

The Cloaked Woman (S2, E6)

INTRO:

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Rev: Hey, everybody. I am here alone today, as we all recover from Gen Con. But real quick, I do want to take a moment to give a shout out to everybody who joined the Patreon in July. Sarah L., Zachary B., Taylor B., Josh M., The Source, Jamie J., Hatrick, Larry H., Julie M., Kevin B., Kayla D., Mike K., and Kyle K. Thank you, to all of you, for joining us there this month. If you haven't joined yet and you're on the fence, I will say that we are very close to our next goal. And once we hit that goal, we'll be announcing three or four other goals that we are very excited about. Again, you can find us at Patreon.com/TheCritShow and we have tiers starting at \$1. The \$5 tier gets you access to 'Hero Salad' and 'Investigate the History' and all the other audio content that we put out now or maybe planning in the future. Well, like I said, I'm here alone today. We'll all be back next week for the intro to talk, probably a whole lot about Gen Con. So for this week, I just want to say thank you to all of you who joined us at Gen Con. We had a blast at the live show and the after-party at the IPT was amazing and we are very excited to do it all again next year. The growth that we have had since the last Gen Con is thanks to all of you. So, thank you. Thank you for listening and for sharing and recommending us to your friends. Every day our Critcrew grows. And it's because of you sharing your joy of the show. So, thank you. Um, and with that, I think I'm going to let my voice rest and let the recap roll.

RECAP:

THE RECAP

Rev: And the unfortunate truth in this instance is that a Doppelganger never travels alone. It always travels with a Mimic. T.J., this sleeping bag lunges at Jake and starts chewing on his leg.

Jake: Don't worry, everything's OK. We had a Doppelganger and a Mimic in our midst.

Rev: And Reginald chimes in.

Rev: REGINALD: Oh, yeah. They always travel in a pair.

Jake: So--

Tass: *sarcastically* Oh, do they!?

Jake: --so I've learned.

Tass: Do they, Reggie?!

Jake: We should probably like destroy the Doppelganger corpse, or something, or bring it along? I don't know. Probably not just leave it here in the woods. Let's just bring it along and like, give it to, I don't know, whoever's in charge in the town we're going to. Just be like, hey F.Y.I, if you don't know, this is a Doppelganger and we killed one. The city is a little safer. You're welcome. You know, as a--as a present, as an offering.

Rev: The door opens and there is a young elven woman.

Rev: YOUNG ELVEN WOMAN: Can I help you?

Rev: Hi. We're looking for the town leader.

Rev: Y.E.W.: Do you have an appointment or...?

Jake: No, no. We're actually just visitors. We just came in this morning, but we have not a gift, exactly. But, something we would like to show them.

Rev: And as she starts to turn around inside, a figure steps forward, moves her to open the door. And what you see standing in front of you is a very ancient looking woman. And she smiles and you see metal teeth.

Rev: BABA YAGA: Oh, it's all right. I've been expecting them. Come in, boys.

TITLE: THE CLOAKED WOMAN

Jake: Hello, Baba Yaga. Long time no see.

Rev: BABA YAGA: Yes. Well, not overly long.

Jake: No. But, boy, does it feel like it's been a hundred years.

Rev: BABA YAGA: Long life. Lots of experiences make it seem even longer.

Teej: Hold on. Are you here from our world or are you here from this world?

Rev: BABA YAGA: Oh, that's a very clever question. Why don't you come inside and give me the prize you've brought and we'll have a little chat.

Jake: Yeah, I'ma head inside.

Teej: Alright.

Rev: BABA YAGA: Uh, where's your friend?

Jake: He is feeding about a dozen starving prisoners, right now.

Rev: BABA YAGA: Oh, well, I have lots of time on my hands, but I think we'happs we wait for him to come. So, we don't have to go through this twice.

Jake: Alright.

Teej: Would you like some tea, Baba?

Rev: BABA YAGA: Yes. And, please, here just call me Yaga.

Jake: Should we go fetch Tass? I'm going to go fetch him.

Teej: YAGA: Oh, very well. I'm going to make the tea, again.

Rev: Alright.

Rev: And the layout of this cottage is very similar to the one that you encountered before. It's much nicer. The wood is stained. The windows are open with sunlight coming in. There are flowers. The table has a setting for four people. And as you go around making

the tea, the young elven woman goes back to work and you see that she is filing some paperwork into a filing cabinet at a desk in the corner of the room.

Teej: Um, yeah. I'm going to go ahead and make the tea, since I know where apparently everything is at.

Rev: Alright. Jake, you are able to head back out in the direction that you went and you find Tass sitting down, chatting with some of the prisoners and they are all finishing up meals and stuffing some provisions into new bags that they all have.

Jake: Hey, we can't have our conversation with the town leader without you, so...

Tass: OK.

Jake: It's, uh, it's Baba Yaga.

Tass: I beg your pardon.

Jake: She said just to call her Yaga here, but she knew we were coming. Um.

Tass: You're serious.

Jake: I am.

Jake: So, are all of the people--everybody fed, everybody good? I--actually I'll address that kind of to the group. Everybody happy now? Everybody good?

