

## **Transcript of Dust and Blood Episode 9 - Elsewhere: A History**

*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 met your match, old man," as the colors fade to gray... ]*

**Blake:** Tonight, we're actually going to be playing a little bit of a different thing called A Quiet Year. It's been modified slightly to suit our purposes a little bit better, but what it's going to look like is, we're going to go around, and we're going to draw a card. It's going to give a statement or a question that you get to answer, and what your answer is will be a part of this world that we're developing. It's a worldbuilding sort of exercise. It can be anything from placing features on the map to answering questions about, you know, how people reacted to certain events, all that kind of stuff.

After you've drawn the card and answered the prompt, you're going to make a change to the map. This is going to involve basically take— using your artistic skills. Uh, don't worry, there will be no judgment on any of our parts.

[Laughter.]

**Corinne:** Oh no!

**Blake:** Um, and you can either discover something new on the map, which involves you basically staking your claim and saying 'In this location is a town, that does something or other...' and it should be a fairly short thing that you're adding, like you don't, we're, the idea behind this isn't necessarily—when you're discovering a new thing, you're not defining the whole thing right there, right off the top of your head. It's just a quick little, a quick little blurb about it.

Where you can go into a little bit more detail is the second option that you have, making that change to the map, which is reacting as a community to something that exists on the map. And that community can be a town, a group, even an individual person, a collective. Does it all kind of make sense?

**Gale:** Mhmm.

**Keith:** It will probably make better sense when we start doing it.

**Gale:** To clarify: on your turn, first you draw a card. It will have a question, and you answer that prompt, and then you can make a little mark on the map depending on, just to represent what you've answered during that prompt. Then as the second part of your turn, you can choose to either make a change to the map by just creating something new, just from your head meat, or

you can choose to react to something that's already on the map, and when you're reacting, you're not reacting as like your character? You choose an entity on the map to react as. So you can say 'I am the town of Perdition, reacting to such and such thing,' or like 'This is... the railroad reacts to this thing that way.'

This is modified from a regular Quiet Year, so we're not entirely sure how it's gonna play. We may fiddle with things as we go along, but we'll see how that goes. Does that make a little more sense?

**Zach:** Yeah, I—

**Keith:** I think so.

**Zach:** I do have one question. Why are Ravenspine and Perdition so dang close? That took us like six sessions just to cross, like—

[Laughter.]

**Blake:** Because of that green little guy right there—

**Corinne:** Yep.

**Blake:** That's why.

**Zach:** Yeeeeeah.

**Corinne:** Our little friend.

**Zach:** Okay.

**Gale:** Why don't you describe the map a little bit?

**Blake:** Yeah, so, what we're looking at here is the four major territories of the Old West that we are going to be playing in, that we could visit, that conceivably are going to be areas of interest. The Utah territory, the Colorado territory, the Arizona territory, and the New Mexico territory. Everything that you guys have done so far has been a part of the New Mexico territory. Basically going from Ravenspine to Perdition. You can also see where Mexico, Texas, Kansas, Nebraska, Wyoming territory, Nevada, and uh, the Native American territories are all included, surrounding that main area. You can visit there if you'd like, they're just not on this main map.

**Keith:** Which of these are currently states?

**Blake:** None of them.

**Keith:** None of them, okay.

**Blake:** Yes, everything that is labeled as a territory, is currently a territory. It has not been formally made into a full state. Everything that has just its state name is a verified state during this time.

**Keith:** Okay, so Texas...?

**Blake:** Yes, Texas, California, Nevada, Kansas, and Nebraska are all states.

**Keith:** Okay, gotcha.

**Blake:** Which, as a little bit of information, because these all are territories and not states, the law isn't necessarily as structured in the territories as they would be in a full state. Utah is very much a mountainous area, has a lot of canyons going, especially when you get closer to the south. You have the Great Salt Lake, which is one of the largest lakes in the U.S., and it is very salty, and it smells *horrendous*, that I know from experience.

Going to Colorado, most of the west side of Colorado is taken up by the Rocky Mountains, with several different major rivers coming out of it. Kind of smack dab in the middle you have Denver, which is a conjunction of two major railroads at this time.

To the southwest, you have the Arizona territory which in the north has the Grand Canyon in a very mountainous region. Traveling south, you reach railroads and Flagstaff. You encounter the Gila Wilderness range, which is a large set of mountains. ostensibly a part of the Rocky Mountains, but separate enough that they get their own designation, going into the south part of Arizona where it becomes much more flat.

Then finally of course, you have New Mexico, which is a mixture of kind of all of this. It has mountains, it has flat desert, it has canyons up in the northwest. It has White Sands, which is the giant dunes area. And! just because I was way too fucking extra when I made this, everything is to scale.

**Zach:** Uh!

[Gale laughs.]

**Blake:** If you click on the ruler and move it—

**Zach:** Good lord!

**Corinne:** Damn!

**Blake:** You can measure the actual real life distances between everything.

**Gale:** Sir!

**Zach:** I have a question, um, how long did it take you to make this map?

**Corinne:** [laughing] Yeah.

**Zach:** Ballpark.

**Blake:** [banging on the desk] Too fucking long!

[Everybody laughs.]

**Gale:** We appreciate you.

**Corinne:** We do!

**Zach:** It looks good.

**Corinne:** We very much do.

**Keith:** Yeah.

**Blake:** Yeah, the Kane County badlands are marked on there in the south of Utah. A couple of other things for you guys to be able to use, uh specifically, is the macro that I'm putting in the chat now: Map Overlays. What this will do, and anybody has control of this, is, depending on which of the buttons you click on when you play it, will put an overlay of the different kind of powerhouses in the territories. So you have where the Native American tribes are located. um, you have the specific forts—

**Corinne:** Oh my god.

**Blake:** —that are prevalent, and kind of where their territory, where their influence is most felt. The Church of the Timely Flame, where their kind of core is, and finally the Pinkertons— the two major areas that they really inhabit.

**Gale:** This is so cool!

**Keith:** Nice!

**Corinne:** This is bananas.

[Laughter.]

**Blake:** We're going to be drawing cards from a deck in four separate eras, that are going to basically span the founding of a lot of this west all the way up to the present day in game, starting with the Early West which covers from about the 1810s to the 1830s, the Gold Rush years from the 1830s to the 1850s, the War Years from the 1850s to 1865, and the Post-War era from 1865 to 1875.

When we start out, the railroads, the cities, the Kane County Badlands, and the forts are not going to be on the map. But I didn't have the time nor inclination to make four different versions of this map, so—

**Corinne:** That is totally okay!

**Zach:** Yeah.

**Corinne:** It's completely understandable!

**Blake:** I will express in-game like, while we're playing, when the various features are added to all of these areas. Uh, [tsks] Am I forgetting anything, Gabby?

**Gale:** You've done a lovely job prepping.

[Corinne claps.]

**Gale:** Yay!

**Zach:** I have just kind of a historical question. I'm not quite sure... Uh, I'm not sure it would be relevant to the campaign, but I do know, at some point in history, I'm not sure when... uh, you know the the Mormons moved to Utah and had their whole movement. Does that coincide with this window of time that we're looking at?

**Blake:** Yes. The Mormons specifically would be moving in, in the uh...bah bah bah bah... 1830s to 1840s. I don't remember the exact year, hold on let me check...Uhhh...

**Gale:** I think one thing to note, is that though there is lots of history packed into this map—

**Blake:** Yes.

**Gale:** —from *real* life—

**Zach:** Mhmm.

**Gale:** —we can focus on the parts we like, and ignore the parts that are less interesting, and feel free—

**Blake:** Yes.

**Gale:** This—this is meant to fill out the blank spaces in the map. I know the map looks a little crowded right now—

**Blake:** Yeah.

**Gale:** —but we're not just going over history that actually happened, we're creating a new history, fusing some things we know with whatever the heck we want to exist in this world.

**Zach:** Right.

**Corinne:** Mhmm.

**Blake:** Yeah.

**Gale:** So the idea is to get creative, the idea is to bring in those fairy cactus rings, and like, some of the other fun things that we've come up with, and just wholly new things.

**Blake:** Yeah.

**Zach:** Yeah

**Gale:** So feel free to draw from any sources of inspiration that grab you.

**Blake:** Yes. I'll explain when the certain real life events happen, like when the Mormons found Salt Lake City, all that stuff. For you guys, go hog wild. I don't care, like, what you guys come up with, whatever you guys come up with, I will work into the game, the sessions, whatever you need.

**Keith:** Okay.

**Zach:** Okay.

**Blake:** Yeah, so have at it.

[Music fades to be replaced by the sound of winter wind.]

Elsewhere in the Dust and Blood world... it's early on a February morning. A light snow begins to fall on the town of Phoenix, Arizona. We find ourselves at a series of old pueblo buildings on the outskirts of town. Inside one of them, a wizard old man with a long beard, a rumpled coat, and a mortarboard hat stands before a chalkboard with the words 'The History of the Territories.'

[Gale laughs.]

**Blake:** He raps the board with a pointer, silencing the pre-class mutterings.

**Blake (as teacher):** Welcome to this new semester, students. I know you all are eager to begin learning those little cantrips and whatnot, but mind you, we here at the University of Phoenix believe that a well-rounded mind is imperative to be a successful wizard. Now let us dive straight into the stories of the Old West.

The Early West, 1810 through the 1830s. The Early West was a time of exploration and discovery. The rugged trappers and daring explorers crossed the plains in their wagons, invading the lands of the natives in the area. Sometimes there were peaceful settlements, other times less so. These pioneers faced rugged conditions that oh so many were ill-prepared for, and more than a few expeditions met a gruesome end. Small settlements were founded, and folk began to found the Early West.

[A lively fiddle tune starts up.]

**Blake:** Let's go ahead and, I'm gonna roll some initiative for all y'all.

[Dice rolling.]

**Blake:** So, I think it makes most sense for me to start, just so I can give you all an idea of what the situation is going to look like.

**Gale:** Yes, please!

**Blake:** After that, we'll go in order. What'll happen on your turn, you just drag a card out and drop it, and read the question. "There is a naturally occurring magical source on the map. What is it?" And then you get to answer the question. Uh. I'm going to say...uh, because I totally had time to think about this and I'm not coming up with this stuff on the top of my head, except I am, uhh...

[Laughter.]

**Blake:** I'm going to say that in the area kind of, middle of New Mexico, they find a wellspring of water that doesn't appear to have any sort of source, there's no real river next to it. The water that comes out of it is perfectly clear, perfectly clean. It doesn't seem to be corrupted in any way, there's no sort of—it can't be tainted. And this magic gives a lot of vitality to anybody who drinks it, and some settlers begin to set up shop around there. I'm gonna go ahead and draw it on the map.

**Zach:** Right next to Albuquerque.

**Blake:** Yeah, so that's my answer to that question, and then for the second part, I can either discover something new on the map, or react as a community to something that exists on the map. At this point there really isn't that much that exists on the map. There's no cities, there's no railroad, there's nothing that's really on the map, so I'm going to go ahead and discover... Let's say I discover a source of mithril, that is located in the Gila Wilderness Range, but it isn't really exploited. People just found it kind of laying on the ground. And that's it! That's my turn. So, next up, Myra, which would be Corinne.

**Corinne:** Alright. Doo doo... "Wild horses roam the plains. What makes them special?" Hmmm. Demon horses with lasers.

**Gale:** Ooohohoho!

**Corinne:** Um, no, joking—

[Laughter.]

**Gale:** I love it though!

**Corinne:** No, no, no, no, no, no, that was—that was a joke, um—

**Keith:** K—keep in mind, we might have to fight 'em.

**Blake:** Yep.

[Everybody laughs.]

**Corinne:** We might actually have to—

**Gale:** Demon horses sounds badass.

**Corinne:** So... so, there are undead creatures. Um.

**Gale:** Ahuh.

**Zach:** Oo.

**Corinne:** —and I imagine that there are undead horses? As well? Um, there's probably, I don't know how necromancy was first introduced into the West, but I imagine that um, perhaps if someone wanted to raise an undead army, they would also raise undead horses, I guess?

**Gale:** Oo!



**Corinne:** So maybe that's kind of the, the mythological source of these horses. So they're, they're undead horses um... Well if these were just horses roaming around, then they'd be more common than just like, a myth, so, so they're undead horses, and I guess maybe they're prized because they can take things long distances without, without having to be fed, without having to be watered, so... but maybe they're really hard to catch.

**Gale:** Oo.

**Blake:** I love it. That is fantastic.

**Zach:** I imagine they'd be hard to ride too! Not a lot of cushion on bone.

**Corinne:** Yeah! Probably very difficult to—

**Blake:** Very bony!

**Corinne:** Very bony, yeah.

**Gale:** Can I make a suggestion?

**Corinne:** Yes.

**Gale:** Uh, you *can*, during this game, create like *historical* figures.

**Blake:** Yes.

**Gale:** You're not so much encouraged to play as individuals, but if you wanted to say: 'There was this Necromancer that created these undead armies, who was he fighting? Like, where is this going? Like, what did he make the armies for? These are the remnants, but who was he?'

**Corinne:** Right.

**Blake:** This is also—just as a reminder, this is very Early West, so this is pioneers, no real big settlements at this point. Except for the Native Tribes in the area.

