end! I got a... I got a twenty-seven!

Corinne: Oo!

Gale (as Bonesaw): [mouth full] This is oddly sticky...

[Laughter.]

Corinne: Keeping in line with Myra's taste, she's going to look over and be like—

Corinne (as Myra): So, uh... You, you going to finish those, or...?

Gale (as Bonesaw): [mouth full] Oh sure! Have an anise-flavored candy!

[Laughter.]

Corinne: She takes it, and she's—she's just happily eating away, she loves licorice.

Blake: Oh my god!

Gale (as Bonesaw): You know, you can have the rest, I don't really like them. This was spite candy!

Corinne (as Myra): Oh, yeah!

Keith: [laughing] 'spite candy!'

Blake: 'Spite candy,' Jesus!

Keith: Usually, spite candy is the sweetest!

Zach: [laughing] Myra has horrible taste buds, so this has got to be right up her alley!

[Laughter.]

Corinne: Right up her alley!

Blake: Oh my god...

Keith: We're going to save these for the stew, later!

[Laughter.]

Corinne: Oh, yeah, I was going to say, 'be careful, make sure she eats all of them, and doesn't save them for later to put in anything, 'cause she may definitely...' It's a spice! It's a spice! It goes in things!

[Laughter.]

[Quirky music is replaced with noire theme.]

Zach: So Moz has a bit of a paranoia at the moment, but he does remember a conversation with his family about one of his siblings keeping an eye on—on the Sheriff. Can he look around, see if there's anyone in the vicinity, 'cause this is likely where they'd probably start if they were trying to uh, catch him?

Blake: Give me a Perception check.

[Dice rolling.]

Zach: Thirteen.

Blake: Uh, somebody give me a 1d20 plus fourteen roll.

[Dice rolling.]

Keith: Twenty!

Gale: Mhmm!

Blake: Moz, you don't notice anything out of the ordinary.

Zach: Okay.

Corinne: [suspicious] Hmm...

Gale (as Bonesaw): So are we going to go steal a thing from your family? Or we're helping them steal something, or we're...? What's...? I'm a little lost, but I've—I've got the spirit!

Zach (as Moz): Well, yeah, it's a little bit of a half-baked plan. I only got some of the details. But I know they're planning on stealing a big old rail engine, and uh... we got to get it first. Otherwise, uh... I'm not sure what could happen. But they can't have it!

Gale (as Bonesaw): All right!

Keith (as Jasper): And to... to be—to be clear, your family are off-limits for violence?

Zach (as Moz): ...try not to hurt 'em.

[Keith laughs.]

Zach (as Moz): They—they might—they might not extend as much of gratitude in your direction, but they're... they're still good people. Good rodents.

Keith (as Jasper): Well—

Zach (as Moz): They're just lost. Like I was. We need to find a way to bring them back.

Gale (as Bonesaw): Yeah, see, that's really good to know. In the future, I might suggest just... maybe put that uh, point at the top! Uh, right out the bat! You know. 'Don't hurt anyone,' because...

Zach (as Moz): [laughing] Incapacitating is fine, and knocking them out... They—they can take a bit of a... a beating. They've lived a long and rough life, but they might hold a grudge if you're a little too...too mean with them, so... at your discretion.

Keith (as Jasper): Understood.

Gale (as Bonesaw): [laughing] Oh, I don't mind people having grudges against me!

[Blake laughs.]

Keith (as Jasper): How well do they handle their licorice?

[Laughter.]

Zach (as Moz): Oh... it's distasteful. They throw it away.

Keith (as Jasper): All right, then. Do you think, just like, the sight of all of us around that there engine might dissuade them from whatever their plan is? What is their plan? How do we—how do we put a monkey wrench into this here uh, gearbox?

Zach (as Moz): If I understand correctly, it's going on uh, public display. So I don't think we'd stand out too much in a... in a crowd. I know that some of my family is going to be running distraction, probably making some scene... Something to catch people's eyes, draw attention away from what's going on. I know my brother Monty and uh, Cotija are going to be up on the third floor breaking into some safe. One way or another, they're going to have to get out onto the rail somehow, so... My best guess is, if we get onto that cart somehow and stow away or hide on board, just... Something, 'cause they're going to take it somewhere, and lord knows what they plan on using it for.

