

Transcript of Dust and Blood Episode 11 - Blackburned

Transcribed by Gale Parker.

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

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

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

Last time on Dust and Blood, our heroes raced against time to rescue Myra from Jesse's diabolical trap.

[The main theme fades out, replaced with crackling flame sounds.]

Blake: Moz, you just went through a massive explosion. Fire, smoke choking into your lungs, beams falling all around you. You were flung from the coffin that you had climbed into for protection. It was brutal. You are laying there on the ground, bleeding out from many wounds, the fire surrounding you growing. You see your fiddle just out of reach as it begins to grow dark, and you close your eyes...And then you open your eyes. You're back in the wagon.

Zach: Hmm.

[Crackling flames are replaced with a comforting homey tune.]

Blake: Not Bonesaw's wagon, but another wagon. Much, much further back. There's no fire, no smoke. Just a soft afternoon light, filtering into the wagon. The smell of a stew simmering nearby.

Zach (as Moz): Well, I must say, I quite enjoy this.

Blake: You hear voices. Familiar voices. You hear Monty in the distance, yelling something at your sisters, as they shriek in happiness, something that was rare growing up.

Zach (as Moz): Oh, that rascal's probably got himself into some trouble, again. Better go see what it is this time.

Blake: You step out of this decrepit wagon. You look around, and it's exactly as you remember. You see the rolling hills surrounding your home, where you grew up. It is late afternoon, the hot sticky Missouri air clinging to your fur, and you hear a light singing voice. A voice you haven't heard in years, coming around the corner of the wagon.

Zach (as Moz): Ma?

Blake (as Ma): Over here, Moz! How you doing, my little boy? Come on over.

Zach (as Moz): [with emotion] But... you're here! How is it—?

Blake (as Ma): Of course, I'm here! Where else would I be?

Zach (as Moz): I'm just... it's good to see you, Ma.

Blake (as Ma): Well, it's good to see you too. I—

Blake: —and as she starts to continue, everything seems to slow down. The flames around the fire that she's tending to become still. A small pixie that's flying past uh, just freezes midair.

[Homey music fades, replaced by something tense.]

Blake: You hear a voice, rising up behind you. Melodious, it sounds a bit like a song being sung. It is smooth as glass, and that yet there's still something about it that just sets you on edge. It is familiar. Something you've heard whispered in your ear.

Blake (as the familiar voice): Mr. Prior. I believe it's about time we met face to face.

Zach (as Moz): Mmm. Then show yourself.

Blake: You turn around, and you see a man. He's wearing a very fancy suit. It is a three-piece suit, well done up, a blue tie human... looking. And the lapels on a suit, rather than being a white or black, or something, are this faint shade of red. Very, almost a pink shade. He has a mustache and goatee, and the stubble of several days of not having shaved, but in that way that looks like it was styled, and he wears a pair of silver glasses over his eyes, making it so you can't see.

Blake (as the familiar voice): Are you doing well, son?

Zach (as Moz): Why are you showing me this? This was *taken* from me! You can't give it back.

Blake (as the familiar voice): That is fair, I can't. This place is um, how do I say? Uh, let's say I've been trying the uh, the stick for some time, with very little result. So perhaps in your dying moments uh, the carrot will be more effective.

Zach (as Moz): What do you have in mind?

Blake (as the familiar voice): It's fairly simple, Mr. Prior. Because we have an issue. A fairly long-standing issue. You have been uh, delinquent, on your contract, sir.

Zach (as Moz): I made no contract.

Blake: He uh, laughs a little, and massages his eyebrows, and sits down on a barrel that wasn't there before. You—you kind of blink, and it's like, 'oh, where—how did that barrel get there?'

Blake (as the familiar voice): Hm. That's uh, not quite true, now is it?

Blake: And he reaches from behind him and pulls out a fiddle. A very familiar fiddle.

Zach (as Moz): That's mine, give it back!

Blake (as the familiar voice): Yeah, very well.

Blake: And he holds it out to you.

Zach: Moz will snatch it from him, and glare at the man with the top hat.

Blake (as the familiar voice): You see, you *did* earn that. You won it fair and square from that previous *fool*. With that winning, came a certain amount of contract. It's written all there, in your copy. You've had it this whole time. You owe me music, songs, *souls*.

Gale: Ohoho!

Blake (as the familiar voice): Yet all I have is *ash*.

Blake: And he grinds his hand together, and this just... blackened ash falls from it.

Blake (as the familiar voice): And I have plenty of that here already.

Zach (as Moz): My fingers have *bled* making that thing sing! High praises!

Blake (as the familiar voice): Well, well that is true, you most certainly have, but you haven't been doing it correctly now, have you.

Zach (as Moz): I beg your pardon?

Blake (as the familiar voice): You've *read* the terms of your contract, have you not?

Zach (as Moz): Why don't you spell them out for me? I'm not too much on the reading.

Blake (as the familiar voice): I suppose that's fair. It's quite simple. You bring me souls, souls as part of this contract, this pact that we have. And I give you power. Power to burn your enemies into the ground. [laughter] You've definitely been using those powers, but I figured after several months of you being plagued by them nightmares, you would finally realize that you needed to *read* more about the specifics. I recommend you find somebody who is uh, skilled with their reading.

Blake: —and he flicks and clicks his hands again, and the fiddle that was in your hand, is suddenly back in his hand. And he holds it up to the light and turns it around. And you see shining through onto the ground, is text. Text that you haven't seen before.

Zach (as Moz): Now that's damn sneaky.

Blake (as the familiar voice): Well, I find that with the, within the Proudful Artist contract it makes it uh, you only have to ask the questions, and you'll give the answers. But most people don't care to know the specifics, they just want to prove they're the best. Isn't that right?

Zach (as Moz): [angry] I am—! [Moz breathes heavily.]

Blake (as the familiar voice): Just like every other person who has held it before you. You have been the best. So was the guy before you, going back dozens of years.

Blake: He leans in more.

Blake (as the familiar voice): You owe me *souls*, Moz.

Zach (as Moz): What kind of souls?

Blake (as the familiar voice): Souls of those who think that they're better than you. Souls of those who think they can challenge you. Souls of *artists* who think that they can take your place. That's what this contract is. It brings...oh, the most delectable of souls down to me.

Zach (as Moz): And if I refuse?

Blake (as the familiar voice): If you refuse, well, you think you've been going through hell? You think that *this*, what you have been experiencing? Is hell?

Blake: And he leans in again, and as he does, the air around him shifts. All of a sudden, this field that you have been on, feels less like a giant outdoor space, and it feels like you're on a stage. The ground beneath you feels very spongy. Behind him, it's like there was just a wall, and you can actually see his shadow being cast up on it. Well, you think it's his shadow. But as you look, there's something odd about it. You see wings, extending on the shadow. Horns curling up,

and a tail. And wherever the shadow lands is not this idyllic scene from behind, but rather, a hellscape of fire and brimstone. He leans in, his *far* too many teeth in his mouth, sharp and pointed.

Blake (as the familiar voice): If you do not fulfill your end of your contract before you die, I mean... you've seen the lemures around, you've called some of them up, right? A few hundred *thousand* years as one of them might show you what happens when you cross and break a contract with Titivilius.

Zach (as Moz): How many souls?

Blake (as Titivilius): As many as you can give me. You keep them coming to me. A steady stream over your life, I'll make sure you have an honored place next to me.

Zach (as Moz): And what makes you think I give a *damn* about sitting next to you on a hitey-titey throne?

Blake (as Titivilius): I think that you know what the alternative is. You've glimpsed a portion of it in your dreams.

Blake: And as he says this, the ground begins to burn. It begins to burn into the soles of your feet.

Blake (as Titivilius): I think you know that the alternative—[laughs]—would be much, much, much worse. You could always just... try to pass the contract onto somebody else, but I don't think you'd like what happened when you lose.

Blake: And as he says this, you see a lizardfolk that you recognize, crawling across the ground. His hind legs are missing, and all of the scales on his body have been plucked off, and each time he places a hand to crawl forward, a spike drives up through it.

Zach (as Moz): Tempter, is that you?

Blake (as Tempter): [groans in pain]

Blake: The creature is just groaning in pain. Titivilius says—

Blake (as Titivilius): Now... we can be *friends*, Mozzarella. We can be good friends. I can make your life so powerful, and I can make your enemies fall before you like so much burnt cinder. Or I can *make you suffer* for eternity. You will *burn* if you cost me this contract. My right. I have worked for *too damn long* to get this contract. I'm not gonna let *you* ruin it for me. Do we have an accord? An understanding?

Zach (as Moz): We'll see about that.

Blake: He smiles and sits up, slaps his knees.

Blake (as Titivilius): That's good enough for me. Read your contract, Moz. Find somebody who can read it for you. See you soon.

Blake: And, he turns into this ephemeral smoke, and wafts away. And as he does, the world around you begins to fade into darkness and fire. The place where his shadow had been begins to grow across the entire scene. Fire and brimstone growing, the bodies of your siblings that were frozen in place in mid-play, begin to erupt into this roiling flesh, becoming lemures. Your mother is dragged down the hill by hellhounds. The wagon behind you erupts into flame, and you see in the distance on a hill, that man... *smiling*.

[Scary hellish music fades out.]

Blake: Myra, Jasper, and Bonesaw, you just saw the entire building go up in flames. It is burning down in front of you. It is a massive explosion.

Gale (as Bonesaw): Moz!

Gale: Bonesaw dives at the burning wreckage, as if to like, claw it aside, he's still fourteen feet high and, and very big, but just as his hand is about to go into the burning embers, he freezes. It jerks back a little bit, and then forward, and then he just sort of stands up and goes still.

Corinne (as Myra): Uh... Bones? I—is that... Is that Bones? Person?

Gale (as Bonesaw): [different accent] Templeton may return when he is no longer trying to harm the vessel.

Corinne (as Myra): Vessel? The hell are you talking about? What the hell did you do to Bonesaw?

Keith (as Jasper): I don't know, but we gotta get Moz out of there, if he's still alive.

Corinne (as Myra): Aw, shit!

Keith (as Jasper): He might have gone down the stairs.

Corinne: Myra is gonna try to see if there's a way in.

Blake: There is definitely a way in. It looks like the chimney itself got like, fully blown out. There was probably a lot of explosives packed in there. There's a couple of windows, and Bonesaw is standing right in front of a door to get inside.

Corinne: Myra goes up to Bonesaw, and looks at whoever it is that's behind that mask, and points at it and says—

Corinne (as Myra): You give my friend back, and we'll make sure that your precious vessel doesn't get damaged.

Gale: Can you really intimidate?

Corinne: Oh, I don't know if I'm that intimidating. I'm missing a finger.

[Rolls dice.]

Gale: Ooo!

Corinne: Oo, I got a dirty twenty!

Keith: How tall is Myra right now? Is, is she still tiny?

Corinne: She's probably—

[Everybody cracks up.]

Keith (as Myra): [high and squeaky] You'd better let my friend go right now!

Corinne: I *completely* forgot about that. How long does Reduce Person last?

Zach: Eight minutes, I want to say?

Corinne: As she walks up, and as she's like getting angrier, it actually starts to wear off, and she starts to grow.

Gale: Ooo!

Corinne: Like she, like sh—

Blake: Yes!

Corinne: I want that little taste of the Bonesaw growing, in—inside.

[Laughter.]

Corinne: So she's it probably looks really dumb, because it's just a tiny little snake coming at him like—

Corinne (as Myra): [high and squeaky] You better—! [incoherent scolding]

Corinne: And then like, as she's growing, her voice gets deeper, and she gets back to her full height.

Gale: Whatever is in Bonesaw stares at you for a long moment. Even with the mask on, you sort of get an expressionless feeling from them. And then they just incline their head, and say—

Gale (as Bonesaw): [different accent] Very well.

Gale: —and then Bonesaw says—

Gale (as Bonesaw): [normal accent] I'm coming—! Uh! Uh—?

Corinne: Bonesaw? Bonesaw! Bonesaw, I—uh, so, um, your *friend*—

Gale (as Bonesaw): My—?

Corinne (as Myra): —who seems to be taking up residence in... you. Um.

Gale (as Bonesaw): My what?

Corinne (as Myra): You have a friend that is not...you.

Gale (as Bonesaw): Moz! He's under the wreckage!

Corinne (as Myra): No, no, we're gonna grab him, we're gonna grab him. Uh, stay here. Stay here. Just—

Gale (as Bonesaw): No I—

Corinne (as Myra): I'm sorry. It's, please—Jasper, Jasper, could you, could you watch Bonesaw, or—or help me with, with something?

Keith (as Jasper): I think I'm going to try something here. But I—I—I need to confer with the GM, here.

Blake: Okay. Go ahead and give me a fortitude save, Moz.

Zach: Yep!

Blake: DC fifteen.

[Dice rolling.]

Gale: Oo! Nat twenty!

Zach: Heeey!

Blake: Oh shit!

Corinne: Heeey!

Blake: Okay!

Zach: Fantastic!

Blake: You're doing good. You're unconscious downstairs—

Zach: I'm unconscious?

Blake: —but you're doing okay.

Zach: That's not very good. Y'all better get your shit together, I ain't gonna get another nat twenty!

[Laughter.]

Blake: Yeah...

Corinne: We're coming, we're coming, we're coming!

Keith: With the Entangle spell, do I get to have any choice or direction over the type of plants that are used?

Gale: Ooo!

Blake: They generally tend to be whatever plants are in the area.

Keith: Okay, that, that's fine. We, we're in an area where the plants that I need might uh, be of use. All right, so, second question.

Blake: Mhmm.

Keith: My knowledge of nature is modeled after my long search for uh, trefoil vitae, and uh, when I was a school teacher, when I taught at the higher levels, I taught botany. So, I've got a good thorough grounding of plants.

Blake: Mhmm.

Keith: My hope is, to use the Entangle spell to summon fire retardant plants to smother the fire.

Gale: [gasping] Oh, you genius!

Zach: Oooh!

Keith: The two that I'm thinking of that would likely be in this area are either manzanita, or yucca.

Blake: Those are both definitely in the area.

Keith: Okay.

Blake: What's your current Knowledge Nature bonus?

Keith: I have a plus twelve.

Blake: Okay, yeah, that, I'm not even gonna make you roll for that.

Keith: Alrighty.

Blake: It might not necessarily like, fully tamp down, and there might still be embers, but it would certainly make anybody who's rushing in, they would not really have to worry about the flames. However, because of the way that the Entangle spell works, it'll be spread out, and it'll slow them down getting through the—

Keith: Right.

Blake: Smoke and stuff.

Keith: But it's, it's hopeful that uh, we can turn however deep that cellar is, which we do not know at this point, from an oven to uncomfortable. We might have to dig through the plants at some point to get down there, but we need to stop the fire as soon as possible, I think. All right, I'm gonna say—

Keith (as Jasper): Myra, hold back!

Keith: And I'm gonna rub my hands together, raise them up, and I'm going to clench them together, and as my hands clench together, you can see all the native plants that I'm looking for just kind of close in on this area, and fill that entire house and beyond, uh, with as much yucca and/or manzanita as I can possibly summon.

