Transcript of Dust and Blood Episode 22 - Welcome to Albuquerque!

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, the party struggled to entertain Bonesaw on the boring train ride to Albuquerque---until the engine blew!

[Town ambience fades in.]

Blake: Excellent! So yeah, where we finished off, you all were in the town of Albuquerque. It is late afternoon, around five o'clock when you arrived in town. As you begin walking around, you get a chance to see a little bit of what this town looks like. It is… Most of the buildings are fairly well made wooden structures, designed to both hold out the heat during the summers and keep out the cold in the winter, as it is now. There isn't any snow in the streets. The streets themselves, for the most part, you notice on the main thoroughfare, is actually this very well-cobbled street, though as you're walking and you look down several of the other roadways, you can immediately see like, one just becomes a dirt path immediately, heading towards a bridge. Another one is just, not as well paved, but has like, some wood planks down.

The traffic here is fairly consistent throughout. You, there's people wandering through town, going about their business. You see a couple of carts moving equipment. The area that you're in right now near the train station is right next to the warehouse district, so there's a lot of comings and goings of all sorts of manufactured goods, livestock, the whole nine yards.

Right now, you are by number thirty-three, which is Snow's Telegraph and Mail, which is also where the main train station is, and kind of the junction between the North/South rails and the East/West rails.

Gale (as Bonesaw): So, do we want to go stay at that Flowing Waters Hotel and Restaurant where we're supposed to find Sawyer Blackjack? Or do we want to find somewhere else?

Keith (as Jasper): Well, I'm–I'm thinking I'd *really* like to get that courthouse business over with sooner rather than later, so we ain't walking around with a chunk of change that ain't ours.

Zach (as Moz): Let's go to the courthouse!

Gale (as Bonesaw): I suppose we could do that first…

Corinne (as Myra): That's smart.

Gale (as Bonesaw): I would like to put my cart down somewhere? So we're not just—

Keith (as Jasper): Oh! Yeah, let's get that off of the train, before it goes somewhere!

[Laughter.]

Blake: Ah, yeah, the wagon's already been pulled off, and… The train just like, there's a ton of people surrounding the train just like—

Blake (as crowdfolk): What the fuuuck is going on? What in tarnation is this?

Blake: Snow, the entire time, she's just been leaning up against, her tail flicking back and forth, just incredibly bored.

Gale: Bonesaw addresses the crowd—

Gale (as Bonesaw): Oh, it's Bonesaw's Marvelous Miracle Elixirs!

[Laughter.]

Blake: Make a Persuasion check for me. Diplomacy.

[Dice rolling.]

Gale: Eighteen!

Blake: Eighteen? Most of them seem to be kind of like—

Blake (as crowdfolk): [amenable] Oh, Ah, Bonesaw! Bonesaw! Cool, Bonesaw!

Blake: —rather than immediately turning bad. Make a Perception check for me.

Gale: Mmkay…

[Dice rolling.]

Gale: Sixteen?

Blake: You notice more than a few of them are looking at you and Jasper.

Keith: Oh…

Zach: Oo…

Corinne: Myra's gonna uh…put her arms around Jasper and Bonesaw, and kind of pull them in a little close, and be like—

Corinne (as Myra): Yeah, so, they're–they're uh, new in—we're new in town, and uh—

Corinne: She was–she's trying to give off the vibe, she's basically trying to like, be intimidating and being like, don't–don't touch my— don't touch my bros!

[Laughter.]

Gale: Awww!

Blake: Okay!

Corinne: She's giving off the like, 'don't even think about it,' kind of thing.

Blake: Give me an Intimidation check. You're also pretty heavily armed, so… Intimidation check, I will say, with like a plus three—

[Dice rolling.]

Corinne: Twenty-three!

Gale: Ohohohohoh yes!

Blake: So, twenty-six. Immediately, you get a sense like, all of the people around—

Corinne: Mhmm?

Blake: Just immediately are like—

Blake (as crowdfolk): 'Oh, look at this very interesting rock! Huh! That is a cool cloud! Um—!'

[Laughter.]

Blake: You've successfully turn this crowd of just like, ‘Nope! Not fucking with this!’

Corinne: Okay.

Gale (as Bonesaw): Myra! You're scaring them away!

Corinne (as Myra): Oh, shit, ah, s–sorry!

[Laughter.]

Corinne (as Myra): Sorry, Bonesaw, I just–I just got–I just got nervous. [to crowd] He—! He sells good stuff—!

Blake: You see Snow has closed the door to her shop and has disappeared. She's no longer in the doorway.

Keith: Aheh.

Gale (as Bonesaw): No luck with the leg, I guess. Well! How about us two zombies ride in the cart? We can go to the hotel, drop off the cart, and then head to the courthouse right after?

Zach (as Moz): Sure…

Keith (as Jasper): That probably sounds like a good idea. Yeah.

Keith: Alright, up on the cart, and uh, while we're riding along, I'm just gonna try and gauge uh… How many looks do we get? Because I imagine we're riding in the open on the cart.

Blake: Okay.

Gale: Unless you want to hide inside!

Keith: We could, but I want to try and get uh—was it? Sense Motive, I guess.

Gale: Ah.

Keith: On the general crowd?

Blake: Okay.

Keith: Because I'm so good at it?

[Blake laughs.]

Blake: Yeah, go ahead and roll a Sense Motive check. I will say, you guys don't necessarily know where the Flowing Waters Hotel and Restaurant *is,* right now?

Gale: Fair point.

[Dice rolling.]

Keith: [laughing, joking] They love us!

Gale: Oh…oh!

Blake: Oo, a nine? Yeah, unfortunately, there's no real telling. You can't get a real sense of this town. Most people are just moving by too fast.

Keith: All right. I choose to believe that we are beloved icons of the–of the rugged West—

[Laughter.]

Keith: —and that uh, we will be judged by our deeds and not by our appearance.

Gale (as Bonesaw): Do we want to flag someone down for directions?

Keith (as Jasper): Uh, yeah, but maybe we should let uh, Myra or Moz do that.

Gale (as Bonesaw): Smart.

Corinne (as Myra): Yeah, we–we–we can get this.

Keith (as Jasper): I don't know if I want to ask a stranger in this town where they want me to go.

[Laughter.]

Corinne: Myra kind of sits up on the… On the wagon and sees somebody walking past, and kind of waves him down, and says—

Corinne (as Myra): Excuse me, sir! I was wondering if you could direct us to the… What was it called?

Gale (as Bonesaw): Ah, the Flowing Waters Hotel and Restaurant!

Corinne (as Myra): Uh, the Flowing Waters Hotel and Restaurant!

Blake (as stranger): You want to go there?

Corinne (as Myra): Uh, yeah. Please.

Blake (as stranger): That's a fancy-ass place. You just go up the road here. Take a left, and take another right, and take a left. It'll be right up there.

Corinne (as Myra): All right, thank you kindly.

Blake (as stranger): Yeah, have a good night!

Blake: And he tips his hats and walks off.

[Musical transition to town ambience.]

Blake: You notice, as you're going up the main road uh, towards the area called the crossroads, you actually see the courthouse. You know it's the courthouse, as it has the large clock tower on it, and out in front of it is a gallows.

Zach (as Moz): Oh! Charming!

Blake: At the moment, there's nobody on it. However, as you look at it, it's very clear they are tying a new noose, and they're getting ready for a hanging.

Gale: [gasping] Ohoho!

Keith: Takin' a look at this noose, is this an ordinary human-sized noose? Or is it a larger than normal-size noose? 'Cause–'Cause I–I know some folks what would require a larger noose, what, if–if they were to be captured.

[Gale laughs.]

Blake: It seems like it's actually…smaller than you would expect for a medium-sized humanoid.

Keith: Oh!

Zach: Hm.

Gale: Interesting!

Zach: I wonder if they finally caught that short gang that was causing a bunch of trouble?

Keith: [laughing] Oh no!

[Laughter.]

Keith: The Short Round Gang!

Blake: However, it does look like the courthouse itself is closed down for the day.

Corinne (as Myra): Aw, darn.

Zach (as Moz): Hm.

Gale (as Bonesaw): Drat.

Keith (as Jasper): Oh, man, that means we're gonna have to sit on this all night long…

Zach: I think Moz will uh, probably pull a bystander aside, and say uh—

Zach (as Moz): Are you going to be attending the hanging later?

Blake: This guy, a uh, rather tall-looking half-elf, looks down at Moz and says—

Blake (as half-elf): Huh! For Leslie Blackeye? Yeah, a'course!

Zach (as Moz): Hm.

Blake (as half-elf): Everybody's been waiting for that fucker to hang for years!

Zach: After hearing that name, does that ring any bells? Something that Moz might recognize? Or anyone in the party might know about?

Blake: No Knowledge check necessary for Moz…

Zach: Oh!

Gale: What about anyone else?

Zach: Interesting…?

Blake: Everybody else, give me a Knowledge Local check.

[Dice rolling.]

Gale: Twenty-two.

Keith: No idea.

Zach: I s—

Blake: Moz knows in particular… Bonesaw, you know kind of tangentially, Leslie Blackeye is a rather notorious hitman—

Zach: Okay?

Gale: Ooo!

Blake: —and he has been operating kind of carte blanche in Albuquerque and the surrounding area for about ten years.

Zach: Hm. Okay?

Blake: Particularly working for the Galloways.

Gale: Ohohoh!

Zach: Got it.

Keith: Ahhh…

Blake: And to hear that he is about to hang? Is some fuckin' news.

Zach: My question is, why does Moz in particular know about Leslie Blackeye?

Gale: [razzing] *Presumably* because you're into some shady shit, Moz!

Keith: [piling on] Yeah, yeah!

Zach: I have no idea what you're talking about!

Corinne: Yeah, Mr. Riffraff! Uh huh.

Gale: Suuure! Suuure!

Blake: His name was given as a… potential freelancer.

Zach: Mm!

Blake: To… some of your uh… close associates if you ever needed work done in Albuquerque.

Zach: Okay, so I've heard his name before through my backstory.

Blake: Yes.

Zach: Got it. Okay. Uh, I think with that information Moz will sort of nod his head in agreement with the bystander, and say—

Zach (as Moz): Yeah, it's about time that bastard got what's coming for him.

Zach: —and uh, send him on his way.

Blake: Uh, the bystander gives a little tip of the hat and continues on.

[Musical transition into town ambience.]

Blake: As you continue down the road, Moz.

Zach: Mhmm?

Blake: Give me a Perception check.

Gale: Hohohoho!

Zach: Yeah!

[Dice rolling.]

Zach: Twenty-one.

Blake: Twenty-one. As you all are riding down the street, you you has a sign that says Diamondback Railroad, Albuquerque Headquarters.

Zach: Hmm.

Blake: This is not remarkable. It's presumed that they would have something here.

Zach: Yeah. What *does* trip your senses, with a twenty-one, is you see several very heavily-armed drow standing outside the building.

Zach: Ah!

Gale: Oooo!

Blake: Carrying in a large briefcase-looking thing, between two of them.

Zach: Mm. So, they're not like, breaking in, or anything? They're just moving Cargo from the looks of it, inside the building?

Blake: Correct.

Zach: Interesting.

Blake: In addition, you see another figure standing next to the door, talking to… presumably the head drow.

Zach: Hm.

Blake: A small ratfolk.

[Gale gasps as mysterious music starts up.]

Gale: Ahhhh!

[Keith laughs.

Blake: That you immediately recognize.

Zach: I will go…and approach the uh… the ratfolk.