Gale (as Bonesaw): So, you want it first, or you want it after?

Zach (as Moz): We need to get it out of their reach.

Gale (as Bonesaw): All right.

Corinne (as Myra): You said the rail is their... their exit point. Want me to see if I can pull a few strings to have the rails just kind of shut down for a bit? And if they see that the rails are shut down, they may not even attempt.

Zach (as Moz): If you can get something quick, something that large, that would be invaluable. But they got big pockets and bigger friends. It's going to be a mite difficult to call in a favor that large. What we could do, possibly, is get the assistance of the Galloways. Give us some extra muscle behind this here operation. I'm sure they don't appreciate someone trying to steal something this valuable from right under their noses.

Corinne (as Myra): I agree.

Keith (as Jasper): Understood. Oh, speaking of the Galloways, looks like we're coming up on the hotel here. Let's give our message to uh...?

Gale (as Bonesaw): Jordan?

Keith (as Jasper): Thank you, very much, Jordan! I had forgotten his name. Uh... Bones?

Gale (as Bonesaw): Yes?

Keith (as Jasper): You got anything in that astonishing bag of tricks of yours that uh... might be able to uh... keep that uh, keep that arcane engine in place?

Gale (as Bonesaw): Oh!

Keith (as Jasper): So's it can't be moved?

Gale (as Bonesaw): Probably!

Gale: Bonesaw starts digging through, because I need to look!

Keith: Okay.

Keith (as Jasper): I—I—I done used up my Entangling spell! To good effect!

[Gale laughs.]

Gale (as Bonesaw): Oh, yes! I've got Adhesive Spittle!

[Laughter.]

Corinne (as Myra): Oh, that's right!

Keith (as Jasper): Of course you do!

Gale (as Bonesaw): It functions like a Tanglefoot Bag!

[Laughter.]

Gale (as Bonesaw): I could just whip some of that up, if it would to be helpful!

Keith (as Jasper): I—I think that would be a good thing to have on hand. If the whole idea is to keep them from stealing it, I'd prefer not to steal it ourselves, 'cause I don't want to become a fugitive from the law, but uh, if we can keep them from stealing it... And it seems to me like anchoring it down is a good way to keep it from being moved.

Gale: Mhmm!

Zach (as Moz): That works.

Keith (as Jasper): And uh... Moz, you had that little uh... that little jig you did uh, back uh, when Bones was trying to put that uh, pair of handcuffs on you. Is that something you can use to uh, to—to move that thing to where it can't be uh, reached? Can you teleport it into a uh, into a building or something?

Zach (as Moz): Just myself. No one else, nothing else. Only what I can carry.

[Dice rolling.]

Gale: I'm not sure what Blake is rolling over there, but it's a little concerning...

Blake: [glib] Don't worry about it!

[Laughter.]

Corinne: Uh huh!

Keith: 'Oh my god!' 'Don't worry!'

Corinne: He got a nat twenty one of 'em, so we'll see what that means...

Gale (as Bonesaw): Ah, last thought before we talk to Jordan! If we're going to steal it from someone, it seems like it would be easier to steal it from your family, who's not expecting it, than from the probably heavily-armed who are... Who *are* expecting it, right? Didn't we hear some of them talking earlier? Probably the same ones, that Captain Faraday? We passed in the street?

Corinne (as Myra): Yeah.

Gale (as Bonesaw): Who was like—

Keith (as Jasper): That is a good point!

Gale (as Bonesaw, as Faraday): ‘Oh! Watch out! People might do something! Those surface dwellers! They like to steal our arcane engines, and...!’

[Laughter.]

Gale (as Bonesaw): I'm pretty sure that's what she said!

Keith (as Jasper): Yeah, that does—that does sound like something they would say!

[Laughter.]

Keith (as Jasper): I like that idea, though! If we can't—if we can't keep them from stealing it, then we should uh... steal it back from them under the guise of returning it. Or under the uh... the—the theory of returning it, and that way, that keeps our uh... that keeps our noses clean!

