**Halfmoon Chronicles Season 1 Episode 20 “Somewhere Else”**

[SFX: DISTORTED GLITCHING]

[SFX: EERIE WHOOSHING]

**TABBY**

Ash? Ash??

[PAUSE]

Where am I? What's going on? Ash, can you hear me?

[SFX: AMBIENT WIND SOUNDS]

I still have the recorder. Okay. Um...in case something... happens to me... I'll describe what I'm seeing.  Uh. That thing—what did Camile call it? *Don't Look?* Don't Look... took me somewhere. It's dark, and there's all this fog. Not normal fog. It's black. And it smells... like the sewer. I don't hear or see Don't Look, though...

[PAUSE]

I don't even know how to describe what I'm seeing. I'm outside, someplace. The moon is the most visible thing I can see. It looks... huge. Way bigger than it should be. Maybe it's a trick of the eye, or... why is the moon full? I swear it wasn't full tonight.

[SFX: LIGHT FOOTSTEPS]

I wish I could get it through to the recorder how bright the moon is. It's the only reason I can see through any of this fog. It's cutting through the fog like headlights, sort of.

[PAUSE]

Am I... no. It almost looks like I'm in downtown Halfmoon. But a second ago I was—

[SFX: FOOTSTEPS COME TO A HALT]

No... no, I know what I'm seeing in front of me. That's Watkins' General Store. The awning, the lettering on the window. They're... styled exactly the same. Except it's not called Watkins' General. It's called... Full Moon Services.

[PAUSE]

The door... it's completely off its hinges. Like it was torn apart.

[SFX: DISTORTED VOICE IN THE DISTANCE]

**TABBY**

Ash! Is that you? Where are you?

[SFX: HURRIED FOOTSTEPS NEAR CLOSE]

**TABBY**

[CUT OFF SCREAM]

**ASH**

[WHISPERING]

Tabby, are you serious? Don't yell so loud!

**TABBY**

[LOUDLY]

Ash! Where were—

**ASH**

SHH!

**TABBY**

[WHISPERING]

What do you mean, *shh*? Weren't you the one just calling out to me?

**ASH**

I wasn't calling out to you.

**TABBY**

Then… whose voice did I just—?

**ASH**

[WHISPERING]

We're not alone here! C'mon. We need to find someplace safe.

[SFX: RECORDER CLICKS]

[SFX: RECORDER CLICKS AGAIN]

[SFX: EMBIENT WATER DRIPPING]

**GRAY**

Okay, update. Well, not much of an update. No matter how much I wander, I'm still surrounded by the same things. A mildewy smell, and the shallow, placid water I've been walking through.

[SFX: SLOSHING]

I hear occasional movement, but I haven't seen or run into anything. I'm starving. And I'm starting to get thirsty.

[TAKES A BREATH]

[SFX: FOOTSTEPS IN WATER]

If I don't get out of here soon, I'm gonna have no choice but to drink the water at my feet. And I... don't know what that will do to me.

[SFX: FOOTSTEPS COME TO A HALT]

**GRAY**

[SHARP BREATH]

[WHISPERING]

Shit. I see a light.

[PAUSE]

I think it sees me...

[SFX: LOUD FOOTSTEPS IN WATER NEARING CLOSE]

**CAM**

[DISTANTLY]

You're hearing things, Cam. You want to hear your friends, so your brain is making shit up.

**GRAY**

Cam?

**CAM**

Oh my god. Gray?

[SFX: LOUD SLOSHING AND FOOTSTEPS]

**CAM**

I-I can't believe you're here, you—you were gone and I—we thought you were—

**GRAY**

I'm fine, Cam. I'm fine. But what are you doing here? Did you find a way in? Where are we?

**CAM**

Uh, well, if by "find a way in" you mean "also taken by that disturbing creature," then yes.

**GRAY**

Oh, shit. I thought you were here on purpose, since you have a flashlight.

**CAM**

We were in the sewers, trying to find a way into the mill. Then that creature grabbed me, and... well, it feels like I'm still in the sewers, but it's... different? There's this black fog everywhere.

**GRAY**

Yeah, I'm seeing it now. I've been in complete darkness this whole time, so I didn't notice the fog.