**Corinne:** Okay.

**Gale:** Oo.

**Corinne:** Maybe it was uh, an outcast from a particular native tribe. He was doing black magic, and that was, that was not in balance with the earth, and so he was ousted from the tribe, and to take his revenge, he... This is probably a Native American tale that's told over the campfire, and he tried to raise an army and tried to raise uh, you know dead horses, and then for some reason or other it failed, because he was not in one with nature, and there's some sort of moral to that

so, they teach the kids like, 'don't do necromancy, because if you try to raise an undead army it's not gonna work.'

**Gale:** Oo!

**Blake:** I would definitely say, there is some uh, Navajo legend that would work very well with this, that is kind of very similar to this stuff.

**Gale:** This is so cool!

**Corinne:** I'm down with that.

**Blake:** All right, awesome.

**Corinne:** His name was... Horse...horse—

**Blake:** Hold on, I have my name generator.

**Corinne:** Oh, there you go.

**Zach:** [joking] Steve.

**Corinne:** Man-Who-Talks-To-Dead, Man-Who-Walks-With-Dead, Man-Who-

**Gale:** Oh, I like that.

**Blake:** Perfect.

**Corinne:** Bus—busy bones. I don't know.

[Laughing.]

**Blake:** All right, perfect! And then for the next part of your question, you can either create something on the map, or a—a new thing other than the horses, you get to draw in the bone horses—

**Corinne:** Oh no.

**Blake:** —at some point.

**Corinne:** Okay, I'll work on it.

**Blake:** But, in addition to that, you can either create something, or react to something that exists on the map.

**Corinne:** I think um... I was gonna say that there's a boneyard somewhere, and that maybe there's some random undead magic, or something or other coming from that, and maybe it's like a...' you don't go there unless you're stupid,' and maybe there's only a couple ghouls and ghosts in that area, but maybe it's like the leftovers, or maybe he's still alive and he's still there, hanging about.

**Gale:** Oo.

**Blake:** I freaking love this! Uh, where do you think you want to put it?

**Gale:** Maybe in the Navajo territory?

**Zach:** Or nearby.

**Corinne:** Yeah, it would, it would have to be nearby. So I guess, what about this thingy over here? Like somewhere, like he ran to escape to, whatever this is...?

**Blake:** Yeah, absolutely, in that mountain range kind of between?

**Corinne:** Yeah.

**Blake:** The future home of Albuquerque, and the Navajo region?

**Corinne:** Yeah.

**Blake:** Awesome. Fuck, that's good. Okay. See, this is—all of this makes my job so much fucking easier—

[Laughter.]

**Blake:** When it comes to this worldbuilding. Next up, we have Bonesaw. Gabby.

**Gale:** Okay. I've drawn a card. Introduce a mystery at the edge of the map. Hmmm. The edge of the map.

**Zach:** Manifest Destiny?

**Gale:** Yeah, I feel like I could take this as either like, the literal edge of the territories we're looking at, or, because it is early settlers, just like in an undiscovered kind of place. There's so much pressure to come up with things on the spot!

[Laughter.]

**Blake:** Yeah, also yeah, like everybody, this is all meant to be fun, this is all... don't worry. We're we're all here to have fun.

**Gale:** Okay. let's say there is a trapper. And he hasn't seen anyone in six months. He's deep, deep in the wilderness. Maybe he heard legend of like, a giant beaver. Uh, he's chasing those good good beaver pelts, but what he finds is so different from what he expected, and no one will ever believe him, because he stumbles across a beaver colony, but all the beavers are sentient, and very protective of their territory, and they don't want anyone to know they're there. They have these networks of tunnels and things under the ground, um, and they capture this trapper for a time, and he like stays among them, and eventually escapes. But everyone thinks he's totally crazy.

[Corinne claps.]

**Gale:** So the mystery at the edge of the map is a sentient beaver colony with mysterious designs and uh, who knows what they're up to.

**Zach:** [joking] El Dorado!

[Laughter.]

**Blake:** If I could give a suggestion?

**Gale:** Yes, please!

**Blake:** I think that would work absolutely wonderfully here in the southern Rocky Mountains. Kind of, you see where all these rivers are coming together to go south?

**Gale:** Oh, I do like that, yes!

**Zach:** Lots of branching territory.

**Blake:** Yeah, that's deep in the mountains, it's not exactly a place where people would be going all that often. Yeah, right in that area.

**Gale:** Home of the mystery beavers.

[Everybody laughs.]

**Corinne:** Yes!

**Blake:** There's a joke I could make here, but I'm too classy for that.

**Zach:** They're like ewoks that live in the ground.

**Gale:** I'm drawing a little—

**Corinne:** Oh, that's cute!

**Gale:** Like a mound thing, with lots of question marks around it. Who knows what they want?

**Corinne:** That's so cute.

**Gale:** I'm gonna add a weird eye.

[Laughter.]

**Gale:** Okay, so now I either make up a thing, or I interact with a thing.

**Blake:** Yes.

**Gale:** Okay. I think it would be really neat, because the boneyard is so close to this spring of like purity that was discovered? If that was instrumental somehow in defeating this Necromancer. So, maybe the necromancer was winning, but the—the tribe and the shamans and everyone, they got the water from this spring and, if you're okay with it Blake, we could say it's like holy water?

**Blake:** Yeah.

**Gale:** Like it might have other properties, but it's like especially potent against undead things.

**Blake:** Absolutely.

**Gale:** And so, they were able to use this very pure holy spring to uh, take care of a lot of the armies, and that is perhaps part of the legend of why the necromancer has not come back, because there is still a threat of this spring. Because that introduces this tension of like, if he ever wants to make a comeback, better go take care of that spring.

**Blake:** Yes, absolutely.

**Corinne:** Yes, yes.

**Blake:** Do you want to add like, something to the spring, or a battlefield or something?

**Gale:** Yes!

**Zach:** Like a wardrum.

**Gale:** Yeah I'm gonna draw some like, red arrows, and maybe add a little fortress. Is it more of a mystery if he's still around? Or is it like, 'oh he's there.'

**Blake:** I think it makes a lot of sense if it's a mystery.

**Gale:** Okay.

**Blake:** Like, common legend is that he's still there waiting and biding his time, but you'll always meet those people are like 'nah, they're not actually there.'

**Zach:** Yeah, it's a legend like, kids like 'oh you know, that old lady down the street's a witch,'

**Blake:** Yeah.

**Zach:** —or, you know, 'don't go in that area it's cursed.'

**Corinne:** Yeah, it's Boo Radley.

[Keith gasps dramatically.]

**Blake:** Exactly.

**Gale:** I added a red line around the fortress, in between it and the spring, because it's a deterrent, and I added a tear to the undead horse in the same color as the spring water, because it will melt the horse.

[Laughter.]

**Corinne:** That's beautiful.

[Corinne giggles.]

**Blake:** Aww.

**Gale:** Melty horse.

**Corinne:** Melty horse. Melty undead horse.

**Gale:** I'll do a little puddle under the horse.

[Laughter.]

**Blake:** Alright.

**Zach:** They don't like to get wet.

**Blake:** Jasper.

**Keith:** Alrighty. I will draw now. "An enclave of druids worships an ancient force. What is it? What rituals do they follow?" An enclave of druids... well these are probably, there's probably no heavily forested areas in this particular area of the woods, so I'm assuming that these are uh, these are druids who worship a uh, a different natural type of biome, and I think that they live in the White Sands area.

[Gale gasps.]

**Blake:** Yeah—yes!

**Keith:** I think that these are kind of like uh, these are kind of like uh, uh, Tusken raider type people.

[Excited noises.]

**Gale:** Yes!

**Keith:** They, they live in this, in this absolutely inhospitable place. There's no way of uh, there's, there's, there's just no obvious means of support, but there is a small but thriving community there, uh, and the mystery is, uh, how do these people survive? They have no agriculture, they do no trade. Uh, they are deeply protective of their territory, and are known to be extremely violent uh, to outsiders who disturb them uh, and uh, occasionally there's a legend that uh, some people have found uh, etchings in the sand like, like the Nazca Plains uh, drawings—

[Murmurs of excitement.]

**Keith:** —just huge, like hundreds of feet across images of strange creatures that are not necessarily of earthly origin, and uh, it's, it's rumored that it is an incredible taboo to disturb one of these drawings, and that uh, a wrath will uh, would descend upon you.

**Blake:** Oh, I freaking love that!

**Gale:** This is so freaking cool!

[Corinne claps.]

**Blake:** I will, I will also say, not everything has to be in New Mexico, but I love that it's all in New Mexico so far.

[Everybody laughs.]

**Corinne:** It's the craziest state by far.

**Keith:** Alright, and I'm going to uh, I'm going to draw one of their drawings here.

**Zach:** The beaver people are in Colorado.

[Laughter.]

**Blake:** Ohohoho!

**Corinne:** Oo!

**Zach:** Oo, that's nice.

**Blake:** That's from the outer planes right there.

**Corinne:** Ooo! That's a cthulhu!

**Gale:** That's *beautiful*, Keith!

**Blake:** Damn!

**Keith:** Okay, and now I get to make up something, huh?

**Blake:** Yes.

**Gale:** Yes.

**Keith:** Or—or react to something. Well, I think I'm gonna make up something on my first round through. Uh, although it is very early in the period of wagon trains heading west, the great wagon trains have yet to come, but there is a legend that the earliest uh, settlers who came forth in covered wagons, when they met the great Rocky Mountains, and were traveling, oh probably given uh, well like the oregon trail starts around here or so? So let's say that somewhere right around here, there's rumored, instead of a pass through the mountains, there is a vast great tunnel that is wide enough for wagons to pass through, and early settlers claim that they came through these. Some of them even have drawings, and some of them have, they certainly have the tales. Some of them have uh, diaries that say that they did this, and that they spent days and days in this underground passage, but it has uh, it has become lost. It might have collapsed. The entrance might have been hidden by magics, but as uh, as the great push towards the west comes, more and more people are looking to find this because it is easy traveling. Uh, it is pretty much a road, you don't have to worry about rivers, you don't have to worry about uh, hostile natives, uh you don't have to worry about being killed by dysentery.



[Laughter.]

**Blake:** Oh, that is fantastic!

**Corinne:** Yeah.

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

**Blake:** I love that.

**Keith:** All right, so I'm gonna put a dotted line somewhere up there.

**Gale:** So cool! I want to go to all these places so bad!

**Corinne:** I was gonna say—

**Keith:** Well, maybe not the— maybe not the druids.

[Laughter.]

**Blake:** Fantastic. Okay, Moz!

**Zach:** Uh, "What is something that exists that had to go underground or become secret when it came into contact with explorers for the first time?" Hmm. I am thinking about uh, things that live underground, and uh, I—I think that uh, prairie dogs are a pretty—pretty interesting little uh, subterranean mars—I think it's marsupial.

**Keith:** They're a type of berry.

[Everybody laughs.]

**Zach:** A type of berry.

**Keith:** Some people argue whether they're fruit or vegetable, but they're just...

[Laughter.]

**Zach:** I could say that there is a certain group of prairie dogs that um, did not live underground. Prairie dogs actually started digging underground to escape all these, what is it? Explorers for the first time, because they were being hunted for sport. Because some of these prairie dogs possessed a certain capability to grant a limited wish when consumed.

**Gale:** Ooo!

**Corinne:** Ooo!

**Blake:** Ohohoho!

**Zach:** So, or at least that is how the rumor goes. Whether it was true or not, not everyone believes. So, these prairie dogs started to go underground as a way to escape being persecuted. Um. So, I don't know where a good spot for that on the map would be, but...

**Blake:** I think uh, Eastern Colorado uh—

**Zach:** Eastern Colorado...

**Blake:** —would be a fantastic place for that.

**Zach:** Okay.

**Blake:** On the plains.

**Gale:** I love that.

**Zach:** Sounds good.

**Blake:** Oh that's good!

**Gale:** Are these prairie dogs sentient?

**Zach:** No, no, these are just...

**Gale:** They can grant wishes, but...?

**Zach:** I mean like...yeah, they're like genies, but um, small and adorable.

**Gale:** Ohohohoh!

[Blake chuckles.]

**Zach:** But you have to eat them to get a wish, so, you know...

**Blake:** Oh shit!

**Gale:** Oh nooo!

**Zach:** I did say that! Didn't I? Like you have to consume them? You know? Like have a nice uh, prairie dog stew?

**Blake:** Fantastic.

**Gale:** Good... good to know.

**Blake:** Oh, that's good.

**Gale:** So you hunt them down, you eat them, and *then* you get a wish.

**Zach:** Yeah.

**Gale:** If we all, like, if we all shrank down, went into the tunnels, and had a mini adventure where we killed a prairie dog and all partook of the same prairie dog, would we each get a wish? Or how's that gonna work?

[Laughter.]

**Blake:** We'll find out, because I already know the thing that I'm going to be uh, adding to this little uh fun bit in a little. Not right away, but...

**Zach:** Ooo! Can I, can I add a little something to the prairie dog thing?

**Blake:** Yeah!

**Gale:** Yeah!

**Zach:** So, uh, within, the prairie dog community, some prairie dogs have discovered, uh, that consuming prairie dog may grant some wish—

[Gale gasps.]

**Zach:** So, there is a separatist group of cannibal prairie dogs—

[Laughter.]

**Zach:** —that uh, use other prairie dogs as sacrifices to uh, gain certain abilities and powers. So, they're not very liked by uh, the majority of the prairie dogs, but um...

**Keith:** You make me sad.

**Corinne:** Maybe that's the origin of the beavers! Of the sentient beavers, a beaver ate a groundhog—

**Zach:** Awesome.

**Gale:** Oooo!

**Corinne:** —and like, wished for sentience.

**Zach:** I mean what is, what is a beaver but a larger prair—

**Keith:** The prairie dog beaver wars of 1828.

[Everybody laughs.]

