



**DROSS PART FOUR:
City of the Witch**

CW: Foul Language, Sudden Violence (quick)



Narrator

Marvin, Athena and Calvin are siblings with a unique gift. They can experience the emotions and memories contained in objects. However, after finding out that a dying woman in hospice had been the victim of a cursed object, something they had never seen before, you had Calvin mind his business at first, only to attempt to save her... he failed to help in time, and has now caught the attention of her antagonists. Desperate, he's turned to his family for help. After weighing the options, you decided that the three of them should try to contact someone who may understand what they're dealing with.

Witchever Path Presents Dross Part 4, City of the Witch.

Marvin

[not wanting a fight]]
Calvin, can you get me the card?

Calvin

[not trying to fight again, but not liking this]
Mumble.
I don't even know where it is in the shop.

Athena

[trying to empathize]
I know you don't want to bring people like that into our lives, C.
But we got no idea how to handle this.
She might.

Marvin

[trying to find another angle]
Hey, she might not even be the real thing anyway, man.

Calvin

[aware of more than he's letting on at first. The lady scared him]
Athena's right.
The lady ain't running a game, Mumble.

[weirded out]
When she bought the drum.
She... didn't pay in cash.



Athena

[surprised by that]

What?

Calvin

[confessional]

There was a lien on the shop.

I was working to pay it off.

But, it wasn't going too good.

I had hired a lawyer....

[sound of shop as we fade into a flashback]

Lawyer

[on the phone]

I would sell, cut your losses.

Calvin

[upset]

No, man. You don't get it. This is our family's shop.

I can't just sell. The history, what's in here.

It's *home*.

Lawyer

[trying to stay calm]

Look, Calvin, you're barely affording me.

My advice to you is this.

Liquidate everything,

I gotta go... and this call, I have to bill you for it.

Calvin

[upset]

Damn. I'm a go then.

[hangs up]

Motherfucker.

[ashamed]

Momma, I'm sorry.

[shop door opens]

W

[happy]



Look at this... someone loved this.
Oh, look at this!

Makayla

[slightly impatient with W]
It's not why we're here.

Calvin

[narrate]

The way she walked through the door, I *knew*.
There was a hum in the air, and as she walked forward she seemed to bring all the shit in the shop to life.
I could hear the whispers of objects I ain't touched in months.
She had that Tina swagger as she came in.
You know, that fucking tough walk.

Makayla

[warm]

You got a treasure trove here, sir.

Calvin

[nervous, unsure]

Thank you.

You looking for something in particular?

Calvin

[narrate]

I felt like... I don't know a golden light coming off her. But then I looked at the white dude just lurking behind her and I didn't like it. He was hungry for that light, drawn to it. But like, he hated it, too. She had him under some spell, and when he looked at me, I *knew* I was looking at something that was just wearing the face of a man, you know?

He just kept laughing real quiet. I wanted him out, fast.

Makayla

[kindly]

I'm looking for a Djembe. Someone sold it recently.
It's got some really complicated carvings on it. I'd like to buy it off you.

Calvin

[savvy to what he has]

That's a big... that's a big piece.



I looked it up, and it was used by Bolokada Conde.
I'm still getting it appraised, but it ain't going to be a cheap buy.

Makayla

[shrewdly]

How about six hundred?

Calvin

[balking at that]

You know it's worth more than that.

W

[looking at things]

Oh, shrewd deals and bargains.

This one, this one can see. This one can hear.

Makayla

[shutting W up]

People are talking here.

[to Calvin]

This place is yours, right? The building and all of it? I'll trade you something special for the drum.

Makayla

[rifling through a bag]

Looks like you buy more than you sell in here.

[pause]

You want to be able to keep your shop open?

Calvin

[confused]

Miss, you don't get to come in here...

[places the sculpture onto the bar]

Makayla

[satisfied with this offer]

There. A harp for a drum.

Calvin



[shocked]

This is..

Makayla

[calmly]

The preserved head of one of the Harp strings, sculpted by the hand of Augusta Savage.
The plaster was hard to keep together, but its most recent owner did it.
Any of us who owns of these heads, perseveres.
It's yours, for the drum.

Calvin

[suspicious]

This can't be real.

Makayla

[amused]

Touch it and see for yourself.

Calvin

[narrate]

My hands traced the cheek of the sculpture's face.
The flawless cheeks, the mouth open, forming one perfect note from *Lift Every Voice and Sing*.
And I could feel the entire song in that face.
Feel the intent and wish for Black people... still as deep and sincere as it was when it was at
the 1939 World's Fair.
I looked at the cracked plaster by the neck and I could hear momma singing to us, while we
were in bed. I needed it.