**CAM**

This whole time? How have you been, like, staying alive?

**GRAY**

What do you mean? I'm starving, yeah, and super thirsty. But I can't imagine it's been longer than a day.

**CAM**

No, Gray. You've been gone for several days.

**GRAY**

That's... not possible. I haven't even had water. I'd be dehydrated. Or even if I hadn't, I'd be on the brink of death right now.

**CAM**

You were taken on December 22nd. Today's the 25th.

**GRAY**

...Maybe I just have a really high Constitution stat?

**CAM**

Gray, I don't have it in me to make D&D jokes right now.

**GRAY**

[NERVOUS CHUCKLE]

Sorry, just... I'm really relieved to see you, Cam.

**CAM**

You too, bud. You said you've been in complete darkness, right?

**GRAY**

Yeah. It's been miserable.

**CAM**

So I'm guessing you haven't seen these arrows on the walls?

**GRAY**

What arrows?

[SFX: SLOSHING]

Oh. When you said arrows, I thought they'd be painted, or drawn in chalk. I didn't think they'd be...

**CAM**

Scratched into the walls? Yeah.

**GRAY**

Should... we follow them?

**CAM**

That's what I've been doing. Obviously I don't know where they lead. But I'm hoping it's to the exit.

**GRAY**

That seems a little too convenient.

**CAM**

Do you have any other ideas?

[SFX: MONSTEROUS GROWLING IN THE DISTANCE]

**GRAY**

[WHISPERING]

Don't move. Don't make a sound until it passes.

[SFX: RECORDER CLICKS]

[SFX: RECORDER CLICKS AGAIN]

**ASH**

Okay. I think we're safe to talk here. Thank god I still had my flashlight on me. This fog is ridiculous.

**TABBY**

I'm gonna start recording. To keep track of—

**ASH**

At this point, I just assume you're recording everything, Tabs. No explanation needed.

**TABBY**

Right. Well, what's going on? Are we in Halfmoon? Why... why is every door in this place torn off its hinges?

**ASH**

Why do you think I know? Don't Look took me two seconds before it took you.

**TABBY**

Sorry. I wonder what those—shadow things were, when we were walking through that downtown area. Those figures that kept showing up through the fog?

**ASH**

I'd love to find out, but not now. Not until I know we're safe. That was why I didn't want you to be loud. I didn't know if those shadows would hear and come after us.

**TABBY**

Good call. None of them seem to have followed us, though. They look like they're sticking around the area with all the buildings. Ash... it really looked like downtown Halfmoon.

**ASH**

It did. And where we're standing now looks a lot like the wooded areas in Halfmoon's outskirts.

**TABBY**

But we can't be in Halfmoon, can we?

**ASH**

I wish I could tell you.

[PAUSE]

[SFX: SHUFFLING]

What is that? That... weird light?

**TABBY**

I don't know. A... flashlight?

**ASH**

No. It's blinking on and off. It looks like some kind of strobe or lightning.

**TABBY**

Ash... if this place is Halfmoon, do you realize what direction that light's coming from?

**ASH**

I don't know. One of the bridges?

**TABBY**

No. The mill.

ASH

[PAINED GROAN]

We should go.

**TABBY**

Toward the ominously flashing light?

**ASH**

The mill's where we've been trying to go all this time, isn't it? What if Gray and Cam are there?

[SILENCE]

**TABBY**

You're right. Let's go.

[SFX: RECORDER CLICKS]

[SFX: RECORDER CLICKS AGAIN]

**DON'T LOOK**

[SCREECHING]

**GRAY**

Fuck, it heard us! Run!

[SFX: LOUD SLOSHING AND SPLASHING]

**CAM**

Damn it, I just did this!

**GRAY**

It hasn't heard me since I've been here. I don't know what happens if it catches us.

**CAM**

Then keep going! Follow the arrows!

[SFX: RUNNING AND SLOSHING CONTINUE]

[SFX: DON’T LOOK CONTINUES TO SCREECH IN THE DISTANCE]

**GRAY**

Keep the flashlight steady!

**CAM**

I'm trying!

[SFX: HEAVY BREATHING]

**GRAY**

I think we lost the arrows!

**CAM**

Well, it’s not like we can turn back!