[Gale cracks up.]

Blake: Yeah, absolutely!

Corinne: That's a little butterfly garden in there.

Zach: You're a plant wizard.

[Laughter.]

Blake: As you do this, it just [plant rustling sounds] and starts scrambling, and you see the yucca plants growing out, their roots pulling in, dropping seed pods, they're coming from a bit of a distance to converge on this area, and immediately as they are going in, the fire starts to try and lick at the plants, but it is just, it is losing steam incredibly fast. and it's smoking up, and there's a significant amount of smoke, and it would be it's gonna be difficult to see when you go in, but the immediate threat of fire has been tamped down.

Keith (as Jasper): Ah, now if only I could do that with tobacco.

[Laughter.]

Corinne: Myra turns and looks at Bonesaw, and is like—

Corinne (as Myra): All right, let's go!

Gale (as Bonesaw): Oh, excellent!

Gale: Is it still hazardous to enter? I'm just trying to figure out if I would be able to at all.

Blake: Oh, yeah, it is much less dangerous.

Gale: An acceptable level.

Blake: Yes.

Gale: Cool.

Blake: Moz, give me another Fortitude save.

Zach: Yep.

Blake: Actually, everyone who's rushing in, give me a Fortitude save too.

Keith: I am *not* rushing in!

Blake: Fifteen for everybody except for Moz, it is sixteen for Moz.

[Dice rolling.]

Zach: Which—

Gale: Twelve

Zach: —failed.

Corinne: Fourteen for Myra.

Keith: I am not rushing in, because I'm as dry as kindling!

[Laughter.]

Gale: Smart.

Corinne: [giggling] It's like flash paper!

[Laughter.]

Blake: Bonesaw and Myra, you both start coughing and choking as you are rushing in. Moz is not doing good too.

Corinne: Is my bleeding hand... has the wound closed? Or am I still losing a lot of blood?

Blake: It has been staunched. It looks like somebody put a hot iron on it.

Corinne: I was gonna ask if I needed to do that. Okay. He already did it for me. [sarcastic]
Thanks, Jesse!

Blake: That's on your right hand. Your left hand is just a pile of bones.

Zach: Eugh!

[Gale sucks in air.]

Blake: It got smashed by Jesse and the hammer.

Corinne: She's using her elbows to kind of feel around while keeping her injured hands kind of tucked in, and she's like, trying to use her forearms to feel her way.

Gale (as Bonesaw): Gods! Myra! Drink this, *now!*

Corinne (as Myra): Save it! Save it for Moz! We'll get Moz first, Moz first!

Gale (as Bonesaw): [reluctant] Fine...

Blake: You both begin to make your way in, give me Perception checks, at a minus seven penalty because it is very smoky.

Gale: Eugh.

[Dice rolling.]

Gale: Fourteen minus seven is seven.

M: Uh, twenty-two minus seven is...

Blake: Fifteen. Okay, so with a fifteen, Myra, you're able to, through the smoke, you see what appears to be a path downstairs.

Corinne: Okay. And, Bonesaw, are you still large?

Gale: I turned large like a round or two after Myra turned small, so I'm probably shrinking to seven feet at this point.

Corinne: Yeah.

Gale: So I'm still large, but not magically huge.

Blake: Okay, give me a 1d100.

Gale: Interesting! I love secret random rolls...

[Dice rolling and laughter.]

Corinne: I don't!

Gale: Eighty-three!

Blake: Eighty-three... Ohhh, you wanted below an eighty.

Gale: [laughing] Okay!

Blake: As you step in, you're still slightly large. [cracking and shattering sounds]

Corinne: No, no, no, no, no!

Gale: Oh, shit!

Blake: The floor breaks underneath you—

Keith: Could she get a three-point bonus from all the manzanita and yucca?

[Laughter.]

Corinne: Who needs stairs?

Blake: So, Myra, you're almost at the stairs, and you turn around when you suddenly hear a [cracking sound]—

Corinne (as Myra): Oh my god!

Blake: —crash, as Bonesaw falls through. You're getting small as you fall.

Gale: Blast and damn it!

Blake: Roll 1d6 for me

[Dice rolling.]

Gale: Three!

Blake: Okay. Take three points of falling damage. Everybody who's inside, give me another fortitude save. DC sixteen, or seventeen for Moz.

[Dice rolling.]

Corinne: Eleven.

Zach: My DC is getting higher!

[Dice rolling.]

Zach: Ooh, and I passed!

[Dice rolling.]

Gale: Twenty-two.

Blake: Yeah, you passed. Bonesaw passed. Myra, you are coughing and choking some more. You're gonna take 1d6 non-lethal damage.

Corinne: Okay.

[Dice rolling.]

Corinne (as Myra): Smoke!

Blake: Bonesaw, you sit up, and you appear to be in the basement of an area. You see that there appears to be some flames still percolating on what appear to be barrels of some fluid. You see a door to your immediate right that has a bunch of these barrels. The door was blown outwards and you're laying on it right now. Some piles of ash to the north, and a door to the south of you.

Gale (as Bonesaw): Mozzarella! You had better be alive or...or I'm docking your pay!

Zach (as Moz): [coughing]

Blake: You actually see Moz laying on the ground, unconscious.

Gale (as Bonesaw): Moz! Moz!

Gale: I run over to him. I scoop him up.

Blake: Myra, what are you doing right now at the top of the stairs?

Corinne: Did she fall down with Bonesaw?

Blake: Nope, she was far enough away that she was not caught in the fall.

Corinne: Okay. She's going down the stairs. She's gonna go find Moz and help bring him out.

Blake: You hear Bonesaw calling out to Moz. Bonesaw, you have picked up Moz. Give me a Perception check.

[Dice rolling.]

Gale: Twenty-nine!

Corinne: Nice!

Blake: Fantastic! Even through the kind of crackling and smoldering, you hear a *plink plink*, as two things fall from Moz's back.

Gale: Can I see what they are?

Blake: Yep! you look down, and it looks like it is two stones. Two gemstones, specifically. One of them is cracked pretty heavily down the middle, and the other has a little bit of chipping, but...

Gale: Moz is unconscious>

Blake: Yes.

Gale: I'll spare a moment to scoop them up and put them in my pocket. Is Myra within range of my mask doing a burst of positive energy?

Blake: Unless she calls out to you, you wouldn't know she's downstairs yet.

Gale: Okay, I think he's probably gonna do it anyway, for Moz's sake.

Blake: Okay, and as you do that, everybody give me another Fortitude save, DC going up by one more.

[Dice rolling.]

Corinne: [sing-song] Myra's gonna die... saved only to be cho—

[Dice rolling.]

Corinne: Oh no!

Keith: Oh!

Gale: Oh! Nat one!

Blake: Oh no!

[Dice rolling.]

Gale: That's a fourteen for me.

Corinne: That's a natural one, I need to ge the fuck out of there!

Blake: Moz and Myra are both going to take 1d6 non-lethal damage.

[Dice rolling.]

Gale: Mmm! Bonesaw sends out a burst of healing light.

Blake: Okay.

[Dice rolling.]

Gale: Healing eight points of positive energy.

Zach: Okay!

Blake: You find that as you cast this, it crawls under your skin, and you start to feel it burn.

Gale (as Bonesaw): [crying out] Aah! That's all right, that's all right! We're all going to be okay. Come on, Moz! Moz, come on!

Gale: He's patting his face, trying to get him to wake up.

Zach: Am I up?

Blake: As this energy suffuses into you, you've been seeing this hellacious scene unfolding in front of you, and suddenly, you start feeling yourself getting slapped on the face, and you wake up and you're in Bonesaw's arms.

Zach (as Moz): Bones?

Gale (as Bonesaw): Yes?

Zach (as Moz): What are you doing down here?

Gale (as Bonesaw): Saving your hide, as usual.

Zach (as Moz): Come on, let's get out of here.

Gale (as Bonesaw): Yes.

Gale: Bonesaw doesn't put him down, he keeps carrying him.

[Laughter.]

Zach: Okay.

Keith: There are some things I'd like to have been doing, while they're down there in the cellar.

Blake: Yes, what are you up to?

Keith: I am pulling my fifty feet of rope out of my handy haversack, along with my waterskin. I'm calling Smokey over to me, and depending on how much time I have, I am tying one end of the rope to the saddle horn, and I am wetting down the rope with uh, the water skin, and I'm getting ready to drop it down through the hole that Bonesaw made, for when they need to come out of there, so they don't have to go up, you know, burning stairs or something, and Smokey can help pull them out, because I have no idea—I ain't got *no idea* how big anybody is around here anymore.

[Laughter.]

Gale: So smart!

Blake: Fantastic! Oh, that's good, that is very good, because we are at round five of all this... so uh, that was a good choice. Myra, and Bonesaw, and Moz, as you're starting to kind of collect in the main basement area, you suddenly hear the of a wet rope fall down behind you.

Corinne (as Myra): [coughing] Bones?

Keith (as Jasper): [shouting distantly] Smokey's got the other end!

Gale (as Bonesaw): Bless that clever horse!

Keith (as Jasper): Come on up! We'll help!

Gale (as Bonesaw): Take Moz first!

Corinne (as Myra): Here, hand him to me.

Zach: [laughing] I'm just getting passed around!

Keith: Oh, you could *throw* Moz up!

Blake: With your broken hand?

Corinne: Just kidding!

Blake: And your missing finger?

Corinne: Just kidding!

[Everybody laughs]

Corinne: Just kidding! She says—she says never mind. I'll, I'll hold the rope for you.

Gale: If Jasper didn't already, I'll tie the end into a loop so we can just cinch it around him real quick.

Gale (as Bonesaw): All right!

Blake: Yeah.

Gale (as Bonesaw): Pull! Try not to knock his head, he can't afford to lose any more brains.

[Laughter.]

Blake: Yeah, you pull Moz up and out, you get back up and out. Who goes last?

Gale: I'll go last. Myra's injured.

Blake: Just as Bonesaw is getting pulled up by Smokey, you hear a *Kk-Kk-Kk-Ksshhh!* [cracking and smashing sounds] —as the entire upper floor collapses down in on the basement, and the roof begins to cave in.

Corinne (as Myra): Ah! Bonesaw!

Gale (as Bonesaw): I'm coming!

Blake: Bonesaw's out, everybody's out.

Zach: Oh.

Blake: Like, this is happening after you guys got out.

Gale (as Bonesaw): Oh!

Corinne: Oh, when you said like, who was the last one, I was like 'oh shit!'

[Laughter.]

Blake: Yeah. Moz, you have been pulled out, you're on the ground, everybody is just in rough shape after that.

Gale (as Bonesaw): All right! All right! Healing!

Gale: Bonesaw... I'm just gonna blow through all my elixirs and use the wands to get people up.

Blake: Okay.

Gale: Has Jasper taken damage?

Keith (as Jasper): A tiny amount. Don't waste your juice on me.

Gale: Well I mean, *certain juice* only works for us.

[Laughter.]

Keith: Exactly!

Zach: Moz is gonna neglect treatment until he goes and, he is going to sort of drag himself towards the wreckage of the house, and is going to start playing with the ash, and uh, sort of covering his fiddle with the smoldering remains of what is left of the house.

Gale (as Bonesaw): What— Mozzie, dear. Now is not really the time to be playing in the dirt.

Zach (as Moz): Don't look, damn it!

Gale (as Bonesaw): [taken aback] All right!

Blake: Moz, you manage to uh, take care of your business. Oh no... I just thought of something.

Zach: Hmm.

Blake: Moz, give me a 1d20 roll. Trying for above a ten.

Zach: Gotta love those random rolls.

[Dice rolling.]

Blake: As you are taking care of your business in the ash, you suddenly realize, you're missing something from your bag. Or, more importantly, *someone*.

[Horrorified gasps.]

Gale: No!

Zach (as Moz): Whuh...Sheriff? Sheriff! Where are you buddy? Damn it! We gotta go back!

Blake: As you're sitting there, all of a sudden, from beside you— [frog ribbit].

Zach (as Moz): [sighs with relief] Oh, there you are, Bud.

Blake: It appears that he had fallen out of your bag before you had gone down the stairs.

Zach (as Moz): Oh, come here, bud.

Corinne: That's a smart frog.

Zach (as Moz): Keep him in line for me, pal. Keep him in line.

Zach: Moz is going to take a good long lick from the Sheriff's back, and uh, put him back in his pocket.

[Everybody laughs.]

Keith (as Jasper): That...that ain't right.

Gale: That explains some things...

Keith: I turn to Myra.

Keith (as Jasper): He's, he's gonna need to like, see a doctor or something professional, I think.

Keith: I—I don't even know.

Gale: You say that to Myra, but I don't hear it?

Keith: I—I was trying to whisper, because I just don't want—

Keith (as Bonesaw): Oh! I've got something for him!

[Everybody laughs.]

Blake: Roll uh, Deception.

[Dice rolling.]

Gale: I got a twenty-five Perception, *sir*.

Keith: Okay, hold on, here, hold on...

Blake: Or Stealth, gimme a Stealth.

Keith: Oh, stealth is much better. Stealth!

Blake: Yeah, give me a Stealth roll.

[Dice rolling.]

Keith: Bam! Not good enough.

Blake: Yeah, Bonesaw, you definitely overhear that.

Gale (as Bonesaw): Excuse you! I am a *professional*. I have a degree from Horvard! Listen!

[Everybody cracks up.]

Keith: Horvard?

Gale (as Bonesaw): H-O-R-V-A-R-D.

Keith: [laughing] —and *Yole!*

Gale (as Bonesaw): Horvard, yes.

Corinne (as Myra): HOR-ward.

Gale (as Bonesaw): Horvard, yes.

Corinne (as Myra): Horvard.

[Laughing continues.]

Blake: Oh, fuck, that was funny.

Gale: Bonesaw continues to heal people with the wand.

Corinne: Yeah, I'm at full now.

Zach: Alright, thanks, Bones.

Corinne: Thank you.

Gale (as Bonesaw): You see! I ha— I am— look how good they look!

Zach: I mean, Myra is still missing a finger, ain't she?

Blake: Yep. The broken hand? As you get all of the healing up and you're healed up to full? The last thing you feel is all of the bones kind of [cracking noises] get back into place.

Corinne: Ah! Oh, that was painful.

Blake: So your left hand is healed and— but you're still missing your finger.

Gale: As Bonesaw says—

Gale (as Bonesaw): S—see, they look fine!

Gale: He bops Jasper once on the head with the wand to get his—

Keith: [laughing] Okay!

Gale: —any little scratches he has, or anything.

Keith: All right. What do you give me?

[Dice rolling.]

Gale: A four.

Keith: Four!

Gale (as Bonesaw): There's a Harvard education for you!

Keith (as Jasper): I don't, I do not wish to argue with a Harvard graduate, but—*holy cats*, Myra, girl what did they do— What happened? Did that—mangy, no-count piece o' trail garbage, did he do that to your hand?