Calvin

[puzzled]

How'd you get this?

Makayla

[trying to be cool, but distracted about something]

A gift from a client of mine. I wouldn't part with it, but we need that drum for something
important. And me giving you this, it's worth far more than I'm asking.
But before I do something big, I should do something big for someone. So, the head for the
drum. This a fair deal for you?

Calvin

[calmly]

Seems to be.



Makayla

[happy]

Deal is struck and...

[sound of card]

Here's my card.

W, get the djembe.

Until we meet again, Calvin.

Calvin

[narrate]]

The white guy waited for me to unlock the case. Holding the drum that last time, I was going to reconsider. I felt the rhythm and power of the music in my wrists, but the guy just snatched it from me and his eyes, when he looked at me. They were just filled with that... what's the word?

Calvin

[snaps his fingers]

Malice.

Like he was trying to be pleasant, but underneath it all, man. There was something dark.

And when they left, it took me a minute, but I realized she called me Calvin.

But I didn't give her my name.

[back at the house]

Athena

[a little testy]

You never told us about the head.

That you got.

From a witch.

Calvin

[defensive]

Yeah Yeah. I know. But that's the point.

We got something from her because *she* needed something.

The head, it's turned shit around at the shop. I don't know how. But it's like. It's like Momma and the family are in there. Giving me advice, telling me what to sell, what to keep.

I paid off the taxes last week.

Shit, we might have enough to get a place in a year again.

We call this witch, what if she wants it back?

Marvin



[plaintive]

Yeah, but there are monsters out there cursing people.
And I gotta save Geraldine. Or at least stop them from taking more folks.
It's my fault, man.

[calm]

I'll pay the price.

Athena

[not liking that]

Whoa, Mumble. Whoa.

We'll make the call, but we're not already getting ready to give away everything.

The call first.

Then, when I get back from my new client, we'll decide what to do together.

Calvin

[resigned]

Okay. I'll give you the number tomorrow, Mumble. But like I said, go nowhere. Talk to nobody.

[SCENE 2]

Marvin

I start getting ready for bed after Calvin and Athena left for the day. I'm not tired. With nobody home, I put Pete's ring on, and watch as the walls of my room distort and meld with the memory- of Pete's memory of that summer with...

Julie

[curious]

You kept me around. How did it go with that lady?

Marvin

[sadly]

Hi, Julie. They got her. I tried to get her back, but she didn't listen. The earring's curse made it hard for her to see what was happening. We got a plan forming, but I'm scared it isn't enough.

We were going to go to the funerals, but ...

Julie

[calm]

But you're worried you can't beat the winemakers.

Marvin



[confused]

Why do you call them that?

Julie

You smelled like rotten grapes when you came home. The kind you smell in a winery. I noticed it when you put it on. You didn't smell it?

Marvin

[curious]

No. I didn't smell that.

I was going to return you to Pete, but they already took him away.

His kids found out about you and it's a mess.

Julie

[sad acceptance]

We tried to do this as best we could.

It could have been worse.

I'm sorry they're hurting.

We are - *were* - neighbors. So I'm sure the grown up kids realizing that would be really upset.

Marvin

[surprised]

Wait. You were Pete's neigh-- Hold up, hold up.

Do you know what happened to you after that summer?

Julie

[hazy]

Not... really. I feel like it all ended before long. I feel Pete was sad and yet had a happy life.

But I'm me as I was. I'm his Julie.

That's what he preferred to call me anyway.

It's my middle name. He said it suits me better.

Marvin

[figuring this out]

When you see me? Do I look like Pete to you?

Julie

[laughs]

No, hon. Not at all.



[they both laugh]

Julie

[puzzled too]

You feel, *right*, if that makes sense.

Like I do know you.

And you... you pull me out of his ring and I get to see... things. Just through you, like watching a drive through movie over the shoulder of someone you're necking with.

Marvin

[interested by that]

Hm. Did you happen to see any of when me and Geraldine.

Julie

[really taken aback]

You mean me and Pete?

Geraldine?

Are you okay?

Because I -

[phone rings]

Marvin

[surprised out of his trance]

Ah! What? No! Damn it!

[picks up phone]

Marvin

[upset]

C, man.

I was just...

Calvin

[annoyed]

You want this number or not, Mumble?