**Zach:** You know, um, I think I'm actually gonna, gonna do that for my turn, as an interaction between the beavers and the prairie dogs, we're just gonna say that a long time ago, the beavers in the rocky mountains are actually uh, descendants of the prairie dogs, and uh, because they ate each other so much, they got fat and uh, but they also got the ability to speak as part of their many wishes, and have their own uh... pile, so the the beavers in the rocky mountains are savages, you know they eat a lot of uh... Although, the beavers themselves lost that capability. Um. Because they uh, ate so much of their own kind and uh, mutated and evolved, they no longer possess the ability to uh, grant a wish upon consumption. So that is still retained by the puritans in the uh, eastern half of Colorado.

**Blake:** Fantastic. Oh, I love that.

**Gale:** [laughing] This is horrifying and I love it.

[Laughter.]

**Gale:** I'd imagine there's long-ranging animosity between those two communities.

**Zach:** Yes, they do not like each other.

**Blake:** Yeah. Fantastic. Yeah, so, go ahead and draw something that shows a war between beavers and prairie dogs. Oh, I love this. Y'all, this is everything I could have possibly hoped for and more/

[Laughter.]

**Blake:** All right, I'm gonna go ahead and draw the final card, for this era. "A strange plant gives users certain effects when imbibed. What are these effects? What are the downsides? Okay.

[Blake claps his hands and rubs them together.]

**Keith:** Sounds like trefoil vitae to me.

[Laughter.]

**Blake:** I'll tell ya, when I was writing this question, I was thinking about that. Okay. There is a type of cactus, that when it is eaten, provides an incredibly effective numbing agent. It is an incredibly powerful painkiller, and it also provides a significant amount of protection against like, poisons and disease, it's, it's kind of a... in fact, early settlers named it uh, 'panacea,' uh, for this ability to kind of be a cure-all for all sorts of things. However they found that one of the downsides with repeated use of it, it could be addictive if it was used many times, and as somebody became more addicted, they started to change. They began to... almost act with a hive mind.

[Gale laughs.]

**Blake:** They appear to be connected to some sort of hive mind and eventually, the people that really abused this panacea, would find themselves leaving their settlements, their wagon trains and whatever...

**Keith:** We call them folks 'needle heads.'

[Everybody laughs.]

**Blake:** Yes! Let's go ahead and say it was found in the Phoenix area, and it was kind of a barrel cactus, and it had very bright blue flowers that faded out to an orange at the tips.

**Gale:** Ooo!

**Corinne:** Ooo!

**Blake:** And for my discover something new on the map or react to as a community to something that exists on the map, I'm going to say, a early group of settlers, after a disastrous encounter with the druids of the White Sands, they basically took it upon themselves to try and root out this druid enclave. However, the best they could do was basically define exactly where the danger zone of the druids is, like if you step 'right here,' you're okay. If you step 'right here,' they will hunt you down and kill you. And, while it started off as like an effort to get rid of the druids, it basically became a preventative 'don't go here' kind of group. And they set up a small little town just to the north of the White Sand.

**Zach:** I'd hate to be the beta tester for that job.

[Laughter.]

**Blake:** Uh, what am I going to call this town? What, what do I need to call this town? Um...

**Keith:** Hell's edge.

**Blake:** El's Edge?

**Keith:** I don't know.

**Gale:** Badass. That's not too far from us...

**Keith:** [laughing] 'Badass,' New Mexico!

[Everybody laughs.]

**Blake:** I like that! El's Edge.

**Gale:** *El's* edge? I thought he said "Hell's Edge"

**Keith:** [agreeable] Aw, okay.

**Blake:** Yes.

**Gale:** —but El's edge is cool too.

**Blake:** I'm go—heh. Maybe it started off as Hell's Edge? But somebody misheard?

**Zach:** They had a lisp there, very strong southern accent.

**Keith:** The bodler's came in and—

**Gale:** [accented] El's Edge!

**Keith:** [squeaky voice]—you can't put that in our history books! Children might read it!

[Everybody laughs.]

[The music takes the foreground, then fades.]

**Blake:** Uh, we return back to that dusty small classroom.

**Blake (as teacher):** In the late 30s and 40s, wildcat miners began to discover something that kobolds and the drow had known for years—there was gold in them thar are hills. When word of a dwarf named Sutter discovered gold on his land, and the word of that reached east, prospectors began rushing into the west, bringing their wealth, their knowledge, and of course, conflict with them. Fortunes were made and lost as towns such as Phoenix, Albuquerque, Denver, and Salt Lake City, began to come into existence.

Moreover, large companies such as Grimestone and Delaware Wizards Association began to bring an influx of power to this land, and conflicts between settlers, the natives, companies, and the drow began to escalate. This was the time for the ecstasy of gold.

[New music sets the scene.]

**Blake:** Alright, so, we have now entered the gold rush years. This is a little bit later. At this point, all of the towns that you see, which are Tucson, Phoenix, Flagstaff, Ravenspine, Perdition, Denver and Salt Lake City, are all on the map. They've been founded. They are in existence, throughout this kind of time period, as it were.

**Gale:** Okay. What do we know about the drow presence on the map?

**Blake:** From what you know about the drow presence, most of their large areas of influence are in badlands areas near the edges of mountains, so you have some areas of—that are known to be drow influences, kind of to the west of Perdition a few miles out, some near the Grand Canyon, and some up in the Ashley Mountains area. I would also say there's probably some to the west of Denver. Those are kind of the major areas of drow influence. They are overall peaceable and willing to trade, but they tend not to suffer fools or suffer intrusions on what they claim as their mines very lightly. You usually don't know that you've intruded on one of their mines until you find a drow raiding party destroying your camp, though.

**Gale:** Okay.

**Blake:** There are some areas where the drow, if you negotiate with them ahead of time, you can come to an agreement with them of like 'we'll give you a certain percentage of the wealth that we find in this mine, in exchange for doing all of the mining work.'

**Gale:** Okay. And this is still pre-railroads?

**Blake:** This is pre-railroads, yeah, the railroads have not entered the picture yet.

**Gale:** Cool. Thank you!

**Blake:** You're welcome. So Myra, you'll be up next, because I answered the last question. "Old bones mark the site of a past battle. Who were the combatants? What were they fighting about?"

**Corinne:** Was this a battle that happens before this era, or during this era?

**Blake:** Probably before this era. This would be a past battle.

**Corinne:** Okay.

**Blake:** Because this does span like the 1830s to the 1850s, it could have been early on in the gold rush years as well.

**Corinne:** Right. Um. Is it okay if I pass?

**Blake:** Yeah!

**Gale:** Yeah!

**Corinne:** Or take a little bit more time to think about this?

**Blake:** Yeah, we'll come back and see how you're doing after Bonesaw goes.

**Corinne:** Okay.

**Blake:** Bonesaw!

**Gale:** A body is found. Where did it come from? How do people react? Okay. Early on, Blake had placed this site of like, really pure mithril? And I noticed that it's really close to one of these drow edges? So perhaps... the, the drow were mining there, and then miners coming in trying to get this really pure mithril, uh, set up camp like on the other end? And there was some tension between those two groups, because it wasn't really defined? And then, one day a body was found...

**Zach:** Miner body or drow body?

**Gale:** A drow body was found. And... I think they would react badly, and assume it was the miners. even if that was not true. I think I'm gonna make it more interesting. Um, if you're okay with me changing your mithril a little bit.

**Blake:** Yeah, go ahead.

**Gale:** Uh, maybe it's not just mithril in these mines. Maybe there's something protecting it? Of a mystical nature? And the deeper you go, you get people like... going a little crazy. Um, and so a body turns up, first a drow, and then one of the miners, and nobody quite knows... there's this tension brewing. It's like... are we fighting each other? But at the same time, maybe there's weird markings on the bodies, like they come back with like, lurid green tattoos, uh, over the entire bodies, so it's like, 'what is happening here? And why is it focused on the mithril?'

**Blake:** All right.

**Zach:** That's interesting.

**Gale:** Do we want to swap back?



**Blake:** Why don't you finish up your turn, Gabby, and then we'll swap back to Myra.

**Gale:** Oh, okay.

**Blake:** Because you still have to either create something on the map, or react to something that exists on the map.

**Gale:** Gold rush era... I like the idea that a guy is out panning for gold in the river, and he finds a bunch of teeth—

[Blake makes a shocked sound.]

**Gale:** —instead of gold.

**Blake:** What the fuck!

**Gale:** He's just like... 'where are these teeth coming from?'

**Blake:** [offended] Okay!

**Zach:** Like, regular teeth, or gold teeth?

**Gale:** Regular teeth.

**Blake:** Humanoid teeth, or like creature teeth?

**Gale:** A mix of both.

**Blake:** Fucking hell, that is creepy.

**Corinne:** Yeeess!

**Zach:** Okay.

**Gale:** He's looking for gold, he keeps finding teeth.

**Zach:** Teeth.

**Blake:** Okay... where are...? Where—where's the teeth mine?

**Zach:** [laughing] This seems like a place that Bonesaw specifically would be *very* interested in.

[Gale laughs.]

**Keith:** Many people wondered where the stronghold of the tooth fairy was to be found—

[Everybody laughs.]

**Corinne:** That's where that fucker is!

**Keith:** —why it had washed away in a sudden but unexpected rainstorm.

**Gale:** I'm gonna put it... uh, in the Salt Lakes, in the Utah territory.

[Laughter.]

**Gale:** He's panning. He's panning by the Salt Lakes... teeth.

**Blake:** This is about the time when the Mormons would have been coming through, by the way, so...

[Laughter.]

**Corinne:** Excellent.

**Blake:** Just so we're all clear. On uh...

**Gale:** Yeah... okay, okay.

**Zach:** Teeth.

**Gale:** I drew a little tooth surrounded by, like, a gold pan by the lake up there. I added some gory bits, just, for fun.

**Corinne:** Yaaaay!

**Keith:** Oh, yay.

**Blake:** Nice.

**Zach:** Oh, they're *bloody* teeth.

**Blake:** Alright.

**Zach:** They're not just cleanly removed. Shit.

**Blake:** I have so many fucking questions about this.

**Gale:** Good!

**Corinne:** With questions come answers, and answers comes interesting, interesting, stories.

**Zach:** I'm scared.

**Corinne:** I'm excited.

**Gale:** I love Corinne's notes—"there be teeth in them hills!"

[Everybody laughs.]

**Blake:** I have just, "Confused tooth mine?"

[Laughter.]

**Blake:** Okay. So. Myra, let's go ahead and bounce back to you.

**Corinne:** Okay. I think there was two groups of settlers that were um, super friendly and chummy, went out into bumfuck middle of nowhere, which I'm going to guess is...

[Laughter.]

**Corinne:** Let's put something in the Arizona, or more stuff in the Arizona territory.

**Blake:** Okay.

**Corinne:** And so it's flat, and there's nothing around, um, and so these two groups of settlers probably from two families, lived in peace, and then they started seeing weird mirages in the desert, and it would imply that the other settlement was out to get them, or they would see something happen, and they'd be like, 'hey, I saw you stole this!' And an item would be stolen, but the person didn't actually have anything to do with it. There were these weird images, and eventually they started to go a little stir crazy, and were driven to paranoia and fought each other. And so those those two settlements are no longer there. Was it the desert madness? Was it heat exhaustion? Was it something trying to get them to go away? So that's... there's a bunch of bones... another boneyard.

[Laughter.]

**Corinne:** Two boneyards. So, it's, it's an old relic of early settlements that did not work out.

**Blake:** Excellent.

**Gale:** Cool.

**Corinne:** I will draw them...doo doo, doo doo. Okay. Now I need to discover something.

**Blake:** Discover something, or react to something that exists.

**Corinne:** Uh, what was, what was this again?

**Blake:** That's the panacea, the cactuses, plants that grew and provide like a numbing effect and protection against poisons and diseases and stuff, but it was addictive and repeated use tended to cause people to connect to some sort of hive mind, and then wander out into the wilderness.

**Corinne:** Hmm.

**Zach:** Actually not a bad explanation for the two towns going at each other.

**Corinne:** I was actually gonna... Maybe that had something to do with it. So, maybe this, this whole area of Arizona is like Florida. and Florida man strikes often.

[Laughter.]

**Corinne:** And there's just weird crazy stories about all the weird stuff that goes down in this Arizona territory. And maybe it has something to do with people being left at the whim of whatever this hive mind is, so—

**Blake:** Excellent.

**Corinne:** —maybe not everyone gets the same treatment from the thing. Maybe someone goes and stares at a rock for the rest of their life, or maybe they go and fight something, or maybe they invent something. And so maybe the settlement was a result of the plant.

**Blake:** Gotcha.

**Zach:** Cactus god was not happy with them.

**Corinne:** Yes.

**Gale:** Yeah, can we like... make a deity?

**Blake:** Absolutely!

**Corinne:** Oh! Yes! Actually, I—

**Gale:** Do we wanna like, define a chaos entity that's like, affecting this area?

**Blake:** Yeah!

**Corinne:** Yes! I— Some sort of chaos, um...asshole. I'm trying to think of anything that would be in um Native American history, like something that's, so like a mischievous coyote.