Corinne (as Myra): Yeah... yep. I uh, he conked me out, some poison, and I was on a horse? And the horse was all bony, and I woke up, and it was just gone, and... I couldn't move well, I couldn't fight. He was talking about how he like, owns the town, and he was going to show me what he does to *anybody* any arps—upstarts, that come into his town and try to cause trouble. And... we need to get the law involved. We need to get *something* involved, because that psychopath is way, way, way, way, many steps ahead of us. We can't— we just, we almost *died!* Moz almost *died!* I almost died!

Zach (as Moz): Gonna make that bastard pay for what he's done.

Keith (as Jasper): If he's thinking he owns the town, then the town's gonna have to pay for a funeral. This, this can't go without answering.

Gale (as Bonesaw): I agree.

Keith (as Jasper): All right. Do we... I know that the house is gone. Do we have enough evidence here, with those graves out there to pin this on him? Or do we need to uh, or do we need to administer some frontier justice?

Gale (as Bonesaw): I like the frontier justice idea! I also have another thought, um... I have a sort of magic that can make you look like another person, and so if we wanted to... slip on Jesse's face, and set something on fire, or rob a bank or something, and then let the law go and catch him for it, then...?

Keith (as Jasper): Or, he could just walk into a jail and confess.

[Laughter.]

Corinne (as Myra): That's a good one.

Keith (as Jasper): Or stand on top of a roof and yell out his confession, so that whoever was transformed would not have to be in a jail cell.

Gale (as Bonesaw): We'd have to break out whoever did it...

Keith (as Jasper): Well, that's what I'm saying, you have him yell at his confession from a rooftop, and then he just kind of disappears. But, nice public place. Enough for uh, enough for people to come out here and investigate, anyway. Now, I don't think there's any way he can come out here and erase, like, you know... good god, there're like... eight or nine graves out there?

Gale (as Bonesaw): There's no real way we can tie him to them, though.

Keith (as Jasper): Well—

Corinne (as Myra): How about—how about my goddamn hand?

Corinne: She furiously shows her hand with the missing finger, and she says—

Corinne (as Myra): What if—what am I gonna tell 'em, that I just chopped it off myself?

KJ Well—

Zach (as Moz): A life behind bars is too good for Jesse Blackburn.

Corinne (as Myra): Listen, let's... let's, let's gather evidence for now. But Catalina should trust us, and even if we don't have *solid*, solid evidence from here, we at least need to let somebody else in on what's going on.

Gale (as Bonesaw): Here, here!

Corinne (as Myra): Before—before he *kills* us, and *nobody* finds out,

Keith (as Jasper): Well, depending on who's in those graves, that could be plenty of uh, circumstantial evidence to point towards him if they all have, are people who have notoriously had a run in with him.

Zach (as Moz): About siding with the Sheriff... Bones might have stolen a thing or two before we left in a... not so subtle manner.

Gale (as Bonesaw): Oh, tish tosh! I left a note.

[Laughter.]

Zach (as Moz): Well, you're gonna have to get that all hunky-dory before we go and act like upstanding citizens of the law.

Gale (as Bonesaw): Fair.

Corinne (as Myra): If we get a few weeks in the pokey, who cares. You know, we can, we can admit to that, we can show them how serious we are. That, you know, yes we done did this, but our friend was in trouble, and this psychopath almost killed us, and—

Gale (as Bonesaw): I—I need this properly clarified. If we waltz back into town, and Jesse is sitting with his *smarmy* grin in the railroad office like he did nothing wrong, we're *not* going to turn him into a sticky pile right then?

Corinne (as Myra): [sighs heavily]

Keith (as Jasper): Probably not, because we do not want to spend the rest of *our* lives in a jail cell.

Gale (as Bonesaw): [sighs]

Zach (as Moz): About that magic you got, Bones?

Gale (as Bonesaw): Yes?

Zach (as Moz): Can it make someone a few inches taller?

GM: Oh yes!

Zach (as Moz): Hmm...

Gale (as Bonesaw): If you wanted to do it, Moz, it could turn you into Jesse. You're both humanoid, you're sort of shaped the same, it could make you look like him.

Zach (as Moz): There's not a jail cell on this world that can contain Mozzarella Copernicus Prior.

Gale (as Bonesaw): Oh, don't I know it!

Keith (as Jasper): I'm still marveling over that 'Copernicus.'

[Laughter.]

Gale (as Bonesaw): What do you think? A little con, Mozzie? Just like old times?

Zach (as Moz): Just like old times, Bones. Why don't we head on back to town?

Gale (as Bonesaw): Excellent! Myra, I'm sorry I can't do the finger, um...

Corinne (as Myra): Oh, no, no, I just—

Gale (as Bonesaw): But the lady in the church might be able to, Mother Beatrice?

Corinne (as Myra): That'll... that'll work. Bonesaw, you have no idea just how grateful I was to hear your voice, in that moment. I swear to god, if I ever... when I die, don't bury me. Because even my dead soul will be uncomfortable underground. Just burn me to cinders. .

Zach (as Moz): Heh. That can be arranged.

Corinne (as Myra): Jesus Christ.

Gale (as Bonesaw): Myra... I don't have that many friends. I wasn't going to let one of them disappear.

Corinne (as Myra): [sighs] Bones... are you... are you possessed by something?

Gale (as Bonesaw): [splutters] What sort of a question is that?

Corinne (as Myra): Do you remember killing the lemure?

Gale (as Bonesaw): The what?

Corinne (as Myra): Do you remember how you got from the door— you were about to go smash a bunch of things, and then all of a sudden, you were back over at the grave.

Gale (as Bonesaw): Oh! Well, I—I probably walked. Like most... normal people, you know.

Corinne (as Myra): Whenever you're ready to talk about it, just let me know, but...

Gale (as Bonesaw): Myra... the thing you have to understand, zombie brains... they're a little past the due date. You know, um...I...it's not always easy to connect the dots.

Keith (as Jasper): I can attest to that.

Corinne (as Myra): Bonesaw!

Corinne: —and she actually gets really pissed off, and she actually grabs the seven foot tall motherfucker—

Gale: Bonesaw flinches.

Corinne (as Myra): You—! You saved my life, and you went through a hell of a time doing that. You might be in danger, okay? No more bullshit. No more of this bullshit! If you're in trouble, you need to tell me. It's the *least* I can do.

Gale: Bonesaw is just sort of limp in Myra's grip, and he says—

Gale (as Bonesaw): Myra, I'm sorry I—I don't know what you mean.

Corinne: Uuh... Sense Motive?

[Dice rolling.]

Corinne: Nothing.

Gale: I'm gonna roll opposed, but I'm gonna do it secretly, so you don't know...

Corinne: Okay.

Blake: Yeah.

Corinne: That's smart.

Keith: I would like to help Myra's roll, if I can. During this altercation, I'll say—

Keith (as Jasper): Now might be a good time to come clean, Templeton.

Gale: Ooo! Bonesaw's head snaps over to Jasper, and he sort of cocks it for a minute.

Gale (as Bonesaw): Why did you call me that?

Keith (as Jasper): A number of those uh, messages that you uh, were so keen to retrieve, couldn't help but noticing, were addressed to one Templeton Throckmorton.

Gale (as Bonesaw): [faint] Yes...

Keith (as Jasper): Bonesaw ain't a christian name. Hmm. It's more of a nickname, seems to me.

Gale (as Bonesaw): Well... I think it's mine.

Keith: You see absolutely nothing but sympathy in Jasper's face.

Gale: Aaaw. Myra, for your check, I don't think you can tell whether he's holding something back or not.

Corinne (as Myra): Oh, well...It turns out someone else also thinks you're Templeton Throckmorton. The thing that kind of showed up in your skin?

Gale (as Bonesaw): Sorry, what?

Corinne (as Myra): [sighs] I guess you really didn't know. You... changed briefly? You took off your mask. You calmly walked over. You slew a beast from hell, as if that was the very top thing on your list to do, and referred to your...*self* as Templeton Throckmorton. Or at least, a vessel.

Gale (as Bonesaw): [breathes shakily]

Gale: Bonesaw sort of shudders.

Gale (as Bonesaw): All right... Good to know/

Corinne: Myra at this point is, kind of, she's, she's calmed down a little bit. She's let go Bonesaw, and she's trying to be more gentle.

Gale (as Bonesaw): I didn't... I didn't hurt anyone, did I?

Corinne (as Myra): No, no, no, no, not at all!

Zach (as Moz): Ehh, you hurt *something*.

Corinne (as Myra): You—Well, you, you, you, killed—you killed a beast from from hell, which was happening to help us at the time, but it wasn't necessary? And it, it was, it was fine?

Zach (as Moz): Oh, don't worry about it, Bones, we've all killed things that are far worse than that, so uh... Let's uh, just go get a drink, how about that?

Gale (as Bonesaw): All right, well... you're all still here, and no one else was here, so there aren't any like... bodies...? Or no, I'm sure that's fine. I like the drink suggestion!

Keith (as Jasper): Bonesaw, can I show you something?

Keith: Jasper is going to pull out, it's a book that you've seen him read on the trail. The title is Four Plays by Shakespeare. But he always seems to be reading the end of the book, every night. And at the end of the book, which he opens to, there are various notes and such, but written at the very top of the first blank page, are five names: Petunia, Albert, Emma, Edward, and little Clara.

Keith (as Jasper): This is the only way I can remember their names. They just won't stick anymore. I can't see their faces. All their faces are in a little gold pocket watch about this big, and it was... lost some time ago. I don't know if your name now is Bonesaw, or Templeton or whatever, but you ain't alone in this. I got your back, and I understand where you're coming from.

Keith: A little trail of dust travels down one cheek.

Gale: Bonesaw snuffles loudly under the mask.

Blake: Blake snuffles.

Gale (as Bonesaw): Well, uh, th—Thank you, Jasper, that's very sweet. You can, you can share Goiter with me anytime you want to.

Keith (as Jasper): That's awful generous of you.

[Laughter.]

Keith: He says with a completely straight face.

Gale (as Bonesaw): He seems to have taken a shine to you!

Keith (as Jasper): I am rather charming.

Keith: He's going to carefully put his back, book back into his handy haversack,

Gale (as Bonesaw): Well, I liked Moz's drinks idea, does anyone know a good bar in town?

Blake: I will say, it is very late at night, like it is middle of the night.

Keith (as Jasper): Well, I think it sounds like we have a horse to return, and an attempted murder to report, and possibly several other murders.

Gale (as Bonesaw): Oh, you're no fun!

[Laughter.]

Keith (as Jasper): I'll tell you what, you guys can drink, but I know what I'm gonna do, as soon as I can get to the general store, I'm gonna buy myself a five pound sack of gypsum powder, ah... come out here mix up some plaster of paris. I just know that Jesse has to left tracks and prints all over this place. I'm gonna get us some evidence.

Zach (as Moz): Any idea where the bastard Blackburn might have run off to?

Gale (as Bonesaw): We didn't run into him.

Zach (as Moz): Right.

Zach: Are there any tracks nearby?

Blake: Give me a Survival check.

Corinne (as Myra): I want to know where the dead horse went.

Keith (as Jasper): All right, plan B, we get a lot of white makeup, put it all over Myra, and she slithers into town and with her good hand points—

[Everybody laughs.]

Corinne (as Myra): Whooo! I am the ghost of Christmas Past! No, I'm Myra!

Keith (as Jasper): We kill him with a heart attack.

Corinne (as Myra): To be honest, I don't think he'd that even scare him. I think he'd be pleased. He'd be like, 'Oh good, I can taunt you more.'

[Laughter.]

Keith (as Jesse): [boasting] I made a ghost!

[Dice rolling.]

Blake: Eighteen. Perfect! In addition to all of the normal horse hooves, you see a couple that look a bit different. They don't sink in quite as deeply, but they're kind of cracked and broken? They appear to be heading south towards Perdition in a different direction than all of you came up from.

Zach: Hmm.

Blake: Clearly, taking a bit of a roundabout way to get home.

Keith (as Jasper): Well, now there is an idea. This is a possibility. Somebody like Jesse, I reckon he wouldn't be content just to go straight home, and not know exactly what happened, because that bastard set up some traps. Some very specific traps, designed to catch both Myra and her friends. I wouldn't be surprised if he ain't gone too far, and a great big old fireball might give him a pause to set and have a drink or something. We could try following his tracks.

Gale (as Bonesaw): I'm for it! Perhaps we can catch him *before* he gets into town.

Keith (as Jasper): I can see in the dark, and Smokey don't touch the ground, so...

Corinne (as Myra): I don't know what other traps he has laid for us, but there's going to be traps no matter what. We might as well get him as soon as possible, before he sets up even more.

Keith (as Jasper): Well, sooner he gets back to town, the sooner he uh, can start laying alibis and such. It's worth a shot. Ain't been that long.

Corinne: Should we check out the other graves and stuff?

Zach: Yeah.

Corinne: And try to get evidence for—

Keith: yeah...

Zach: Ah, they might be booby trapped.

Keith: On the map, they have markers, but I—I doubt they actually have big old grave markers with names on them.

Zach: Yeah...

Keith: 'My first victim!'

[Laughter.]

Blake: As you look, you actually do find, one of them does have a marker on it. Does anybody read Elvish?

Gale: Nope!

Corinne: No.

Keith: Not I.

Zach: I don't think Moz reads English.

[Laughter.]

Keith: English, Apache, French, and Spanish. Nope, no Elvish.

Gale: Can I uh, make an etching of it? So we can find someone in town?

Keith: Yeah, you're able to [rubbing noises] the whole... It takes like, a couple of sheets of paper, and it just takes like two minutes to do the whole thing well enough.

[Musical interlude.]

Blake: You make your way back, following this trail. It is a winding trail, clearly designed to throw somebody off the track. Somebody give me another Survival check.

Keith: I would like to do that, iffin I may.

Zach: Yep.

Blake: Yep, go for it!

[Dice rolling.]

Gale: Nice!

J: Uh, Twenty-eight.

Blake: Perfect. You're able to quite easily follow it back. There doesn't actually appear to be anybody waiting nearby. It is just going straight back towards town.

Keith: All right. And I assume that if we follow this, we uh, we will eventually ride... arrive back in town, but we do not uh, intersect Jesse at any point before that?

Blake: No, you do not.

Keith (as Jasper): Aw, I thought for sure he is the type who'd gloat.

Zach (as Moz): How do we get this bastard alone?

Corinne (as Myra): I don't think we can. Not unless if it's a challenge. Not unless if it's something that he allows. We have to goad his ego *again*, as dangerous as that is.

Zach (as Moz): Well, there ain't a jail cell, but maybe we can have the Sheriff lock him up in one of them train cars.

Keith (as Jasper): That's right, the jail cell got blowed up, didn't it?

[Laughter.]

Blake: Yep.

Zach (as Moz): Twice.

Blake: As you approach town, despite its late hour, there does appear to be a bit of a bustle. You guys are approaching from the north, getting close to the um, railroad track again.

Gale (as Bonesaw): You know, I think I'm going to go the long way around, and avoid all the lights and main street and everything, until I have a chance to smooth over my little... incident with the horse.

[Laughter.]

Zach (as Moz): You sure you're cart's not impounded?

Gale (as Bonesaw): [gritted] It had *better not* be.