Rev: I mean, yeah, they--they nod that everyone seems to be doing okay. But, there are not groups here. They are all individuals. So, there are some children who you've just given a pack of rations to. And, you know, what do you want them to do or do you want them just to fend for themselves--for the group of prisoners to figure this out?

Jake: I mean, what I was going to say, again, kind of pitch it to them is like, you know, go find a place to stay in town for the moment and everybody stick together and we'll take care of our business. And then we can kind of regroup and figure out what everybody wants to do. You know, maybe we'll get you guys on boats back to where you live, or find

relatives and send you that direction, whatever, you know. But, we'll figure it out and in the meantime, just enjoy a day in the city. We're back in civilization.

Rev: So, for all of them to stay in an inn, it is actually by the week. But, we could kind of figure out how that would be for a night. But it is 14 minus whoever is setting it ups, Charisma.

Jake: Charisma score, or charisma mod?

Rev: Mod.

Jake: OK, so could we say that I set up a stay and, I mean, could we just call it--

Rev: Two weeks, since you have almost that many people.

Jake: Sure.

Rev: Yeah. What is your charisma mod?

Jake: 2.

Rev: So, it'd be 24 four coins for all of them, including you, to have a room for the night.

Jake: Sure, we'll do that.

Rev: Okay. Tass gives you the coin and you guys set up the stay for them and they say that they'll see you at dinner. And the two of you head back across town to the cottage at the center.

Tass: So, wait. It's really her? Like what?

Jake: Uh, as far as I can tell, it's really her. We're gonna--we're we're gonna find out whether it's like this dimensions her, or she's like a plane's walker, or what. I don't know.

Tass: Ugh. Okay. Oh, God. This just got interesting. Alright. Let's see what she has to say.

Rev: So, you get back to the cabin and the door is open and you see T.J. inside pouring tea for her.

Jake: Alright. We're all here.

Rev: YAGA: Oh, well, welcome, Tass.

Tass: Hi.

Rev: YAGA: Please have a seat. T.J. has prepared some tea.

Teej: I don't know why. I just feel compelled to do it.

Jake: So, are you from our world, or are you from this world?

Rev: YAGA: I am of this world, but I am also of all worlds. Every world, every dimension, as you think of them, is different. Some people exist from one to the other. Some don't. I, in one form or another, am the constant.

Tass: Oh, so literally speaking, it wasn't you that we were talking to in our world, but you kind of know what's going on with you in every world?

Rev: YAGA: That is right. I have a sense--we all have a sense of what the others are experiencing, their memories. But, we are all slightly different. There are some like me who in this moment are excited to see you, to know that you have survived this far. But, there are others, I can feel them, who have begun to sharpen their teeth as they daydream about what the marrow in your bones must taste like.

Tass: Cool, cool. That's--that's pretty cool.

Teej: I hope I don't ever meet those ones. Ever.

Jake: Okay. So, we came here to look for T.J.'s Grandpa.

Rev: YAGA: Yes.

Jake: And for some reason, we spawned in a garbage pit in a Goblin lair. Do you know why? Was there a rhyme or a reason to where the portal opened on this end?

Rev: YAGA: No, I would say it must have something to do with the device that sent you here.

Jake: Is that also why we're not us? Why we're in bodies?

Rev: YAGA: That I cannot say. It depends if your mode of transportation moved you entirely. But, this does seem to answer an interesting question, because I imagine that if you existed here, the three of you on this world, perhaps you would have gone into your own bodies. So perhaps you don't exist here.

Tass: Do you know anything about James Tincher being here?

Rev: YAGA: I know that he is here somewhere. And that he had been exploring, but he had gone into hiding quite a while ago when it became common knowledge that he was not from this world.

Tass: Ok, that makes sense. Do you know if he was him? Did he come through or was he--.

Rev: YAGA: Yes. He had the smell of your world on him. He came through by whatever means in his full form.

Tass: Ok. And I think this is the big one that we're helping to figure out sooner than later. Do you know if Nash is here?

Rev: YAGA: Yes, he is here. I could not tell you where, but if I had to take my guess, I would start at the castle of Baron Adnock Benari.

Jake: Okay. Who is that?

Rev: YAGA: He is an undead lord on the Dead Isles, across the Waning Sea.

Jake: Where are we?

Rev: YAGA: You are on the continent of Cardend.

Jake: OK. So, we have maybe a lead on where Nash is. Do you have any idea where like the last place that James Tincher was seen, before he went underground?

Rev: YAGA: Yes. The last place I have heard of his travels, it was many years ago, but he was seen in Dunehurst.

Tass: Is that also another continent, or is that a city or...?

Rev: YAGA: It is another continent.

Jake: How long would it take us to get from here to Dunehurst?

Rev: YAGA: By sea, it would take you two or three days, depending on the weather.

Jake: That's not so bad. So, we've brought in all of these people that were prisoners and we just set 'em up for a night at the inn, um, and we don't really know what to do with them. They're all alone. Each one of them, you know, nobody knows each other. Nobody is part of a group.

Rev: YAGA: Prisoners from where?