**Gale:** I feel like Coyote in a lot of the legends is not usually malicious?

**Blake:** Yeah.

**Corinne:** Oh, okay.

**Gale:** Like they're, there's trickster, but often they're, they're good.

**Blake:** They're benevolent.

**Corinne:** Oh, okay.

**Gale:** You could just make up a new one.

**Blake:** Yeah, we can just make up a new one. And we can we can leave it as just like, 'chaos deity' for now.

**Corinne:** Okay.

**Zach:** Can I make a suggestion?

**Blake:** Yeah, what you got?

**Zach:** So it's, it's not from any uh tribal history or whatnot, but Veggie Tales—

[Gale laughs.]

**Zach:** —has a episode on the rumor weed—

**Blake:** Hmm.

**Zach:** —which is this massive weed that grows uh, underneath the whole city and has roots and uh, different weeds popping up all throughout and uh I think it'd be cool—

**Gale:** Oohh, and they're all interconnected?

**Zach:** They're all interconnected, so maybe—

**Corinne:** There's the hive mind!

**Gale:** If all of these panacea cactuses are like, connected to the same—

**Corinne:** It's a giant mushroom!

**Zach:** Yeah.

**Blake:** Fuck! Fuck!

**Gale:** —giant underground—

**Zach:** —or, or some, some like, central plant that is the hive mind. I think that'd be...

**Gale:** I love that!

**Corinne:** And that is the god!

**Blake:** Yes.

**Corinne:** It's, he's the collective of all the cactus in this area.

[Laughter.]

**Gale:** Cactus god.

**Corinne:** Cactus god.

**Gale:** I love it.

**Blake:** Fuck, I love this so much, y'all.

[Laughter.]

**Zach:** I love Veggie Tales.

**Corinne:** Veggie Tales is great.

**Blake:** All right, Jasper.

**Keith:** All righty. I'm drawing a card. "One area is miraculously rich in a rare resource. What is it? How do people react to its discovery? Let me think for a second... all right, I am going to go off the rails a little bit here.

[Laughter.]

**Keith:** Uh, many people did not realize until they were displaced by settlers passing through the Wyoming territory, a rich *animal* resource—the great blue oxen of—

**Blake:** Oho!

**Gale:** Yes!

**Keith:** Ox that stand anywhere from twelve to twenty feet at the shoulder.

**Gale:** Ah!

**Keith:** Huge, terrifically powerful beasts of burden that had been uh, rare up until this point, but began to be seen once they were displaced from their remote areas, and there is a tremendous push to try and domesticate these creatures, and turn them into a great beast that can, that can pull multi-bladed plows, to tame the wild west and make it habitable for right-thinking folk!

**Gale:** Hee hee!

**Blake:** Oh, I love it. I love it!

**Gale:** I love it so much!

**Keith:** So, yeah, there, there are uh, uh, this has become a badge of honor, uh, where as you might have like uh, cowboys, and, and cowgirls and, and such, that come out to try and drive cattle and such, there is a uh a badge of honor for uh, somebody who has come out to try and tame some of the great wild blue oxen. And uh there's a feeling, whoever can uh, develop a domestic herd has pretty much uh, got themselves set for life.

**Gale:** That is so cool!

**Zach:** Imagine it'd be a hell of a rodeo show.

[Laughter.]

**Blake:** Oh man. Y'all are giving me such good ammo.

**Keith:** All right, I think I'd like to add again, because I'm just, I'm, I'm being bombarded by ideas. This is a legend. It may or may not be true, because the people this legend has helped have absolutely no proof that they were helped by this legend. See, in our own world, there was a group of six Texas rangers who ran into an ambush and died for all but one. And that one in our world put on a mask and went around the uh the west helping to make it safe for settlers. But in this world, that man did survive but he was crippled. Walked around with a silver cane wherever

he went. But his five companions, although they died, they had sworn their oath to protect the defenseless, to aid the weak, and to help make a new land for people to grow rich, prosperous, and, and healthy. And the Ghost Rangers will ride out wherever they sense injustice, wherever they might be needed. Summoned by this man with the silver cane—

**Gale:** Yes!

**Keith:** —to help people in remote farmsteads who are being uh, raided upon by wild folk, to help people who are being preyed upon by cruel land barons and such. And uh, they will come in and they will right that wrong with ghost bullets that uh, leave no bullet behind, not even a silver one.

**Gale:** Oh!

**Blake:** Oh!

**Gale:** Oh!

**Blake:** I love it! Yes, yes, yes, yes.

**Gale:** It's so good.

**Corinne:** Uh, question, What was—what was the uh, original story?

**Keith:** Return with us now to those thrilling days of yesteryear, with a cloud of dust and a hearty 'heigh-ho silver!' the lone ranger rides the—

**Corinne:** Oh! I see, I see.

**Keith:** That's the story of John Clayton, the, the Lone Ranger.

**Corinne:** Gotcha.

**Keith:** Cut his mask from his dead brother's vest.

**Blake:** Oh, this is amazing! I, oh, I have so many ideas of where I can use these guys...

**Keith:** So them's my things.

**Blake:** Fantastic!

**Gale:** I love them!

**Blake:** Alright, Moz.



**Zach:** Alright, “A strange disease spreads in an area. What are the symptoms? How do people react? Hmm...Oo! I got one.

[Laughter.]

**Zach:** So, no one knows exactly how the disease is spread, but its symptoms are pretty clear. Gradually, over time, it makes people shrink—

[Gale shrieks with laughter.]

**Zach:** —and it just keeps going down and down...

**Corinne:** We're gonna have our gopher, our gopher adventure!

**Zach:** And—

**Gale:** Yes!

**Zach:** —it gets to the point where, um, there's no, uh, at least no immediate cure, but um, they don't stop shrinking.

**Corinne:** Oh!

**Zach:** So, but it's, it's not, it's not deadly. Like, they just they get smaller, so uh within, you know, a few weeks, you know, they might lose a couple inches, within a few months, uh they could be considered for a different smaller race, uh, but within a year or two they, they get down to small critter size, and... But once, after enough time passes uh, you can't really see them at all.

[Gale gasps.]

**Zach:** But uh—

**Corinne:** Terrifying!

**Zach:** They just have to continue to adapt to a new way of life, um, with no cure in sight.

**Blake:** This is amazing!

**Zach:** So—!

**Gale:** Oh my god! I need a tiny adventure!

**Zach:** [laughing] Where should the tiny people live? I think it would make sense to be a uh, waterborne disease, so I'm thinking maybe one of the lakes is cursed? Or one of the rivers? Maybe in the Utah territory?

**Blake:** Yeah, that's, oooh—that is really good.

**Zach:** I want to say that at first, you decrease, like you drop in height very quickly, but through, as time progresses, the acceleration sort of levels down, so you're always shrinking, but it's um, the longer you stay in it, it's, it's less noticeable.

**Gale:** Okay, I like that.

**Zach:** That being said, there is like a community of people who are like, kind of like a leper community? Like they're cast out because they are diseased, and they're not sure where it is... But that community is run by the smallest member.

[Laughter.]

**Zach:** And it's, it's just a sort of hodgepodge of people of all different sizes, because they're always constantly changing.

**Blake:** I like that.

**Zach:** I feel like once they get to such a size, like, they need the people who are slightly bigger than them to relay the information to the even bigger people to get things done, so it just goes up and down the chain like reverse dominoes or something.

[Laughter]

**Blake:** I love it.

**Keith:** [quoting Horton Hears a Who] “We are here, we are here, we are here!”

[Everybody laughs.]

**Blake:** love the idea that like, there's cities within this town, within the town, like that, each little sub-community... that's good.

**Gale:** It makes me wonder if like, I don't know, I just feel like there's room for corruption there. Like “Oh yeah, the tinier guys said this...”

**Zach:** Oh, absolutely!

**Gale:** Never-ending telephone.

**Zach:** And they can, they can just squash people who are like significantly smaller than them, so...

**Blake:** Oh no!

**Zach:** There's a lot of intricacies there, the whole like upper class, can fit on like a dinner table, but who knows what goes on in there.

[Laughter.]

**Zach:** Oh, and I have to add another thing or react. Okay, one sec.

**Blake:** Yes.

**Zach:** I have an idea. This is the gold rush era, correct?

**Blake:** Yes.

**Zach:** So, I'm thinking that um, you know a lot of people are out looking for gold, but not all of it is necessarily in the mines. I'm thinking that there is uh, some species of lizards, like dragonborn or kobolds, uh that are wild but have gold hides and scales, and um—

**Blake:** Oh shit!

**Zach:** —as, as gold is very valuable um, they are also being hunted for sport, and uh, they have um, good relations with druids and are protected by forest things, but um, there's a lot of hunters and poachers out there that are trying to get these golden hides, so not all of the gold rush people are miners, they are also uh hunters and poachers as well.

**Blake:** Oooh!

**Gale:** That's fascinating.

**Blake:** That is brutal, I love it.

**Zach:** Imma just throw it in the Gila Wilderness range somewhere.

**Gale:** That sounds great.

**Blake:** Yeah.

**Zach:** All right.

**Blake:** Fantastic. Next up is... me! [laughs] Oh no! There's a giant man-made structure on the map. Where is it? Why is it abandoned? Okay. Ooh... I'm gonna say, deep within the Rocky Mountains, there is a massive sprawling facility that was built. It's been long abandoned, but it's made of metals that you typically wouldn't see as a part of construction, so, structural beams made of gold and silver and adamantite. So, precious metals. Not all of it is made out of—just kind of, this central structure, and it's mythical. I would say, there is a legend around this place. It is expressly stated that this is not the El Dorado of legend. It is said that the entire area, going deep into the mines, is poisonous. The air is a poison that cannot be detected, cannot be found but, especially people who stay there for a long time get very sick and die. That's why it is abandoned. Important things to know if you live in a place in the Rocky Mountains, install a radon detector in your house—

[Laughter.]

**Blake:** Now, react to something that exists on the map....Something that some of these hunters of the uh, prairie dogs that grant wishes have found out, because they started like, “we're gonna hunt and kill every single prairie dog that we find.” It appears the prairie dogs have evolved a little something that one in every twenty of these prairie dogs, when they get eaten, are poisonous—

**Corinne:** [gasping] Psych!

**Blake:** —to whoever eats them.

**Gale:** [teasing] Really enjoying that poison line.

**Blake:** I am! I'm enjoying poison.

[Laughter.]

**Blake:** I'm causing death and destruction.

**Keith:** Nat twenty, get a wish. Nat one, die of poison.

[Everybody laughs.]

**Gale:** I see you, GM! Introducing *risks* into our treasure!

**Blake:** Yes!

[Laughter]

**Zach:** [faux angry] Youuuu!

**Blake:** And it's, basically it causes people to be more *careful*, and rather than indiscriminately killing the prairie dogs and eating them, to have to try and figure out some way...and there is a lot of money in, for the person who could figure out how to definitively tell which ones were 'wish dogs' and which ones were 'kill dogs.'

**Zach:** Like a reward?

**Gale:** Yeah, is it a formal reward? Or are you just saying like, they'd be able to sell it?

**Blake:** They'd be able to sell it. And there's probably some people who *have* come along and said "Oh, I can tell you definitively how to tell!" And—

**Zach:** [laughing] I feel like Bonesaw's one of those definitive explanations—

[Everybody laughs.]

**Gale:** Heeey!

**Gale (As Bonesaw):** Man's got to make a buck however he can, Mozzie.

**Keith:** There's a lot of money to be made out there by a really highly skilled prairie dog witcher.

[Laughter.]

**Corinne:** Can there actually be prairie dog witchers?

**Blake:** Yes. There are prairie dog witchers now.

**Corinne:** Excellent.

**Blake:** All right, yeah, that's my turn. I think there should be one more for Myra.

**Corinne:** All right, draw a card... One person strikes it rich and quickly on your heels springs up a mining boom town. Is it owned by the prospector? An independent collective? Or a company town? Let's have this... I would like for this to be lined up with the railroads? Even though the railroads are not here yet?

**Blake:** Mhmm.

**Corinne:** Um, it would make sense that this town is on the way to somewhere else, so maybe let's have something in this area, like maybe there's a little town that's kind of in the mountains, and there's, there's some, there's some gold in them hills. Or teeth.

**Gale:** South Colorado?

**Corinne:** Yeah.

**Blake:** Excellent.

**Corinne:** I think it is *fiercely* defended by the prospector. I think there's a crazy, crazy, prospector that is—he's a little, like he's, he's a little unstable, um, I'm trying to think of how to describe him. But he's—people call him like 'Crazy Steve' or 'Crazy....something.'

[Laughter.]

**Corinne:** So imagine Bumi from Avatar.

[Everybody laughs.]

**Corinne:** So basically, basically Bumi. In that, so people have come to him to try to get him to sell his mine, or work with him, and he always manages to find a way to, not only not work with them, but profit off of them in ways that they are... unbeknownst.

[Laughter.]

**Corinne:** So, he's, he's, he's crazy but he's, he's a, he's a tough sumbitch to catch—

**Keith:** He's a mad genius.

**Corinne:** He's a mad genius.

[Laughter]

**Gale:** Is he a longer-lived race? Is he like, still around, maybe?

**Corinne:** Yeah. I think, even if he is human, he's probably like 120 years old and still kicking—

[Laughter]

**Gale:** Because, he just will not die, and the Grim Reaper is going to have to come find him.

**Zach:** And he's going to profit off the Grim Reaper.

**Corinne:** Yeah, exactly.

**Keith:** He probably owes his long life to the miraculous properties of preservative cabbages grown in the area.

[Everybody laughs.]