Keith: Gonna be a German lady sitting on top with a gatling gun.

[Everybody laughs.]

Corinne: She's like 'I'm waiting for you! I know what you look like!'

Blake: It'll take you about thirty extra minutes to get all the way up and around, to go far enough out of the way that you're sure that nobody's going to see you.

Gale: Ugh. I'm tempted to go handle it now, but she's not going to like me if I wake her up in the middle of the night.

Blake: It does appear that there are lights on the north side of town.

Corinne: Oh no. Myra kind of quickens her pace, but she makes sure that she doesn't go off again on her own, like she did last time.

Zach (as Moz): I feel like we should stick together.

Corinne (as Myra): Yep. Mm-hmm. Yep. Learned that the hard way.

Zach (as Moz): We should probably be following Bonesaw, there.

Keith (as Jasper): Myra, it's gonna be your call. Are you filing a complaint, or are we handling this ourselves? I'm fine either way. This uh, this is a rat bastard. A rabid dog who needs to be put down.

Corinne (as Myra): Maybe we do both.

Zach (as Moz): Well. Jesse says this is his town. If we make this inhospitable for him. he either jumps ship or goes down in a blaze.

Gale (as Bonesaw): I think one thing to consider, is that if we don't say something now, we look guilty if we bring it up later.

Corinne (as Myra): Yes.

Zach (as Moz): Good point.

Corinne (as Myra): And I think, even if he's accused, he does have a lot of sway, and as much as I *hate* to admit it, the Blackburn Company very much does hold a hard hold on this town. So at the very least, we should tell Catalina about it. But maybe not make it known just yet. Maybe we let the Sheriff know what we saw, and that we're going to gather more evidence...

Keith (as Jasper): We could also ask her take on it, she's pretty upright.

Gale (as Bonesaw): I like that idea.

Corinne (as Myra): Yeah.

Gale (as Bonesaw): And she likes me, so...

Zach (as Moz): In any case—

Gale (as Bonesaw): I'm sure...

ZM Catalina is our first order of business.

Gale (as Bonesaw): She probably won't arrest me.

Zach (as Moz): Bones, you're gonna have to wait on your horse.

Blake: The metal horse underneath you, Bonesaw, just it gives this like, echoing sound.

Gale (as Bonesaw): Oh that's new.

Zach (as Moz): Maybe we leave that outside of town.

Gale (as Bonesaw): No, he's staying with me until I can give him back.

[Laughter.]

Zach (as Moz): Your call, Bones.

Gale (as Bonesaw): I don't want anyone saying they found my horse, so there's... Of course it was stolen, no, I'm bringing it back, it's staying with me.

Zach (as Moz): I'm not breaking you out of jail. Again.

Gale (as Bonesaw): [sighs petulantly.]

Keith (as Jasper): Here's a possibility, that that there is a magical horse, correct? Why don't you get nearby, get off and tell the horse to go home, and see what happens?

Corinne (as Myra): Yeah, it might just go back.

Keith (as Jasper): I know if I were gonna make a magical horse, that's one of the first things I'll tell it to, is how to get back in its corral,

Gale (as Bonesaw): Well, I'd like to... I'd really like to smooth things over with that lady. Especially because I'd like to buy the horse from her, and I really need to make friends first, so...

[Laughter.]

Zach (as Moz): Fair enough.

Keith (as Jasper): Well, you do have that special charm.

Gale (as Bonesaw): Thank you! Oh, that's very sweet of you to say. I'll just hold on to it for now. I'm sure Catalina won't arrest me, once I explain.

Blake: Are you going in, circling around and going in from the south, or are you going in straight north?

Gale: Catalina's is on the north, right?

Blake: No, it's on the south.

Gale: Oh, then we may as well circle around,

Keith: Yeah, we don't want to ride through town with a stolen mechanical golden horse.

Zach: [laughing] Parading about!

Gale: Yeah, let's circle around and come in from the south to see Catalina.

Blake: Okay. Also, did y'all bring Myra's horse with you? How's she been riding back this whole time?

Gale: On the mechanical horse with me! Can it handle two?

Blake: Very much, it can carry it, however...

Corinne: But my my snakey form.

Blake: Yeah, Myra is wrapped around it, it's definitely in no way—

Corinne: Very uncomfortable.

Blake: Yeah, it is does not look comfortable for her, at all.

Corinne: She's gonna need some aspirin.

Blake: Yeah.

[Musical transition.]

Blake: You all circle around around the outskirts of Perdition, avoiding drawing too much attention. You make your way into town, and you approach from the south side. While you do see a light on in Catalina's office, you notice that the front door is open. It's just, unlocked, open fully. Off in the distance, you see two figures standing in the middle of the street on the north side of town, illuminated by what appears to be some sort of light. You can't tell much more than that from this distance.

Corinne: Uh...

Zach: Is the office empty?

Blake: Are you gonna approach to see?

Zach: Uh, sure.

Blake: You do see that it is indeed empty.

Zach: Great.

Corinne (as Myra): I... have a feeling she's probably that way. There's something going on north of town. If I had to guess, something's going on.

Keith: But the, the, were the lights on in the Sheriff's office?

Blake: Yes, there were.

Keith: Okay.

Gale (as Bonesaw): We may as well check the office real quick.

Zach (as Moz): Might get a clue of where she is now.

Blake: You hear a little *ding*, as you enter in. Sounds like a bell ringing.

Keith (as Jasper): Sheriff Catalina?

Blake: There's no answer. It's a single candle on the desk. You see what looks like some paperwork that's been strewn out, a couple of wanted posters, and you do see that Sheriff Catalina's shotgun is still mounted on the wall.

Corinne: Hmm.

Zach: Hmm...

Gale (as Bonesaw): That's a bit odd, isn't it?

Keith (as Jasper): Yeah, I'd plum think so.

Keith: The, the shotgun that is mounted on the wall, is it fastened in some way? Is it locked there? Or is it just on, like, pegs?

Blake: It looks like it's a simple clasp, just so it doesn't fall off?

Keith: Right.

Blake: But, it'd be a quick draw to grab it and pull it down.

Zach: Did Myra ever get her possessions back after being kidnapped?

Blake: You did find all of her equipment strewn around the backside of the cabin.

Zach: Okay.

Gale: Nice.

Zach: Just making sure she's armed, in case she needs to use her good hand.

Blake: Her bad hand.

Zach: Bad ha—I mean, it's her good hand now!

Corinne: My good bad hand.

Blake: I will say, roll Perception, Myra.

Corinne: Okay.

[Dice rolling.]

Corinne: Seventeen?

Blake: Okay. as you are going through your stuff, you find that you are missing a vial of oil of silence.

[Corinne gasps.]

Gale: Hmm.

Blake: But that's it.

Corinne: It's basically a silencer.

Keith (as Jasper): So, if that were to be found on Jesse, that might be further proof.

Gale: Oo!

Corinne: Yeah. He might also might try to use that to snipe us at some point.

Zach: Yeah...

Corinne: So be aware for sneaky guns.

Keith (as Jasper): Good luck with that, if there's one thing I'm really good at, it's catching bullets. I can catch them in any part of my body.

[Laughter.]

Zach: Regarding the state of the office, is it unusual for people to leave the door open the way it was, uh in this town, at this time?

Blake: Roll Knowledge Local.

Zach: I feel like I wouldn't want to leave my door open at midnight.

[Dice rolling.]

Blake: With a nineteen, you can probably guess that, while it's unusual, if something suddenly drew her out that was not necessarily like 'I need to grab my shotgun' level of bad, but like, still requires attention of the Sheriff immediately, she might go—

Keith: Could have been a report of a horse thievery.

[Laughter.]

Zach: Yeah, probably.

Gale (as Bonesaw): Well, how about this? Let's do a vibe check!

Gale: Bonesaw pulls out Goiter, throws him in the air so he can like, flap, and say—

Gale (as Bonesaw): Goiter, go check out what's going over there, let me know if it's, you know, imminent danger or... just people having fun!

Zach: I don't think vibe check is in anyone's vocabulary in these years.

[Laughter.]

Gale: Bonesaw's starting a thing.

Blake: [referencing Mean Girls] Stop trying to make 'vibe' happen!

Gale: Vibe check!

[Laughter.]

Keith: Jasper would like to walk out into the street away from the rest of the group. Uh, stop breathing, let all those little internal things that happen in living folk settle down, open his ears, and just listen. See if he can pick up on anything that, from whatever ruckus or disturbance might be going on in town. Should be pretty quiet this time of night.

Blake: Go ahead and give me the Perception check, Jasper.

[Dice rolling.]

Keith: That is a twenty-nine!

Blake: Oh, that is good, that is a good roll. You're able to, getting very still and very quiet, you overhear a couple of things. The machinery of a brewery going on. Somebody pouring drinks. The slight sound of somebody literally sawing logs, like *vvvch*, *vvvch*. And you barely, *barely* overhear a bit of a conversation. Somebody with a *heavy* german accent:

Blake (as the German lady): *Nein!* Went north, and took *mein automatonpferd!*

Corinne: Oh, that's where she is,

Blake: And Catalina is saying—

Blake (as Sheriff Catalina): Yes, that's what you've told me three times, but you haven't explained anything about it, and we need to...Aaah. It's so late, and can I just go to bed, I'm so tired.

Blake (as the German lady): *Nein, nein!* We need to, we need to figure it out. It was that uh, the *totenkompf!*

[Keith cracks up.]

Gale: What did she call me?

Keith: [laughing] A 'deadhead.'

[Laughter.]

Blake (as Sheriff Catalina): I need you to explain to me what a '*totenkopf*' is, I don't speak German! I told you that!

Blake (as the German lady): A-da-da-da! I told you that! It's a *totenkopf*, it's is a...[stutters].

Blake (as Sheriff Catalina): What does th—What does this mean? What does this *mean*?

[Laughter.]

Blake: It is very clear that a German lady is trying to communicate to Catalina, Catalina is tired and is not understanding fully.

Keith (as Jasper): Bonesaw, if you want to clear this up, that's what, that's where Catalina is right now. I think she's off in that direction somewhere... Uh, I could just barely make it out, but the uh, that German lady is trying to swear out a complaint, and I think if you go *right now*, and we bring Myra with us and explain everything, we might be able to uh, impress upon her the need of "*borrowing*" a horse, and uh—

Gale (as Bonesaw): Oh! W—

Keith (as Jasper): Uh—uh maybe, maybe even a little rental fee changing hands might smooth things over? Say, three dollars from a recent show?

Gale (as Bonesaw): [sighs]

[Laughter.]

Gale (as Bonesaw): Well, I do like that idea of smoothing things over. Very well.

Keith (as Jasper): But we, we better hurry, Catalina's patience seem to be wearing thin.

Corinne (as Myra): Yeah, let's go ahead.

Blake: So you all approach towards the north side. Are you riding the horse? Or, are you uh... leading it?

Gale: Uuuuuuh...

Keith: [stage whisper] Lead it! Looks less like a theft, and more like a contrite return.

Gale: Bonesaw will lead the horse.

Keith: Welcome to this week's episode of CSI: Boot Hill.

[Laughter.]

Blake: As you approach, you start to be able to overhear what's going on, and all of a sudden the German lady, who is still dressed, like, very nice. She's wearing kind of a white cover, white dress with blue sleeves and corset kind of looking thing, and a black hat. As you approach, she says—

Blake (as the German lady): —Zem! It is zem! Ze uh, *totenkompf!* Who—!

[Laughter.]

Blake (as Sheriff Catalina): Ah, jeez...Bonesaw.

Gale (as Bonesaw): Hi, Catalina! Good to see you!

Keith (as Jasper): Evenin' Sheriff!

Blake (as the German lady): Thief! Thief!

Blake: And uh, Stella runs up—

Gale (as Bonesaw): No, no, *borrower!* Borrower!

Blake: —and is just like *bup-bup-bup-bup!* Thwacking at you, Bonesaw.

Gale: He allows it,

Gale (as Bonesaw): Uh...s—sprechen sie englisch? [Do you speak English]

Blake (as Stella): Ja! Of course I speak English! Wouldn't do very well if I didn't speak English! Ser is... but you are the thief!

Gale (as Bonesaw): Sorry I took your horse, it was very urgent. My friend was kidnapped and dying, and I thought it looked really cool.

[Snorts of laughter.]

Gale (as Bonesaw): But I brought it back! And I'm willing to pay you for repairs and forgiveness?

Corinne: Myra shows her hand to kind of show—

Corinne (as Myra): Ma'am, I—I was in mortal danger, and uh, this person saved my life, and I'll help pay any— any damages.

Blake: Catalina looks at your hand, looks at the situation, and just—

Blake (as Sheriff Catalina): God damn! The hell is wrong...? What the—you—

Corinne (as Myra): We need to talk.

Blake (as Sheriff Catalina): Yeah, we do. Uh, Stella, you... are you...? Do you still want to file a complaint?

Blake (as Stella): Ja! Ja! Of course I want to file a complaint! Zis man, he might be returning it, but look at the damage that he did! He pulled the alarm off! Do you know how long zat's going to take me to fix it?

Gale (as Bonesaw): Well, listen, if it had stopped whistling, I wouldn't have broken it.

Blake (as Stella): Zat's ze point! Zat's why I put in ze alarm! So it doesn't—

Blake: —and Catalina says—

Blake (as Sheriff Catalina): Okay! Okay, okay, okay, yeah, I'll go ahead, I'll file this, and...Ach, Bonesaw, I'm gonna have to take you down to the station, we're going to talk about this, we're going to talk about *your hand*, and Stella, we need to talk about the report that you had a *gatling gun*...?

[Laughter and playful music starts up.]

Gale (as Bonesaw): Gatling gun? I didn't see a gatling gun. What are you talking about?

Keith: Oo!

Blake (as Stella): *Nein, nein, nein, nein!* I got rid of zat! Zat is... I don't have zat anymore.

[Laughter.]

Blake (as Stella): Zat's... only a silly person would have zat! Noo, noo!

Blake: She looks over at Bonesaw and says—

Blake (as Stella): Zis...you heard ze man. No, not a...not a, not, not a gun, not a gatling gun!

Gale: Bonesaw conspicuously crosses his arms over the bullet holes torn through his coat.

[Everybody laughs.]

Blake: Sheriff Cat's just kind of—

Blake (as Sheriff Catalina): God...God dammit.

Keith (as Jasper): Well, Sheriff! It sounds like one problem drove out another, and everything looks to be settled and quiet on that front. Why don't we go to your office and discuss the matter of some kidnapping and mutilation and attempted murder?

Blake (as Sheriff Catalina): Yeah, let's...Let's go talk about that. Stella, I'm going to need to fine you again and confiscate—

Blake (as Stella): *Nein, nein, nein, nein!* I don't have it! You, you heard ze man, it doesn't exist! It's ah...And yeah, he was just borrowing, borrowing ze *automatonpferd!*

Gale (as Bonesaw): Borrowing, yes! No gatling gun! We're good friends here! And I'm so sorry that it was broken, in a necessary way... Um..

Gale: He's gonna hand her... ten dollars?