Tass: Uh, where we came from. We came out of a Tombwall.

Rev: YAGA: Oh, really?

Tass: Yeah. They--the way they were talking, they were essentially experimented on with this magic circle and it was either testing, or gauging, or something for effects. And they were making these crystals light up. And there were others that were brought in with them that kind of were picked off one at a time, but they were the ones that were left and um...

Rev: YAGA: Interesting, I know that many people had gone to Tombwall to try and free prisoners there. It seems that you have accomplished what many before you could not. How did you get the drop on them?

Tass: We started at the bottom. Now we're here.

Rev: YAGA: Oh, interesting. So you appeared somewhere below?

Tass: Yeah, down in their like muck garbage cellar.

Rev: YAGA: That explains the smell.

Tass: We'll deal with that later. But yeah, that's just--these people were taken from seemingly all over the place. None of them here even know each other. But I mean, there are kids and we just don't know what to do with these people.

Rev: YAGA: I see. Well, I think that it would not be too much of an issue. I will perhaps talk to them some and see if there's information I can glean from them on their time at Tombwall. Then we'll see about making arrangements to get them home.

Tass: We appreciate that. Thank you.

Rev: YAGA: You asked me about your arrival here. You seem to have skimmed over the important thing. You arrived below Tombwall. How did you appear here?

Teej: We came through a portal.

Rev: YAGA: But not your full form.

Teej: No. As far as I know, our consciousness has been transferred into these bodies through the portal.

Tass: Oh, hey, morbid thought. Are these the bodies of like dead adventurers that went down and failed and got tossed down the garbage chute? Are we in carcasses?

Jake: Oh gross! I want to like, look over my body and see if I'm rotting anywhere or anything.

Rev: No, you don't seem to be rotting. You've got, you know, scars and battle wounds and stuff, but you don't seem to be inside of a shambling corpse.

Jake: I mean, I look alive.

Tass: Yeah. You know, that doesn't track either because it really seems like they would have just been eaten instead of just discarded. You know, what I mean?

Jake: Didn't they say that some of them ended up down the garbage chute or with the chef?

Tass: Well, that's true.

Jake: Yeah. We might be second stringers.

Tass: Oh. Huh. Well, anyway, doesn't seem like something we can solve here, so...

Rev: YAGA: So, there is an open portal to your world in the basement of this infested castle?

Jake: Yes.

Rev: YAGA: Ohhh.

Jake: What's up?

Rev: YAGA: I mean, a door works both directions. Did you leave anything alive down there that could make its way in?

Jake: I mean, we encountered some trolls on like one of the sub levels below where the fire started.

Teej: But they wouldn't be smart enough to just go into a portal, would they?

Rev: YAGA: They are magic. Like calls to like.

Tass: Ok. So, when you put it all like that, maybe--we have information. We know that grandpa's here. We know that Nash is here and that it seems like he's on the track to getting something. Do we go check in first? Now that we've got people safe?

Jake: Yeah, I mean, that seems kind of important now. Let's go back and secure the portal and see if we can go back through and record what we know on the other side. Before we come back.

Teej: I like that idea.

Rev: YAGA: Could you explain to me how you generated this portal?

Teej: Oh, well, it's a little bit of magic and a little bit of technology, and I was able to create it on the other side--.

Rev: YAGA: Ohh.

Teej: --along with the help of my friend.

Rev: YAGA: But, there is magic involved with it?

Teej: Yeah.

Rev: YAGA: Well, let me see here.

Rev: And she goes over to the corner of her room and starts digging through a very large bureau.

Rev: YAGA: It seems that you didn't have control over where the magic took you where you appeared. It would be very unfortunate to leave that door open in that place. It will always bring evil and death there. It is a powerful old place that calls to people to rule it and sit on that throne. But, I believe with this and she holds up a pink gemstone, I believe you should be able to capture the energy from your portal inside of this. Shatter it where

you will, and the portal will then live there. But be careful. This is the only one I have. So, you may move it once.

Teej: Ok. I'll take the gemstone.

Tass: That's amazing, first of all. Thank you. OK, guys, I guess let's haul ass then, right? Maybe we--we get back and bring this back here, I guess.

Teej: Yeah. Do we want to take a shower first?

Jake: And probably heal up a little bit. I'm--I'm rough after the mimic fight. I don't know about you guys.

Tass: I mean I feel great, but yeah. Do what you got to do, bub.

Jake: So, hit the hotel, take a shower, get healed up some. Let everybody there know what's going on. Go back to Tombwall. Collect the portal. Bring it back here. Put it somewhere secure and then go back through?

Tass: Yeah, I think that's the safest. I mean, part of me wants to go through as soon as we get there. Just to check in. But, that--that still leaves us kind of vulnerable. So, that--that's. Yeah. This is safer.

Teej: That's a solid plan.

Jake: OK.

Rev: YAGA: Very well. Then, I Hopefully we'll see you in a few days.

Jake: Yeah. Alright. Well, let's get going. No time to waste.

Teej: Yep.