Corinne (as Myra): Mhmm.

[Zach laughs.]

Zach (as Moz): Now we got ourselves a National Treasure situation here, is uh—

[Laughter.]

Zach (as Moz): We have to steal the Declaration of Independence to protect it!

[Laughter.]

Keith (as National Treasure Heister): ‘Well, look here on the back! There's a cipher!’

Gale (as Bonesaw): I think I saw that one!

Zach (as Moz): It's a play as old as time!

[Laughter.]

[Plotting music gives way to hotel noir theme.]

Blake: As you all enter, everything seems to be just fine!

[Gale laughs.]

Blake: Nothing out of the ordinary, as Jordan looks over at all of you and says—

Blake (as Jordan): Yes. Can I help you?

Keith (as Jasper): Uh, y—yeah! Jordan, we got a little task for you, if you want to get yourself deeper into the good graces of the Galloways!

Blake (as Jordan): Oh! Yes, absolutely! Um...

[Laughter.]

Blake (as Jordan): How—how can I help?

Keith (as Jasper): Uh, we need to send a message to ‘em. Unfortunately, we do not have the time to get out there and back before something else, some other fire needs to be put out, uh, no pun intended. Uh—

[Laughter.]

Corinne: Fire? What fire?

Keith (as Jasper): But yeah, we need uh... We need you to send some uh, someone with a... with a message to the Galloways, quick as lightning!

Blake (as Jordan): Um, yes!

Gale (as Bonesaw): Or go yourself, since it’s so important!

Blake (as Jordan): Absolutely! I'm happy to do that. Um. What—what is the message?

Blake: He pulls out a pad of paper.

Gale (as Bonesaw): We found those people that are killing everyone! Mhmm!

[Keith laughs.]

Blake (as Jordan): Oh! You did?

Keith (as Jasper): Yeah! Them uh—them jackals what killed Reggie! This... this... Yesterday morning, I think it was?

[Laughter.]

Blake (as Jordan): [doubtful] Right. Um...

Blake: He scribbles down on the piece of paper.

Blake (as Jordan): Uh, yes. Who—who is it? Um... I'm sure they'll be happy to know that!

Gale: Sense motive!

Keith: Yeah this sounds a little...?

Gale: He doesn't sound as happy as I wanted him to!

Keith: I would like to do the same for the same exact reason!

[Dice rolling.]

Gale: Thirty-one!

Corinne: Damn!

Blake: Thirty-one...

Gale: Am I going to pin him to the wall again?

[Laughter.]

[Dice rolling.]

Blake: You—it—it—almost get the sense that like... he's maybe heard this? That somebody has already said 'I've figured out who it was!' And the deaths have continued.

Corinne: Oh!

Keith: Ah! Okay, okay.

Corinne: So he doubts that we're correct.

Blake: Yeah.

Keith: So, maybe just a general sense of disbelief.

Corinne: Mmm.

Gale: Okay.

Blake: Yeah.

Keith: We'll fill him in on the deets, or do you want to do it in character?

Blake: You can just say you fill him in on the deets. He jots it all down. As you are explaining, he goes from the disbelieving look, to the slightly believing look, to the very concerned and believing look in rapid succession.

[Laughter.]

Keith: We will mention that the Sheriff has been alerted and is on the way!

Blake (as Jordan): Uh... Right! Then... should be good. I—I'll get this message over to him as quickly as possible!

Zach (as Moz): One more thing!

Blake (as Jordan): Yes?

Zach (as Moz): Tell the Galloways to pull whatever strings they can to lock down the railroads. Nothing's coming in, nothing's coming out.

Corinne: Oo! There we go!

Blake (as Jordan): Right! Yes! I can do that! I absolutely can do that!

Keith (as Jasper): [joking] And if that second-rate fiddler comes in here—!

[Laughter.]

Zach (as Moz): Tell him to beat it!

Blake: It's at that point that there is a pounding on the front door.

Gale (as Bonesaw): It's not locked! Come in! Right? It's not locked, right?