Blake: She says—

Blake (as Stella): Oh, zank you, zat's, zat is too kind, too kind—

Blake: And passes you five back, and says—

Blake (as Stella): Zat, zat—what a— [stumbles over words] friend of, friend of Schweitzer Industries!

Gale (as Bonesaw): Friends! Yes! Oh wonderful! We made friends! Uh, could I visit you later? I—I have a lot of questions, and well, of course, murder—murder investigation first. Let's... shall we?

[Laughter.]

Blake (as Stella): Ja! ja, ja, ja, ja! Ah, zank you, zank you Catalina, I apologize for waking you up again at night.

Blake (as Sheriff Catalina): Stella, we're not done talking about this, we need to—

Blake (as Stella): Good night, goodbye, goodbye! Good night! Guten Nacht! Guten Nacht!

[Laughter.]

Blake (as Stella): S—sprechen, kind of the... English! [spluttering]

Gale: This is my favorite NPC.

[Laughter.]

Blake: And she goes inside and just, slams the barn doors and—

Corinne: We're going to borrow her. And her gatling gun.

Keith: —starts bearing about the gatling gun.

Corinne: Jesse! Surprise!

Keith (as Stella): Das ist nicht mein gatling gun!

Zach (as Moz): Bones, why is it that most of your friends end up shooting bullets at us?

Gale (as Bonesaw): Well, we weren't friends when the bullets happened. Oh, sorry! No bullets happened!

Gale: —seeing Catalina still there.

Gale (as Bonesaw): What!

Blake: Catalina just looks at you all, and says—

Blake (as Sheriff Catalina): Okay, we're gonna have words about this. Later.

Gale (as Bonesaw): That's what you think! This is um—

[Laughter.]

Blake (as Sheriff Catalina): This is not going away, despite what you and fucking Stella are doing. Let's get back down to my office and see what happened to you, and we'll get you a doctor.

Gale (as Bonesaw): [Makes a noise as if to protest, but stays quiet.]

[Laughter.]

[Musical transition.]

Blake: You all make your way back to her office.

Keith: I'm going to tell Smokey to hang back and follow at a distance, just in case something happens to us, I want an agent on the outside.

Gale: Did Goiter see anything else unusual, or does he rejoin us?

Blake: I'll have Goiter make a Perception check.

[Dice rolling.]

Blake: With a twenty, from Goiter's elevated position as he's flying around, he does see what appears to be some disturbed earth behind the Blackburn Cattle Company building.

Gale: Okay. He's not allowed to communicate with me in those specific words, but he can give me a vibe.

Blake: He gives you a *mmMmm* vibe.

[Laughter.]

Gale (as Bonesaw): Goiter's got indigestion again. He probably ate someone's chickens...

Zach (as Moz): Plural?

Gale (as Bonesaw): Yes, he's a hungry boy, Moz!

Blake: You all make your way inside. Catalina unstraps the pistol that she had on her belt, sets it down, pulls out what appears to just be some bandages out of her box, and starts setting them out.

Blake (as Sheriff Catalina): All right, you want to tell me what the hell is going on? Why I'm getting reports of a goddamn gatling gun? Why you stole a horse? Allegedly. Borrowed a horse. Why you're missing a finger? You all were just having a show, like, four hours ago. What the hell is going on?

Corinne (as Myra): [huffs] Jesse Blackburn.

Keith (as Jasper): Yeah, to to boil it down into two words, Jesse Blackburn.

Corinne (as Myra): That motherfucker... he *abducted* me, took my finger, put me in a coffin, and buried me six feet underground. Out in the middle of fucking nowhere north of here.

Blake (as Sheriff Catalina): That's—[laughs] All right. Okay. That's enough. I don't have time for these kinds of stories. Now if you're—

Blake: And she reaches down and she starts writing something on a notepad.

Gale: Oo!

Blake (as Sheriff Catalina): I don't have time—

Keith (as Jasper): I can show you several other graves that have bodies in them.

Blake (as Sheriff Catalina): —for this kind of *joking*, that you certainly aren't making any accusations towards—

Corinne: Myra slams her hand down on the table, and she goes—

Corinne (as Myra): I am not fucking joking! I almost died tonight!

Blake: Catalina turns the piece of paper that she was writing down on—

[Keith gasps.]

Blake: —and turns it towards you, and sa—and all it says on it is, “Not Here.”

Blake (as Sheriff Catalina): Now, if you don't mind. I'm tired. I don't *feel* like putting up with any more of these jokes. If you'll head out—why don't you go get a drink at... Ellie's probably still up, go, go get a drink at their place.

Corinne (as Myra): Yeah... yeah I need to check on them anyway.

Keith (as Jasper): Fine, if we're not gonna get any kind of service here, then yeah! I think a drink sounds likely—

Keith: I'm gonna bend down to Moz, based on things that he has said earlier, and he's gonna whisper really quietly—

Keith (as Jasper): The note she had said 'not here.'

[Everybody laughs.]

Keith: Since he said he might not be able to read and write English, and he's certainly not tall enough to see a note on top of the desk.

Gale: That's so sweet!

Zach (as Moz): I think a drink sounds perfect right about now!

Gale (as Bonesaw): Drinks all around!

Blake (as Sheriff Catalina): Good. Now, I'm gonna get some sleep. You all go drink. Here. First one's on me.

Blake: —and tosses you all a silver dollar.

Gale: Bonesaw snatches *that* out of the air.

[Zach laughs.]

Keith: I'm gonna leave with a—

Keith (as Jasper): Harrumph, fine!

Keith: And a wink!

[Laughter.]

[Musical transition.]

Zach: All right, I guess we're going to Ellie's.

Corinne: Yeah.

Keith: Yeah.

Blake: Okay.

Gale (as Bonesaw): What's this place? Has anyone been?

Corinne (as Myra): Yeah it's uh, it's the, the tavern, or it's the, it's the Lucky Strike. We were in the town square earlier in the day, and uh it's, that's where they're at. Come on, let's go.

Gale (as Bonesaw): [stage whisper] Do you think Catalina will meet us here?

Corinne (as Myra): I don't know.

Keith (as Jasper): I think that's a good possibility.

Gale (as Bonesaw): [stage whisper] All right, all right. Sneaky-like.

Keith (as Jasper): Myra, is this the place where you were talking to that person while we were looking for the notes on the bulletin board? You went up and asked if they had seen any suspicious people? Is that the Lucky Strike?

Corinne (as Myra): Yeah, yeah, I'll show you.

Keith (as Jasper): Got you.

Blake: You all walk in to the Lucky Strike. It's pretty late, and it looks like there's nobody in. Ellie's going around and like, putting stools up on the counter, and says—

Blake (as Ellie): Oh uh... hey there! Uh... what, what are you all doing? It's, it's pretty late, I thought your show finished up recently? I—

Gale (as Bonesaw): We're here for drinks!

Gale: Bonesaw slaps down the silver dollar

Blake (as Ellie): Oh, uh, do you want me to get you a menu? I can get you a menu! I just had them printed up, they look really nice? Um, and I'm pretty happy with how they turned out. Do you—would you like one? I could—they're—or do you just want... I can make you something special?

Corinne: Myra puts a hand on their shoulder, and Myra probably looks really haggard, and the whole group probably looks really haggard, and she just kind of gives them a look, and says—

Corinne (as Myra): Give us all a shot of something strong, and then go um... Go take a break for a bit.

Blake (as Ellie): O—okay, I can do that.

Blake: You see her go pull something off the shelf, look at it, kind of wince, put it back, pull another bottle off, and she pours that, one shot for each of you, and they say—

Blake (as Ellie): Uh, I'll just be... out back. Um, let me know if you need anything else! Um, yeah.

Blake: —and then they uh, slither out the back. About five minutes after Elliott leaves, Sheriff Catalina walks in. She is fully armored up. Like she has two pistols, shotgun over the back of her neck—

Corinne: [gasps] She's ready to go! Let's do this!

Gale: Yeah!

Blake: —and she looks at you all and says—

Blake (as Sheriff Catalina): All right. Sit down. Tell me whatever the fuck is going on.

Keith (as Jasper): Well—

Zach (as Moz): Jesse Blackburn's a murderin' son of a bitch that needs to die.

Blake (as Sheriff Catalina): I don't disagree with that.

Keith (as Jasper): Well, to begin with, you uh, you saw, you were, you were at the show.

Blake (as Sheriff Catalina): Yes, I saw that.

Keith (as Jasper): You see, you saw Jesse's attitude, and, and the general outcome of that, and how whatever it was he had planned did not go as he had planned it. He uh, he didn't take kindly to that, and kind of escalated things beyond all reason. Myra, you want to take it from there?

Corinne: She downs her shot.

Corinne (as Myra): I had a really, really bad feeling in the pit of my stomach, and me and my dumb ass went after him. And he got me from behind and stuck me with some kind of poison, and I passed out. I was on some sort of, some sort of weird horse, it smelled awful, it was bony. And then I—I woke up in some some basement somewhere, and my right finger was just gone, and that motherfucker was there, and he was talking to me, saying about how he owns this town, and that there's Mayors and Sheriffs and all that, but he's the person that runs the place. And I was going to find out what happened when some upstarts came in and tried making trouble in his town.

And apparently, I'm not the first person he's done this to? Possibly? It seems like he's done this a few times. I mouthed off at him and got my left hand broken, but thankfully that's been fixed. I woke up, and I was six feet underground in a coffin. With a booby trap rigged to blow if I had gotten out. With some creativity, I was able to get out with help my friends, thank god for them, but then Moz almost got killed in a second trap, an explosion that absolutely obliterated this house, where I guess, that was where he—

Zach (as Moz): Bastard rigged his house with TNT.

Corinne (as Myra): Moz almost died.

Zach (as Moz): I would have died.

Gale (as Bonesaw): Sort of like that bomb in the wagon.

Keith (as Jasper): The what in the where?

Corinne (as Myra): There was a bomb in your wagon?

Gale (as Bonesaw): Uh, um, he left a bomb in the wagon.

Zach (as Moz): Just a little present.

Keith (as Jasper): That son-of-a—

Gale (as Bonesaw): Also he threatened to shoot me in the streets for *no reason whatsoever*.

Keith (as Jasper): Well now, wait a minute, that makes sense why he was flicking that uh, that lighter mechanism on and off, and on and off. And I don't reckon if any of you heard it over the uh, over the horse surprise, but I believe he was talking about it's 'time,' and he said for things to 'go boom.' I think we narrowly interrupted something that could have gone really bad in a crowd.

Zach (as Moz): And his beard is atrocious, and he should be locked away just for that.

[Laughter.]

Keith (as Jasper): That too.

Corinne: Forget the bombs, it's the beard!

[Laughter.]

Gale (as Bonesaw): Catalina, what is it about this place that makes it safe to talk in, where your office isn't?

Keith (as Jasper): And why are you loaded up to, like you're gonna go fight the Siege at Agincourt, there?

Blake: She leans forward and says—

Blake (as Sheriff Catalina): This place isn't necessarily better. Frankly, the entire town is a bit up a creek. Look, I ain't been long for this position, but I've seen enough to know that people like my boss say it isn't the only way that he makes some of his paycheck. Not the way he lives. I don't trust him to know what's good. And Jesse has been making trouble in this town for so long. He has been making trouble the entire area. And after what he did to—! That, that's not important.

Corinne (as Myra): Woah, woah, woah—

Blake (as Sheriff Catalina): I've been trying to nail him—

Corinne (as Myra): —Did to who?

Keith (as Jasper): We can get back to that, or...?

Blake: She goes quiet for a minute, and just kind of stares down.

Keith (as Jasper): Aw hell.

Blake (as Sheriff Catalina): It ain't... it ain't important. I couldn't prove anything.

Keith (as Jasper): You lost somebody, didn't you?

Corinne (as Myra): We might know where they're at.

Blake (as Sheriff Catalina): You do?

Keith (as Jasper): There—

Corinne (as Myra): We might.

Keith (as Jasper): —there's other graves up there.

Blake (as Sheriff Catalina): *Merde.*

Zach (as Moz): He's got quite a collection up by his house.

Blake (as Sheriff Catalina): Okay, it's— okay.

Gale: Bonesaw pushes a shot towards Catalina.

Blake: She takes it, just downs it in one go.

Blake (as Sheriff Catalina): Okay. Problem is, he has a hell of a lot of money, and he has a hell of a lot of influence. What evidence do you have on him?

Keith (as Jasper): Well, the cabin went up.

Corinne (as Myra): Uh, I guess the dynamite in the cart?

Keith (as Jasper): I'm pretty sure I can pull some boot prints, uh, if you've got some uh, plaster of paris or gypsum. Pull some boot prints from around that cabin, and uh, knowing a fellow like Jesse, that looked like pretty fancy Italian leather or something. I'm sure that there ain't nobody in town that they'd fit. Those narrow little elvish feet.

[Laughter.]

Zach (as Moz): He has quite an eccentric smell. I imagine that has to do with some of the expensive chemicals he likes to play with. Bones, do you think you might be able to derive a match, if we were able to get something off of him? Put two and two together?

Gale (as Bonesaw): Perhaps... Do you speak Elvish, by chance?

Blake (as Sheriff Catalina): Uh...

Blake: She considers, and says—

Blake (as Sheriff Catalina): Elvish? I... only a little bit.

Gale: Bonesaw pulls out the etching and scoots it toward her.

Gale (as Bonesaw): From one of the gravestones.

Blake: She looks it over shakes her head, and says—

Blake (as Sheriff Catalina): I don't know much, but recognize this. This is a name. And if I'm not mistaken, it's uh... Zho Panaden. She was a uh, half-elf who worked in town. Quite a few years ago. And um, she disappeared one day. Interesting. This—

Keith (as Jasper): Let me guess, did she have any kind of an altercation with Mr. Blackburn.

Blake (as Sheriff Catalina): He took a shine to her, and she didn't.

Keith (as Jasper): Gods damn it!

Gale (as Bonesaw): That absolute *sphincter!*

Zach (as Moz): Did she have any family in town?

Blake (as Sheriff Catalina): She moved, she came from back east. Worked with Kay for a while.

Zach (as Moz): Well. She got buried, at least.

Keith (as Jasper): Sheriff. I don't know uh, I don't know how much time we have here. If we have been seen coming back into town, he might be going to try and cover up some tracks up there. I think that uh it'd be best if you slapped your legal eyes on it, and we got out there and gathered up some evidence, if you wanna... I'm sure you must have some uh, plaster of paris at the uh... the hoosegow, the Sheriff's office!

Blake (as Sheriff Catalina): I think I'm running low, but we could always talk to Miss Potts next door. She usually has something that we could probably use. Always has random things, don't understand it. All right. Let's go talk with Jesse. I think that we should see what is going on.

Zach (as Moz): Is he here in town?

Blake (as Sheriff Catalina): We'll find out. we'll check the office, and I mean, maybe we'll find there's some sort of a disturbance inside that we need to go and investigate.

Gale (as Bonesaw): Oh, I like your style!