Rev: And the three of you leave Yaga's cottage at the middle of Nottermore. So, you head back to the hotel where you had set the reservations. What is the name of the inn that you guys set these reservations at? The Speckled Pony. And as you pass through

the Speckled Pony, there are people downstairs drinking. There is some gambling going on. You don't see any of the people that you came with. It's probably safe to assume that they are maybe in the rooms asleep, trying to recover from who knows how long of an imprisonment that they have been in. What are you guys doing as you walk through the kind of tavern area? You just headed straight to your rooms, or...

Jake: I might leave a note with the innkeeper. Instead of like going and knocking everybody's door and waking them up. Maybe just leave a message like, hey, if any of these people come back down here, could you let them know? Could you show them this? Does that seem good to you guys?

Tass: I'd rather check in with them. They know us, I think. Yeah. Even if they're sleeping, I think it just would be a little more personal.

Jake: Okay. I didn't want to disturb their restful rest, but that's fine. It's probably better.

Tass: Yeah. Yeah. I'd feel better about it. Just to make sure they're still okay and...Yeah.

Rev: Okay.

Teej: My stomach would probably be growling right about now.

Rev: Yeah.

Teej: Uh, Tass can--can I get some gold for food?

Tass: Yeah, absolutely.

Teej: Yeah--

Tass: Matter of fact, maybe, yeah, we should go do a little shopping too. Get some rations and stuff.

Jake: Yeah. We need to properly equip. Um, Yeah. I also need a meal. I want to look around the tavern and just see like, I don't know, if there's anything here that kind of--

fantastical creatures in this tavern? What are people doing? I'm just trying to get a sense of what's a normal last day in a bar in this world?

Rev: Yeah. I mean, really, it's what I described before. People are eating and gambling and chatting.

Jake: Okay.

Teej: Some reason, there's this guy who's podcasting over in the corner. It's so weird.

Rev: Yeah.

Teej: Yeah.

Jake: Does anybody look like they're noticing us.

Rev: Um, roll 'Discern Realities'.

Jake: 7.

Rev: You get a hold 1.

Jake: What should I be on the lookout for?

Rev: So, as the three of you are having this conversation about how to chat with the prisoners that you have released and kind of standing in this open area, Jake starts to look around. And you do notice that there is a figure sitting at one of the tables. There are three or four open seats around them and they are cocked in a way that they are watching you, which is not the natural seating position of their space at that table.

Jake: Guys, there's a shadowy figure watching us from over there.

Teej: What does this person look like?

Rev: What you can see is a green stained cloak and a little bit of a nose.

Teej: Ok. Um, I'll get a drink. In fact, I'll get two drinks and I will head over to the table.

Rev: Ok. So that'll be two coins.

Teej: Ok. Tass, pay the man. And, I will go over and as friendly as I can I'll be like, Hello, stranger. I couldn't help but see you over here by yourself. Would you share a drink with a traveling dwarf man?

Rev: And what are you two doing? I feel like this just kind of happened out of nowhere and that we're probably just still standing where we were watching.

Tass: Yeah, like, I was definitely on my way to go check on the people because I'm worried about them. But seeing him do this, I think I would also stop and just kind of watch him and see what plays out.

Rev: Alright. So, T.J., you slide the drink down. Faster than the three of you can really comprehend, T.J.'s hand with the drink gets stabbed into the table by a dagger and you take 6 points of damage. And this figure is standing with another dagger to his throat.

Rev: CLOAKED WOMAN: Get out of my friend's body, you demon. Get out. I will take you to the nearest holy place and exercise you.

Teej: Ahh, uhh. Look, friend, I'm--I'm not your friend. I'm your friend, but I'm not your friend. I oh, help, help, help!

Jake: Yeah. Yup. Yup, yup, yup. I'll walk over there very slowly. Hands up. Not even like close. Like a step forward to like, you know, indicate that I am making myself a part of this conversation and just be like, hey, look, there is probably a lot we need to talk about. But, one thing I can swear to you is that we we do not mean you harm.

Rev: T.J., take 2 points of damage as the dagger starts to go into your throat.

Teej: *gagging*.

Rev: CLOAKED WOMAN: Someone in here must know some kind of holy magic! There are three demons amongst us! They have possessed the bodies of my friends!

Rev: Everybody starts to get up and move and kind of--you hear a commotion in the room.

Jake: Hey, holy magic us up. Hit us with the holy magic because we are not demons. OK? You can try and exercise us and nothing's going to happen because we're normal ass people.

Rev: And a human in very heavy armor stands up from one of the booths. He's got a large shield across his back and shiny armor.

Rev: ARMORED HUMAN: What seems to be going on here?

Tass: A misunderstanding?

Rev: CLOAKED WOMAN: No, there's no misunderstanding.

Tass: Yes, There is.

Rev: CLOAKED WOMAN: These are the three corpses of my friends that I just lost days ago, and they are up and moving around again. What are your names? If you're not demons? Hmm?

Tass: We don't know their names because we can't access their memories, but we can access a lot of their memories. And I want to try to see if I see her, if I know this person.