**Corinne:** I appreciate the reference very, very much.

**Blake:** Yes.

**Corinne:** But yes, I think he's, he's probably an older living—he might be undead.

**Blake:** Okay.

**Gale:** Ookay.

**Corinne:** So, maybe he was killed, and then he was so determined to still keep his land, that he sprung up from the dead—

[Gale laughs.]

**Zach:** Died, collected the insurance money, and then came back.

**Corinne:** Yeah, exactly! It was all part of the ruse. So, so people live there, and you know people, you know they like him because he does stuff for them, but uh, he, he will not sell out. So, he's probably only one of the few people who owns a big mining area just by himself.

**Blake:** Excellent.

**Gale:** That is so cool.

**Blake:** I love him

**Gale:** I love him.

**Blake:** Yeah.

**Zach:** Yeah.

**Corinne:** Crazy characters are always great. I've always done for the crazy characters.

[Laughter.]

**Blake:** All right. And then, you can either react to something that exists, or create something new on the map.

**Corinne:** Oh, right. We got a lot of strange animals running around, so I'm going to create a small little faction of either settlers, or native individuals, who are, I guess like the 'prairie dog

witchers,' or people who are... specifically, like they, they are experts on the weird, the undead horses, the prairie dogs, the cactuses... and they're probably not very big because—and also like the, the sentient beavers, they probably *know* of these things? They're probably like the bigfoot people. They're like, "Oh, bigfoot's real!" But they are real, and they have all the, all the evidence that they can gather about these strange creatures.

**Gale:** Oo! Are they like a secret society?

**Corinne:** I think they're like tinfoil hat people.

[Laughter.]

**Corinne:** And I think I think it's a hodgepodge of native individuals, uh settlers, people who have individually encountered these strange things and have grouped together because they, they know they've ran into things that no one else believes, so they've they've created like a little society of like, strange animals or, you know legends.

**Zach:** Community of crazies?

**Corinne:** Yeah! Yeah, crazies, more crazies. Or, but you know, they're not, they're not wrong in this case, so they—

**Blake:** Yeah.

**Gale:** Uh-huh.

**Corinne:** Yeah, so they, maybe there's a little more backup to it? And maybe they actually have some business with the prairie dog stuff? And maybe, they know how to tame undead horses—or maybe they know how to like... they have information that is actually usable, aside from just like, here's a blurry picture of bigfoot.

**Zach:** The beavers are sentient. Maybe they have some sort of relationship, like tradewise, or bribery...

**Blake:** Yeah.

**Corinne:** They probably do, and that...maybe that's something that they... they know, but are sworn to keep, keep secret.

**Blake:** Yeah.

**Corinne:** So they, they know all these secrets, and the more sentient ones probably have a deal with them to keep quiet over some sort of benefit. I'm going to put this little town right here.



[Laughter.]

**Blake:** Right at the four corners?

**Corinne:** Right at the four corners.

**Gale:** Right in the middle.

**Corinne:** Right in the middle.

**Blake:** Yes.

**Gale:** I love it.

**Zach:** [laughing] People come from far and wide and just wind up there.

**Corinne:** Yep.

**Blake:** Yes. I love that it's, like, it is right at the four corners and like, the center of their headquarters is like... they literally haven't drawn on the floor.

**Corinne:** Yeah. It's like, literally right here. And maybe they go on to be the uh, illuminati or something.

[Laughter.]

**Blake:** Yeah. I dig it.

**Zach:** [dramatic] The government is run by *badgers*.

[Everybody laughs as the music fades out.]

**Blake (as narrator):** So we enter the war years. Eight—the 1850s to 1865.

**Blake (as teacher):** The simmering resentment of states continued to build during this time until a final resounding secession of the slave-holding states signaled the start of the bloody Civil War. Brother fought brother in a war for freedom, a war that brought new technological, magical, and medical advancements to the battlefield. Out west in the territories, the fight seemed far away, though regiments would occasionally make their way through. This was the time where towns became cities. The larger companies fought over the abundant resources. The railroads began to complete their long treks across the country. The Kane Magika complex was completed. And the age ended with the surrender the traitor states and the unsuccessful assassination of President Lincoln.

[Colonial military marching music signals the transition.]

**Gale:** Just to reiterate, for those who may not be up on the history, President Lincoln became a zombie, right?

**Blake:** Yes, so, he was shot, he was killed, he was taken to the doctor and was declared dead, but later that day, he stood back up and he survived, and went on to serve a third term after he was reelected for a third time.

**Zach:** Does the events that we're working on happen like, during the war? Or after? Or like a bit of both?

**Blake:** It's kind of before and during.

**Gale:** The next era is the 'Post-war Years'—

**Blake:** Yeah.

**Gale:** —so we're going up until, like, the final event is Lincoln.

**Blake:** Oh! That's the other thing that I actually didn't mention. At this point, The Crusade of the Timely Flame has begun to make themselves known in the West during this period, attacking undead settlements, undead people, and they're believed to exist within the Central Rocky Mountain Region. They are the fanatical group of churchgoers who basically, their whole philosophy is 'undead, doesn't matter who they are across the board, all undead are evil no matter what, and they need to be killed and destroyed.' And most normal people recognize that like, oh, you know, just like with any other sentient race, there's good undead, bad undead, and—

**Gale (as Bonesaw):** —Some of it in between!

[Laughter.]

**Blake:** Yeah, so the Crusade of the Timely Flame holds that all undead are abominations, and—

**Gale:** They need to be *cleansed* with purifying *fire*.

**Blake:** They need to be cleansed, yes.

**Corinne:** They must really hate their president.

[Laughter.]

**Blake:** Yes, very much so. They basically—

**Zach:** [faux angry] Not my President!

**Blake:** —that's partially why they ended up coming out west more often.

**Corinne:** Mm.

**Blake:** And it doesn't matter whether they're actually like, undead, or people who have been resurrected like, across the board, you have one life, and as soon as you're dead, that is the end, if you come back, you need to be killed. They usually tend to like, keep themselves hidden because, most people recognize them as a fanatical cult. They'll keep themselves kind of hidden, come into a town pretending to be all of this, you know, goody-goody niceness, and like 'oh look, our clerics can use positive energy and heal your sick and wounded—'

**Corinne:** Ooh...

**Blake:** '—Oh, you know what probably caused all of these disease and stuff? It's those undead folk!' And basically get into people's minds and create a mob mentality. Let's go ahead and dive in with Bonesaw.

**Gale:** Okay, so I drew "Introduce a dark mystery among the members of a community. The wizards are becoming more prominent, right?"

**Blake:** Yes.

**Gale:** And they're starting to fight with the railroads?

**Blake:** Yes.

**Gale:** Because before, we had like *wizard* travel to get to places, but now things that you could only do with magic before are becoming more able to do with technology.

**Blake:** Yes.

**Gale:** Uh, and so there's that tension there. But I feel like there's also a class of magic user that are not like from the hoity toity wizard schools? It's more like, the bog witches, and the midwives, and like the community...

**Blake:** Hedge wizards.

**Gale:** Yeah, hedge, hedge wizards. That are more kind of down to earth, and you find them, probably more throughout these prairies, and with the community of settlers, and I like the idea that there's kind of an underground resistance? A little bit, also from those areas, against the wizards. [Laughing] And so, I don't know if you have plans for Johnny Appleseed?

[Blake laughs.]

**Gale:** But I kind of like the idea that Johnny Appleseed is one of these hedge wizards, and I think his legend is, he goes around like planting trees?

**Blake:** Yeah.

**Gale:** Um, but these are not ordinary apple trees. They're all part of a network, and they can be used to pass messages, *if you know how*, amongst the hedge wizard community. So you could like, pass a message through a tree to one much farther away, and that's how they stay in touch. And it's a secret amongst these people, but it supports them in their 'grassroots' movement against the wizards.

**Blake:** I like this. I like it a lot. I'll be very interested to see what happens with this after the Kane County explosion.

**Gale:** I'm gonna have this path go follow all of these mountains? Because he kind of ranged far and wide in the Rocky Mountains? But also in these, these ones aren't really labeled, over here, in Utah? So kind of close to the Kane County badlands, but spread all over. I'm just gonna do a little apple tree path.

**Blake:** Okay, fantastic, yeah. Those are also part of the Rocky Mountains, I believe, if I'm remembering my geography correctly.

**Gale:** Oh, I have to do another thing, right?

**Blake:** Yeah, you have to do another thing.

**Gale:** I'll fill in my apple trees in a minute.

**Blake:** Yeah.

**Gale:** Um, okay, so I am really enjoying this shrinking community of, of uh... Zach's. And I like the idea that there is a group from this community that is trying to make the trek from this Northern Arizona area all the way over to the wish-granting prairie dog area?

[Laughter.]

**Gale:** So that they can wish for the cure. But it's like, it's very 'Borrowers' style like, 'we're tiny people and this is a very long way...' and I guess they could ask for help from bigger people, but it's like, there's different stages of the journey, and they have all kinds of tiny adventures, and it's like—

**Zach:** It's a pilgrimage.

**Gale:** It's very fraught and cute, but it's like little...it—it plays out on the tiniest scale, and they're like...I just, I love them.

**Zach:** It keeps getting harder because they get smaller on the way.

**Blake:** Yeah.

**Gale:** As they go along, yeah.

**Zach:** Oh, that's brutal.

**Blake:** And that's like 700 miles, so...

**Gale:** Yeah. So I'm just gonna draw their little path.

**Zach:** [laughing] I love that.

**Blake:** Yes. Fantastic.

**Gale:** We need a name for them. I'm not very good at names.

**Zach:** Vertically challenged, uh, no...

**Blake:** What was the name of the ones that were in uh, Gulliver's Travels?

**Gale:** The Liliputians?

**Blake:** Yes.

**Keith:** [quoting from Gulliver's Travels] "Blefuscu was the enemy of Lilliput, those wrong-thinking people who opened their eggs at the little end."

[Laughter.]

**Keith:** Not to be confused with the land of the giants, Brobdingnag, or the intelligent horses, the *Houyhnhnm*.

[Impressed laughter.]

**Gale:** You have a *prodigious* memory!

**Corinne:** Yeah, I was gonna say.

**Gale:** I read these books, but it was *years* ago, and I can't remember hardly any. Yeah, I feel like we could call them the... I don't know, the...

**Keith:** The Minkins.

**Gale:** I like that! The Minikans!

**Zach:** Ah, I like that!

**Blake:** Yes!

**Corinne:** The Minikins!

**Gale:** Oh, I love it! I love it so much!

**Blake:** That's lovely.

**Corinne:** [squeaky] The Minikins!

**Keith:** And it sounds like a name that somebody gave to them, that they *hate*.

[Laughter.]

**Blake:** Yeah, call them a minikin at your own will, or at your own peril. Jasper, why don't you go ahead and draw your card?

**Keith:** All righty.

[Gasps and laughter.]

**Keith:** Oh gosh, I know, I know who these people are.

[Blake laughs.]

**Keith:** Oh those rat...those total rat bastards. "A group of cultists secretly rules a town. Who or what do they worship? What are their goals?" I'm now going to tell you the terrifying story of early settler Josiah Harker, who came west in search of gold, and found it at the mouth, or rather the origin of the Grand Canyon in the town now known by the name of Wormwood, Arizona.

[Excited gasps.]

**Keith:** While digging for gold, Josiah Harker uncovered more than he bargained for. Deep, deep, deep, beneath the earth, there is a creature not of this world that gnaws the very bones of the earth. Zulquoggoth! That Which Eats.

[Gale laughs, delighted.]

**Corinne:** Is there a giant worm?

**Keith:** Zulquoggoth appeared to Josiah Harker in the form of its avatar, a great purple worm that threatened to devour him. But Josiah managed to feed it his partners, and was spared.

[Gale gasps.]

**Corinne:** Bad dude.

**Keith:** Josiah did indeed find gold—he found a great deal of gold, and used it to found the town of Wormwood, and he attributes his great success to the mercy of Zulquoggoth. And so he and his descendants now have a secret cult that operates out of Wormwood, Arizona. Though on the face of things they are beneficent rulers of this town showering the people with good fortune from their vast wealth, but secretly in order to prevent their being devoured by Zulquoggoth—who *will* one day devour the world—they secretly feed sacrificial victims to him in an underground altar, in an attempt to assuage the never ending hunger of Zulquoggoth. And by this means, when Zulquoggoth does arise—and *will* arise—to devour the world, by assuaging its hunger now, they will be spared at this end of all days.

[Laughter and applause.]

**Gale:** Amazing.

**Blake:** Oh, this is fantastic!

**Corinne:** Beautiful. [clapping] Need applause for that.

**Blake:** Yes, yes, yes. Oh, fantastic.

**Corinne:** I'm glad we have sand worms.

**Zach (as Moz):** Now, how do you spell “Zulquoggoth?”

**Keith:** Z-u-l (Glad you asked!) q-u-o-g-g-o-t-h.

**Gale:** Q-u-o?

**Zach:** Is that a real thing?

**Keith:** I just made it up.

[Laughter.]

**Keith:** Q-u-o...

**Corinne:** Gabby had it spot-on.

**Blake:** Fuck, that's so good.

**Gale:** Nah, I had an 'A.' Q-u-a. But q-u-o works too.

**Keith:** Zulquoggoth.

**Corinne:** You got the rest of it, though.

**Keith:** Yeah, Q-u-o. That's right.

**Corinne:** You got the rest of it.

**Gale:** You work on enough Call of Cthulhu modules, you kinda start to get a...[laughs].

**Corinne:** A pattern.

[Laughter]

**Zach:** *Josiah!*

**Keith:** [definitive] Zulquoggoth, That Which Devours.

**Corinne:** That which...

**Gale:** Amazing.

**Blake:** Fantastic.

**Keith:** For my second part, I'm actually going to build on a previous one... I'm going to kind of build on one that I put there. If you remember the story, the great blue oxen.