Keith (as Jasper): You want to do that before we go and gather up any evidence out at the uh, collapsed shack? I mean the graves aren't going to disappear, but he might go around and do some sweeping up and cleaning up. Uh, Myra we gathered a lot of your stuff out from beyond uh. from behind the shack. Was there any stuff back there that didn't belong to you?

Corinne (as Myra): My oil of silence is missing. Bastard probably took it.

Keith (as Jasper): Well, if he's got that on him, that, that'd be a good indicator, but I mean were there any other possessions out there from somebody else? If that's where he tosses stuff that don't get buried.

Corinne (as Myra): Is there anything that I picked up that is not mine?

Blake: No, Myra did not find anything.

Corinne: We didn't stay long enough to search for evidence and, whatever she did seemed like inside the house she was like, barely conscious.

Zach (as Moz): The house is collapsed. I doubt any or much evidence survived the fire. I'm not sure if he's gonna go and try and bury his evidence, because I think that's... the bomb took care of that. Beyond the gravestones, I don't know what else we would be able to find up there.

Gale (as Bonesaw): Listen, I'm not a law expert or anything like that, but is a living victim testimony not good for anything? I mean can't Myra just say 'he chopped off my finger, the bastard,' and then we get to slice him into a million pieces and whatnot?

Blake (as Sheriff Catalina): It's good for a lot, but it's um, like I said. He has money, and he can buy a lot of people to say whatever the hell he wants.

Zach (as Moz): As far as I can tell, he doesn't have many friends. At least we know what's going on.

Corinne (as Myra): Who is *his* boss?

Blake (as Sheriff Catalina): His boss? I mean that'd be his daddy.

Corinne (as Myra): Shit.

Blake (as Sheriff Catalina): Papa Blackburn.

Corinne (as Myra): I'm guessing Papa Blackburn is fond of his son, or is there a strained relationship there?

Blake (as Sheriff Catalina): Hard for me to know. I try to stay out of Blackburn business as much as I can.

Gale (as Bonesaw): Uh, Sheriff, there are... *other* ways of handling this.

Blake (as Sheriff Catalina): What do you mean?

Gale (as Bonesaw): Well I'm not sure I want to tell you if you don't already know.

Keith: Jasper is behind her back, slicing the hands and saying 'No! No!'

[Laughter.]

Gale (as Bonesaw): What's that?

Blake: Sheriff Cat says—

Blake (as Sheriff Catalina): Okay, what we have for tonight. It's... it's enough that I can justify holding him. We can take him into custody, and we'll all ride out tomorrow and we'll see what we can find. But I might need some backup.

Corinne (as Myra): You got it.

Gale (as Bonesaw): Certainly.

Zach (as Moz): Taking down Blackburn? Anytime.

Keith (as Jasper): You got my six-shooters and my horse.

Blake (as Sheriff Catalina): Okay. We're gonna go knock on the door, ask him some questions—

Gale (as Bonesaw): Clap him in irons!

Blake (as Sheriff Catalina): —try to get him to come *quietly*. But do not shoot first. Is that clear?

Keith (as Jasper): We'll follow your lead, Sheriff.

Zach (as Moz): Fine.

Gale (as Bonesaw): Where are you going to keep him? With the cell all blown up? Chained to a flagpole?

Blake: She laughs a little, and says—

Blake (as Sheriff Catalina): I think... I know we got one of the train cars parked nearby. They were doing some repairs on it. We can toss them inside and lock that place up.

Gale (as Bonesaw): All right.

Blake (as Sheriff Catalina): All right.

Blake: She uh, stands up.

Blake (as Sheriff Catalina): I'm sorry that you all went through this, but if it's any consolation, might finally be able to take that bastard down.

Corinne (as Myra): Certainly hope so.

Keith (as Jasper): We would like nothing better than that, Sheriff.

Zach (as Moz): Let's go find that bastard.

Blake: You see Ellie poke their head around the corner, and says—

Blake (as Ellie): Can I come in again? Or uh... oh! Um... Sheriff Catalina! I didn't see you there! Um... hi...? How's it going? Can I come in please?

Corinne (as Myra): Uh, yeah, yeah, hi, Ellie, sorry, we were just wrapping up.

Keith: I would like to roll an Insight check on Ellie, if I can go?

Blake: Go ahead and roll a Sense Motive.

Gale: Yeah, me too, me too!

Corinne: Noooo! Never! Never Ellie!

Keith: Ellie seems to be very nervous and shy about something all the time.

Corinne: Noooo!

[Laughter.]

Corinne: I don't want to know.

Gale: Naw, we just want to know about your crush.

[Laughter.]

Corinne: Oh.

[Dice rolling.]

Keith: Ugh, twelve.

Blake: Nineteen for Bonesaw?

Keith: All right, well the secret's out now!

Gale: What do I pick up?

Blake: You can't keep one of them Harvard graduates quiet.

[Laughter.]

Blake: Jasper, you... You notice as they go behind the counter, they reach and push a little bottle over the edge, kind of just tipping it over to its side, and as soon as they do, they seem to relax a little bit. Bonesaw, you in particular, you notice that they definitely have like a biiig fucking crush on Myra.

[Laughter.]

Blake: However, in addition to that, picking up on that, you do notice the same thing that Jasper does. However, you notice that they did not seem to like, cue in to that nervousness, and that like, that extra edge of nervousness, until they saw Cat, and then—

Gale: Ooooh!

Blake: —then they went and pushed the bottle over, and then they relaxed a lot.

Gale: Interesting...Okay. Can I go sit at the bar?

Blake: Yeah, go for it. Cat is like, gathering and pulling out and loading weapons and isn't paying close attention.

Gale: Bonesaw leans a little closer and he says—

Gale (as Bonesaw): By the way, we had some extra shots while you were gone, but Myra said you were good for it...?

Blake (as Ellie): Yeah! Yeah, yeah! Of course, yeah My–myra's... yeah, um! Happy to—

Corinne: Do I hear this?

[Laughter.]

Blake: Roll Stealth Bonesaw, and roll Perception, Myra.

[Dice rolling.]

Blake: Twenty-nine...that's probably gonna beat your stealth there, my boy, my dude.

[Dice rolling.]

Blake: With an eleven, yeah, that definitely beats your stealth.

Corinne: Myra gets up real quick, and she just... well, she, she doesn't scold Bonesaw, because Bonesaw is very much one of her favorite people right now.

Gale: Awww!

Corinne: Um. So, but she's, she's just gonna slap down a bunch of, she's gonna slap down like two gold.

Corinne (as Myra): Here you go.

Blake (as Ellie): Oh, wow! This is—! This is way too much! No, no, you don't—you don't need—! I just. It was, um—

Corinne (as Myra): We, we may need the whole bottle is what I'm saying. Uh...

Blake (as Ellie): Oh. Um. Yeah, of course! Do you, do you want, um, here!

Blake: And they grab the bottle and set it in front of you, and say—

Blake (as Ellie): It's um, it's pretty good whiskey. It's one of my best sellers. And um— yeah!

Gale: Now that Myra's over by the bar, Bonesaw's gonna scoot a little candle between them, and sort of be like—

[Laughter.]

Gale (as Bonesaw): Oh, Ellie! You look so nice in this lighting with your scales and everything, and... I—I thought I heard—! Jasper, what?

Gale: And he leaves the two of them at the bar together.

Corinne: Myra is one hundred percent just—! If looks could kill!

[Laughter.]

Blake: Ellie, their entire face is just beet red, and they say—

Blake (as Ellie): [rushed] Uh, have a good evening! You can have the rest of the bar and have whatever you like to drink!

Blake: And *voom!* Out the door, just *immediately*.

Corinne: Myra bangs her head on the barn, and just—

Corinne (as Myra): [groans]

Zach: Moz is gonna pick up on this, and play a little sad tune on his fiddle.

[Everybody laughs.]

Corinne (as Myra): Oh don't you dare! Not tonight!

Gale: Bonesaw puts his hand up for a high five.

Corinne (as Myra): I will—! You are so lucky that you're in my good, you're in my good graces right now. Saved my life, and that is currently saving your lives right now!

[Laughter.]

Zach (as Moz): Ah, what's the worth of saving your life, if you're not gonna live?

Gale (as Bonesaw): Thanks for getting the bottle, Myra!

Keith: I'm just going to be a silent bystander.

Gale: Bonesaw snags it.

Corinne (as Myra): Yeah, yeah, yeah, yeah, go on.

Blake: Cat cocks her shotgun.

Blake (as Sheriff Cat): All right. Everybody ready to go?

Zach (as Moz): Ready.

Gale (as Bonesaw): Yes!

Keith: Yep.

Gale (as Bonesaw): Let's go get that slimy little weasel!

[Musical transition.]

Blake: You all make your way north, to the door of the Blackburn Cattle Company. Is there anything you guys want to prep before y'all knock on the door?

Zach: Probably whip up a bardic performance. I need a moment to think of which one would be most efficient. Probably just Inspire Courage again? I mean, I don't expect there to be uh, much fire. So everyone will get a buff who's nearby.

Blake: Awesome.

Gale: Yay! Thank you!

Blake: Okay.

Corinne: Thank you.

Zach: Yup.

Blake: So Moz pulls that up and is playing a small little tune.

Gale (as Bonesaw): Catalina, do you know if there's a back door?

Blake (as Sheriff Cat): Uh, I believe there is, yes.

Gale: I have invisibility prepped as one of my second level spells. I'm gonna pull that out, waggle it, and say—

Gale (as Bonesaw): I think I'll wait around back, just in case.

Gale: And he downs it and fizzles out of sight.

Zach (as Moz): Sounds good!

Blake (as Sheriff Cat): That is a neat trick, I wish I could do that. Make some of my jobs way easier. All right. Um. Who wants to do the deed?

Zach (as Moz): Hold that thought, real quick.

Zach: Moz is going to uh, kick up even faster tune and uh, cast major image again. He is going to create the illusion of a big mob of all the townsfolk with pitchforks and torches and all that, just, right behind us, just send a really big unhappy message towards uh, whoever might be inside, and maybe throw them around back.

Blake: Oh, fantastic! I assume you're gonna include all of the accoutrement that goes along with it? Sounds and smells?

Zach: Yeah, yeah I—it should cover that.

Blake: It's gonna be a Will save, right?

Keith: I'd like to throw that saving throw, just so that I am not convinced that, 'Hey, how'd you get all the townsfolk out here?'

[Laughter.]

Blake: Yeah, anybody who wants to throw that can.

[Dice rolling.]

Keith: You...you clever cuss. You almost had me there.

[Laughter.]

Zach (as Moz): That's the idea.

Blake: Cat looks around and is like—

Blake (as Sheriff Cat): What the hell? How did everyone get here? And Duke—what are you doing here?

Zach (as Moz): You said you needed backup.

Blake (as Sheriff Cat): Oh! Oh, that's clever!

Blake: And she like, is waving her hand through Duke van Horn's face, and is like—

Blake (as Sheriff Cat): Oh, that's cool. I like this. I *really* like this.

Corinne: Myra is gonna have her whip, since she can't use any of her guns. She's gonna pull out her whip, and she's gonna, if possible, use it to catch Jesse if he tries to bolt or run.

Blake: Okay.

Zach (as Moz): Myra, can you still shoot a revolver?

Corinne (as Myra): [sighs] I guess?

Zach (as Moz): Here. Take mine.

Corinne (as Myra): That's okay, Moz, I think I'm gonna use this actually. It's been a while since I've uh... since I've used this old gal.

Corinne: And she kind of steps back and does a lil *whih-CHH* [whip snap] with it.

[Laughter.]

Zach (as Moz): Fair enough.

Keith: As we're walking along, I'm gonna call Smokey over.

Keith (as Jasper): Smokey! Come over here, girl.

Keith: And I'm gonna use my other second level spell, and as we pass between a fence post or something, Smokey won't come out the other side.

[Laughter.]

Keith (as Jasper): Just in case we need a little ace in the hole.

Keith: Slip my horse into my pocket.

Blake: You all approach. Who's going to be the one that knocks on the door?

Zach: I feel like Catalina probably has the most sway.

Keith: I would assume.

Keith (as Jasper): Hey! Can you deputize us quickly, or is that not kosher?

Zach (as Moz): No need.

Zach: Moz is going to pull the Sheriff out of his pocket.

[Laughter.]

Keith: [joking] 'Jesse, come out and face frog law!'

[Everybody laughs.]

Blake (as Sheriff Cat): Is it just me, or is that frog awful disturbing? [shudders.]

Corinne (as Myra): No, it's not you. It's—it's the frog.

Blake (as Sheriff Cat): All four of you are deputies working under my authority.

Gale (as Bonesaw): Ooh!

Gale: You hear giggling as Bonesaw sneaks away elsewhere.

[Everybody laughs.]

Blake (as Sheriff Cat): it doesn't mean you can go steal a damn—

Keith: 'This means free drinks!'

Blake (as Sheriff Cat): Just, like I've said, don't shoot first. But if he draws on you, gun him down.

Zach (as Moz): Understood.

Keith (as Jasper): Gotcha.

Blake: And she has her shotgun kind of held at the ready, pounds on the door.

Blake (as Sheriff Cat): Jesse!

Blake: *Pound, pound, pound.*

Blake (as Sheriff Cat): Jesse!

Blake: *Pound, pound.*

Blake (as Sheriff Cat): Jess—

Blake: —and the door opens suddenly, and standing there is Jesse Blackburn.

Zach: In the flesh.

Blake: He has his crooked little half smile that he has. He opens the door about three quarters of the way, keeping a hand on the back side of the door. You look at him, he's not wearing his hat. He has the suspenders of his off to the side, and most of the buttons of his shirt undone. And he lets out a big yawn.

Blake (as Jesse Blackburn): [yawning] Morning, Sheriff!

Corinne: Aw, son of a—

Blake (as Jesse Blackburn): It's pretty early for you to become around these parts. I was in the middle of some private time with the missus.

Blake: And you can see, the woman that you've seen a couple of times is sitting there in one of the chairs in a night gown, and is just sitting there, arms folded across her lap, looking down. Catalina says—

Blake (as Sheriff Cat): Evening, Jesse. Heard a few things about you tonight. Some not great things.

Blake: Jesse responds—

Blake (as Jesse Blackburn): Oh, yeah, all vicious lies and rumors, I'm sure. Besides, I wanted to uh... I'm glad you're here. You know, it's uh, always nice when the law comes calling, especially— I need to file a complaint. I was viciously assaulted during the show this evening.

Corinne (as Myra): Oh, don't you *dare!*

Corinne: —and Myra has lost—lost it. And she, she knows that he's getting to her, and, but she doesn't care, and she—she continues, she goes—

Corinne (as Myra): You motherfucker, you took my finger!

Corinne: And she shows her hand.

Blake (as Jesse Blackburn): Oh, that's a darn shame.

Corinne (as Myra): Where is it?

Blake (as Jesse Blackburn): Well, I suppose it's wherever you were clumsy enough to get it cut off at.

Corinne: Myra walks away. She...she can't stand anywhere near him, so she walks a distance away to get herself under control. She's like—

Corinne (as Myra): [frustrated growling.]

Keith (as Jasper): Jesse we got a whole heap of evidence against you that will come out, unless you think you're above the law somehow, I suggest you uh, come along quietly.