Gale (as Bonesaw): Ah, Moz? Do you know how to get to…Ah… Alright!

Blake: As you approach, you start to overhear some of what's being said.

Blake (as ratfolk): Yeah, well, you know how it goes. We're finally getting a little bit of business, moving through and coming out west, you know. We've been doing quite fine in the Southeast but…always looking to make these partnerships, and considering what *you* have going on with these—

Blake: —and he looks over, and he looks… a little bit shorter than you. Dressed in a fine suit. He actually has a little bit of a mustache going at this point?

[Zach laughs.]

Blake: You're not sure—he never had that before?

Zach: Mhmm.

Blake: You're pretty sure it's a little put-upon.

Zach: Does he notice me coming up?

Blake: He does not seem to notice you. However, the drow that's standing next to him kind of stands a little bit straighter as you start to approach and looks at you.

Zach: Does the drow move to stop me?

Blake: She does not.

Zach: Okay.

Blake: If you try to do *anything* quickly, you're pretty sure you'll get several rounds placed in you very quickly. You actually see, her main–the main gun that she's carrying is not even a gun. It looks like a crossbow that has about six bolts primed and ready to fire at a moment's notice, and it is glowing with this deep purple light.

[Gale makes drooling sounds.]

Zach: [laughing.] Nice!

Zach: Well, I guess Moz will get as close as he can to the ratfolk. If he doesn't notice him by the time he gets within just, arm's reach, I suppose, I think Moz would loudly clear his throat.

Zach (as Moz): [clearing throat.]

Blake: Reggie turns around, blinks for a second, and says—

Blake (as Reggie): Uh, sorry friend, I'm not sure… [drawn-out] Ho–ly…Shit!

[Gale laughs.]

Zach (as Moz): How you doing, Reggie? Been a while.

Blake (as Reggie): Moz! What are you doing here? Why are you—? You're—!

Zach (as Moz): It's uh… That is a long story. One that uh… I probably couldn't be able to tell you over several evenings.

Blake: He just gives a chuckle and shakes his head, and just… pulls you into a hug.

Gale: Awww!

Zach: Moz will uh…return it.

Blake (as Reggie): We thought you died several years ago! What…? Where have you been!

Zach (as Moz): Ohhhh… Here and there. Just uh… one step ahead of the uh… law. You know how it is.

Blake (as Reggie): [chuckling] Ah, don't I ever.

Blake: Uh, he gives you a small punch on the shoulder, and says—

Blake (as Reggie): It has been too long!

Zach (as Moz): Indeed it has.

Blake (as Reggie): [sighs]

Zach (as Moz): So uh… So you got a little bit of facial hair, there! When'd you start sprouting that?

Blake (as Reggie): [chuckles]

Blake: He laughs and starts playing with it a little, and says—

Blake (as Reggie): Ahh, it was uh, Cheddar's idea.

Zach (as Moz): Hmm.

Blake (as Reggie): Thought it might be a little bit of a fun little affectation. I'm still getting used to it, but uh…

Zach (as Moz): Cheddar still putting on weight?

Blake (as Reggie): [chuckling] Oh, when is he not? He's getting so big now, I'm surprised he's able to fit through the door, but, pfff.

[Laughter.]

Zach (as Moz): Oh, that rat never knew when to stop eating.

Blake (as Reggie): Oh, that's true—Oh hey, Monty's in town too!

Zach (as Moz): Ahhh!

Blake (as Reggie): He came to help out with this deal that I'm trying to make—

Blake: And at this point the drow turns and swishes this little half-cape and says—

Blake (as drow): [scathing] Mr. Prior! I do not believe you should be discussing that with somebody who is not a part of the organization. Is not a part of the deal.

Blake: And Reggie looks up, and says—

Blake (as Reggie): Ah, it's fine! It's fine! This is—This is Moz! Moz, ah, don't mind Farraday, she is… Just has a stick up her ass.

Zach: I think Moz would actually take offense to this! Uh, he's gonna look directly at the uh, drow who spoke up and says—

Zach (as Moz): You better watch your tone. You don't know who you're speaking to.

[Laughter.]

Keith: Jasper'll speak up say—

Keith (as Jasper): Any trouble there, Mr. Moz?

Zach (as Moz): No… no trouble, Jasper. Just uh… seeing some old faces. You guys go on ahead, I'll… I'll catch up.

Keith (as Jasper): Yessir, we'll be within earshot if you need us.

Gale (as Bonesaw): [hesitant] Oh, all–alright! Mozzie! We'll be at the hotel! You know. Whenev–whenever you want to come!

Zach (as Moz): I'll be there.

Blake: As the wagon begins to pull off, Reggie looks at you, and looks at the drow, and says—

Blake (as Reggie): Farraday, don't worry. Just give–give us a minute. Watch over the… What did you say it was?

Blake (as Farraday): I'm not saying the name of that in front of your… relation.

Zach (as Moz): Hmm.

Blake: And she's going to step over and give, like a small snap of her fingers, and you see suddenly, two driders armed with rifles start climbing up around the building.

Zach: Oh, gosh!

Keith: Wow!

Blake: Just keeping an eye on things.

Zach (as Moz): Seems you're doing awful good these days, uh… Didn't expect to see y'all expanding so far west.

Blake (as Reggie): Ha! You know how it is, Moz! Sometimes things get a little uh… the government's getting a little bit uh… Difficult to work with, and uh…

Zach (as Moz): Hmm.

Blake (as Reggie): —figured we might make a go of it, coming out west and… There's plenty of folk out here willing to make a deal for some money, and… Well.

Zach (as Moz): Well. I imagine you got some stiff competition with the Diamondbacks.

Blake (as Reggie): Oh…they're more pliable if you know how to speak their language, if you know what I mean.

Zach (as Moz): Mmm. It's a… expensive conversation.

Blake (as Reggie): Heh. We know how to make that kind of conversation happen.

Zach (as Moz): Well. I'll be in town. It's uh… good to see you again, but uh… I hope you understand, but uh… I'm out. It's uh… It's been too long and uh… Well, I'm singing a different tune these days, so…

Gale: Hohoho!

Blake: He gives a little bit of a cocked head and… almost a disbelieving smile, and says—

Blake (as Reggie): You're out? Moz… I mean… Now that we know you're alive, we *gotta* rope you into some of these things! You know how it is! You were always the consummate performer! And… I mean, besides that business where you disappeared, but…

Zach (as Moz): [sighs.]

Blake (as Reggie): Come on!

Zach (as Moz): I've cleaned enough of your money. You seem to have been uh… doing just fine without me all this time. And uh… Some… Some things just aren't meant to be no more. I'll still

uh… Be good to see you every now and then, but… This ain't my life anymore. Hasn't been for a long time.

Blake: He chews on his lip a little bit and scratches behind one of his large ears, and says—

Blake (as Reggie): All right. If you say you're out, then… I can respect that. I suppose. Tell you what… I'm gonna be in town for a little while, finalizing this deal with the Diamondbacks. Let's grab a drink or two in a couple of days.

[Zach laughs.]

Blake (as Reggie): I'm sure that we can find some things to talk about.

Zach (as Moz): 'Long as it ain't Cheddar's moonshine, I'll take you up on that offer.

[Laughter.

Blake (as Reggie): Don't worry. It won't be.

Zach (as Moz): I'll be seeing you, Reggie. Take care of yourself.

Blake (as Reggie): I'll be seeing you, Longtail—I mean, Moz.

[Laughter and sounds of excited discovery. Corinne gasps.]

Blake: And he claps you on the shoulder, and squeezes it just a *little* bit too hard.

Zach: Yeah… I knew it was probably a bad idea to talk to him, but…

[Laughter.]

Zach: Ah! …he's family.

Keith: Well, you're a respectable landowner now!

[Laughter.]

Zach: Aaah… 'Landowner,' and 'Respectable' are two very different things that… one of them is, *definitely* not does not describe Moz.

[Laughter.]

[Musical transition.]

Gale: Back at the cart, Bonesaw is cross-armed, sulking—

[Zach laughs.]

Gale: —just slumped down. Like—

Gale (as Bonesaw): [upset] I don't even see what's so cool about him! His mustache didn't even look that great!

[Laughter.]

Gale (as Bonesaw): I mean it's not like he needs more friends, with us!

[Laughter.]

Keith (as Jasper): [grasping] Hell, I don't… I don't know if I'd… yeah…

Corinne (as Myra): You know what? I agree.

Keith (as Jasper): I think there is something going on there, but I don't know if I would call it uh… I don't know if I call it friendship, Bones. Not like what you and Moz got.

Gale (as Bonesaw): Well, you didn't see the way he looked at him! He–he just hopped right off the cart! And–and wandered away!

Keith (as Jasper): Ehh? I wonder if it's family.

[Blake chuckles.]

Gale (as Bonesaw): Well. Maybe. They didn't really look alike, did they?

[Zach laughs.]

Keith (as Jasper): No, they really didn't, no… I wonder how Moz would look with a mustache?

[Laughter.]

Zach (as Moz): Devilishly handsome.

Keith (as Jasper): Oh, Moz, you're back!

[Everybody laughs.]

Zach (as Moz): Didn't mean to spook ya!

Gale (as Bonesaw): [effusive] Moooz!

Zach (as Moz): Hey, Bones!

Gale (as Bonesaw): You came back!

Zach (as Moz): [laughing] ‘A course I came back.

Keith (as Jasper): It occurs to me as we get closer to this hotel… I'm wondering if we're gonna have uh, any trouble, you and me, Bones, getting a room there.

Zach (as Moz): Hm.

Gale (as Bonesaw): Well, if they don’t let us in, we could just sleep in the cart.

Keith (as Jasper): [reluctant] Well… yeah.

Corinne (as Myra): We might be able to sneak you guys in. Moz and I can go in, smooth talk ‘em for a bit… and we can probably either sneak you around the back, or do a a disguise trick, but we'll–we'll get you in the hotel. It ain't fair for you to sleep in the cart

Zach (as Moz): Bones, last time I slept in that cart, a vial burned a hole through my shoe! That ain't happenin’!

[Laughter.]

Gale (as Bonesaw): Well… You should be more careful of what you touch in there!

Zach (as Moz): Yeah… You need to secure that more.

Keith (as Jasper): Uh, speaking of secure… where have we placed the money?

Blake: That is a good question!

[Laughter.]

Corinne: That's a very good question!

Keith: Who is carrying the money?

Corinne: Uh…

Gale: All I know is you wouldn't let me carry it!

[Laughter]

Keith: I mean, I was about to say, 'Who, *besides Bones*, is carrying the money?'

Zach: I think we left it with Myra.

Keith: Okay.

Corinne: Oh, it was me! It was me! It was me! That's right.

Zach: Yeah, yeah, yeah.

Corinne: Yeah, My–Myra has it uh, in her hand.

Keith: Wow.

Zach: Wonderful.

Keith: Let's go walk down some dark alleys while we're at it!

[Laughter.]

Corinne: She's on the cart! She's on the cart—

Keith: Okay.

Corinne: —and she's got her rifle! She's got—She's got the briefcase, but she also got her gun right next to it, so nobody tried nothin'!

Keith: Yeah, you're surrounded by tough "ombres," too.

Corinne: Yeah! The crew!

[Laughter.]

Gale (as Bonesaw): Just a thought…

Keith: Yeah?

Gale (as Bonesaw): Myra Three?

Corinne (as Myra): Yes!

Gale (as Bonesaw): Might be able to do a chest. I would think that's the first thing you learn.