Rev: You do? In the midst of all of this, you get a very clear vision of this cloak and the nose coming out from underneath it and the voice. And she is leading you through an underground catacomb, squeezing through tight spots, taking a moment and looking around and spotting the next area to move on to. And you recognize it as part of that underground cavern that you had gone through. And you know that her name is Nyx and she had helped you get into the underground of Tombwall to try to raid the place from below.

Tass: Nyx, your name is Nyx, is that right?

Rev: And as you say that, the large man comes over, he holds his hand out and he presses his palms together and opens them. And there is a blast of white energy and it rolls over all of you, and nothing happens. And she sees this and she staggers back and pulls the dagger out of T.J.'s hand and falls into her chair. She looks at the Paladin.

Rev: NYX: Thank you, sir. I'm sorry to have disturbed your meal.

Rev: He nods, and he puts a hand on her shoulder and looks at the three of you. And he's a little confused. But then he turns back to his table and he sits down. Then after a moment, she looks up at the three of you and indicates the empty chairs at her table.

Rev: NYX: I suppose there's a conversation between us that needs to happen now.

Tass: Yes, please.

Rev: And she pulls her hood back and reveals elven ears and brown hair.

Tass: And I'm just gonna also slowly come over and pull out a chair and sit down across from her.

Jake: Same.

Teej: I'm going to go and try and take care of my hand by pouring alcohol on it. There is no antiseptic around here anywhere.

Jake: I'll fix your hand. Oh, very good. That's a 13. So you are healed for 8 points of damage.

Teej: That's great.

Rev: And you all sit down at the table.

Tass: Okay. Yeah, you're right. You are absolutely right. Technically speaking, we are not your friends. We're from somewhere else. It's kind of a whole other story, but we're here to help people. But when we came--well, when we came to this world from ours, we were just in these bodies. We have sort of access to their memories, I guess. Um. The things

that they can do, we feel it. We like instinctively have been learning how they work and-- we're kind of just in the dark about why this has happened like this, as anybody, I'm sure. But, we mean no harm. We're--we're really--I--I can't stress enough. We are not here to hurt people.

Jake: Yeah. I mean, where--where we come from, my name is Jake. This is T.J. and this is Tass. So, we don't know the names of--of the people whose bodies we're occupying.

Rev: NYX: You--

Rev: And she points to you, Jake.

Rev: NYX: --are in the body of Colvar and you--

Rev: NYX: And she looks at you, T.J.

Rev: NYX: --Are Honin and you are Walfus.

Tass: OK. Can you tell us what happened to them?

Rev: And as she hit you with these names, you all experience the same moment of that missing page being added back into your book. You know, I'd said before that when you tried to recall what happened to you, right before your memories stop or what your name was, it was blank, it was empty. And you were suddenly in the middle of this battle. And there are these large humanoid looking creatures. They look almost Cro-magnon. And they are savaging this group, the three of you plus her. And they are fighting with every piece they have to get out. But, it is not going well. And as each one of you falls, she starts to back up firing her arrow. And the last of you to go down, Honin, tell her to run. And she panics. And she does. And we follow her for a moment as she runs. And these humanoid figures chase her into a hallway filled with goblins, and then the goblins start to chase her a different direction. And then she starts to duck between these dark cracks and then you're back in the tavern.

Rev: NYX: We had thought we had a way to save the people of Tombwall, the prisoners. There were things underneath that castle that I...I did not plan for, and my friends paid for that lack of information with their lives. And at the end, they sacrificed themselves to

make sure that I was able to get out. It should have been me who died there. I led them down there. And I'm the only one that left.

Tass: Hey, take it from me. Sometimes you just can't save everybody. Sometimes you get hit with something that you're not prepared for. There's nothing shameful about getting out when you have the chance. You just would have died, too, if you'd have stayed. I don't know about you guys, but I think I just saw it. I think I just sort of felt it happen. So I'm sorry about your friends. If that's if that's the case, if, you know, they literally died and then we just took over, then--then that's awful. I'm sorry about your loss. But, don't--don't do this to yourself. Don't live with guilt. That isn't your fault.

Rev: And she nods and takes a larger sip from her drink.

Jake: What were you all down there to do? Were you down there to free the people?

Rev: NYX: Yes. We were going to come in from below and surprise them. Everyone had always tried to go in through the castle's doors, and I had read a story once upon a time that there were caverns connected. I couldn't find proof of anyone having attempted a rescue from that direction. So, I thought that we were being very clever. And I don't know if it was a wrong turn or bad luck, because it was easy and clear and open until it wasn't.

Jake: Well, if it's any consolation, it was clever. We came up from the bottom and we got the people out.

Rev: NYX: You did?

Jake: Yeah. They're actually all staying here right now.

Teej: It's all those new arrivals.

Tass: One of them even tried to kill us.

Rev: Eh, what?

Tass: Yeah. Doppelganger. We took care of it.

Rev: Oh, you know, they travel in a pair with a Mimic.

Tass: We found out.

Rev: I don't know why that's gonna be the most common knowledge thing in this world. Everyone's gonna say that to you..