Marvin

[confused]

You couldn't text it to me?



Calvin

[not thinking about it]

How am I gonna text it to you from the shop phone?

You want it or not?

Marvin

[annoyed]

You could've used your cell, you know what, nevermind.

Let me...

[searching for a pen]

All right, I can write it down now.

Calvin

[hesitant]

You sure you want this?

Marvin

[sure]

It's on me. Hit me.

[Scene 3]

[inside home]

[uncork of wine]

Chartreuse

[Jovial and relieved to unwind a bit]

Love, be a dear and get the cheese cloth off the counter.

I think it's time for the first taste before our guest arrives.

Crimson

[exasperated]

Finally!

I went through so much to get this to work.

Let's decant her into a new bottle and get on to what's next.

Chartreuse

[sort of amused at Crimson's audacity]

Oh, pet.

Now let's pour it out over the sapphire.



[pouring wine]

Voila.

And for *you*.

Crimson

[excited]

Fantastic!

Now my dear... A toast! A toast to our return.

[sip]

Crimson

[spits]

Ah! What... she's incomplete!

Where is the rest of her?

Chartreuse

[surprised]

She... She...

There's a year... missing. As though it's been pulled out.

Don't drink anymore of her, lest we ruin the chance to salvage the bouquet.

Oh this, this *Marvin*, he must be brilliant indeed.

A worthy opponent.

[doorbell]

Crimson

[laughing]

But I play to win, dear heart.

Let me go get that.

[down the stairs]

[door opens]

Crimson

[acting serious]

Oh, hello, miss. Thank you so much for coming.

Did you find the place okay?

Athena

[polite and professional]

I did, thanks. Ms. LaRouge, is it?



Crimson

[dripping with happiness]

Oh yes, I'm so very glad to meet you.

I had heard about your gift and I so desperately need to contact someone very important to me.

[walking forward]

Athena

[staying with their spiel]

I will do what I can. Who are you looking to contact?

[hit from behind, falls over unconscious]

Chartreuse

[satisfied]

Your brother.

Crimson

[incredulous]

You just hit them in the head?

No spell work?

Chartreuse

[sighs]

Would you summon a carriage to take you from the boudoir to the hall when it's faster to walk?

[annoyed]

Don't answer. Bring them to the still.

[Scene 4]

Marvin

[narrate]

The witch was nice on the phone. Especially when I told her about how I got her number. We talked about how Calvin's business was doing. Then I told her what we were facing. The warmth left her voice as she kept asking me more and more questions. And when I was finished I asked her:

Can you help?



Makayla

[sympathetic]

I can't get there for days, Marvin.

I'm actually in the middle of something I can't leave.

But I have a few options.

I have a ... sort of design you can draw onto your wall to keep you safe until I got there.

You could all leave town and meet with me down here, but you won't be home.

Or I can send a friend up to help you.

Marvin

[hesitant]

Is it that white dude my brother saw with you?

Makayla

Yeah.

[pause]

Sounds like that one doesn't appeal to y'all.

But he's... an expert.

Really it's up you.

Narrator

What does Marvin decide?

Learn a spell

Leave town

Let her friend come up.

What options makes the most sense? Vote now at WitcheverPath.com/vote

You have until Wednesday, April 28.



This episode features:
Isaiah Frizelle as Marvin
Shannon Perry as Geraldine
David S. Dear as Calvin
Vyn Vox as Athena
Dallas Wheatley as Crimson
Jas LaFond as Chartreuse and Makayla
Josh Rubino as Lawyer
Miranda Riddle as Julie

Our theme song is by Rydr.
Cruisin is by [Zap Splat](#)
Insomniac is by [Matt Large](#).
ZooTropio by [Etienne Roussel](#)
Sneaky Steak by [Daniel Fridell](#)
Busy Feet by [Sahara Skylight](#)
Lift Every Voice and Sing by [FrozenJazz](#)
Do You Wrong by [Riverworn](#)

Dross is written and produced by Steven and Jas.

Thank you to Blythe Renay our special season three producer and thank you to all of our Patreon Subscribers that have been supporting this show. If you got the cash, for 5 dollars a month (or \$50 for our annual subscribers like Jen) you gain access to the Squirrel Feed, which brings you extra episodes, exclusive stories and alternate decisions.

Speaking of which, we're doing something for the Wanderer level and above next week! A table read of one of the paths NOT taken in Dross. We think you're going to love it.

Go to Patreon.com/witcheverpath to sign up today.