Corinne (as Myra): That's a brilliant idea! [calling] Myra Three!

[Blake snorts.]

Keith: Does a mimic actually have an interior space?

Blake: I mean… technically? Technically yeah, you can… You can at least make one. You open up your pack to pull out Myra Three—

Corinne: Mhmm?

Blake: —and Myra Three is an exact replica, albeit four times as big, as your silver star.

Gale: Awww!

Corinne (as Myra): [concerned] Oh! Oh, no, no, no!

Blake: Just like, big old silver star—

Corinne (as Myra): [hissing under breath] Myra! Myra!

Blake: —in your bag.

[Laughter.]

Corinne (as Myra): [still chastising] Myra Three! Stop it! Stop it! No! Not that shape! Not that shape! Different shape! Gun! Be a gun! Be a gun!

[Laughter.]

Blake: *Fwoop!* [transforming sounds] And, is like a mini gatling gun all of a sudden.

Corinne: Ooooh boy. He's growing. He's growing big.

Keith (as Jasper): Well, that's adorable!

Gale: Awww!

Corinne: She takes out the little… little oversized gatling gun, and is like uh… chest? Chest? Do you know chest? Speak? Speak?

Blake: Roll uh, Animal Handling for me.

Corinne: Let's see… Animal Handling.

[Dice rolling.]

Corinne: Seventeen.

Zach: Oo, okay!

Gale: Nice!

Blake: He changes into a nice little wooden chest!

Gale: Awww!

Corinne (as Myra): [cooing] Good…good boy! Or…girl! Good…good mimic!

[Laughter.]

Corinne (as Myra): Good job!

Blake: Tongue just, [flopping sound] like panting, almost.

[Laughter.]

Corinne: She uh, puts the cash inside the chest, um, and… closes it? Like, gently puts her hand on the head? And is like—

Corinne (as Myra): [baby talk] Okay, we cloooose! Now we cloooose!

Keith (as Jasper): [concerned] How–how certain are we that that will not get devoured?

[Laughter.]

Blake: Are you putting the entire lock box in, or just the cash? Because the lockdock itself is actually locked.

Corinne: Probably the whole… lock box. Because we're just hiding it—

Blake: Okay.

Corinne: —from eyes.

Zach: What's the point of putting a lock box in a chest? Both of those look like they hold money inside of it!

Keith: That was my question!

Zach: We just put a box inside a box!

Gale: If somebody tries to open the chest, they freak out, because Myra Three goes 'Bleghlehleh!'—

Corinne: Because it's a mimic!

Gale: —and then they scream, and then we know.

Zach: I'm pretty sure they'd freak out because they'd have several bullets in their head by that point! From all of the western people in the party!

[Laughter.]

Gale: It's an extra precaution!

Blake: Myra Three has the lock box in, it's… just *slightly* too big for them to hold in their body, so like, in the chest, you see like a little corner—

[Gale giggles.]

Corinne: Oh no!

Blake: —poking up. It's–it's–it's very subtle, but it's… Somebody who was in a rush wouldn't see it, but somebody who's taking their time might notice it.

Corinne: Okay. Um, she's gonna put Myra Three back in the cart and pat it on its head and say—

Corinne (as Myra): Good job! Just… just keep it like that!

Corinne: And I guess we continue… continue forward.

Zach: Oh, we're leaving the money unattended?

Corinne: No, I mean, we're taking it with us…

Blake: Well, locking it.

Keith: We’re still–We're still on the cart, traveling.

Zach: Okay.

Blake: Yeah.

Zach: It's in the lock box. In the mimic. In the cart. Which we're locking.

Corinne: [laughing] Well, we're—

Zach: I think we're a little paranoid!

Corinne: I think–I think we should actually take the lock box with us inside the hotel, but it's–it's just in the mimic now, so it doesn't look like a lock box. I don't know! I don’t know…

Blake: It’s all good.

Zach: Yeah, cause a chest is a lot more inconspicuous…

[Musical transition.]

Blake: You eventually arrive at the Flowing Waters Hotel and Restaurant, and it is immediately clear that this place is insanely expensive-looking.

[Keith whistles.]

Blake: While all the other buildings, even the nicer buildings, have been wood, and you've even seen a couple of like, small squat adobe houses, this place is full-on glitz and glamor. It has corinthian stone columns, it has large palatial, like, place to pull up your carriage and get out and be under cover while an attendant takes a cart around to the stables. There is a footman at the front in a buttoned-up blue suit, very fancy, and there is a small fountain pouring out on the roof of this little trellis that you pull your cart under, and it flows down over, giving the illusion of a waterfall.

Gale (as Bonesaw): Wow!

Corinne (as Myra): Oo!

Keith: As soon as hotel hoves into sight, and the scale of it becomes apparent, Jasper will say—

Keith (as Jasper): Eh, hold up the cart for a second!

Keith: And he's going to go into the cart, and you hear from inside, you hear a *thump, thump, thump!*

Keith (as Jasper): Go ahead on!

Gale (as Bonesaw): Maybe I should go in there too…

Keith (as Jasper): No, no, don't come in right now!

Gale (as Bonesaw): [curious pause] …Why *not?*

[Everybody laughs.]

Gale: Oh, that's tempting…

[Laughter.]

Keith (as Jasper): Ah, you'll see momentarily! Just hold your… horse.

[Blake snorts.]

Gale (as Bonesaw): Mmm… fine.

Zach: After seeing all the uh, very posh, you know, glim-glam of everything, Moz will have his thumbs in his waistband and sort of, spit off to the side.

Corinne (as Myra): Heeey!

Zach (as Moz): Ugh. Let's get this over with.

Corinne: Myra is carrying Myra Three and is covering up the spot where the box is kind of jutting out into the building, so she's got this huge chest that she's lugging.

[Gale laughs in a prolonged fashion, trailing into giggles.]

Blake: He’s still, He’ss still about um, he’s a little bit bigger than basketball-sized right now.

Corinne: Okay! Okay, that's not too bad!

Blake: Um, so he’s not–he’s not too bad.

Corinne: She–she just… is kind of holding this chest and like, looking around suspiciously.

Blake: As you pull up to the front, two of the bellhops actually immediately hop to it, and one of them is going to grab Otto's reins, and then pauses, and is like 'What do I do with this?' and looking over—

Gale (as Bonesaw): Not ONE scratch!

[Laughter.]

Blake: The other one, a shorter human in that same blue crushed-velvet suit with a small bellhop hat on, says—

Blake (as bellhop): Welcome to the Flowing Waters Hotel and Restaurant. Do you have a reservation that I can look up?

Corinne (as Myra): Uhhh…

Gale (as Bonesaw): Ah, yes! We're here with Sawyer Blackjack!

Blake (as bellhop): Sawyer Blackjack? [long pause] Hm. One moment. I will have to go check our records on that. Ah… come! You may come in and, ah… Do you have any bags to be taken up to your room? We'll take care of stabling your…

Blake: —glances back at the wagon—

Blake (as bellhop): [subtly disdainful] …your wagon.

Gale (as Bonesaw): Where can I find it, if I need it in a hurry?

Blake (as bellhop): We will give you a claim check number. Just come and let us know, and we'll bring it around front.

Gale (as Bonesaw): [doubtful] Goiter, stay with the cart!

Gale: Goiter detaches and [blobby noises] onto the—

[Laughter.]

Blake: You see a small shudder run through this man.

Gale (as Bonesaw): All right! Carry on!

ZMB [also shuddering] Huh!

Gale (as Bonesaw): Oh, cucumber water!

[Laughter.]

Blake: Yeah, there's absolutely like a stand of cucumber water as you all come in, and… You're staying in the cart, Jasper?

Keith: Actually at this point uh, after the uh, the horse-handling has gone on, before the cart is taken away, uh, Jasper will step out. Jasper is dressed headt-o-toe in an entirely different outfit.

Gale: Awww!

Keith: He has black slacks, black vest, white shirt, black ascot, black waistcoat, and a broad-brimmed hat. Very dapper-looking.

Gale: Ohohoh!

Zach: Mmm!

Gale: Yes!

Blake: Excellent! You are fully dressed! You are the only one of your companions who actually fits in—

[Everybody laughs.]

Blake: —at the moment.

Keith (as Jasper): [New England accent] I thought it might be more prudent to dress as the locals do.

Gale (as Bonesaw): [impressed] *Gentleman* Jasper! Very fancy!

Keith (as Jasper): Well, I do say that the ironmongery at my hip does offset the look a bit, I probably wouldn't wear it in the schoolroom… Unless children are a bit more rowdy these days!

[Laughter.]

Zach (as Moz): You look like you get your nails manicured every two weeks.

Keith (as Jasper): [slipping back into folksy accent] That's not a bad idea!

Keith: —looking at my nails. I bet you they got that service here!

Gale (as Bonesaw): You look like the sort of person I would pickpocket…

[Laughter.]

Blake: The main bellhop visibly relaxes when he sees Jasper, just like ‘Oh, okay, at least one of you is high class,’ and he gives a sweeping bow and holds the door open, and says—

Blake (as bellhop): Welcome. If you proceed to any of the tables, we'll bring over a complimentary drink while we look up your reservation with um… Miss Sawyer.

Gale (as Bonesaw): Wonderful! Thank you!

Keith: Uh, at this point, I'll lean over to Bonesaw—

Keith (as Jasper): [sotto voce] Did we actually have reservations?

Gale (as Bonesaw): Oh, hush, hush, hush!

[Laughter.]

Keith (as Jasper): Oh!

Gale: —until we're away from the bellhops—

Keith: Gotcha!

Gale: —and then he'll say—

Gale (as Bonesaw): Ah, Sawyer Blackjack is Sheriff Cat's friend who might have information about Jesse Blackburn. [hedging] Whether or not she can get us in… I'm not sure, but they might call her down, and, you know, we can–we can figure it out from there!

Keith (as Jasper): Well…

Gale (as Bonesaw): We're–we’re through the door!

Keith (as Jasper): Yeah, and we are–we are a folk of means, now, and I have a uh… I have a suspicion that uh, that a bit of gold goes a long way towards smoothing out little things like reservations.

Gale (as Bonesaw): [tittering] I wonder if they have a spa!

Keith (as Jasper): Barkeep, uh, I would like one half of a finger of your finest whiskey!

[Laughter.]

Blake: As you're walking in, you see that this is an incredibly fancy and done-up place. It's this weird mixture of both like, frontier Western nicety, and actual like East Coast palatial estate nicety. It has this beautiful green wallpaper up, there's a lot of motifs of rivers throughout, on the walls, several stone columns, a large chandelier. The bar top itself looks like it's made of this granite stone that's been highly polished, and the rows and rows of alcohols on the back very much show off this expensive area. All of the chairs in this lobby area are very fine velvet, surrounding small wooden tables for sitting around and chatting. You see what appears to be a small stage with blue curtains drawn across it in one of the corners, and when you call this out, immediately the man behind the bar pulls a bottle down, pours the drink—very flourishy pour—and brings it over, and hands it to you.

Keith (as Jasper): Thank you kindly! Yeah, yeah, you can tell this place has class—look, they got themselves a baby grand instead of an upright!