Jake: There's a lot we don't know about this place, or what we're doing here, or how to do any of it. But, would you be willing to help us? You know, like he said, we're here-- we're here to help. We're here to save lives. And unfortunately, it's like a bunch of idiot children that were spilled into this world. We have no idea what we're doing. But you seem good and invested and competent and it would be really awesome to have an ally like you.

Rev: NYX: Where are you headed?

Jake: At the moment, we're headed back to Tombwall.

Rev: NYX: Oh. What was the state of it when you left last?

Teej: On fire.

Jake: On fire. Yes.

Rev: NYX: Oh.

Tass: The good news is, that way that people usually go in and have trouble with, that's the way we came out and we roasted it. So, I almost feel like it would be worth checking that to see if it's even traversable, because if it is, well, there's a whole lot of Goblins that are no longer there. But, I--just structure wise, I don't know. I don't know what the fire might have done to impede our progress down.

Rev: NYX: So, we may need to go in the other way. The way that we tried.

Tass: There is a chance. Yeah.

Rev: NYX: Good. Those things need to die for what they did.

Jake: Oh, well then, hell yeah. We'll just go in that way. Let's fuck 'em up.

Rev: NYX: Yes, let's "fuck" them up.

Jake: It's like--it's like teaching a kid to cuss.

Rev: Yes.

Jake: I'm just like, Yes. Yes.

Rev: Yes. Yeah.

Jake: Say it in front of your parents.

Rev: She doesn't quite know what it means, but she likes it. It feels right.

Rev: NYX: Yes. If we can cleanse that place entirely, I will gladly help you through the path that we took to get in.

Jake: Okay. Well, we have a few things we need to take care of before we go. We need to re-equip ourselves a little bit. We need to take some time to heal up and get back in fighting shape. But, um, I don't--do you want to rest here for a while? Hang out and we'll reconvene here before we go?

Rev: NYX: Yes. It'll give me time to *clears throat* perhaps sober up a little bit.

Rev: And now that everything has kind of calmed down, she does smell of alcohol, like from her pores. So, what is the--what is the order of events, now. You know, you guys have talked her down. It seems that you have acquired a party member, someone who's going to join you here for a minute.

Teej: Sweet.

Rev: You talked about shopping. You talked about eating. You talked about showering and resting.

Jake: Let's do--let's do our eating now. And--so, we can just kind of get her comfortable with us. You know, we'll--we'll share food with her. We'll all get into a space where we're not freaked out by the sight of each other.

Rev: So, you order meals and I know that Tass isn't eating, but you all sit around and have lunch with Nyx. And she tells you a little bit about herself and her travels. How she met each one of, essentially, your bodies, for lack of a better descriptive. And she actually, very reluctantly, after a good portion of the meal, does admit that Colvar is her now deceased fiancée.

Jake: Oh, no.

Tass: Oof!

Rev: And so, that's why she kind of panicked. She got angry when she saw Honin or T.J. and panicked then when she saw you.

Teej: And when she says this, I put my hand over my mouth like, aghast.

Jake: Yeah. I don't--I'm--I don't know what to do with that other than just apologize. Like, I mean, I ask, I guess, is there anything I can do to make this easier for you?

Rev: NYX: No, it's just something that I have to...that I have been getting used to. I. He's dead. They all are dead. And this is--this doesn't change that.

Rev: How long ago did this happen?

Rev: NYX: About three days ago.

Tass: OK. Hmm.

Jake: And the timeline that she describes of her travel and the battle, you think that you must have come into these bodies minutes after their death?

Jake: I have things that I want to ask her, but I don't think now is the time.

Rev: That's fair.

Jake: So, maybe on--maybe on the journey I'll have some more questions, but yeah, for the moment, I think it's just being as chill as possible.

Rev: Yeah.

Tass: Yeah, I think I would take a minute here too, since I'm not eating, as they get talking and just run up and check on the people.

Rev: Yeah. You don't have any problem? You know, you tell them that you're going to leave for a couple days and that Yaga, who runs the town, is going to kind of come see them, talk to them, maybe ask them some questions, but then help them get home. And they're all very grateful. And they--they do thank you. There's more than a handful of them that kind of bemoan the fact that they don't have anything to give you. But, they do tell you about their families and where they are from. And if you ever find yourself in our neck of the woods. Um, I won't go through that kind of laundry list right now. But, if you do come to a location where one of them would be, you'll know to look for them.

Tass: Awesome.

Jake: That is super awesome. I like that a lot.

Tass: Yeah. When I get done with checking in on everybody, I'd come back down and sit with them at the table.

Rev: About the time that you come back, Tass, she has noticeably calmed down and she says,

Rev: NYX: Oh, I almost forgot.

Rev: And she lets out a whistle and you hear the fluttering of wings in the rafters above. And this bright, multicolored owl comes down and lands on her shoulder.

Rev: NYX: This is Rambaldi.

Tass: Whoa. That's interesting. Wow. How does he have so many colors?

Rev: NYX: Oh, well, he has been to many places here. He has traveled with me all over the world. And--and so he has picked up the colors of all the places that we have visited and their magics.