Blake (as Jesse Blackburn): Oh really? What possible evidence could you have? Like I said, I've been here this whole evening. My little lady friend over here will corroborate that. Won't you, love?

Blake: And she looks up for a second and kind of, gives a small little nod.

Keith (as Jasper): Oh, that's uh, that's real believable, Jesse. You got any other people you want to bully into uh, saying whatever it is you want 'em to say?

Blake (as Jesse Blackburn): Well, like I said, I think that when we look at all of the evidence before us, everybody in town around here—

Keith (as Jasper): Oh, you want to talk to 'em right now?

Blake (as Jesse Blackburn): [perturbed] Everybody here saw what happened this evening. They know—

Blake: —and you see he, give me a Sense Motive, everybody.

Keith: All righty.

Corinne: She stepped away, does she roll it?

Blake: Yeah, Myra won't.

Gale: I'm out back.

[Dice rolling.]

Keith: Leban! [eleven]

[Dice rolling.]

Blake: Okay, Jas—you can tell, he is more than a little nervous that there's an entire mob of people at his front door.

Zach (as Moz): Well, if you're so confident in that statement, then you'd have no worry coming quietly to Catalina's office.

Keith (as Jasper): You know, there's a cabin out there... or the *remains* of one. Got eleven graves around it.

Keith: —and I'm purposefully miscounting the number of graves.

Blake (as Jesse Blackburn): There's only nine buried out—

Keith: Yes!

[Laughter.]

Corinne: Did he just implicate himself?

Blake: Jesse slams the door.

Keith: Oo, good!

[Laughter.]

Zach: Can we break the door down?

Gale: Yes, Jasper! Schoolteachers for the win!

Keith: Gonna knock on the door.

Keith (as Jasper): Jesse, would you like to come out?

[Laughter.]

Blake: Are you right in front of the door?

Keith: Oh, gosh!

Gale: Shit!

Keith: Uh... I would like to roll another Sense Motive, because I don't think it's fair for me to respond to a question like that.

[Dice rolling.]

Keith: Fifteen. Yeah, I—I am in front of the door, but I am not unaware, I am ready, I'm listening for anything like the cock of a gun or something.

Blake: Make a Reflex save.

Keith: All right, Reflex save.

[Dice rolling.]

Keith: Fourteen! I'm willing to take a bullet to take this guy down.

[Laughter and dice rolling.]

Blake: You dodge out of the way as this massive plume of fire—as he fires something out of the door.

[Zach laughs.]

Blake: And Catalina says—

Blake (as Sheriff Cat): That's what we needed, boys!

Keith (as Jasper): Looks like a confession to me!

[Laughter.]

Corinne: Myra is *so freaking happy*. She was like—

Corinne (as Myra): Yes! Yes! Damn it, yes!

Corinne: And she's like, running forward, and she's like— she's actually gonna run around the side of the house to watch the windows and see if he's gonna leave that way.

Zach (as Moz): You done messed up, Blackburn!

Keith (as Jasper): That was an attack on fully deputized officers of the law!

Blake: There's a nice big hole right in the center. I think you still take half damage from this.

Keith: Okay.

Blake: So, nine points of damage. We're gonna go ahead and roll some initiative.

Zach: Let's fucking gooo!

Gale: Yeeeeeah!

[Dice rolling.]

Corinne: Nat one.

Blake: Oof.

Keith: Well, you probably drew your gun in your right hand and went 'Why the hell is it—? Oh yeah...'

[Laughter.]

Corinne: That's exactly what happens.

Blake: Bonesaw, you are out back, and you just heard a massive shotgun blast come from the front.

Gale: I am going to prepare an action to bring Jesse to the ground if I see him come out.

Blake: Okay. Jasper, you're up.

Keith: Okay. I'm gonna see if I can kick in that door.

Blake: Okay. Give me a Strength check.

Keith: Oh, this is gonna be awesome!

[Dice rolling.]

Keith: Eight!

Blake: Unfortunately, you are not able to break down the door.

Keith: Alrighty.

Gale: How large is the hole?

Blake: It's about... six inches around. It was a pretty hefty hit that it took.

Keith: All right then, I'm gonna try plan number two, since I've got some movement. I see that there are some windows here. I'm gonna try and jump, curl myself up into a ball, and just chuck myself in through the glass. Because I—I've seen it done on stage shows, and I know the fella never gets hurt when he tries it.

[Everybody laughs.]

Blake: Make a Reflex save.

Keith: Reflex save...

[Dice rolling.]

Keith: Twenty-six!

Blake: Jasper, all of the books and stage plays? Absolutely true. You just crash through, and you are inside now.

Keith: I am so pleased with myself, I actually let out an authentic western yee-haw!

[Laughter.]

Blake: Moz, you're up.

Zach: Well, I was gonna try and uh, flashbang the whole room, but... is there any like, open flames I can see, just through the hole? That's uh... how's the room illuminated from the inside?

Blake: You do see a lantern on one of the tables.

Zach: I suppose that blinding the one guy and one teammate isn't a bad trade-off when we have three other people ready to act outside? So uh...

Keith: Do what you gotta do!

Zach: All right, Moz is going to invigorate that lantern, and is going to cast pyrotechnics, uh specifically, the fireworks variant, which should blind everyone uh, within that room.

Blake: It's a Will or Fortitude save?

Zach: Yeah.

Blake: Okay.

[Dice rolling.]

Blake: Oh shit. Jesse looks at you as this firework goes off. A spark from it lands right underneath one of his eyes, and he just laughs at you and says—

Blake (as Jesse Blackburn): I've looked at enough explosions, that don't do nothing to me, son!

Blake: The woman behind is covering her eyes and crying. Jasper, you're also going to need to make a Fortitude save.

Zach: Great.

Keith: All right, here it comes...

[Dice rolling.]

Keith: Eighteen!

Blake: Yes, that passes!

Zach: Cool.

Blake: Unfortunately, Jesse still made his save.

Zach: Worth a shot.

Keith: That's okay, it just made my entrance more awesome!

[Laughter.]

Keith: That's what I'm gonna go with.

Zach: There we go.

Blake: It is Sheriff Cat's turn. Ahe is going to go and try and just, bust down the door. She's running full bore at the door, gonna try and break it down.

[Dice rolling.]

Blake: —and, she just bounces off of it too, and is like—

Blake (as Sheriff Cat): God... I'm gonna learn how to do that one of these days! [pained] Ah!

Blake: —and she is going to climb into the room. She's holding her shotgun at the ready. Jesse... is going to take one look at all of you, one look at the group outside, and is going to start running away. As he does, he's going to take a shot at the girl.

[Dice rolling.]

Corinne: No!

Zach: Fuck!

Blake: He's doing it as he's running, like, he's not even looking at all of you, he's just dashing, just *phsoo!* —shoots with his revolver, hits her in the leg, and she falls to the ground, yelling.

Zach: What an upstanding gentleman.

Keith (as Jasper): You total rat bastard!

Corinne: I'm gonna kill him.

Keith: Since he was right next to me and ran off, is there anything like a, uh, an attack of opportunity that I could do?

Blake: Do you have a melee attack that you can make on him?

Keith: I've got a gun in my hand that I would not mind pistol-whipping him with. I also have claws.

Blake: Oh! Uh, go ahead and use the claws. You can only use one of them because you have the gun in your hand.

Keith: Right.

[Dice rolling.]

[Groaning.]

Keith: Oh, no! Fumble!

Blake: A nat one...

Keith: I probably had a gun in each hand and it just didn't work.

Blake: Make a Fortitude save.

[Dice rolling.]

Keith: Twelve...

Blake: Okay, you just miss and slam into the table. Nothing else happens.

Keith: Okay.

Blake: Myra, you're up.

Corinne: Myra's gonna scale the wall and get on the roof.

Blake: Oh shit!

Corinne: She's gonna use all of her movement to get up on the ceiling, and then kind of like, look in one of the windows. Did he go upstairs or downstairs?

Blake: She is not sure. There's just a pathway, and then she can see the stairs from the first. He appeared to be going towards the back of the building.

Corinne: Okay, if she saw him go towards the back of the building, then she's gonna go towards the back of the building also, on the roof.

Blake: All right. It is your turn, Bonesaw.

Gale: I am going to stand very close to the door, because Bonesaw is very excited to nab Jesse. If he comes through, he just wants to like, swipe at the air.

Blake: So you can actually see Jesse through the window.

Gale: Oo, that's tempting...

Corinne: [laughing] Get him!

Blake: Yeah, you see him through the window, and there is a door right next to you.

Gale: Strategically, I would like to wait outside, but Bonesaw doesn't have that kind of patience, so he will, for the second time today, morph into his mutant form, uh, swelling a little bit, and his eyes go red, and he's going to try to break the door down.

Blake: Okay. Make a strength check for me. The DC is eighteen.

[Dice rolling.]

Gale (as Bonesaw): Oh, Jesse!

Corinne: [laughing] lllit's Bonesaw!

Gale: He is uh, invisible still.

Blake: This will break his invisibility, because he's attacking the door.

[Dice rolling.]

Blake: Oh...

Zach: And it failed.

Blake: I'm so sorry.

Gale (as Bonesaw): [backtracking] Oh, Jesse! Look who's coming for you...soon!

Zach: Bonesaw never has a coherent plan!

[Laughter.]

Zach: Always backtracking on the initial thought.

Blake: Yeah. The door is dented, and you hear Jesse go—

Blake (as Jesse Blackburn): Dammit! It's *you* again!

Blake: Jasper, you're up!

Keith: All righty, I am going to uh, follow the way that he ran. I believe he ran down this hallway?

Blake: Yes.

Keith (as Jasper): Well, lookee there!

Keith: A couple of revolver shots, point blank!

Blake: You'll only be able to do one, because you're, you already, you moved as well.

Keith: All right, well this just can be a regular revolver shot, then.

[Dice rolling.]

Blake: You wing him as you come around the corner. He is ducking out of the way and you just, pull your gun out, blast him right in the side. He says—

Blake (as Jesse Blackburn): Damn it! Damn you all to hell!

Keith (as Jasper): Mangy cuss, shooting your wife like that! God—

Blake (as Jesse Blackburn): You think she's my wife?

Keith (as Jasper): —dang, you're so—!

Blake (as Jesse Blackburn): Fucking hell!

Keith (as Jasper): You're so—

Blake (as Jesse Blackburn): She ain't worth half that.

Keith (as Jasper): —twisted, you could chew nails and spit out a corkscrew.

[Laughter.]

Blake: Moz, you're up.

Zach: Tumble's nearby, can you just mount up? How much movement is that?

Blake: It would be a move action to mount up.

Zach: Okay, but could he ride Tumble after getting on?

Blake: Yeah.

Zach: Okay. I'll get onto Tumble, and then move as far as I can around the building to get to the back.

Blake: Okay, so you hop onto Tumble. Catalina yells out—

Blake (as Sheriff Catalina): Get him! I'm gonna take care of her!

Blake: —and is going to do a Medicine check to staunch the bleeding on the girl.

[Dice rolling.]

Blake: And now it is Jesse's turn.

Keith: Oh, I gotta change my token face. From 'snarl' to 'gun.'

[Laughter.]

Blake: Yes. Jesse is going to rush out, and he is going to crash through the window as well. You'll get another attack of opportunity, Jasper.

Keith: That's quite all right with me. Let's go for another claw at him, there...

[Dice rolling.]

Keith: Twenty-eight!

Blake: Oof, yeah, that definitely hits, and once again, you tear that fine Corinthian leather jacket that he's wearing.

[Laughter.]

Keith: [like a commercial salesman] The finest Corinthian leather!

Keith (as Jasper): Run, rabbit, run!

Zach: I thought he was just wearing overalls, and poorly.

Blake: Oh, yeah, I guess, yeah he's, he's just, you tear his fine cotton shirt again.

Keith (as Jasper): Oh no! It's Corinthian cotton.

[Laughter.]

Blake: Reflex save...

[Dice rolling.]

Blake: He breaks through, does a nice roll, and he slams his hand on the ground, at that area of disturbed dirt, and he chants something, and as he does [earth rumbling sounds]—the ground boils up, and out of it, bones begin to assemble themselves.

Zach: Fuuuck!

Gale: Badass way to summon a horse.

Corinne: Do I see him?

Blake: No, but you hear a [evil horse neigh], a sound that sounds very familiar.

Corinne (as Myra): Fuckin' horse!

Keith: Oh, man!

Blake: A skeletalized horse, flesh hanging off of it, a white mane hanging in dregs off of it. This green smoke appearing to curl off of it, and Jesse, as it comes up, it comes up underneath him. I believe it is now Myra's turn. You're on the back side of the building.

Corinne: So she hears this ruckus. She's gonna run over to the other side of the roof, and look down to where Jesse's at. She sees the ghost horse—shit, how far away would he be from the roof?

Blake: It's two stories tall, so twenty feet down.

Corinne: Okay.

Blake: You could get to the edge and jump, if you wanted to.

Corinne: Oh, hell yeah. We're doing that.

[Gale laughs.]

Blake: You would take damage.

Corinne: Let's do it!

Blake: Do you want to land *on* him, or land beside him?

Corinne: I want to land on top of him.

Blake: Okay.

Gale: Yes!

Zach: How does a snake jump?

[Laughter.]

Corinne: It's just little...a little momentum.

Gale: It coils...it coils, it's uh, like a pogo stick.

Zach: Coil up like Tigger!

Moz: Like a spring! It's like a *shpoing!*

[Laughter.]

Keith: There are jumping snakes!

Blake: Yeah!

Keith: Heck yes! They'll, they'll *shpp!* [jumping snake sound]

Corinne: She launches herself into the air.

Blake: Awesome! Make a CMB to see if you can kind of like, grab on to Jesse as you are leaping off.

Corinne: I may just fall to the floor...

[Dice rolling.]

Zach: Oo!

Corinne: Oo!

Blake: Twenty-seven.

Corinne: Twenty-seven!

Blake: That's good! That might be high enough! Let me check what his CMD is...Oh, I'm so sorry.

Zach: No!

Corinne: Oh, that's, that's okay, that's fair, he's, he's a slippery motherfucker.

Blake: You launch out, and you are grabbing at him, trying to pull him off of his undead horse, and— you have full, teeth bared, open, full snake mouth, lunging at him, and he *barely* gets out of the way as you lunge and land right beside him. That brings us to Bonesaw.

Gale: I would like to charge at Jesse.

Blake: Okay.

Gale: Try to knock him off his horse, if I still have movement.

Gale (as Bonesaw): You're not getting away that easy!

Gale: I'm gonna move up and roll CMB to... grapple?

Blake: Grapple? Okay.

[Dice rolling.]

Blake: Oh, that's so close! You got a thirty. It was—

Gale: Thirty isn't enough?

Blake: It is so *close* you reach and—your claws, he is fending off Myra, and just like, thwacking at both of you, and barely keeping you guys away.

Gale (as Bonesaw): Go down quietly, or we'll skin you alive!

Blake: Jasper and Myra, give me Religion checks. Or Myra, you can give me a Profession Check for your uh, Revenant Ranger, if that's better for you.