Blake: Yeah, you see somebody playing a piano in the corner next to the stage. Overall, there aren't many people. You see a couple of small clusters of well-to-do, dressed-up folk sitting down—one old woman in a long dress with a cigarette and a long cigarette holder, talking with a couple of others dressed similarly, an older human man in a tweed jacket with a pith helmet on, with a pipe, big bushy greying beard that's just—

Blake (as pith helmet): [cartoon mumblings of the moustache variety]

Blake: —talking to some other people who look well-to-do, and you are kind of given a range. You see from one of the back rooms, the doors open up, several plates of food being carried out—absolutely delicious-smelling food. One that looks like half a roast duck, just coming out steaming.

And as you all find a place to sit, the bellhop steps over, and with him is a very tall half-orc. He is dressed in a fine black tuxedo. His black hair is primmed and slicked back with some pomade, uh, and he's carrying a martini glass. Very, very fancy-looking.

Gale: Ooo!

Blake: Purple eyes, a couple of piercings—

Gale: Damn!

Corinne: I'm getting major um… Great Gatsby vibes, yeah.

[Laughter.]

Blake: He is putting off a bit of that air as he approaches and he gives you a winning smile, and says—

Blake (as Jordan Yates): Good day. I am Jordan Yates. I am the owner of this establishment, the Flowing Waters Hotel and Restaurant. I heard that you are here to… You are here under Miss Blackjack's reservation.

Gale (as Bonesaw): Yes, that's *absolutely* true!

Keith (as Jasper): That is our understanding, yes.

Blake (as Jordan Yates): Hm. Please, have a seat.

Blake: —and he takes a sip of his drink.

Keith (as Jasper): Thank you, kindly, Mr. Yates. To your health!

Blake (as Jordan Yates): To yours!

Keith: And I will drain one half of that half-finger whiskey.

[Laughter.]

Blake: He gives another winning smile, and says—

Blake (as Jordan Yates): Now, if you are here on Miss Blackjack's dime, I assume that you're here to provide for some of the damages she has caused?

Keith: Whoa!

Corinne (as Myra): Uh… what kind of damages?

Blake (as Jordan Yates): You see, we pride ourselves on being able to service… all folk, even centaurs. We know that they require a special… bedding needs. However, it seems the past couple of times she has visited, she has… damaged our very expensive lamps. And… other things, with her compatriots, when she brings them back from the rodeo.

[Gale laughs.]

Corinne (as Myra): …I see.

Blake (as Jordan Yates): It is…trivially…and we understand that there might be times where such accidents happen, however… I'm afraid we won't be able to continue her so stay here if she does not pay back her *required* bills.

Keith (as Jasper): Well we are not in a position uh, to have any sort of power of attorney, this was simply a reservation that was made for us. If there is any uh, problem with damages she caused, I'm certain that when we see her, we will let her know. In the meantime, can we uh, arrange for rooms ourselves, on our own funds?

Blake (as Jordan Yates): I suppose that is acceptable.

Blake: As soon as you mention, like, paying for it yourself, he seems to relax, and he actually takes a seat and pulls out a small pocketbook.

Blake (as Jordan Yates): Would you be requiring a suite? Or four separate rooms? Two rooms, to yourselves?

Gale (as Bonesaw): Oh, suite, suite! It'll be like having a sleepover!

Zach: Everyone can notice Moz sort of puts his head in his hand.

[Laughter.]

Keith (as Jasper): …a suite would do fine.

Blake (as Jordan Yates): Wonderful! Now would you want the full package stay? Would you want just a limited room and board? I can't highly recommend our all-inclusive stay enough!

Keith (as Jasper): Well, we are here on several different uh, business endeavors. I have no idea how long we will be staying, ah, so, yes, if we can—if we can handle this on a short-term basis, that would probably be better and less confusing.

Blake (as Jordan Yates): Of course.

Gale (as Bonesaw): What does the package include?

Blake (as Jordan Yates): Oh, the package would include any amount of the food from our world-famous, ah, renowned Chef Freda. She is quite talented, one of the best restaurateurs this side of the Mississippi. I hand-selected her myself. Now of course, you would also be welcome to use our bath houses. We have a facility for providing laundry. We have an in-house tailor, if you'd need such a thing. That is just the beginning of the services. We try to accommodate any requests of those who have the full package to the best of our abilities.

Gale: Bonesaw nudges Jasper when he mentions the tailor.

[Chuckling.]

Gale (as Bonesaw): Ah, do you provide dust baths for the…li–li–liquid-challenged?

Blake: Jordan just takes a sip of his drink, and says—

Blake (as Jordan Yates): We can… certainly attempt it.

[Laughter.]

Keith (as Jasper): Well, can't ask for much more than that. Folks…? Could you excuse us for just a moment, sir? While we uh, confabulate with ourselves?

Blake (as Jordan Yates): Of course.

Keith: And uh, yeah, and it is obvious that Jasper is waffling back and forth between Eastern and Western, uh, and he seems a bit flustered—

Gale: Aww!

[Blake chuckles.]

Keith: —by this, as if he he doesn't know who he is at the moment—

Gale: Awww!

Blake: Mmm.

Keith: —or who he should be, rather.

Gale (as Bonesaw): Ah, real quick, Mr. Yates, how much for the standard? For the package? And, ah, how much does Sawyer owe, just out of curiosity?

Blake (as Jordan Yates): [reluctant]…Sawyer currently owes approximately twenty-five dollars. That is just on the current bill. For just the basic room and board, that would be four dollars per night. If you want the all-inclusive package, that would be sixteen dollars a night.

Corinne: Uh… Myra's loaded, y'all. So, if you want…

Keith: I–I–I know, I–I think we all are!

Corinne: O-okay!

Zach: Yeah.

Corinne (as Myra): Honestly, laundry sounds kind of nice.

[Laughter.]

Zach: That's chump change!

Keith (as Jasper): Yes, I think that we will go with the full package, then. That sounds eminently reasonable. And uh, we look forward to partaking of your amenities.

Blake (as Jordan Yates): Wonderful! I will send one of the boys over to take care of you, have any packages you need taken up to your room, and if you need anything, feel free to ask.

Blake: And he holds out his drink for a bit of a 'cheers,' downs it, and steps away.

Zach (as Moz): Hold on a minute, where might we find this Miss Sawyer?

Gale (as Bonesaw): At the rodeo, probably!

Blake (as Jordan Yates): Hmm.

Blake: You can tell that Mister Yates definitely has a bit of a distaste for Sawyer, but money is money.

Gale: Mhmm.

Zach: Mhmm.

Blake: —and he says—

Blake (as Jordan Yates): She and her rowdy compatriots tend to find themselves down at the rodeo yards in the evenings, betting and putting down money on such gentlemanly games such as that. Here, we prefer a nice quiet game of Bridge, or occasionally, if we're feeling a bit um… *exciting,* a hand of poker.

[Gale laughs.]

Gale (as Bonesaw): Well, you sound…incredibly dull, but thank you for the help!

[Everybody laughs.]

Blake: His uh, smile doesn't falter at all.

Gale (as Bonesaw): You know—

Gale: Bonesaw will hand him twenty-five dollars and say—

Gale (as Bonesaw): That's for Sawyer. Sorry for the trouble she's caused.

Blake (as Jordan Yates): Thank you very much! That is quite…

Blake: —and he rifles through it it—

Blake (as Jordan Yates): That is quite appreciated. Thank you.

Blake: And he puts it in his jacket pocket.

Blake (as Jordan Yates): Let me know if you need anything else.

Blake: And he steps away to the bar, he sets down the–his glass that he drained? And the bartender immediately hands him the same exact drink, ah, for him to start drinking.

[Laughter.]

Zach: So, was that sixteen dollars for each of us? Or is that uh…

Blake: Total.

Zach: —split four ways?

Blake: Split four ways.

Zach: Okay, so like four bucks a night—

Gale: Oh!

Blake: Yeah.

Gale: That is even better than I thought!

Keith: Yeah!

Gale: [muttering to self] …minus twenty-nine.

Blake: As you all are kind of, taking a minute to settle in, one of the bellhops, this time a young gnomish woman, walks over, standing shorter than all of you even when you're sitting, and says—

Blake (as bellhop): Howdy, y'all. I hear that you have our full, all-inclusive package, is that right?

Gale (as Bonesaw): [gleeful] That is correct!

Blake (as bellhop): Well, here you go!

Blake: And she pulls out four keys.

Blake (as bellhop): You all are gonna be uh, up in room sixteen on the second floor.

Zach (as Moz): Hmm.

Gale (as Bonesaw): Wonderful!

Zach (as Moz): Would you look at that?

Blake (as bellhop): Ah, that is gonna be two suites, it has full bed options for you to be able to stay in. Would you care for anything to eat? The show's going to be starting here in a little bit, ah, we can have some brought—

Gale (as Bonesaw): [gasping] A show!

Blake (as bellhop): Yes! A nightly singer that uh, Mr. Yates has hired.

Zach: What time of day is it?

Blake: At this point, it's probably like 6:37…ish.

Zach (as Moz): Do we want to hang around here, or do we want to just do some errands?

Gale (as Bonesaw): Well, courthouse is closed, so we may as well pig out and watch a show and, you know, deal with responsibilities tomorrow!

Zach (as Moz): Myra, Jasper, what are your two cents?

Keith (as Jasper): I think that I would like to partake of a very nice meal, a nice show, and maybe… get a manicure.

[Laughter.]

Corinne (as Myra): I'm probably just gonna eat, turn in.

Corinne: Not saying that she's actually gonna sneak out and go visit a rodeo—

[Everybody laughs.]

Corinne: —for a little bit, while everyone's watching the show.

Zach (as Moz): Well, I think we uh, earned ourselves a little bit of down time after that uh, business with the train earlier. I suppose we've had quite a lot of action for one day. Let's eat!

Blake: The woman standing there says—

Blake (as bellhop): Would you like me to put you down for the chef's special, hon?

Zach (as Moz): Sure.

Gale (as Bonesaw): Oh, what would that be?

Blake (as bellhop): It is Buffalo à l'Orange with a side of seared snake, I believe?

[Corinne makes a gulping noise and everyone laughs.]

Corinne: Myra gets a little…[retching noise].

Keith: We're heavy on the game meat here!

[Laughter.]

Zach: [laughing] Moz will shoot a look to Myra and nod his head to the waiter.

Gale: Bonesaw also glances at Myra to gauge her reaction.

[Laughter.]

Corinne (as Myra): Uhhh…

Keith: Went right over Jasper's head!

Zach (as Moz): Sounds delicious!

Corinne (as Myra): Uh… I'll–I'll have something simple.

Blake (as bellhop): Uh, I believe that there is a… We also have a steak that's available…?

Corinne (as Myra): Oh, good, yeah. I'll–I'll eat a different animal. That's good.

[Snickering.]

Blake (as bellhop): All right, how do you want that done?

Corinne (as Myra): Uh, medium rare, if you could.

Blake (as bellhop): I'll bring that right out! And a round of drinks for the lot of you!

Gale (as Bonesaw): I'll have the special sans snakefolk—Snake! Sans snake.

[Laughter.]

Keith: [snickering] Snake! Wow… What a giveaway!

Corinne: Myra actually pats Bonesaw's shoulder and goes—

Corinne (as Myra): It's… it's–it's okay. It's just, it's–it's a me thing. It's not really uh… You don't have to worry about it, it's fine.

Gale (as Bonesaw): Oh, good! I didn't want to… you know? I–I didn't want to offend.

Corinne (as Myra): No, no, no, it just, it's–it's kind of weird for me but, it's–it's not really… You know, I'm not, I'm not like a *snake* snake, I'm a snakefolk, you know, so…

Gale (as Bonesaw): Sure, sure!

Corinne (as Myra): Yeah.