Blake: You just invited him in...

[Battle music begins.]

Gale: Shit!

Keith: Ohh!

Corinne: Oh no!

[Lauhgtter.]

Keith: Well, it's like—!

Corinne: Wait a minute!

Keith: —eleven o'clock in the morning!

Blake: As the doors swing open—

Zach: Aww!

Gale: No! I'm so sorry!

Corinne: No, it's okay! That's actually very—

Gale: Nooo!

Corinne: Aww!

Blake: —and standing there—

Corinne: It's okay, that's hilarious!

Blake: —having rolled a nat twenty on his tracking—

Gale: I didn't know it was vampire rules!

[Laughter.]

Keith: [laughing] Vamp—! Vampire rules!

Blake: It wasn't, I'm just commenting on the fact that, of all of the things you could have done, you just said, 'Come on in!'

Zach: Ohh!

Corinne: Oh! I—I—I thought—

Zach: This combat is happening!

Corinne: —okay, yeah, it's not vampire rules, you're fine, you're fine!

Zach: We aren't getting out of this one!

Blake: You got tracked with a nat twenty.

Gale: Oo!

Keith: Yeah!

Zach: Aww man!

Corinne: Damn!

Blake: Literally anything less, and he was he would have lost several of his people on the way...

Corinne: Mm!

Gale (as Bonesaw): Oh my god! He followed us! It's him!

Corinne: Uh, Myra scoots in front of Jasper and Bonesaw.

Gale: Aww!

Zach: Moz is going to shout—

Zach (as Moz): Jordan, get out of here!

Gale: Yeah, smart!

Blake (as Jordan): Right! Yes! On it! Um, bye!

Blake: —and Jordan is going to make himself scarce as... I need everybody for the second time tonight—

[Gale laughs.]

Blake: —to roll me some Initiative against the same people.

Gale: Yaay!

Corinne: Let's go!

Gale: We're all together now, though!

Blake: You are all together!

Zach: Yeeeah!

Keith: That is true!

Gale: Feeling good!

Zach: Bet they weren't counting on Moz!

Keith (as Jasper): And when we're together, ain't no force on earth what can stop us!

Gale: Aww!

Blake: Friar Ezekiel Livingston, his battle censor swinging in his hand, scraping just above the carpet, singing it a little bit... Several of the windows get broken in as his goons surround the building. He smiles and says—

Blake (as Livingston): My children... I wish you the quickest death possible.

Gale (as Bonesaw): [whimpers.]

Blake (as Livingston): For nothing else will save you from the pain you are about to endure.

[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 Hazz, Hylen, Steve McDichael, and 50SlothsOfGrey.

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

Zach: Uh... I—I have an idea. But I don't think it's a smart one? But it's what we're doing anyways, so...

[Laughter.]

Corinne: Yeah!

Blake: Who cares? Smart? Fuck smart!

Gale: Yay! I love dumb fun ideas!

[Laughter.]

Blake: Yes!

Zach: We'll see...

Keith: [villainous voice] Secret laxatives for all of them!

[Laughter.]

Keith: That'll put a little hitch in their plans! [evil cackle].

[Laughter.]

[Main theme continues.]

Blake: Give me a Stealth check.

Corinne: Okay... would I have um, Advantage, given the chaos?

[Gale laughs.]

[Pause.]

Gale: Blake? Did you mute your mic?

Corinne: Blake?

Gale: We can't hear you.

Keith: Oh no!

Gale: [distant] Blake?

Zach: Getting dropped?

Gale: I'll go check on him.

[Pause.]

Gale: He's just peeing!

[Laughter.]

Blake: Mid...mid-sentence!

Zach: Very—very suddenly!

Corinne: When your duty calls...

Keith: He must pay for that! Leave that in the recording!

[Laughter.]

Corinne: Mid-roll!

Blake: [returning] Okay!

Corinne: 'Bye!'

Zach: Worried there for a sec!

Blake: Sorry about that!

Corinne: [laughing] It's okay!

Keith: We were worried, we were concerned!

[Cassette End sound.]