[Dice rolling.]

Keith: Oof!

Corinne: Got me an eighteen.

Keith: That was with a plus one.

Blake: Okay, both of you, what you know about these undead horses—they are not strong creatures. They're, they're, not able to carry all that much weight, and they're fairly fragile. However, they are fast as hell. If the horse gets a good head of steam under it, it's very difficult to catch one of these dead horses.

Corinne (as Myra): We gotta take out the horse!

Keith (as Jasper): All righty.

Blake: Jasper, your turn.

Keith: Well, I think I got a shot right through the window here at this uh, big old horse. I am *not* gonna move, and I'm gonna take two shots at it with the revolver, one with the regular bullet, and one with a silver bullet.

Blake: Oo...

Keith: No idea, but I can only fire one silver bullet at a turn, so...

Zach: Everyone within the AOE [Area of Effect] gets a plus two to all your attack rolls.

[Dice rolling.]

Keith: Okay!

Blake: Oh, fantastic!

Keith: Uh, so that was an eighteen.

Keith (as Jasper): As loathe as I am to hitting a man's horse, this ain't no horse. This is an undead *thing*.

Corinne (as Myra): Well, you're an undead thing!

Zach (as Moz): Aren't you an undead man?

Keith (as Jasper): I'm an undead *person*, I'm... Ma'am, I'm an undead american!

[Laughter.]

Blake: Yeah.

Keith: This will be with the silver bullet.

[Dice rolling.]

Keith: Crit!

[Joyful gasps and laughter.]

Blake: Oh, shit!

Corinne: Get it!

Keith: Ah, natural twenty!

Corinne: Get it!

Keith: So, looks to me like twenty points of damage with a silver bullet.

Blake: Oh man! Holy shit!

Keith: [laughing] *Ping!*

Blake: So, you did three for your first shot, and you did fifteen damage for your second shot.

Keith: Oh, gotcha.

Blake: Ohohoh!

Corinne: Oooh, we're gettin' there.

Blake: That is so, so close. It is still up, but the horse rears back, and bucks Jesse off.

[Cheering.]

Gale: Yeesss!

Blake: —and the horse is badly hurt. Moz.

Zach: I'm gonna round the corner, best I can, just spread us out a little. I am going to cast Blistering Invective, which should do a few things, but I believe I need to make an intimidate check, and that, I believe they need to go against that. If—

[Dice rolling.]

Zach: —Ooh, that's actually a pretty low roll for me. I unleash an insult so vicious and spiteful, enemies who hear it are physically scorched by your—

[Gale laughs excitedly.]

Blake: Oh, that's definitely gonna beat the horses.

Keith: [laughing] A demoralized horse!

Gale: The horse has low self-esteem.

Zach (as Moz): I'm not sure who's uglier, you or your horse, Jesse!

[Laughter and dice rolling.]

Blake: He is uh, not demoralized.

Zach: Okay, well, the uh, horse needs to take one d10 points of fire damage—

Gale: Oh no!

Zach: —and succeed a Reflex save, or catch fire.

Blake: Okay. Roll the 1d10 for me.

[Dice rolling.]

Zach: Pfff!

Blake: It is at *one* hit point.

Zach: And is demoralized!

[Laughter.]

Blake: And is demoralized, yes.

Keith: Just imagine this dejected horse, kickin his hooves.

Gale: Awww!

Zach: Really hitting home.

Corinne: Aww, shucks!

Blake: All right. Now it's Jesse's turn. This is where things get interesting. Jesse's gonna mount up onto the horse again.

Gale: Am I right next to him? Is that an attack of opportunity?

Blake: Yes.

Corinne: Am I also next to him?

Blake: Yes.

Corinne: [laughing] Is that also an attack of opportunity?

Blake: Yes. Do you want to take your attack of opportunity on him?

Gale: Hell yes!

Blake: Okay.

Corinne: I would like to, also.

Gale: Bonesaw, seeing their quarry about to slip their grasp, pulls his hog splitter off his back, and sweeps it through the air, trying to chop at Jesse, just wildly.

[Dice rolling.]

Corinne: Oh!

Blake: The first attack just misses Jesse. Go ahead and roll, Myra.

[Dice rolling.]

Blake: Twenty-six?

[Gale gasps.]

Corinne: She's just gonna slash at his face.

Blake: Okay. He takes three points of damage, and he is on the horse. You see it take off at a dead sprint, directly north.

Corinne: Dammit!

Blake: Next up is Myra!

Corinne: Oh god, no pressure! Okay. She's gonna take out her rifle.

Blake: Okay. I'm gonna say, since you're firing with your off hand? You're gonna take a minus five penalty. But you get a plus two, so it's gonna be a minus three penalty.

[Dice rolling.]

Blake: You fire the bullet, and as you do, you wince in pain, because you're not used to firing on that side. And as everything slows down, the bullet travels, and you see it tumbling almost. It strikes a rib, goes inside—*ba-ding, ba-ding, ba-ding, ba-doo-ba-doo-doo-doo-doo!* [bullet ricocheting inside bone horse.] *Bshoo!* Out its skull—

[Cheering and clapping.]

Gale: Yeah!

Zach: Nice.

Blake: As it falls to the ground, into a pile of bones.

Gale: Yeah!

Corinne: Oh my god, Myra is shaking.

Corinne (as Myra): Don't you go anywhere, you fucker!

Blake: Jesse is on the ground. All right, Bonesaw, you're up!

Corinne: Get him, get him, get him, get him, get him, get him!

Gale: I would like to throw a bomb at Jesse. If he's something like sixty feet away, the range on my bombs I think is twenty feet, so it'll be at -2 per range increment.

Blake: Yeah, he's, he's fifty feet out from you.

Gale: Okay, so it'll be at a minus four. But I'm gonna throw it, nevertheless.

Zach: With a plus two!

Blake: Yeah, so only a minus two.

Gale: Oh, Jesse! I heard you like to play with fire!

[Dice rolling.]

Blake: Twenty-four? That still misses—

Gale: Ahhh!

Blake: —as you throw it at him.

Zach: A whole bomb?

Gale: Oh! Where does it go? Don't we roll a d8 and...?

Blake: Yeah, roll 1d8.

[Dice rolling and laughter.]

Corinne: Oh!

Keith: Oh man, you blew up a cow!

Blake: One, two, three, four, five, six... He's gonna take some splash damage as it blasts right in front of the horse pen, causing all of them to [frantic horse sounds.]

[Laughter.]

Zach: Make them harder to get on.

Blake: Reflex save, DC seventeen?

Gale: That sounds right.

[Dice rolling.]

Blake: He nat-oned

Gale: Yeeeeeah!

Zach: Whooo!

Corinne: Ohohoho! Karma!

Blake: Jasper, you're up.

Keith: All right. Jasper is gonna exit stage left. I'm gonna go out the window that Jesse went out, and then I'm gonna create a horse of my own. And iffin and I can, what I'd like to do is jump through the window and land on Smokey's back.

Blake: Absolutely, yeah.

[Laughter.]

Blake: You go full out [tumbling through the window noises]—and you're on Smokey.

Keith: And I'm not gonna shoot! I'm gonna yell out—

Keith (as Jasper): Jesse Blackburn! Put your head down on the ground! This here is Smokey! Smokey is a magic horse who can run over fire, flood, and famine, for all I know, and if you don't put your head down on the ground right this second, there won't be enough left of you to snore!

[Gale laughs.]

Keith: I'm gonna go with an intimidation attack, there.

Blake: Yeah, make an intimidate...it's a DC 23.

Keith: Oh, this is gonna have to be a high roll then, here we go, Intimidate!

[Dice rolling.]

Keith: Seventeen, not enough.

Zach: Dang.

Blake: Unfortunately not. Okay, Moz, you're up.

Zach: First off, Moz is going to ride pretty close to Jesse, and he is going to pull a silk rope from his bag and cast Animate Rope—

Gale: Yeah!

Corinne: Callback!

Zach: —and throw it at Jesse Blackburn and try and wrap him up.

Gale: Oldie but a goodie.

Blake: Okay, he's on the ground, and you're tossing this out at him. Make a ranged attack.

[Dice rolling.]

Blake: Unfortunately, it lands on the ground right next to him and it misses.

Zach: Mmm.

Blake: You can re-throw it on your next turn. Sheriff Cat has finished up, and she's gonna start making her way, and it is Jesse's turn. He's gonna look up at you on your horse, and he's gonna say—

Blake (as Jesse Blackburn): You... you got the hellfire too, don't you kid?

[Dice rolling.]

Blake (as Jesse Blackburn): Let's see how you handle this!

Blake: —and he [cocking and shooting]—takes a shot at you, and as he does you feel the fire from his gun erupts much larger than you would have expected. I need you to make three Reflex saves for me.

Zach: Fuck.

Blake: As the fires just [cocking gun and explosion noises].

[Dice rolling.]

Blake: The first two hit. The third one, you are able to avoid it. You are going to take thirty-three points of damage.

Keith: Holy cow!

Gale (as Bonesaw): Moz!

Blake: And roll for Tumble as well.

Zach: He shot Tumble?

Blake: It does a 30-foot cone of damage.

Zach: Fucking...how do they always get the good shit?

[Laughter.]

Gale: We'll just have to take it off him.

Corinne: Speaking of, we need to go buy ourselves some good shit later.

Zach: [groaning] Ah, last good shit we found was cursed.

[Laughter and dice rolling.]

Blake: Unfortunately, Tumble falls to the ground.

Zach (as Moz): No! You... just made a mistake.

Blake (as Jesse Blackburn): Not the first one, not my last.

Zach (as Moz): You're gonna regret that.

Blake: Myra, you're up.

Corinne: Myra is gonna spend a grit point to disarm him. I attack his arms, he takes no damage, but he drops an item of his choice.

[Dice rolling.]

Corinne: That is a thirty-one for the first attack.

Gale: Ohohoho!

Zach: Wow!

Blake: That is a thirty-one. You saw him just absolutely unload at Moz, and you see him loading up to get ready to take out another shot, and you line up, take a breath in, take a breath out. [gunshot sound]. Moz sees a spray of blood, and a finger go flying as he drops his gun.

[Gasps and cheering.]

Zach: Nice shot!

Gale: Poetic!

Corinne: Thank you, Blake!

Blake: And it lands on the ground. As it does, you see, he looks around, he sees Moz, he sees the gun, he sees the hulking Bonesaw. He seems to take this in for a moment, and he just, holding his bleeding stump of a finger—

Blake (as Jesse Blackburn): Need to speak to my lawyer. I need to speak to him. I surrender.

Blake: And he puts his hands behind his head.

Zach: Moz is gonna wrap the rope around him, covering his mouth and restricting his movement, largely.

Gale (as Bonesaw): If he thinks that's getting him out of a pounding—!

[Laughter.]

Blake: Sheriff Catalina comes in and sees the damage that all of you have done to him, and says—

Blake (as Sheriff Catalina): Good job, y'all! You did it. I am proud of you. Jesse Blackburn, it's my pleasure to say—! Well, Miss Myra, you're a deputy. I think you've earned it tonight.

Corinne: She's like, breathing hard, her arms are shaking.

Corinne (as Myra): Jesse Blackburn, you son of a bitch, you're under arrest.

[Main theme kicks in, signaling the end of the episode.]

[Main theme kicks into gear.]

Dust and Blood is a Rolling Path production, featuring Corinne Hill as Myra Sting, Blake Alfson as our GM, Zach Parker as Moz Copernicus Prior, Keith Curtis as Jasper Graves, and myself, Gale Parker as Bonesaw.

Our theme song is *Dust and Blood* by Arne Parrott, and other music throughout this recording is provided by Kevin Macleod, Tabletop Audio, Dark Fantasy Studios, and the Desperados 3 Original Game Soundtrack by Filippo Beck Peccoz.

Transcripts, detailed sound credits, and more can be found on our website at DustAndBloodPod.com. You can follow us on X and Facebook at DustAndBloodPod, or support us through our Patreon at Dust and Blood, where you can join our community discord and get perks like our behind-the-scenes discussion show, The Roundup.

We are so grateful for the support of our fans, people like Ceru, Hazz, Hysten, and Barbara!

Dust and Blood releases monthly on the first, and the next episode is coming at you on September 1st.

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

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

[Musical theme continues]

Corinne: Oh no, I—I want to *know*. What's going on?

[Laughter.]

Corinne: I want this to—to act out. I want to see where this goes. Because I want to talk to that person, whoever that person is, and be like *'Excuse you! Who the fuck are you?*

Zach: We all have a lot going on in our own heads.

Corinne: That's a good way to...we're a very uh... interesting—

Zach: Impaired?

Corinne: —bunch. Very conflicted.

Keith: Let's just say that we didn't all start on day one, here. Our stories go back.

Corinne: No, they go waaay back.

Gale: The best kinds of stories.

[Musical theme continues.]

Blake: All right, um, with that, let's go ahead and dive in. Start the chronograph...

Zach: Is everyone in this time?

Blake: Yeah.

Corinne: Yeah.

Blake: We're all good.

Keith: We're ready.

Zach: Is that a first?

Gale: Ooo!

Zach: Oh my goodness, it's already going, y'all! Y'all!

Blake: Yeah, we're going, we're ready—

Gale: [freaking out] Oh my god, it's going! Wait! Sh-shit! It started!

[Laughter.]

Keith: Do we need to start over?

Corinne: You good?

[Laughter]

Gale: [laughing] I s—I started, like a second early.

[Laughter.]

Zach: Okay, okay, let's stop and, and try again.

Keith: Alright, hold on...

Gale: I was, I was starting the backup, backup recording, and I was like 'Yay, whoo!' and then I pulled my audacity up and I looked over and it said *two seconds*, and I was like *HOOO!*

[Laughter.]

Zach: That was cruel.

Keith: Do we need to start over?

Gale: Yes please!

Blake: Yeah, let's restart.

Zach: Yeah, let's just—

Corinne: Yeah, let's restart.

Gale: Hooo!

Keith: That's good because I was messing with my mic so much, I had to adjust my gain, so...

[Laughter.]

Keith: All right, do we need to reload the chronograph page? Oh no, it's going...

Blake: Nope, I just needed to reset it.

Gale: Okay, okay, I'm ready now.

Blake: All right, everybody ready this time?

Gale: Yes

Corinne: Yeah.

Blake: All right.

Keith: Yes.

Gale: [laughing] Don't make me laugh!

Blake: Starting...

Gale: [cracking up]

Blake: Starting now...

Gale: Go, go, go!

Zach: How long you been waiting on that one?

Blake: Hey Gabby!

Gale: [laughing] Don't—!

Blake: Don't mess up!

Gale: [cracking up.] Doh—!

[Chronograph starts.]

Gale: Okay... okay...okay.

Keith: Testing, testing...

Blake: I almost wish that that had been caught on the audio, just that was so funny.

[Laughter.]

Corinne: That would have been a great post-credit uh...

Gale: Its, it's on the back up, and the back-up back-up.

[Laughter.]

Blake: Um, all right...

[Cassette end sound.]