Gale (as Bonesaw): Big difference!

Corinne (as Myra): Yeah, yeah!

Keith (as Jasper): Well yeah. I don't think I'd bat an eye if you were to eat a monkey!

[Laughter.]

Corinne (as Myra): [weakly] Good point…

[Musical transition]

Blake: It takes about twenty minutes, you all have complimentary glasses of alcohol brought over. You each get a scotch whiskey, a decent brand, not–not necessarily top shelf, but, compliments of the house, as you would expect.

Keith: As this second drink comes to the table, Jasper will begin to shove it over towards Bonesaw, and then it just kind of takes a little left-hand turn over toward Myra.

[Laughter.]

Keith (as Jasper): I've had my limit.

Gale: Bonesaw's beak tracks it the whole time.

[Laughter.]

Corinne: She pushes it back towards Bonesaw.

Gale (as Bonesaw): Oh, goodie!

Keith (as Jasper): You just like pouring kerosene on fire, don't you?

[Everybody laughs.]

Zach: I think Moz will actually uh, play Mage Hand? Just a little bit, and try and slide the glass over his direction.

[Laughter.]

Corinne: It's like taking the kids to like, a steakhouse. It's like we can't take them anywhere, why did we think this was a good idea?

[Laughter.]

Blake: Yeah, the drink is just getting shuffled around, around the time that a halfling with the longest and reddest hair you have ever seen and a bright smile, wearing a long apron, comes out just smiling up a storm, carrying four plates, and she sets down one in front of each of you, setting the steak in front of Myra, the snakeless Buffalo à l'Orange in front of Bonesaw and Jasper, and Moz getting the regular Chef Special, and she says—

Blake (as the Chef): Oh, thank you all so much for joining, I hope you enjoy it! I'm always open to criticism, this one's a little bit of an experiment? Uh, I hope you enjoy it!

Gale (as Bonesaw): Oh, thank you ever so much! It looks delightful!

Gale: I'm gonna cast Detect Poison on the food.

[Laughter.]

Keith: Well, I do have to say the spatula in her hair does not look too hygienic…

Blake: Yeah, she… There's definitely a lot of like, mess about her. She's even carrying like, a big cleaver at her side—

Corinne: Oh my god, she's adorable!

Blake: —and she just has this happy peppy energy about her. Detect Poison… What is it…?

Gale: I'm gonna do the five-foot-cube and try to get all of our plates.

Blake: Okay. Hmm. This is an interesting question.

[Laughter.]

Keith: Oh, wow!

Zach: I don't like that response!

Gale: It might be because we're eating poisonous snake.

Blake: I will say, you do not detect any poison.

Gale: [suspicious] Okay…

Zach: Okay…

Keith: I'm glad you will say that!

[Laughter.]

Blake: You do see, like, as you're looking at it, this is a rattlesnake that was cooked and skinned and she has done it to make it look like the snake has wrapped around, in that way that like, it's strangling the buffalo meat?

Gale: Huh…

Zach: Hm.

Blake: But it itself is like cooked to this beautiful char, almost looking like bacon. It doesn't have a head or a tail, but that's kind of what it looks like as she sets it out, and says—

Blake (as the Chef): I hope you enjoy! I have to get back! I think something is going to start burning soon, but, uh, let me know if you need anything! Okay, bye! Uh—

Blake: And she bounces out.

Gale: Bonesaw will push his mask half up and shovel as much food as quickly as he can, because he wants to be able to watch the show when it starts without having to look through like, half the lenses.

Corinne: Myra is eating it also pretty fast, because she's… She wants to go to bed pretty soon, so…

Blake: Just as Myra and Bonesaw are finishing up, the music changes and uh, the lights get dimmed a little bit, except for on the stage, and you hear an announcer voice say—

Blake (as announcer): Please welcome to the stage, for your auditory pleasure this evening, the wonderful, the illustrious, Ruby Galloway!

Gale: Ohohoh!

Keith: Oho…my!

Corinne: Interesting!

Blake: And stepping up onto the stage is this halfling in this long blue dress. She wears a big ruby, right on her necklace. She has very red hair, almost too red of hair, and very green eyes. Her face is very smooth, and she's wearing her hair up in almost like a…a turban. You know how kind of, the older starlets of the 1920s would wear the turban-looking thing? That's what her hair is up in. She steps up and they start playing a song, and she begins to sing. It is a simple song, but Moz in particular can tell there is some serious talent behind this. It could be trained, it could be brought to even better, but right now as she sings this low sonorous song, very lounge singer-esque… Almost lulling everybody into the song.

Zach: Can Moz do an Arcana check?

Blake: Yes.

Zach: Just, as–as someone who specializes in, you know, magic in the form of music, that seems like…alarm bells?

[Laughter and dice rolling.]

Corinne: Nooo!

Gale: Oooh nooo!

Keith: Ohh!

Blake: A nat one?

Zach: Yeah…

Blake: You're not sure, you're kind of caught up in like… 'What is this person doing? What? What is this person potentially doing? What are they trying to do to me?' So much that you kind of miss the spot of like… actually figuring out what she's doing.

Zach: Okay.

Blake: If she's doing anything, but it is hard to tell.

Zach: Kay. I guess Moz will just be jamming out to the music. He's uh… really, really invested in whatever she's singing.

Corinne: Myra is going to make a big show of stretching going—

Corinne (as Myra): I'm gonna go up to the room, I'll see you guys up there.

Corinne: She gets up and starts making her way towards the stairs, looks back to see if they're watching her, and then she's gonna sneak right out the front door.

Blake: Okay, give me a Stealth check.

Keith: Uh, I would like to resist that Stealth check because I was gonna make sure she made it upstairs okay.

Corinne: Aww, you're so sweet!

[Dice rolling.]

Zach: Whoo!

Corinne: Twenty-three!

[More dice rolling, cheers, and laughter.]

Zach: Uh, Perception…

[Dice Rolling.]

Corinne: Noooo!

Keith: Thirty-four!

Corinne: Dammit!

[Laughter and cheering.]

Corinne: Myra thought she was being sneaky! She thought she was being sneaky!

Gale: You were sneaky enough for Bonesaw! Not Jasper!

Blake: Yeah, Bonesaw sees nothing, Jasper you see—

Corinne: Everything!

Blake: —like, as she's starting go up, you see her turn and make her way out to the front door.

Corinne: Dammit!

Keith: All right, I will make no note that I have seen. But I will—

Blake: Okay.

Keith: I will remember that, in case we're wondering where she went off to, she did go off on her own.

Zach: I think Moz is distracted by the music, so he wouldn't have been looking around.

Blake: Moz, as you're sitting there and watching your fiddle does vibrate.

[Gale gasps and laughs.]

Blake: Just a little bit.

Keith: Nooo!

Zach: Okay…so I notice that it vibrates?

Blake: Yeah. Nothing more than a vibrate at the moment, but… just like a 'hey, let's keep an eye on this.'

Zach: Has the fiddle ever vibrated before in that manner?

Blake: It's done it a couple of times.

Zach: Okay.

Blake: The most recent time was when you first encountered Jim.

Zach: Jim Ziplack?

Blake: Yes.

[Zach groans. Gale laughs.]

Zach: Oh nooo!

Keith: Yeah, yeah, yeah, yeah.

Corinne: It's a challenge!

Zach: Ah, fuuuck! I, we just got here, come on!

Blake: It is not an urgent vibration, it is just a ‘hey, I got an idea!’

Corinne: Careful, don't sleep!

Zach: Uh, next order of business is determining whether she's a horrible person or not.

[Laughter.]

Zach: Okay, well, Moz will keep that to himself.

[Musical transition.]

Blake: How long do you all stay at the show?

Gale: Do they ever stop serving us drinks?

[Laughter.]

Corinne: Do they cut you off?

Blake: They bring you two drinks—the first initial one, and then a second one after that one is done, but after that, they do not explicitly come and bring one over.

Gale: Oh, okay.

Keith: They don't prompt us with them. Uh, I will ask at one point, uh—

Keith (as Jasper): You folks have a cigar saloon?

Blake: The same gnomish woman says—

Blake (as gnomish bellhop): Yeah, I believe we have some fine cigars. Are you looking for some from Cuba? From the Dragonlands? What can we get you?

Keith (as Jasper): [New England accent] The Dragonlands?

Blake (as gnomish bellhop): Yes.

Keith (as Jasper): I don't think I've ever had something from there.

Blake (as gnomish bellhop): Well, yes, well—

Keith (as Jasper): I'm familiar with some of the more common Cuban, but yeah, I'd like, I'd like to try something. Whatever you recommend.

Blake (as gnomish bellhop): All right.

Blake: And she's going to disappear and come back with a small set of cigars for you. The first one already has the tip snipped off, and she brings over one of the lamps to help light it.

Keith: As he's lighting he uh, Jasper will glance over with his eyes towards uh Moz and Bonesaw—

Keith (as Jasper): Either of you folks?

Zach: Sure, Moz'll uh, accept.

Blake: No, it sort of gets caught up in the mask. Though, you know, sometimes I think I might, for old times' sake. My dad used to smoke, so it sort of reminds me of him.

Corinne: Aw.

Keith (as Jasper): Ah… I'm kind of surprised you don't have a uh, an attachment for the purpose of that.

Gale (as Bonesaw): Oh, there's an idea!

[Laughter.]

Blake: Oh god!

Keith: Uh no, this is, this is calculated. This is calculated. This is like ‘All right, if I don't put a project in Bonesaw’s head…’

[Everybody laughs.]

Keith: ‘—Bonesaw will come up with their own project.’

Keith (as Jasper): I imagine it would be quite an engineering endeavor!

Gale (as Bonesaw): I should look into some modifications! You know, I've been thinking about adding some extra lenses, and… you know, it's just… I can only… I…it's–it's hard to work on. Because I can only take it off for so long before, well… you know.

Keith: Jasper is like, leaning in and creating this silent void after that, hoping that Bonesaw will fill that silence. You want to make this some kind of a social contest? A roll-off?

Gale: Sure!

Keith: All right, I'm gonna go with uh, let's see… Persuasion.

Gale: Okay.

Keith: [sarcastic] Because, again, I'm *so* good at it. Oh, is there a Persuasion?

Gale: Uh, Diplomacy!

Keith: [sarcastic] Oh, I'm *equally* good at Diplomacy!

Gale: I feel like I'll go with Bluff…

[Keith gasps.]

Gale: —because that makes the most sense.

Zach: Oo…

Keith: Oh, yeah, you probably have like seventy-two ranks in Bluff.

[Dice rolling.]

Gale: Oh no!

Zach: Oo, better Bluff!

Gale: I only had five points but I rolled a Nineteen.

Keith: Well, I had uh, I had two points in Diplomacy and I rolled a seventeen, so nineteen against your twenty-four.

Gale: Bonesaw, after bringing up the topic, goes sort of uncharacteristically quiet and, and fiddles with the empty glass.

Keith: After that becomes apparent, uh, Jasper will lean back and take a uh… a long drag on his cheroot.

[Laughter.]

Zach (as Moz): Well! This conversation is very engaging, but I think Imma go grab some shut-eye. Y'all have a good night.

Zach: Moz'll make his way up to the room and uh, leave the uh, awkward silence to these two.

Gale: Awww.

[Keith laughs.]

Gale (as Bonesaw): Goodnight, Moz! I'll see you tomorrow!

Zach (as Moz): G'night, Bones.

Keith (as Jasper): I'll be up shortly!