**DON’T LOOK**

[SCREECHES]

**CAM**

Nevermind! Turn back!

[SFX: RUNNING AND SLOSHING RETURNS]

**CAM**

[PANTING]

I don’t… understand… what this thing is doing!

**GRAY**

[STRAINED]

What… do you mean?

**CAM**

It could have lunged at us right then. Why didn’t it?

**GRAY**

I wouldn’t bet on its intentions being good!

**CAM**

Gray look out!

**DON’T LOOK**

[SCREECHES]

**GRAY**

[SCREAMS]

[SFX: RECORDER CLICKS]

[SFX: RECORDER CLICKS AGAIN]

**ASH**

You were right, Tabby. This sure looks like the mill. Or a version of it, at least. There's no gate surrounding this one.

**TABBY**

What is this... light? This... weird, glowing cloud in the air. I've never seen anything like it.

**ASH**

Tabs, look. No door on the mill, either. Torn out, like the others.

**TABBY**

I wish we knew what that meant.

[SFX: DISTORTED VOICE IN THE DISTANCE RETURNS]

**TABBY**

Do you hear that?

**ASH**

Yes. Is that a... voice?

**TABBY**

I don't know. It's what I heard when I thought you were calling out to me earlier.

**ASH**

Is it coming from the mill?

**TABBY**

I can't tell. Should we... go in?

**ASH**

Yeah. Let's get our friends.

[SFX: FOOTSTEPS]

**TABBY**

It's still so foggy in here. Watch out!

[SFX: FOOTSTEPS STOP]

There's a... hole in the floor, right in front of you.

**ASH**

Yeah. We've gotta step really carefully, and keep the flashlight going. Everything looks like it's about to cave in.

**TABBY**

I guess everyone in Halfmoon wasn't kidding about this place.

**ASH**

Except this mill doesn't have a gate. Who knows if the version of the mill we know from Halfmoon is anything like this.

[SFX: MUFFLED VOICES CHANTING IN THE DISTANCE]

**TABBY**

[QUIETLY]

You hear that? What is that?

**ASH**

Is it that same voice we heard?

**TABBY**

I don't think so. There's a lot of them. Are they... chanting?

**ASH**

Wait. Tabby, look.

**TABBY**

What?

**ASH**

A door. An intact door.

**TABBY**

Is the chanting coming from behind it?

[SFX: CREAKY FOOTSTEPS]

**ASH**

I don't… think so.

[SFX: FOOTSTEPS CONTINUE]

**TABBY**

Ash, don't—

[SFX: DOOR CREAKS OPEN]

[SILENCE]

**TABBY**

Good. I thought something might jump out at us.

**ASH**

It looks like someone's been... squatting in here?

[SFX: QUIET FOOTSTEPS]

**TABBY**

Squatting? Gray, maybe?

**ASH**

Doubt it. I don't think Gray could make this kind of mess in such a short time.

[SFX: SHUFFLING]

**TABBY**

Eurgh. I don't think Gray's capable of making this kind of mess, period.

**ASH**

Yeah. What is all this?

[SFX: DOOR CLOSING]

[SFX: PAPERS AND OBJECTS BEING SHUFFLED]

**TABBY**

[COUGHS]

Whoever was squatting here, they haven't been here in a while. There's so much dust.

**ASH**

Ughhh… I'm pretty sure that rotting husk over there used to be food. Why are there tarps all over the walls?

[SFX: CRINKLING]

**TABBY**

No idea.

**ASH**

They all have something painted on them. Some symbols... no wait. These are drawings of… doors?

**TABBY**

What the hell?

[SFX: FOOTSTEPS]

Yeah these are definitely paintings of doors. This is so unsettling.

**ASH**

Maybe we should keep looking around?

**TABBY**

Yeah, maybe we can find some clues to whoever was here.

[SFX: PAPERS RUSTLING AND BOTTLES CLINKING]

I found something. A journal?

**ASH**

Careful, Tabs. The last creepy journal we found killed people.

**TABBY**

Yeah. But… What if it tells us *more* about this place?

[SFX: LOUD SCREAMING IN THE DISTANCE]

**TABBY**

What is that?

**ASH**

Whatever it is, it's getting louder.