Tass: Wow. That's amazing. I have gotten a little bit of an idea of how that works through seeing through memories. But, like, I didn't realize it transferred when you go from place to place. That's amazing.

Rev: So she finishes out the conversation with all of you and heads up to the room she has rented to get some sleep, before she meets you in the morning for the travel. What else do you guys want to do before you go to bed?

Teej: Probably do some shopping? Possibly?

Jake: Yeah. We need to, at the very least, re-equip the things that we have lost or broken or whatever.

Teej: Yeah, my shield is gone. I need some better armor.

Rev: Yeah. So, like I said before, anything that you guys need, you can probably find here, since this is a port city. So what are you looking for?

Jake: Well, alright, so we do need to fix up all T.J.'s stuff.

Teej: Mmhmm.

Jake: So, you wear scale-mail, right?

Teej: I believe so, yes.

Jake: Alright. So, repairs to a mundane item are 25 percent of the item cost and scale-mail costs, 50 coins. Is this a round up game?

Rev: Yeah.

Jake: Alright. So, 13 of it to fix your armor. A shield costs 15. I need new arrows because a bunch mine got busted.

Teej: Right.

Rev: So that's 1. And then we all need rations. Well, no. Tass doesn't need rations.

Tass: Indeed.

Teej: We probably need rations.

Jake: We need rations.

Teej: You and I.

Jake: Should we just do--they're 5 uses apiece. Should we just do one each or should we do two each, just in case.

Tass: Might as well.

Teej: Two. Let's go big or go home.

Jake: OK.

Teej: Because we'll have to eventually go back to our world.

Jake: Um. So, that covers everything that we like had and don't anymore. That leaves us with 89 gold. What else do we want to get?

Tass: Um. I would just like clothes that aren't dirty Goblin clothes. I mean I'll probably stick with their armor because it was about what I had anyway, but, um, yeah, just not stinky clothes. I don't know if that has a price.

Jake: Not in the book, it doesn't.

Rev: Oh, probably 1 coin I assume.

Tass: Cool.

Jake: Should we buy some bandages? Because they are--they're cheaper and they don't weigh anything and they take the same amount of time as poultices and herbs. They don't heal as much, but we kind of get more absolute points of healing out of them. Does that make sense?

Tass: Yeah, that works for me.

Teej: More bang for our buck, you might say?

Jake: Yeah, as long as we've got the time to use them.

Tass: Sure. Yeah. I'm down for that. How many can we afford?

Jake: I mean we could afford a whole bunch, but I think that if we got like four they're 3 uses apiece.

Tass: Oh ok. So yeah. Oh yeah. That's awesome.

Jake: And they heal 4 points. So, it says like, as long as you have some time to use them, sit down, use them on somebody, they'll heal 4 points of damage and each bandage has 3 charges. So we'll get 12 charges for 20 coin.

Tass: Oh yeah. That's worth it to me.

Jake: So, that leaves us with 68, at this point. I might pitch that we get a healing potion which cost 50 coins, but it is like an instant heal yourself 10 damage or one debility.

Tass: Oh.

Teej: Like that and an antitoxin to cure a poison. I just feel like we have no idea if we're going to come up against those kinds of things. But, if they're just like for sale here, I'd be like, oh shit. Well, maybe we should have at least one among us just in case. Like if one of us gets poisoned, we have one antitoxin to take care of it or something.

Tass: Yeah. I mean you got my vote.

Teej: Yeah. Go for it.

Jake: Okay. So, that'll knock us down 60 more. That leaves us 8 coin. Is there anything else we need or should we hold onto it?

Teej: Let's save that. Let's put that in the piggy-bank.

Tass: That's me. I'm the piggy-bank.

Jake: Alright. So, we are down to 8 coin. With the Master of Coin like to record that?

Tass: *In a clear haughty voice* Recording now.

Rev: That's barely enough coin to bribe a Goblin.

Jake: There are--there is a list of how much money it takes to like accomplish certain social things to lube the right social wheels.

Tass: Wow!

Rev: Oh, really? How much was a bribe? Did you guys over or underpay?

Jake: Oh, I'm su--I think we overpaid.

Tass: I would also say we weren't exactly in a social situation.

Jake: Bri--it's just literally called 'Bribes'. There is a bribes table. A peasant dowry is 20 -charisma, coins. Protection for a small business is 100 -charisma. A government bribe is 50 -[CHA]. A compelling bribe is 80 -[CHA]. And an offer you can't refuse is 500 minus charisma.

Rev: Boy, you guys actually got off cheap.

Jake: We paid a--we paid like a dowry pretty much, didn't we?

Rev: Yeah.

Jake: We lost 28 coins or something?

Rev: I think 22.

Teej: 22 to be exact.

Rev: Yeah.

Jake: So, yeah we basically paid to marry that Goblin.

Rev: That's actually what he has done with the money. He has run off and got himself a Goblin bride.

Tass: Aww! Good for him.

Rev: So, after your shopping is done, it's close to dinnertime. Is there anything you guys wanna do, other than eat and go to sleep?

Jake: Nah. I think we need--need the rest.

Teej: I agree.