Keith: Jasper will stay down in the show area for a while longer, just because… It's not often that uh, this sort of finery comes their way.

Blake: Hm.

Keith: They're more often out on the trail, and eating dust and Myra's cooking.

[Laughter.]

Corinne: Put it as one of the health hazards of living out in the wild—Myra's cooking!

Gale (as Bonesaw): So, you had told me that you were going to tell me about trefoil vitae. Which I already know, you know, some about, but you seem to be the expert.

Keith (as Jasper): [wobbling between accents] Yeah, well, to this day I'm not even certain that it really exists. Long story short, uh… as you know, several people very close to me passed away

due to disease—yellow fever. And uh, there was a long period where I was not much good to anyone. I did not handle it well. But uh… when I was a teacher, I taught botany among other things, and I came across several references to this plant called trefoil vitae—a three-leafed plant that could (according to legend) provide life, extend life, possibly even restore life to things that had passed on, but mostly the extending and the uh… the preservation of life was what interested me. I did not want others to have to go through what I went through, so I came out West looking for it. I thought I might have found it, and uh… about that time, uh, I got shot several times in the gut and I died. Uh… The ornery pole-cats what left me to die uh, left me there for quite some time, but I had found this plant, and I–I ingested it before testing anything.

Gale (as Bonesaw): Where did you find it?

Keith (as Jasper): [sighing heavily] Well… Badlands south and east of here. Uh, just the most inhospitable stretch of terrain… You wouldn't believe by looking at that anything green could grow there, which was one of the reasons that I had believed that it would be a likely habitat for such a species. Something that could grow without any surrounding life.

Gale (as Bonesaw): Were the people who shot you also looking for the plant?

Keith: All right, at this point, Jasper is like… pinching his nose, as if he has a headache.

Keith (as Jasper): Uh, I'm sorry, I'm feeling a bit dissociative at the moment. Uh…no I think they were just after whatever coinage I might have had on me, which wasn't much. Probably the most valuable thing I had on me was a pocket watch.

Gale (as Bonesaw): Hmm.

Keith (as Jasper): —that had some material value, but its primary value was in the photograph that was on the inside of the snap case. A photograph of my family… now lost to me. [pause] I'm sorry, I think I've probably had too much to drink and smoke. I think I'll be heading upstairs myself.

Gale (as Bonesaw): Alright.

Keith (as Jasper): Uh, how about yourself?

Gale (as Bonesaw): Well… the night is young, but there's no one to share it with, so I suppose I'll come up.

Corinne: Oh! Sorry!

[Laughter.]

Gale: That's okay.

Keith: Uh, you can see Jasper uh, was kind of holding his breath waiting for that uh, sentence to come out like, ‘Oh, thank God! They’re going to bed.’

[Laughter.]

Gale (as Bonesaw): Albuquerque… isn’t really the sort of town I want to go making trouble out it's night alone in.

Keith (as Jasper): Uh, no… It does look to be, um… Pardon me.

Keith: And again, he pinches his nose, and says—

Keith (as Jasper): Yeah, it looks to be a might fancy. Um. But it does look to be fancy enough that uh… You couldn't easily walk away from any trouble what might get stirred up. I think it's uh… I think it's time to turn in.

[Musical transition.]

Blake: You are going towards Arroyo, correct? The Arroyo area?

Corinne: Yep. And I think when she’s halfway to Arroyo, she realizes she has the mimic in her hands, and she goes—

Corinne (as Myra): Shit! Well… I'm already out here, whatever.

Blake: If you want, you can have Myra Three reconfigure themselves to something that's a bit less uh… conspicuous.

Corinne: Yeah… I'm gonna tell Myra Three to be a little pistol, and then I guess she's just gonna have the lock box.

[Gale snorts.]

Blake: Transforms into a pistol, but doesn't pull out the lock box, so it's like—

[Keith makes a grossed out noise while Gale laughs.]

Blake: —it’s–it's a pistol texture stretched out across a too-big box, and Myra Three gives a little—

Corinne (as Myra): Oh, no, no, no, no, no, spit, spit, spit it out! Spit it out.

[Laughter.]

Blake (as Myra Three): [spitting sound]

Corinne (as Myra): There you go! There we go.

Keith: [laughing] Drop it, drop it!

Corinne (as Myra): [laughing] Drop it!

[Laughter.]

Corinne (as Myra): Okay, now be…be…small gun. Small gun.

Blake (as Myra Three): [Transformation sound.]

Corinne (as Myra): OKay, good! Good job, good job. Okay. Treats for you later!

Blake: As she starts to walk through Arroyo, as the sun is setting, people are starting to make their way into town, she's walking on the border between old Albuquerque and Arroyo, and can definitely see Old Albuquerque is the swanky area. All of the other places have been fairly close together, there haven't been really any yards. It's been like, placed right next to it, if it's a home, they're right on top of each other. There, though, they're much larger palatial estates. You have actual homes with yards and walls and fences, as you start to cut around and through. Give me a Perception check.

[Dice rolling.]

Corinne: Twenty-eight.

Blake: Excellent. As you look around, you notice somebody is following you.

[Gale gasps.]

Corinne: Dammit! God—piece of shit, dammit, motherfuckin' piece of—god dammit!

[Everybody laughs.]

Blake: —at a bit of a distance.

Corinne: If I get robbed, I'm gonna be so mad.

[Laughter.]

Corinne: Shhhhit.

Blake: She looks…

Gale: Ooo!

Blake: —fairly unique, you haven't seen somebody who looks like her before.

Gale: Wow!

Blake: She has blue skin and blue eyes, several tattoos coming down her face, and long blue stripes going down her very toned and muscular and scarred arms. Her hands are wrapped, and she's wearing this blue vest and a newsboy cap pulled low over her face, a blue hat, of course. She's not doing anything. She's just watching. And following.

Corinne: When did I first notice them?

Blake: Right when you were about to turn away from the Old Albuquerque area to cross over to get to Arroyo, so right around this area.

Corinne: Yeah… I'm gonna try to lose my tail.

Blake: Okay.

Corinne: Not my *tail,* tail. But… my other tail.

[Laughter.]

Blake: Give me a Stealth check.

Corinne: C'mon, baby!

[Dice rolling.]

Gale: Oo!

Corinne: Twenty-five?

Keith: Oo!

Blake: Let's see…

[Dice rolling.]

Blake: You duck between several different houses. You sneak down—[rapid movement noises]—get around, you actually climb up and over a couple of buildings to get away, and you finally arrive on the Main Street on the outside of Arroyo, and standing across from you, you see this person leaning against a wall flipping a coin ahead of you.

[Gale laughs.]

Blake: Just flipping a coin. Catching it. Flip the coin. You see on her left hand a set of gleaming brass knuckles.

Gale: Ooohoohohoh!

Corinne: She looks around, looks up and down the street, to see if there's anybody else around, and if it's just this person.

Blake: From what you can tell, yeah, it looks like it's just her.

Corinne: She um… Puts a hand on the gun that's a mimic—that's Myra Three—and she just kind of says—

Corinne (as Myra): You're mighty impressive. Got quite the moves. Thought I lost you.

Blake: She speaks up in a extremely heavy Chicago accent… [pause] I can't do a heavy Chicago accent…

Keith: Awww!

[Laughter.]

Corinne: That’s okay.

Blake (as tail): You’re a hard one to follow!

Corinne (as Myra): Well, I’m glad I gave you some sort of a challenge.

Blake (as tail): Nah. You didn't give me a challenge.

[Laughter.]

Keith: [wincing] Ooo!

Corinne (as Myra): I like your spunk.

Blake (as tail): Thank you. I heard you were uh… new in town. Made quite a entrance.

Corinne (as Myra): Yeah… Yeah, you saw the train.

Blake (as tail): Or the remnants of it.

[Gale laughs.]

Corinne (as Myra): Yep, it was a shitty old train, but we managed to stop it. Sorry for uh, disturbing the peace. I… I'll tell you—

Corinne: —and she puts the hand a little tighter around the mimic—

Corinne (as Myra): —I don't want no trouble.

Blake: She pulls out a cigarette, rolls it between her fingers, and just keeps rolling it as all of the tobacco falls out of the paper, and then throws it.

Blake (as tail): Don't worry. Not gonna be any trouble.

Corinne: Can I look around my surroundings to see if anybody else is popping up?

Blake: Give me a Perception check.

Corinne: I'm afraid that was a signal.

[Dice rolling.]
Corinne: Twenty-one.

Gale: Hmm?

Blake: At each end of the road some distance away, you see a couple of orcs dressed very similar to her, carrying what appear to be baseball bats, just standing. More like they're keeping people from coming down the road.

Corinne: I see. Myra kind of looks down the road at them, and says—

Corinne (as Myra): Now, I don't mean to be trespassing on your turf, but uh… I do have some business in the neighborhood there yonder. So uh, if you wouldn't mind, I'd like your permission to pass peacefully,

Blake: The woman stands up and walks towards you, hands open, and says—

Blake (as tail): This whole town's our turf, little lady. It's gonna be tough to get away from us.

Corinne (as Myra): You the Galloways?

Blake (as tail): Heh! I wouldn't exactly go telling you that I was, now would I?

Gale: Hm.

Blake (as tail): Tell you what. You seem like the friendly sort.

Blake: At this point, she is within arm's reach of you.

Corinne: Uh, she backs up.

Blake (as tail): You seem pretty nervous.

Corinne (as Myra): Yeah, well…

Blake (as tail): Perhaps you'd care for a drink?

Blake: And she reaches into her bag and pulls out a flask of water.

Corinne: Myra says—'Goodnight,' and is leaving.

Blake: What's Myra's speed?

Keith: Oh…

Corinne: Oh shit. Fuck me! She's actually not that fast. She—or she…thirty.

Blake: Thirty?

Corinne: Mhmm.

Blake: In front of you, suddenly—

Corinne: Shit!

Blake: —this woman is standing there, scratching at her nose, and says—

Blake (as tail): Ranger like you don't come into town on no business.

Corinne (as Myra): Well, I … I am on business, but quite frankly, it ain't your business. My business.

Blake: She cracks her knuckles, gives a small whistle, and says—

Blake (as tail): Very well. If you insist on keeping your business to yourself…

Blake: —and she takes off her hat, gives a bit of a bow, puts the hat back on.

Corinne: She looks behind her. Is there people approaching?

Blake: No, and in fact the two people that were at the end? Have disappeared.

Corinne: Oh great, okay.

Blake (as tail): Have a good evening. And you might want to watch your step. Might be uh… pickpockets.

Blake: —and she rolls the coin across her knuckles.

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

[Gale screeches with laughter.]

Corinne: No, no, no, no! She snatches it back immediately!

Blake: Make a Sleight of Hand check.

[Dice rolling.]

Corinne: Noooo!

Gale: Ohh, nat one!

Keith: Oh, no! That's a nat one!

Corinne: Fuuuck!

Blake: She grasps the coin in her hand, and smiles, and says—

Blake (as tail): Honey. This is mine. I mean you might want to watch that box on your hip a little bit closer.

Corinne: Oh, it's not…? It's not my…?

Blake: No, it's her own coin. Do you look down at the lock box?

Corinne: Yes? Is it still there?

Blake: As you do—

Corinne: God—!

Blake: —she goes to kick you in the stomach.

Corinne: —damn it!

[Gale laughs.]

Keith: Ohh!

Blake: Roll me some Initiative!

[Corinne yells. Zach sighs woefully. Dice roll.]