**Gale:** Yes!

**Keith:** Well, there was somebody who was fantastically successful at uh, taming these great oxen, and he used it to mount expeditions to find where these uh, magnificent huge creatures



were coming from. And deep within a hidden valley in the Rockies where they merge into the Wyoming territory, he discovered a valley, a lost valley, with creatures that seemed that should have disappeared in the far-off predecessor eras of the world, and he mounted an expedition using the riches given to him, uh, by taming the great blue oxen, to capture some of these great beasts and train them. And now, as a great showman, he tours the west as BC Fossilworth's Antediluvian Circus.

[Squeals and laughter.]

**Blake:** Yes! Oh, this is frickin fantastic!

**Keith:** Yes, where you can say great saber-toothed tigers jumping through flaming hoops—

**Gale:** Oh my god!

**Keith:** —and the the the great tent poles are raised by tremendous long necksorian beasts!

**Gale:** This is my favorite thing I've ever heard in my life!

[Laughter]

**Keith:** It's BC Fossilworth's Antediluvian Circus.

**Corinne:** The names! The names are spot on!

**Zach:** Say that ten times fast!

**Gale:** Oh my god!

**Blake:** Hey, Bonesaw! Good fucking luck beating *that!*

[Everybody laughs.]

**Gale:** I don't—I don't even, like...I think Bonesaw would just be impressed, He'd be like, 'You know what? Game... Game meet game, like, I want to see your show. I *want* to see your show.

**Gale (as Bonesaw):** Are you hiring?

**Blake:** Wow! That was good. Moz, you're up!

**Zach:** All right, what do we got? "One settlement is ruled by iron law. How can you tell what prompted this level of control?" Hmm...

**Blake:** Can be one that's already exists on the map, or one that uh, you make up.

**Zach:** Okay, I—I have some ideas for Albuquerque.

**Gale:** Oo!

**Zach:** Seeing as it is the origin of this magic spring, which is the only known defense against the bone yard to the northwest, this resource must be protected at all costs, and is quite valuable, so whoever controls the spring, controls the New Mexico territory, almost. Or at least, large portions of it. So, I think that a rich family has taken possession of the spring, and is using the profits they make by selling the water, by uh, essentially making bribes or threats to other areas as to not provide them with protection from this water, or to save them from, you know, undead creatures roaming around, so I think that there is a very powerful family in Albuquerque that is in possession of this uh, wellspring, and rule with an iron fist there.

**Gale:** I love it!

**Blake:** Fantastic!

**Zach:** Okay.

**Gale:** Do you have that name generator, Blake?

**Blake:** Yep!

**Gale:** Or, unless you have a name, Zach...? Just to...?

**Zach:** Hmm...

**Blake:** Galloways.

**Gale:** Ooh!

**Zach:** I like Galloways.

**Blake:** The Galloway family.

**Zach:** Yeah. The Galloways are the evil family. All right. And now, something to add to the map. Since this is sort of wartime era and uh, there's a lot of tension between the north and the south, I like the idea of a soldier who is uh, sort of a bison lycanthrope?

**Gale:** Ooo!

**Zach:** Um, who sort of leads the charge of bison—

**Keith:** Oo!

**Blake:** Holy fuu—

**Gale:** Eee!

**Zach:** —with him into battle. Uh, I'm, I'm sure he has some backstory about how, you know, he, he was just a lowly soldier and a stampede of bison came by, and he got nicked by one of their horns and developed these abilities to uh, turn into a bison and communicate with them, and he travels with the pack, but uh, he fights uh as a union soldier, and uh, has led to many victories on the union portion of this front.

[Laughter]

**Gale:** I love that so much.

**Blake:** That is so fucking awesome. and I have to write stats for bison lycanthropy now.

**Zach:** The bison brigade! Somewhere...

**Corinne:** The bison brigade!

**Blake:** Oh!

**Keith:** Oh, I was just figuring they were buffalo soldiers!

[Laughter.]

**Keith:** I thought that's what you were riffing off of!

**Corinne:** [singsong] Buffalo soldiers...

**Zach:** Buffalo soldiers work. I—I have not heard that before, but...

**Keith:** A black post civil war brigade.

**Blake:** They were the 10th cavalry regiment.

**Zach:** You can tweak that a little.

**Blake:** No, that's... I want to keep them separate from this particular brigade.

**Zach:** Okay, yeah, yeah. Buffalo brigade it is. Uh, where would be a good spot for them?

**Blake:** Um, you know what? Let's put them at Fort Union.

**Gale:** Oo!

**Blake:** That would be a good place for them to be based out of.

**Zach:** There we are! Okay.

**Gale:** Cool.

**Zach:** I will do my best to make some artwork for that...

**Corinne:** Can you imagine the trolling this, this soldier must have done? It's like, "Oh look! It's just a bunch of bison! Why don't you come closer?" and then *psych!*

[Laughter.]

**Corinne:** Bison attack!

**Blake:** Oh, that is fantastic!

**Corinne:** The stories...

**Blake:** All right. Let's see what I get. I'm drawing... Oh-ho, yes! Yes!

**Corinne:** What'dchu get?

**Blake:** A villain arrives on the scene. Who are they? What motivates them? Okay... One of the biggest challenges that I've had this week after I wrote all these questions is, I knew I was going to be participating, but I also didn't want to think of answers beforehand for any of these. Um, okay I'm going to say in Flagstaff, there is a war profiteer who's arrived. He is the kind of person, he sells his services to the highest bidder. He sells weapons to the north, to the south, to pretty much everybody that he can. And the reason that he has come out west is specifically to take advantage of, kind of the lesser regulations that exist out in the territories, and use that as kind of a slush fund, kind of an old world gangster-type... rather than following like any sort of ideals or outlaw systems, It's very much a, like, get in my way, and I will kill you. And he's, he's set up this kind of territory in Flagstaff that is, you don't mess with him or his area. He's trying to break into some of the uh, the stores of armor that the armory, specifically the Darklands Armory, uh, very much trying to take that over, get access to the head weaponsmith there, but has not been able to. I figure I'll draw something for that in a little bit.

Add something or expand on something that exists... Oh man, everything is so good that's on the map right now. Um, gosh, I'm sorry y'all, I'm usually better at this kind of stuff.

**Corinne:** Take—

**Gale:** You're good! You're good!

**Corinne:** Take your time!

**Gale:** Take a minute, it's a lot of pressure.

**Corinne:** It's—it's—it's gotta...it's gotta marinate.

**Blake:** Um...

**Zach:** You could uh, pass like Corinne did earlier, and just—

**Gale:** Come back?

**Blake:** I'm gonna, yeah, um, let me delay my 'Add or Change something.'

**Corinne:** Yeah. Doo doo... So, I literally just got the antithesis of your question.

[Laughter.]

**Corinne:** A hero arrives on the scene. Who are they, and what motivates them?

**Zach (as Moz):** Buster Dan!

**Corinne:** Buster Dan!

[Everybody laughs.]

**Corinne:** Oh, that's right! We haven't made Buster Dan um...canon yet. We know he's there in the universe somewhere, but he's... who was Buster Dan again? What was his story? He knew Moz...

**Gale:** Uh, that was Moz's friend who "died" and left him the horse—

**Keith:** [remembering] The horse!

**Zach:** A tragedy.

**Gale:** —when he was trying to sell the horse to uh, Jesse Blackburn in Perdition.

**Corinne:** Oh! Okay. So... so Buster Dan is a hero in that... let's make him a man of the people. And... let's make him a local hero. Not a— one that's known throughout the west, because

there's, there's lone rangers, and there's all sorts of people. This is probably a local hero that's in... where where haven't we gone yet?

**Blake:** We've hit pretty much every major area.

**Gale:** Denver?

**Blake:** Yeah, Denver doesn't have much.

**Corinne:** Okay! Yeah, let's—

**Gale:** Salt Lake City!

**Corinne:** That's true, that's where all the teeth are, right?

**Blake:** Yep.

**Gale:** Near there, yeah.

**Corinne:** Oh! Maybe... how can I connect this to teeth? There has to be a way...

[Laughter.]

**Corinne:** Uh, maybe he is a uh, investigator. He's—he's a sheriff, but he's like a crime-solving, kind of, Sherlock Holmesian kind of individual.

**Gale:** Oo!

**Corinne:** And he serves the Salt Lake City area, and the teeth, the *teeth* is, is one of his biggest problems that he hasn't been able to solve yet, and it's driving him nuts, because he solved everything else! He's—! Everything else is so much easier to understand, and he's, he's got great uh, intuitive knowledge and observation skills, but he just can't fuckin' figure out the teeth!

[Laughter.]

**Zach:** Makes him grind his teeth at night just thinking about it!

**Corinne:** Yeah, I know, exactly. So, so, he's a, he's a hero in that sense, and maybe um, maybe he's been con—conscripted, if that's the right word, maybe people have asked, like, 'oh this fellow is really smart, you should ask him to come over, and maybe he's been summoned to other places to solve, to solve murders, or to solve particularly strange things that happen in this very, very, strange wild west. So yeah, maybe not a typical gunslinging hero, but he's a, he's a hero of, of the law.

**Gale:** I love him.

**Corinne:** His name is...

**Gale:** I pulled up random generate cowboy and cowgirl names, if you want me to throw some out.

**Corinne:** Yeah!

**Gale:** Claude Potter!

**Corinne:** Claude Potter!

**Gale:** Earnest Jensen—

**Corinne:** We're going with Claude Potter.

**Gale:** Got it. Yeah! Done in one.

**Corinne:** Done in one.

[Laughter.]

**Corinne:** Claude, Claude.

**Gale:** He sounds like a Claude.

**Corinne:** Yeah, he does kinda sound...

**Gale:** You know, it's funny—

**Corinne:** [british accent] At your service, Claude—!

**Gale:** —because if you spell 'Claude' like c-l-o-d—

[Laughter.]

**Gale:** He sounds like... very humble origins. I'll spell him normal though.

**Corinne:** No, let's do c-l-o-d. Let's do Clod, like, yeah, maybe, there's a reason for that name in particular. He's... or maybe it's perhaps a name that he was—a nickname he was given, that was supposed to be an insult, but then he was able to kind of survive on his own, and he kind of took that name back for himself.

**Gale:** Awww.

**Corinne:** It's like yeah, that's right! You've just been shown up by Clod Potter!

[Laughter.]

**Gale:** I love that!

**Corinne:** So, and he helps the little guy, so he's more a hero...

**Gale:** He sounds like a delight.

**Corinne:** Yes.

**Gale:** Blake, have you thought of a thing?

**Blake:** [clapping] Okay! I have. So, a little bit north of the Denver area, there is this massive red rock that rises up out of the ground. It is of a stone and make that is not of this area, nobody's—not sure where it comes from. The native americans and the drow of the area steer clear of it, because of it supposedly harnesses a great amount of power. But those who call upon this power are inevitably cursed. The curse varies depending on if you're talking to the drow, talking to the native americans in the area, but one thing is for sure, whoever calls upon this power is doomed. It's a large triangular rock sticking out that appears to form a large natural amphitheater, and down at the depths of the amphitheater, is incredibly, incredibly hot.

**Corinne:** Mmm.

**Gale:** Ohohoh...is this based on like, Red Rock, Colorado?

**Blake:** [flippant] Maybe.

[Everybody laughs.]

**Gale:** I've been there!

**Blake:** [laughing] There's a giant triangular rock! That's red!

**Gale:** Very cool!

**Corinne:** I—I also want to do my added thing. I forgot—I forgot about that.

**Blake:** Oh, yes! I'm sorry.



**Corinne:** It's okay, but it's something really simple. Um. I would like to put a second sand worm in the White Sands. But he's a chill worm, and the druids like him, and he doesn't wish to devour anything or anybody. He's just...

[Laughter.]

**Corinne:** He's just a chill sand worm, and he probably knows him as his cousin, he's like 'Oh, yeah, he's a dick.'

[Everybody laughs.]

**Corinne:** But just have like a, a peaceful sand worm that the druids have like, become chummy with. And he's probably useful in protecting that area.

**Gale:** Oh, I love him!

**Corinne:** Also very secret, and no nobody knows.

**Gale:** Does he have a name?

**Corinne:** The druids would probably call him... um...

**Zach:** Clyde.

**Corinne:** [laughing] Clyde. I've given out so many weird names... Um, he's probably white, like the white sands. Um, so maybe they call him... uh...

**Gale:** Maybe he's like 'the Ghost Worm' or something—

**Corinne:** Yeah!

**Gale:** 'Cause he looks ghosty.

**Corinne:** Yeah, the ghost worm.

**Blake:** Yeah.

**Corinne:** Yeah. He's a pale, pale, uh, albino worm.

**Keith:** Cool.

**Gale:** I love it.

**Blake:** Excellent. All right. Gabby, you're up.

**Gale:** Okay! "An army recruiter comes to town. What underhanded methods do they use? How do people react?" Okay... Let's say they come to Ravenspine, because it's on the map, but we haven't really developed that area out much yet in this. I don't know anything about Ravenspine, except that it has the giant monster like, ribs? In the background?