Rev: Cool. So, you all head up to your rooms and you tuck in for the night. The next morning you come down to breakfast and Nyx is there and she has got Rambaldi with her and she has got her pack ready. And she is eating some breakfast.

Tass: All ready to go?

Rev: NYX: Yes. The thing that didn't occur to me to ask, do you want to go in the way that we went in or the way that I got out?

Jake: Can you describe both of them to me? What was the way in like? What was the way out like?

Rev: NYX: Uh. The way in led into a camp of Troglodytes and they are what killed my group. And the way out, I was pursued by the Goblins, um, and it led through--I think I'm actually lucky that they were there, but it led through what seemed like a--a nest of of Water Trolls.

Tass: Oh. Wait. Lucky they were there?

Rev: Yes. Because they just were attacking whatever was there and I was fast and quiet.

Tass: Oh, that makes sense.

Jake: So did the Troglodytes follow you all the way out or just the Goblins?

Rev: NYX: Just the Goblins. I ran from the Troglodytes into the Goblin territory. And, I don't know if they started to fight, but they did not pursue. But the goblins did.

Jake: Uh. Do I know what's easier to beat, a Troglodyte or a Water Troll?

Rev: Uh. Roll 'Spout Lore'.

Jake: Ok. 8.

Rev: So with this, you get something interesting. I think the interesting thing that you know about fighting Troglodytes vs. fighting Water Trolls is that it was the same group who fought both technically speaking, and you only survived the encounter with the Water Trolls.

Jake: OK.

Rev: You also ran from that combat, but you did survive it. They did not survive the encounter with the Troglodytes.

Jake: I feel like we should go in the way of the water trolls because we fought them, sort of. But, we know what they're weak to. You know, we know kind of where they are. We'll have a better chance of getting them, I think, just mano-a-mano. And then we'll have the drop on the Troglodytes because we're not coming in the way that they expect someone to come in and they didn't follow out through the Water Troll zone. We'll come in a way that they don't see us coming.

Tass: Yeah. OK.

Jake: So that's, you know, it's it's an extra fight, but it'll give us a leg up on the one that matters.

Tass: Right. And there's nothing to say that we can't even just try to sneak past the Trolls. Like, if they're gonna be in the water a decent amount too, like the one we fought was, there's a chance we just get by. It seemed like once we got out of the area where it was watery, they didn't care to follow anyway.

Jake: True.

Tass: OK, T.J., what do you think?

Teej: I think that we should go after those Water Trolls first, absolutely. And then if we come to those Troglodytes, I got your backs.

Tass: Ok. Um. Nyx, I think--I think that's the plan. We try to sneak through Water Troll territory, fight when we have to and make our way through. Once we've achieved the goal, we we hit the guys that hurt your friends, huh?

Rev: NYX: Alright.

Jake: We're going to need something to kill the trolls if we're trying to go in and fight 'em. So remember, they're weak to fire. They're weak to acid. They hate bright light. Um. I don't have any wh--boy, I don't have any of that anymore. Huh?

Tass: Yeh.

Jake: We lost the torches.

Tass: Yeh.

Jake: Nyx, do you have--do you have like a flint and steel? Do you have something that can make fire?

Rev: NYX: Yeah.

Jake: Okay. Maybe we go buy like some lamp oil or some turpentine or something. I can shred up your nasty Goblin clothes and make some fire arrows.

Tass: Yeah. Okay.

Teej: Ooh! That's great.

Jake: And then, you know, it's not going to kill 'em, but it'll least put him down for good if we get one of them down.

Tass: Right. Yeah. Yeah, yeah. I Like that.

Rev: Yeah. So, I think that, cost wise, um, we'll say that an adventurers kit is 20 gold. It gives you five uses of something. So you can get some turpentine for 5 gold and it'll have five uses. So, you can essentially make five fire arrows.

Jake: Okay.

Rev: And so those will each do one additional D4 of damage and that'll be fire damage. And so when you go to light them, it'll be 'Defy Danger' to light it and not, you know, set yourself on fire in combat or something.

Tass: That's solid.

Jake: Yeah, I dig it.

Tass: Okay. I think we've got a plan.

Jake: Let's roll out, I guess.

Tass: No time like the present.

Rev: Alright, everybody roll 'Undertake a Perilous Journey'. So, you guy's gonna keep the same jobs?

Tass: Yeah, I think so.

Teej: Mm hmm.

Jake: Alright.

Rev: Alright. Roll it.

Teej: I cut a pretty mean path.

Tass: For scouting, that is an 11.

Jake: The quartermaster got a 9.

Teej: The trail blazer got a 7.

Rev: So, it'll take about a day and a half to get there. You don't have the quickest path. You seem to get turned around a little bit. It will take the normal amount of rations when you camp for the night and you will be able to get the drop on anything that is out there and nothing will get the drop on you. So, I think that as you approach about a day and a half later, you see this jagged scar in the earth made of stone and you can hear grumbling from inside of it. You can smell death and decay coming from inside. And as

you stand there doing your final prep to go in. You notice that on the hill next to the entrance is a sleeping Water Troll.

TBC:

TO BE CONTINUED

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