Corinne: I thought, ‘maybe she can kind of take a look around, get a feel for the neighborhood, and then she'll just hop right on back, no big deal!’

Keith: ‘Wander around through crime-ridden neighborhoods with a huge lock box full of money!’

[Laughter.]

Blake: Let me roll Initiative for them…

Zach: This business really couldn’t have waited till the morning?

[Laughter.]

Corinne: [spluttering] I didn't think the lock box was gonna be that much of an issue—apparently it is though!

[Laughter.]

Corinne: Really dumb of me to assume that Blake wouldn't instantly jump on that!

Zach: [lightly teasing] C’mon, Myra! You're supposed to be the responsible one, dammit!

Keith: I blame myself.

Corinne: I know!

Blake: What's your AC right now?

Corinne: Nineteen.

Blake: Nineteen?

[Dice rolling.]

Blake: Holy shit. She actually only hits with one of the attacks, as she starts coming in and is just —[rapid punching sounds]—you manage to block, but one of them just finally kicks you right in the gut, just *boom!*

Zach: One attack out of how many?

Blake: Uh, out of five!

Zach: Ah!

Gale: Ohoo!

Keith: I think it might be a Flurry of Blows coming your way…

[Laughter.]

Blake: Yeah, so take sixteen points of damage.

Corinne: Damn! Okay, this person's way too fast. She's gonna try Myra Three 'Dynamite mode,' and what she's gonna do is, she's gonna say—

Corinne (as Myra): [sotto voce] Okay, ready? Dynamite!

Corinne: —and she's gonna pull out the mimic and hoping that it's going to be a stick of dynamite that is slowly fizzling down—

[Laughter.]

Corinne: —and she's gonna run right at her, being like, 'I got a stick of dynamite, bitch! I'm gonna get you!' to see if she'll get out of the way. She's gonna bluff!

Blake: Make a Bluff check with a plus three.

Corinne: Okay.

[Dice rolling.]

Zach: Whew!

Keith: Oh, nice!

Corinne: Twenty-six? Twenty-nine?

Blake: Let me do an opposed Sense Motive…

[Dice rolling.]

Blake: I don't think I'm gonna have you make an Animal Handling check for this one.

Corinne: Okay.

Blake: You just charge forward, and you hold it out, and Myra Three suddenly like, morphs into a stick of dynamite, and you hear a *ppbbbt!* coming from it—

[Laughter.]

Blake: —however, this woman actually looks a bit taken aback, and takes a step back, and looks concerned.

Corinne: She goes, run! She's–she's gonna run right past her, and holding out the stick towards her like—

Corinne (as Myra): Don't fuckin' touch me! Don't touch me!

Keith: [laughing] I'll use it!

Blake: Okay, she gets past. How far is Myra gonna run?

Corinne: She's gonna run back to the hotel. She's done for the night, this was a bad idea.

[Laughter.]

Corinne: Was a baad idea.

Blake: She does not encounter any resistance making her way back.

Corinne: Is the lock box still there?

Blake: Uh…

Keith: Uh oh.

Blake: Make a Perception check.

[Laughter.]

Gale: Aw, shit!

[Dice rolling.]

Gale: Ohh! Okay, well…

Corinne: Natural twenty.

Keith: Ookay! Natural twenty!

Blake: You see the lock box is still there…

Corinne: Okay.

Gale: But…?

Blake: …however, written on the outside in chalk? Is a large ‘G.’

[Keith gasps.]

Gale: Ooo! ‘G’ for Galloway.

Blake: You also see as you're going into the hotel, having dead-ass run the entire way—

Corinne: Mhmm.

[Gale laughs.]

Blake: —You manage to arrive back, and you turn around, and you see the woman off in the distance, standing there, lighting up a cigarette, and just watching the door.

Corinne: …I led her back to us.

[Gale snort-laughs.]

Corinne: [soulful] Whyyyyy!

[Laughter.]

Corinne: Myra goes in… and she's like—

Corinne (as Myra): …Fuck!

Corinne: —and she runs up to the room, and she's just gonna tell them everything, because they're, they're, they're… They're tagged now! So–so she comes in, and she goes into the room, and she busts open the door and goes—

Corinne (as Myra): [shouting] God damn it!

[Laughter.]

Keith: Jasper, who is sitting in a chair watching the door—

[Laughter.]

Keith (as Jasper): Everything okay, Myra?

Corinne: She puts the lock box down, she puts the mimic back in her holster, and she goes—

Corinne (as Myra): I am the biggest dumbest idiot that ever lived! The fucking Galloways found us. And it's… It's all my fault. I…I forgot I had the lock box with me. I went to go investigate something in a different neighborhood, and a freaking… *teleporter* found me and tried to take the lock box. Now… now they have the coin! They have Wesglen's coin!

Blake: Sorry, no, it's not Wesgled's coin, it was her own coin.

Corinne: Oh, okay.

Blake: It was the one she was flipping.

Corinne: Okay, I see—

Keith: Well, maybe you think that, and you haven't checked for your own Wesglen's coin!

Corinne: Oh, she–yeah, so she says—

Corinne (as Myra): Wait a minute…

Corinne: —digs around her pocket and finds…Wesglen's coin.

Blake: As you're holding Wesglen's coin… it is still doing that little vibration that it was earlier, and as you do, you take a blink, and… you have this moment of like… 'Wait, why was this coin important?'

[Gale gasps and mournful music starts up.]

Keith: Oh!

Blake: ‘Was there…? Am I missing…? There was something that I'm missing…’ —and you feel that memory is slipping even further away. You realize that you're forgetting that you even *had* a memory that was taken from you. Those blank spots in your memory are getting wider.

Corinne: [gasping] Because I didn't… Because I didn't seal the deal!

Blake: Yes.

Corinne: Uh… she's gonna activate it?

[Surprised noises and laughter.]

Gale: Oh!

Keith: Oo! In for a penny, in for a pound!

Zach: Full of rash decisions tonight!

Corinne: The night of bad decisions! Because she's gonna eventually forget what it's for, and that's… That's starting to get on dangerous territory, so and she's riled up, she doesn't want to get stuck in any more bad decisions.

Blake: What are Bonesaw and Moz up to right now?

Gale: Bonesaw is sitting up from bed, throwing the blankets back, like—

Gale (as Bonesaw): You know, I really do need my beauty sleep, you don't want to see me without it.

Zach: I think that Myra would have actually interrupted one of the two hours Moz needs to sleep—

Gale: Ha!

[Laughter.]

Zach: —and he'll kind of poke his head up with a uh… he has uh, little um, shades like, covering his eyes, uh, as he sleeps, you know—

Zach (as Moz): Huh? What's going on?

Gale: The portal splits open like [searing magical noises].

[Laughter.]

Zach (as Moz): [screaming]

Keith: Jasper's in slow-motion—

Keith (as Jasper): [slo-mo] Waaaaiiiit!

Blake: As Myra… And to describe the rooms uh, the–the suite a little bit, it is nice. You actually look and, it has central gas, like—

Gale: Ohh! Fancy!

Blake: —it actually has its own specialized gas to burn. The same beautiful blue and green wallpaper, a wonderful mural, a small fountain in one corner just pouring water, its own attached little wash basin with a chamber pot. It's two adjoined rooms, two beds in each, about queen bed size. And as Myra activates this in the first room, suddenly weeds begin to sprout out of the corner—

Corinne: Oh! We're gonna be charged for this!

Blake: —and wrap around her hand, moving down, growing larger, starting to spring out against the walls, the ceiling, the floor, wrapping around, forming this large tunnel, still holding Myra's hand. She begins to feel pinpricks of thorns in her hand and arm as it grows, and suddenly with this sound of alm—of tearing paper—[whooshing noises]—a swirling portal opens up, and a face that you haven't seen in a while, holding the skull, picking a bit of flesh off of it—

Gale: Hohohoh!

Blake: —and dropping it on the ground, is Wesglen, her hands this mottled wooden texture, her long green hair flowing down as she examines the skull, and says—

Blake (as Wesglen): What… can I do for you?

Corinne (as Myra): [stammering] It's–it's–it's–it's done! It's done! Uh, the railroad is gonna move around–move around your territory! I forgot to let you know, but it's…the deal has been sealed! I just–I just want you to let you know, and stop–stop taking my memories! I want my memories back!

Blake (as Wesglen): You want your memories back?

Corinne (as Myra): Yes! That was the deal.

Blake: She stalks over towards you Myra, standing quite a bit taller than you. As she walks, the wood floors almost seem to spring up and grab her feet, her feet becoming almost like they're a part of the wood.

Corinne: Myra backs up a little bit.

Blake (as Wesglen): Yes… I remember. You claimed that you could get all of that nasty iron to move around, and you claim to have been able to do that?

Corinne (as Myra): Yes, I… We–we've done the best we–we could! And we can't control the railroads directly, what else is wrong?

Blake (as Wesglen): Nothing is wrong, my dear.

Blake: And she reaches into the mess of vines and everything and plucks the coin out of your still entangled hand, and holds it up.

Blake (as Wesglen): Hmm. It seems that you have done as you claimed.

Blake: And she waves her hand and the coin disappears.

Blake (as Wesglen): A shame. I quite enjoyed pulling on that little thread.

Blake: And she reaches into a pouch at her side and draws out this now very long loop of silvery thread, and as she shifts it, one of the threads slings up to Myra's head, and she gives it just the barest little tug. And Myra, you feel yourself forget learning how to shoot with your Pa.

Blake (as Wesglen): That's the funny thing about all of your mortal memories. They get so twisted up and so entangled that it can be difficult to pull on a single one and have nothing else happen. But, as you said. You have fulfilled your side of the bargain.

Blake: And she begins to rub her fingers together, and as she does, the string begins to flow out towards Myra, and Myra you begin to feel this sudden rush of memories. You remember learning how to shoot. You remember your mother. You realize you'd forgotten all about her, you forgot how she would make meals for you and your Pa while you went out on jobs. You forgot how much you cried at her funeral. You forgot that argument with your father after she died. All of that was forgotten as more of the string flows into your head, before she finally, holding the last little bit, lets it go—[winding sound]—flings back in.

Corinne: A little tear goes down the right side of her face.

Keith (as Jasper): Myra, you…you okay?

Corinne (as Myra): Yeah… Yeah, I… remember now why I wanted to give this one up. Wesglen, are we done?

Gale (as Bonesaw): I believe there was mention of a boon?

[Keith laughs.]

Blake (as Wesglen): Yes. You have one boon available. Ask me what you would want, and I will provide it to the best of my ability.

Keith (as Jasper): [in an undertone] Be careful. [louder] Is this Boon just for uh, just for Myra? Or is it for any of us?

Blake (as Wesglen): Any of you may claim it, but it primarily belongs to this one.

Blake: Pointing at Myra.

Keith (as Jasper): [sotto voce] Hold on a second, Myra.

Corinne (as Myra): [also whispering] Yes, Jasper?

Keith (as Jasper): It might be something that we could uh… What about that fiddle?

Zach (as Moz): [loudly] The what now?

Corinne (as Myra): Nothing, go back to sleep.

[Laughter.]

Keith (as Jasper): [sotto voce] You reckon she could break a contract?

Gale (as Bonesaw): [normal loudness] You might as well ask! Uh, Wesglen!

[Laughter.]

Gale (as Bonesaw): Nothing we're saying should be considered the boon, uh, yet. We'll let you know, so don't take any of this the wrong way… If someone were caught in a, you know, devilish contract, what could you do about that situation?