**Blake:** Yes. That's that's pretty much all that you all would need to know about it.

**Gale:** We weren't there very long.

**Blake:** Yeah.

**Gale:** "...underhanded methods did they use...?"

**Blake:** Well, first off, were they a recruiter for the Union or the Confederates?

**Gale:** Let's say... Confederates. So, the army recruiter rolls into town, and starts the coolest poker game anyone has ever seen. They put up *flyers*, it's like, it's a big event. It's kind of a sleepy town. They actually get people in from all of the other towns, and he sets up this tent, it's like a limited time, um, but there's something magical about the tent, almost like modern day casinos, when you're inside, you lose track of time, uh, you get very much drawn in, and basically over the course of the week that this poker tent is up in Ravenspine, a lot of people lose their life savings, they go into horrible debt, and the army recruiter says 'Hey, well, I could forgive those debts if you go join our side for, say, two years. I'll sign you on to an army contract, I will forgive your debts, and you'll get all of these benefits.' Um. And how do people react? I kind of like the idea that the town of Ravenspine, everyone kind of rose up and threw this guy out. And it's like an event in their town history that really brought them together, and kind of defines them as a community, and they're like 'You know what? He tried to mess with us, and we didn't let it happen. So, he didn't actually end up recruiting anyone. They just threw him out.

**Blake:** Excellent.

**Zach:** I like that.

**Gale:** Yeah. We'll have a happy event.

**Corinne:** Yeah!

[Laughter]

**Blake:** Okay. Then go ahead and create or adjust something.

**Gale:** Okay! Uh, since we're in the war years, I like the idea that one branch of the underground railroad, maybe comes up through these territories heading to the north, and I want to create a non-binary elf necromancer—

**Corinne:** Yeah!

**Gale:** —named Cameron Skinner, and they use skeletons a lot to lay traps for people that are chasing the escapees, and they're like 'Oh, we think we see them!' Because it's a group of people, and they're all like in, you know, raggedy clothes, and they're running through the woods, it's like they catch up, and it's like *nope!* Skeletons. It was all skeletons.

[Laughter.]

**Gale:** Or like maybe taking advantage of haunts and things in the area to confuse pursuers, and act as protection, just along this route, and they did it all through the war, and maybe are still around today? Protecting—

**Blake:** Excellent.

**Gale:** —underprivileged communities with their necromantic skills.

[Music fades out.]

**Blake (as Narrator):** The post war era started with a bang, with the destruction of the Kane Magicka Complex and the completion of the major transcontinental railroads. As the east was busy reconstructing, the west was burgeoning as major companies began to— their takeovers. This time saw the formation of the Native Lands Alliance, that demanded recognition of their rights to the lands of this area, and opposing the federal army. The world had changed. A zombie was president, skirmishes between ranchers and farmers broke out regularly, and the heroic sheriff and the dastardly outlaw became icons of the west. This is the recent history and this is where we are now.

[A driving tune marks the transition.]

**Blake:** At this point, everything that you see on the map exists in the world. The Kane County Badlands have existed. The magical dead zones and wild magic areas have begun to form throughout the areas that are causing quite a bit of disruption.

**Gale:** [leading] *What is* the Kane County Railroad Massacres, and like what—what are these badlands?

**Blake:** To summarize, Kane County Badlands was a part of the Kane County Railroad Wars. The Delaware Wizards Association built a large magical complex, got into some scuffles with

the railroads, and then an unknown bandit force (in quotes) came in, and the Kane County Complex was utterly destroyed in a massive explosion that effectively wiped out a lot of the ley lines and destroyed and disrupted magic in a large area and created the Kane County magical badlands.

**Gale:** Cool, thank you!

**Blake:** Jasper, you're up first.

**Keith:** All righty. “What is a group that has high status? What must people do to gain inclusion in this group?” All right. Again, I'm going to step just a little bit outside the box, here. Uh, not necessarily high status, but high renown, and uh, very exclusionary. In our own history, the Pony Express only lasted less than two years. But it was discovered during the few months that it started here, that whenever one of these elite Pony Express riders would come in from the Wyoming territory and reach Salt Lake City, their mail bags—which were, by the way, bags of holding—

**Gale:** Heee!

**Keith:** —enchanted by the Pony Express company so they could actually carry cargo—Uh, but their mailbags would include not only the letters they had started out with, but mysterious *new* letters—

**Gale:** Haha!

**Keith:** —addressed to people along their route and delivering these strange letters turns out that these letters were from the deceased.

[Gasps and awed noises.]

**Corinne:** Got goosebumps on that one.

**Keith:** Dead relatives. Uh, past business partners.

[Laughter.]

**Keith:** And, the letters were often slightly cryptic, but people began to put faith in them. Because there were words that might be, words of comfort from those who had passed on. Uh, maybe some words of advice from a mentor or dead business partner, and people began to utilize the Pony Express more and more, in hopes of gaining some sort of comfort or advantage from these dead letters.

**Gale:** Ohohohoh, I love it!

**Blake:** Damn. *Damn!*

**Zach:** That's cool.

**Blake:** Oh, this is cool! Y'all're giving me so much ammo to use.

**Gale:** Oh my god.

**Keith:** Okay, yeah. Let's see, now I either get to make up something, or move on uh, yeah, okay, we have talked a little bit about White Sands, and about the great salt flats, but in the late 1860s, an enterprising man, businessman in El's Edge, by the name of Casper Biggs—

**Gale:** Hee!

**Keith:** —discovered that there was one of the markings in White Sands, the Nazca Plains type us—uh, etchings in the ground, was in fact a great spiral, and uh, in one of their forays into the edges of the White Sands druids territory, Casper Biggs became separated from his party and found this spiral, and by walking it, he discovered that he came out in the great salt flats just south of Salt Lake City, as if the two were somehow connected.

**Gale:** Ooo!

**Keith:** Now, this is just the bare beginnings but Casper Biggs has decided to devote every resource he has into putting El's Edge on the map as a major shipping concern, uh, ousting not only the nascent Pony Express, the railroad, and the great wagon trains as a way across the badlands, the canyonlands, and the great Rocky Mountains, uh, as a way of getting cargo almost instantaneously from the New Mexico territories all the way to Salt Lake City and nearly to Nevada. He just has to find a way to secure that maze from those wretched White Sands druids who really don't know what kind of thing they're sitting on!

[Laughter.]

**Gale:** That is very cool!

**Blake:** Fantastic! All right, Moz, you're up.

**Zach:** What is this...? Uh... "An old piece of machinery is discovered, cursed and dangerous. How do people deal with it? Mmm. Okay, so this is the period of time where technology has taken a bit of an upturn, and uh, railroads are all over the place. So, I really like the idea of some sort of cursed train engine—

[Gasps and excited noises]

**Corinne:** Oh, ghost train!

**Zach:** —like a ghost.

**Blake:** Yes!

**Gale:** Oh my god!

**Blake:** Oh my—yes!

**Zach:** Where it it kind of just appears and disappears at different points in time—

**Gale:** Yes!

**Zach:** —and uh, it doesn't quite travel...Like it's always on the railroads, but it's never a straight line. It hops around from here and there. Wherever it goes, there's lots of unfortunate events that happen. Uh, it's considered like a bad luck charm or omen. Sometimes there's uh, kids who are crossing the railway, and the train appears out of nowhere and snags one of them.

**Gale:** Ohohoh!

**Zach:** Or it blares its horn at a random time, which causes someone to misfire their gun and injure one of their party members, it just, it has this reputation for being very, very bad luck and uh, misfortune follows wherever it shows up.

**Gale:** I love this so much!

**Blake:** Fantastic! Oh, that's good!

**Corinne:** I *want* to run into this ghost train, and I *don't* want to run into this ghost train.

[Everybody laughs.]

**Corinne:** I do, but I don't.

**Blake:** Yeah, and then you have the option of creating...

**Zach:** Or adjusting. Oh man. I...I don't know what to add at the exact moment. Imma, Imma pass that off uh, for the time being—

**Blake:** Okay.

**Zach:** But uh, Imma, I'm gonna go ahead and draw that ghost train.

**Blake:** Okay, yeah. Uh... I'll go ahead and go, and then when you're ready...?

**Zach:** Sounds good.

**Blake:** All right, let's see what I get. Yes! "One town is famous for their yearly contest. What does it involve? What do the winners get? What happens to the losers?"

[Gale laughs.]

**Blake:** Okay, we're gonna go with Tucson. Tucson, Arizona. Every year, there is a master sharpshooter contest. However, the catch is, it is basically "HORSE" rules in terms of, you have to call your shot, and because this is the kind of thing that attracts the best of the best, it has become famous for being the weirdest, strangest, ricochet, and trick shots with the strangest weapons. There will be...you have to make a ricochet shot with a *cannon*.

[Everybody laughs.]

**Blake:** You have to try and bounce a knife off the ground to hit a bell. It is the most insane, sorts of trick shots, uh, the winner for uh, one year made a shot while hanging upside down by one foot over a vat of boiling fat, and ricocheting a shot off of somebody's mirror into a bell.

**Gale:** I have to see Myra compete though.

**Corinne:** I know, I was just thinking that! I was like—!

**Blake:** The winner receives a paltry award of a hundred dollars. And they also receive a single silver bullet. The winners of this have said that this bullet brings them good luck, and that it is a bullet that, when fired, can destroy nearly anything that it passes through.

**Gale:** Oho!

**Corinne:** Myra needs that bullet.

**Blake:** I don't think anything in particular happens to the losers. They're—

**Gale:** It's the hazard of the contest.

**Blake:** It's the hazard of the contest. Because, part of it, uh, especially in recent years, it has started to get more and more contentious, and there have been duels that have broken out as a part of this. It's not *officially* sanctioned. You're not *technically* allowed. But, more than a few of these contests, the final rounds have instead of being a full trick shot, have been, you have to go up against somebody in a high noon duel.

[Gale gasps.]

**Corinne:** [chanting] Arc two! Arc two! Arc two!

[Laughter.]

**Blake:** Um. So yeah, that's, that is Tucson. Uh, and that is the card. For what I'm going to add or change, well I'm going to change the society of unusual creatures slightly.

**Corinne:** Okay.

**Blake:** What I'm going to say is, after the eruption with the Kane County Badlands, a faction within the society for—an—of unusual creatures devoted themselves to trying to understand everything that happened with the Kane County Badlands, and what effects it has had on the land. This has involved, basically, setting up expeditions, and trying to make their way in. This is insanely dangerous, and it has a high mortality rate, but even the little drams and dribbles that they have been bringing back have been incredibly valuable magical insights, and have found some very strange magical items, and *rare* magical items, that have more than made up for the loss. So they've kind of expanded to start this expedition force into the Kane County Badlands, and are becoming the foremost experts on the area.

**Zach:** So, um, I think I have an idea of what I would like to contribute on my turn?

**Gale:** Cool!

**Blake:** Yes!

**Zach:** Um, so I was thinking about the uh, Bonelands, and the spring from Albuquerque that's sort of protecting the people who are living there from these cursed areas, and uh, I was thinking that the Navajo indians on the opposite end don't have that protection, and uh, seeing as the original person who is exiled would likely hold a grudge, I want to say that they have a battle around this time—

**Gale:** Oo!

**Corinne:** Hmm.

**Zach:** —or some, some conflict goes down, and it doesn't go well for the Navajo people, and this massive pit of fire is created during one of the encounters, and it just expands and keeps on growing. It stops eventually, but this pit of fire goes down for a seemingly endless amount of time, and anything thrown or cast into it is melted almost instantaneously, but uh, there have been creatures that have been seen *leaving* the area, and some—

**Corinne:** Hmm!



**Zach:** —are witnessed entering as well. So there's this massive, just, pit of fire that is brewing in the Navajo region that is encroaching on their land.

**Gale:** Ohohoho!

**Corinne:** [singing] I fell into a burning ring of fire...

**Keith:** Interesting...

**Blake:** Interesting. Uh, Myra, you're up!

**Corinne:** Okay! "A surprising secret is revealed about an old money family. Who are they, and how is their influence affected by this revelation?" Hmm...would I be able to pick on one of the railroads?

**Blake:** Go for it!

**Gale:** Heee!

**Corinne:** Okay, I want to pick on the railroads a little bit.

[Laughter.]

**Corinne:** There's the, there's the Diamondbacks, and...

**Blake:** There's the Union Pacific, the Central Pacific, the Southern Diamondback...The Union Pacific is the one up by Salt Lake City—

**Corinne:** Okay.

**Blake:** —kind of going straight across. Central Pacific is the one going across, kind of through Flagstaff. And then everywhere else is Southern Diamondback.

**Corinne:** Okay. The Southern Diamondbacks are run by the actual snake people?

**Blake:** Yes. The nagas.

**Corinne:** And so that that sounds more like a family business than any of the others. I think maybe a surprising secret, is that there's a genetic illness that runs in the family of people who run the Southern Diamondbacks, and not everyone has this disease. I imagine that there are some people who are probably 'quote unquote' next in line to run the company, but are probably sick, and maybe there's other members of the family that are not sick, and maybe there's some unrest in the family about who should be leading the family, because there's this weird illness,

and some people think, 'Well, if you have this illness, you're probably going to die early.' So, something like that.

**Blake:** Excellent.

**Corinne:** Maybe the illness is actually probably something psychological. So you probably get a type of violent dementia.

[Gale laughs.]

**Blake:** Excellent.

**Corinne:** And again, I—I don't know we have planned in terms of them, but uh something where the family—

**Blake:** That's perfectly fine

**Gale:** It's very cool.

**Corinne:** Okay.

**Gale:** Like I said, you guys mess with whatever you're feeling—

**Corinne:** Okay.

**Blake:** I can make it work within my setting.

**Corinne:** Okay.

**Gale:** I want to see Leighton snap.

[Laughter.]

**Corinne:** Leighton snap...

**Blake:** And then, add something to the map or react.

**Corinne:** Our good friends the um, the Lone Ranger and his ghost compadres. The Ghost Rangers. I would like to say that they are the founders of the revenant rangers.

**Gale:** Oooo!

**Blake:** [hits table] Fan-fucking-tastic

**Keith:** Oohooohoo!

**Gale:** I love that!

**Keith:** Ahahah!

**Corinne:** It seems very apropos. You have a live person working beside the dead people and trying to settle, you know, settle debts and all that. I—I think that, you know, what—whatever it is now for most people, I think they originally started the revenant rangers, and they, they were the, you know, ‘the Ghost Rangers,’ but then the revenant rangers were like, an offshoot of people who were like ‘Yeah, let’s help them, and let’s help the ghosties, and all ghosties, you know, find their peace.’

**Blake:** Hell yeah! Hell yeah! That’s good.

**Gale:** Do you think that part of that was like, the Lone Ranger helping each of his ghost friends find peace? Like on a series of six quests that—

**Corinne:** I’d like to think that, that there’s like—

**Gale:** Maybe, maybe, was like, the founding story for those uh, dime novels that Ellie reads?

**Corinne:** I—I would—

**Gale:** Is like...?

**Corinne:** Yes, I would very much, be very pleased if we can make that a thing. Very much so.

**Blake:** Yes, fantastic. And then I believe next up is Bonesaw...?

**Gale:** Aha...*draw*.

**Keith:** [in a cowboy voice] Draw!

**Gale:** “In one area, the law isn’t welcome. How can you tell? Why was the law driven out? What do we have... There’s so many things on the map now.

[Laughter.]

**Blake:** Yeah.

**Gale:** Okay. I would like to say there is a village of poachers that have developed around this area with the gold-scaled creatures, and they have your typical like tree-house fortress up in the Gila wilderness range? Their group was founded—it’s just a bunch of trappers and poachers,

and they go after these gold creatures, and this is their community, and this is how they survive. But the law is very much not welcomed there, and has perhaps tried to encroach on this in the past. You can *tell*... I'm gonna say they're pretty extreme. There's definitely like some past lawmen like on stakes—

**Zach:** Shit.

**Gale:** —outside of their thing. It's like 'We do *not* let the law in here.' They've got their rusted tin stars, and just skeletons on stakes outside of this poacher treehouse camp.

**Zach:** Dang.

**Blake:** Ugh, that is creepy.

**Gale:** [laughing] Yeah... and then, can you remind me what 'NAT' stands for? N—native... Alliance...?

**Blake:** Oh, that's the Native American territory.

**Gale:** Native American—

**Blake:** That's Oklahoma.

**Gale:** Oh, okay!

**Blake:** It will in the future be Oklahoma.

**Gale:** But there is—

**Blake:** Right now, there is like a Native American territory...

**Gale:** But there is like a Native Alliance, though right? Between all of the tribes?

**Blake:** Yes, that's between uh, the Navajo, the Hopi, the Ute, and the Apache, and the Comanche, the Comanche are... And basically, it's a tenuous alliance, because, you know, the Navajo don't care for the Hopi, the Navajo don't care for the Apache, the Apache don't care for the Hopi, the Utes and the Hopi don't like—basically, a lot of these tribes aren't exactly friends with each other, but they see a commonality of any time they've tried to make, you know, treaties with the U.S. Government, the U.S. Government has broken the treaties—

**Gale:** Yeah, yeah.

**Blake:** —and they're trying to gain a little bit of recognition.

**Gale:** Okay! Well, I think that the Native Lands Alliance, when this giant fiery pit opens up that destroys so many Navajo tribes and then creatures are coming out, uh, they decide they need to do something about it, because they probably aren't getting all that much help from the U.S. Government, and so they form a regiment of demon hunting warriors, drawn from all of the different tribes. Perhaps there is, because there is this tension between the tribes, there is some tension amongst those warriors. Some like one-upping, uh, and they have kill counts uh, for like how many creatures they've managed to get from this pit, and they're just like super badass demon hunting native warriors.

**Blake:** Hell yeah!

**Zach:** Nice.

**Blake:** I dig it.

**Zach:** [mimicking Gimli from the Lord of the Rings] That still counts as one!

**Blake:** And Jasper, with the final card.

**Keith:** All right, here it goes. "What disquieting legend haunts a community on the map? Where did it come from? Where did it go?" [singing] Cotton Eye Joe, gets your soul...

[Laughter.]

**Keith:** Okay, I have an idea. And uh, once again it comes back to one of our very first legends—the uh, the spring in Albuquerque. Now, a lot of the old folks in town remember that spring as being a mighty powerful gusher of the spring, but in, in recent generations, recent years, every year it seems to just bubble forth a little bit less, and a little bit less. And uh, people are worried that the the necromancer might turn his uh, his forces back upon the uh, the good people of Albuquerque, since the spring seems to keep them away. There's a little bit of uh, little bit of relief when the Navajo suffered their misfortune... But, a holiday has sprung up in Albuquerque, celebrated on the winter solstice, and it's kind of a sympathetic magic kind of holiday. It's called Shiverree.

[Excited murmurs.]

**Keith:** Technically it's a dance, but it's a costume event, and people dress up as members of the undead, as ghosts, ghouls, skeletons, wights, creatures of the dark—

[Excited crowing.]

**Corinne:** Ahh, Halloween!

**Blake:** Holy shit!

**Gale:** We have to go!

**Keith:** The party starts at midnight, and lasts till dawn, and the legend is, the *myth* is, that by this *bacchanalian* festival, I mean just excesses of wine, song, all that kind of stuff, in, in these costumes, where people can't be recognized, and therefore can step out of the normal bounds of uh, society's strict morals, that the spring will be rejuvenated by this affirmation of life over the forces of death—

**Gale:** Ohoho, oh my god.

**Keith:** —because as dawn comes, everybody removes their ghostly and undead accouterments, and it *seems* to be working? But in any case, in recent years it's become so popular that people in Perdicion celebrate Shiverree, people in Flagstaff and Denver also celebrate their own Shiverree, but of course, the original is in Albuquerque.

**Gale:** Yes, *yes!*

**Blake:** Oh, this is good, this is *really*—

**Gale:** [clapping] We have to go!

[Laughter.]

**Blake:** There's gonna be one in Perdicion now.

**Corinne:** Yay!

**Gale:** I love how we started out with like, there's Cthulhu, there's worms in the ground. Everyone's going crazy! And then Keith is bringing us these lovely marvels, like 'There's a dinosaur circus! There's a celebration!'

[Everybody laughs.]

**Gale:** And I'm like, 'I want to go these places! Can I like... change out people going crazy for like...?'

**Keith:** I—I did give you the rich evil family that sacrifices people to underground worms.

**Gale:** Yeah, that's fair.

**Blake:** Yeah, yeah, there's—

**Gale:** It's a *great* mix, It's a great mix. I'm just like—

**Corinne:** There's variety.

**Gale:** —very taken in by the childlike delights.

**Blake:** Yes! Uh, and with that, the final placement of a new thing, or adjusting something.

**Keith:** I'm gonna—I'm gonna place a new thing. And it's a traveling thing.

**Blake:** Oo!

**Keith:** This is the Vandergilt-Sterling revival show!

**Gale:** Heee!

[Blake gasps.]

**Keith:** It is a traveling revival show, where the tent goes up and faithful flock in, and good words are passed, and people actually leave feeling better than they went in, and uh—

**Corinne:** Awww.

**Keith:** But unfortunately, everywhere that revival show seems to go uh, somehow, somebody doesn't show up the next day.

[Gasps and excited murmurs.]

**Keith:** Maybe they ran off with the revival show, maybe something terrible happened to 'em. But, Aurelius Vandergilt and his wife Argentina Sterling (who kept her unmarried name), one might guess from their names, Aurelius Vandergilt and Argentina Sterling, uh, that there is a gold and silver motif coming on—

**Corinne:** Ahhh.

**Keith:** —and it is entirely possible that these revivalists could in fact, be dragons—

**Corinne:** Dragons!

**Keith:** —in disguise, who are looking for somebody so pure of heart, so faithful, and so good, that they'd just be the tastiest little snack you might ever imagine!

**Corinne:** Oh no!

[Laughter.]

**Corinne:** Oh, wait! They're metal dragons! They're supposed to be good! The gold dragons are supposed to be...

**Keith:** They're supposed to be good, but—

**Blake:** [suggestive] They're *supposed* to be good.

**Keith:** —the names were just too good.

**Corinne:** Supposed to be... Dammit.

**Keith:** They could be, it could be rogues.

**Corinne:** Dammit.

**Zach:** Bad apples.

[Laughter.]

**Gale:** I love it!

**Blake:** Oh, shit. And with that, the professor finishes his first day of explanation—

**Keith:** [laughing] —to these poor, just, shell-shocked students. 'I don't want to leave!'

[Laughter.]

**Blake:** Yes, they're like—

**Keith:** 'I'm staying right here!'

**Blake (as student):** Professor, are...? Are we ha—we missed two classes! This was only supposed to be an hour-long lecture!

[Laughter.]

**Zach:** Is... This is in Phoenix, right? This is, this is right at the uh the mouth of the cactus god?

**Blake:** Yep, uh, the University of—This is at the University of Phoenix.

[Laughter.]



**Zach:** All right. I bet they have an anti-drug pep rally about the cactus every year at this university.

**Corinne:** 'Say no to cactus!'

**Blake:** Yeah, definitely. I think by this time, it's common knowledge that people are like, don't fucking eat the cactus!

**Zach:** They must take field trips down to the, the bones in the southwest corner.

**Gale:** I feel like you're gonna have like, rush parties though, where there's like cactus-themed drinks, and it's like—

**Keith:** Oh yeah!

**Blake:** Definitely.

**Corinne:** Oh my god.

**Gale (as a frat bro):** [chanting] Eat the cactus! Eat the cactus!

[Laughter.]

**Blake:** There's always one freshman every year, they're the one sheltered kid who just goes absolutely apeshit on the cactus juice and just disappears the next day.

**Corinne:** Mmmhm, it's like, well...

**Zach:** What if the cactus god is just like a really big frat person?

[Everybody laughs.]

**Gale:** Evolves into a frat deity.

**Corinne:** A frat hive mind.

**Zach (as frat bro):** Chug! Chug! Chug! Chug!

**Blake:** They're all—

**Corinne (as brainwashed frat bro):** [slowly] Chug! Chug! Chug! Chug!

**Blake (as brainwashed frat bro):** [slowly] Beeeer Pooong!

**Corinne (as brainwashed frat bro):** [slowly] Beer Pooong!

[Everybody laughs.]

**Blake:** All right, well thank you all so much! This is absolutely fantastic.

**Corinne:** This was a blast!

**Blake:** I had a wonderful time.

**Zach:** This was great.

**Gale:** This was so much fun!

**Corinne:** It was fantastic.

**Gale:** I can't wait to see the threads come to life as we play through them.

**Keith:** I hope we get to see some of these things!

**Blake:** We'll definitely see some of these things. I can't guarantee we'll see everything, but I'm going to try and fit as much in as I can.

[Main Theme starts up.]

**Gale:** Dust and Blood is a Rolling Path Production featuring Corinne Hill, Blake Alfson, Zach Parker, Keith Curtis, and myself, Gale Parker. The system we used for this episode was a modified version of The Quiet Year, by Avery Alder.

Our Theme song is Dust and Blood by Arne Parrott, and other music throughout this recording is provided by Kevin Macleod, Tabletop Audio, and the Desperados 3 Original Game Soundtrack by Filippo Beck Peccoz. This episode also featured the Battle Hymn of the Republic written by Julia Ward Howe and performed by the U.S. Army Band.

Transcripts, detailed sound credits, and more can be found on our website at [DustAndBloodPod.com](https://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, Ceru, Ms. Blevins and Wubatub!

Dust and Blood releases monthly on the first, and our next episode is coming at you on the first of May

Content warnings can be found in every episode description, and we hope you enjoyed exploring the wild wild world of Dust and Blood 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!]*

**Gale:** The rumor weed used to terrify me and maybe still does.

**Zach:** Oh god, it was so scary.

[Laughter.]

**Zach:** It had a good song, though, like all the Veggie Tales songs were bops.

**Gale:** [singing] The rumor weed! [speaking] Yeah. Yeah...

[Music]

**Keith:** A quick, quick aside, quick aside. I introduced my daughter, when she was like, maybe five years old, to the Lone Ranger. We watched like, the original television serials and such?

**Blake:** Ohhh!

**Gale:** Ohohoh!

**Corinne:** That's cool!

**Keith:** And she was watching this, and in like the first two episodes, she needed heavy, heavy reassurance that, even though they were shooting at the Lone Ranger, he wasn't going to die.

[Laughter.]

**Keith:** She was afraid that they were going to shoot him and kill him! Said, 'No, no one's going to kill the Lone Ranger.'

**Blake:** Ohohoh!

**Gale:** Awww!

**Corinne:** That's cute!

**Gale:** That's adorable!

[Cassette sound ending.]