Blake (as Wesglen): Hmm! A devilish contract? They're almost as difficult to worm your way out of as some of my folk have come up with.

Zach (as Moz): Then you're intimately familiar with the idea?

Blake (as Wesglen): Very much so.

Gale (as Bonesaw): Do you…Do you know any devious fae lawyers who could, ah, argue our friend's case at some future time, perhaps?

Keith (as Jasper): I–I don't know if I'd get too specific, but…

[Laughter.]

Blake (as Wesglen): [musing] Yes… I can have somebody who can help argue his case.

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

Keith (as Jasper): Moz?

Zach (as Moz): It's Myra's wish. I've been uh… going down this road for a long time. I don't mind going down a bit longer.

Corinne (as Myra): We don't want you to keep going down that road 'cause we know you don't…and, you know, a wish is a wish and, you know, I don't have anything in particular I want to wish for. All, honestly, all three of you… You have things that… You could really benefit from this. Memories, past lives, pocket watches.

Keith (as Jasper): Ain't nothing worth that.

Gale (as Bonesaw): Out of curiosity, could you um… Ah, do… Would you have the power to boot, you know, an unwanted visitor out of someone's head?

Blake: She continues and says—

Blake (as Wesglen): No, I am not capable of that.

Gale (as Bonesaw): [emotional] Well, that's fine.

Corinne (as Myra): Moz, if…If this could help you, this might be the only way.

Keith (as Jasper): You do not want to spend an afterlife in that kind of torment. There are better places to be after you die.

Zach (as Moz): It's your call, Myra.

Corinne (as Myra): It's all yours.

Zach (as Moz): Okay, then. Fae! Find me a lawyer. A good one. One that might be able to help me get out of this here contract. Step to it.

[Laughter.]

Keith (as Jasper): Please!

Zach (as Moz): I'm not sure how much time I have!

Blake: She gives you this cockeyed look of just like, 'Did you really just say that to me?'

[Laughter.]

Blake: But as she does, she extends a hand for a shake.

Zach: Ah, just one deal after another. Moz will uh, climb out of bed, take his sleeping mask off, uh, and he'll begrudgingly send his hand out to meet Wesglen's.

Blake: She shakes his hand, and as she does, a small piece of paper appears in his hand.

Zach: Hm.

Blake (as Wesglen): When you have need of the lawyer, tear this paper in half and they will come to you.

Zach (as Moz): Like the sound of that.

Blake (as Wesglen): They will be the best lawyer that I can find.

Zach (as Moz): Okay, then!

Blake (as Wesglen): Good luck. Oh, and… Myra.

Corinne (as Myra): Yes?

Blake: She holds out her hand above yours, your free hand, the one that isn't trapped, and drops the Witchmarket coin into her hand.

Blake (as Wesglen): Keep the change.

[Laughter.]

Keith: Wow!

Blake: She steps back into the trees that begin to shrink down into the wood, before leaving behind just a single small sapling growing out of the wood of the floor.

Keith (as Jasper): [muttering] Well, that's going to be a mite difficult to explain.

Corinne: Myra's breath is shaky, and she grips the coin, gives a big sigh of relief. Is the coin still magical? Or is it just a regular old coin at this point?

Blake: You would have to roll an Arcana check, or if somebody dropped a Detect Magic to see.

Corinne: I wouldn't be able to do that.

Zach: Uh, I could probably do both.

Keith: Jasper's just gonna collapse into a chair.

Zach: Yes! Uh, I'll just go ahead and cast that.

Blake: Uh, you determine that it is still magical, and it is now a *regular* witchmarket coin.

Corinne: Oh no. Now–now it's dangerous.

Gale: Ohoh!

Corinne: Because if we express a wish around it…

Gale (as Bonesaw): No one express any wishes!

Blake: [joking] I really wish that you wouldn't express any wishes!

[Laughter.]

Keith: Ahhh! You divided by zero, the universe is gone!

[Laughter.]

Corinne: Uh, she shoves the coin back in her pocket, and says—

Corinne (as Myra): [sighing] We've been found out by the Galloways. They know we have the money. They're going to come at us. We need to be really careful tomorrow and tonight.

Gale (as Bonesaw): All right, just… Just sit for a minute. You just went through a lot. Can I just…?

Gale: Bonesaw like, gently settles her on a chair, and he starts like, checking her eye reaction to light, and like checking her hand where she was pierced by the thorns, and healing her up, and just making sure she's good.

Corinne: She's like, shaking a little bit.

Gale (as Bonesaw): Ah! Listen, Myra, the Galloways are all over this town, it's not really your fault. They were going to run into us regardless. Ideally we'd all be together, when we do.

Corinne (as Myra): I–I wanted to check something in a different neighborhood. I just didn't want to rope you into it. Just, I don't want to get any more people involved in my fuck-ups.

Zach: Can Moz take a look at the lock box that has the chalk on it?

Blake: Yeah, absolutely. You go to check the lock box. It is still locked. However, there's just a large ‘G’ that has been written in chalk on it.

Zach: Can Moz try to like, scrub it off? Or uh…?

Blake: Yeah, it comes off easily.

Zach: Okay.

Keith (as Jasper): Check it for magic!

Zach: As far as Moz can tell, is it like a magical chalk? Like, does it have like, a certain residue? Or like… signature that can be trackedOr was it purely just chalk that got drawn on there?

Blake: From what he starts checking, it is purely just chalk. You get the sense that this was meant as a flex, explicitly on you guys to fuck with you.

Zach: Kay.

Zach (as Moz): Now, ain't that curious?

Gale (as Bonesaw): Myra, we *want* to be involved in your fuck-ups, that's what friends are for!

Keith (as Jasper): I don't know if I could have said it any better!

Zach (as Moz): Unless they wake me up!

[Laughter.]

Corinne (as Myra): Uh… I work as a Revenant Ranger? And I'm trying to make up for many years of terrible things. And Ranger Rick has been working with me to help with that. I went to a neighborhood in Albuquerque that… may have ties to the beginning of a revenant, and as a Revenant Ranger, it's my job to help them find peace. I…I don't want to say any more than that. I'm sorry.

Zach (as Moz): Well it's uh… admirable that you're trying to atone for your sins. Some of us uh… Can't seem to stop making them, it seems.

Gale (as Bonesaw): [cheerful] Not me, though! In case you were wondering.

[Laughter.]

Zach (as Moz): Nope! Not you, Bones! That's why we keep you around. You're our uh… moral compass!

[Laughter.]

Keith (as Jasper): I'm just amazed your mouth did not just explode into flames, there. That's pretty impressive!

[Laughter.]

Zach: Yeah, I think, I think that's gonna be a Bluff check!

Blake: Yeah!

[Dice rolling.]

Zach: Dirty Twenty on that Bluff.

Gale (as Bonesaw): I live to serve!

Corinne (as Myra): I mean…! All things considering, even though Bonesaw may be a little loosey-goosey with the morals, you know they've done less shady shit than Moz and I! Moz is literally in the deal with a devil. I got a shit past.

Keith (as Jasper): I was just a useless drunk for three years!

Corinne (as Myra): Bonesaw is just a, you know, nice guy!

Gale (as Bonesaw): Exactly! [shaky] No… No weird shady bits in my past!

[Laughter.]

Gale (as Bonesaw): [unconvincing] Nothing… Nothing dark there!

Corinne (as Myra): I believe in you, Bonesaw.

[Gale laughs.]

Keith (as Jasper): Ah, well.

Gale (as Bonesaw): So, ah, bedtime?

Keith (as Jasper): Well, as comfortable as these rooms are, I think now that uh, we have been identified, we cannot afford to all sleep at the same time.

Zach (as Moz): Mm.

Keith (as Jasper): Uh, I-I ain't had a lick of sleep waiting for you to get back, Myra. And I know that uh, Moz has had a couple of winks, but I don't know if they're enough, so uh, Myra, I–I volunteer you to be first watch!

[Laughter.]

Corinne: No, she–she's–she raises a hand and says—

Corinne (as Myra): Yeah, I uh… don't think I can quite go to sleep just yet anyway.

Keith (as Jasper): That's, that's what I reckoned.

Corinne (as Myra): Yeah…

Corinne: She posts up in a chair, watches the door.

Keith (as Jasper): Keep an eye on the windows, too!

Keith: I'm gonna go around make sure they're all locked.

Zach (as Moz): I'll take the middle shift. I got some work to be doing. Keep me busy.

Keith: I will draw shutters too, or pull down shades, or whatever kind of treatment they have.

Gale (as Bonesaw): I'll take the last one! I can get up early, work on my extracts!

[Musical Transition.]

Blake: You all make your way around defending the room. Who's taking the middle shift?

Zach: Moz. He’s actually gonna try and finish up the work on the uh, the gloves that he acquired the materials for, back in uh, Perdition?

Blake: Okay, yeah! Make me a Crafting check please!

Zach: Crafting, okay, uh…

Blake: Uh, sorry, a uh, Spellcraft check!

Zach: Spellcraft! Okay, that's… got it.

Blake: Yes. And you’re making gloves…?

Zach: —of arrow-snaring, I believe.

Blake: DC of eight.

[Dice rolling.]

Zach: Nineteen!

Blake: You easily make that.

Zach: Okay!

Blake: You now are able to complete the gloves!

Gale: Nice!

Zach: Nice!

Blake: About halfway through your shift, you hear what sounds like a loud crash out in the hallway—

[Gale laughs.]

Blake: —and some laughter—

Zach: Okay.

Blake: —and what sounds like a bawdy song being sung, but it quickly disappears into the distance.

Zach: Hm. All right, well as long as it doesn't seem like an immediate threat to us, I don't think Moz'll uh, alert anyone or bring it up, really.

Blake: Okay. The rest of the night is quiet. You hear what sounds like an owl hooting outside the window. But otherwise, you all awaken in the morning, ready for an exciting day of tracking down Sawyer, avoiding the galloways, and finding a revenant.

[Cheering]

Gale: Wooo! Yaaay!

Zach: Yaaay!

Corinne: Yaay!

Keith: Wow!

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. 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 LegoqueenBB, Rayne, Wubatub, and Barbara. Dust and Blood releases monthly on the first, and our next episode is coming at you on August First!

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

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

Blake: The main bellhop visibly relaxes when he sees Bonesaw, just like, ‘Oh, okay! At least one of you is high class!’

Gale: Oh, you said Bonesaw, do you mean Jasper?

Zach: Bonesaw?

Blake: Oh, yeah!

Gale: [laughing] I was very confused!

Keith: Aww, yeah, that would be confusing!

Zach: Yeah, yeah, yeah!

Corinne: He’s *relieved* to see me? What?

Keith: Oh, thank goodness! There's a plague doctor here!

Zach: The plague doctor who just shed some flesh!

Gale: Clearly I'm doing the wrong thing if somebody's relaxing in my presence!

[Laughter.]

[Main theme continues.]

Blake: Oh! And Reggie!

Gale: Oh!

Blake: Oh, I am so excited! I'm so glad you guys got to meet Reggie!

Keith: Was I right? Is that short for reggiano?

Zach: You are. Uh, parmigiano-reggiano, actually!

[Laughter and clapping.]

Corinne: Heeey! Nice!

[Main theme continues.]

Corinne: Uh, asking the DM, what kind of boon am I allowed to ask?

Blake: You can ask whatever you'd like!

Corinne: [suspicious] Ooohkay.

Zach: I really had to fight the urge to shout out ‘Some goddamn peace and quiet!’ in Moz’s voice.

[Laughter.]

[Cassette ending sound.]