[SFX: SCREAMS GROW LOUDER]

**TABBY**

It's coming from the other side of the tarp!

**ASH**

Shit! We need to get out of—

**GRAY**

[SCREAMS]

[SFX: LOUD THUD]

**TABBY**

Cam?? Gray??

**ASH**

Oh my god!

**CAM**

Keep running! It's coming—

**DON’T LOOK**

[EERIE GROWLING]

**GRAY**

Wait, Cam, look. It's... not coming through the tarp.

**CAM**

What?

**DON’T LOOK**

[GROWL FADES]

[SFX: SCUTTLING RETREATS]

**CAM**

Why the hell couldn't it get through a flimsy tarp?

**GRAY**

Ash? T-Tabby?

**TABBY & ASH**

Gray!

[SFX: LOUD CLOTHING BEING RUSTLED]

**TABBY**

Gray, I'm so sorry for everything I said—you're not a bad friend, I was upset—

**GRAY**

It's fine, Tabs. We can worry about that later. How are you two here?

**ASH**

Take a wild guess.

**TABBY**

Don't Look got us because we made the mistake of trusting Camile.

**GRAY**

Don't Look?

**CAM**

Camile?? The mayor's assistant??

**ASH**

Yeah, that thing that's been chasing us? It's called Don't Look. At least, that's what Camile called it before she summoned it and sent it after us.

**GRAY**

You're kidding.

**ASH**

No. I hate to gloat, but guys? I was right. There's a cult. Larry Watkins is part of it, and so is Camile. I bet Miriam Davis and Randall Fry are, too.

**CAM**

Hold on. How do you know all this? I was just with you two in the sewers. Didn't that thing get you right after it got me?

**TABBY**

No. Cam, you've been gone a whole day.

**CAM**

I can't have been. It's only been, like, an hour.

**ASH**

It's December 26th. Or at least, it was when Don't Look attacked us.

**TABBY**

What do you mean, it was when Don't Look attacked us? How could time have... sped up?

**ASH**

I don't know. How come there's fog everywhere? Why is there a full moon in the sky when the 26th wasn't supposed to be a full moon? Whether we're in Halfmoon or not, we've been thrown into some kind of... liminal space where rules don't apply. We have no way of knowing what day it is now.

**GRAY**

Jesus. I feel completely out of my depth.

**TABBY**

Gray, I don't think anyone's the expert on anything going on right now. Except, maybe...

[SFX: PAGES BEING FLIPPED]

**TABBY**

This journal I found. These look like notes. And illustrations.

**ASH**

Wait, go back one page. See that? "Mother of Teeth."

**TABBY**

That's one of the entities we researched, right?

**GRAY**

Yeah, the one at the vineyard. Holy shit.

[SFX: PAPER RUSTLING]

**CAM**

If that drawing is supposed to be what Mother of Teeth looks like... god, I hope that's not what it looks like.

**TABBY**

And here. This page talks about the Periphery. These are the entities we've been looking into... whose journal is this?

**CAM**

Maybe there's a name on it?

[SFX: MORE PAPER FLIPPING]

**TABBY**

I don't see a name. But I do see a labeled drawing of Don't Look.

**CAM**

That's Don't Look, all right.

**ASH**

Wait, scribbled beneath it. A summoning circle.

[SFX: DISTORTED VOICE IN THE DISTANCE REAPPEARS]

**TABBY**

Shit. There's that voice again.

**CAM**

Again?

**ASH**

Yeah, we've been hearing it since we got here.

**DISTORTED VOICE:**

[DISTANTLY, ECHOING]

*Ash… Tabby… Gray… Cam…*

**CAM**

I'd know that voice anywhere. That's Chris.

**TABBY**

What?

**GRAY**

Do you think he's... here?

[SFX: CHRIS' VOICE KEEPS ECHOING CAM'S NAME]

**CAM**

It's coming from the other side of the door.

[SFX: DOOR OPENING]

[SFX: CHRIS' VOICE CONTINUES TO ECHO UNINTELLIGABLY]

**ASH**

Careful. It could be a trick.

**TABBY**

Everyone stay on your guard.

[SFX: UNINTELLIGABLE CHANTING FROM MULTIPLE VOICES]

**CAM**

What the hell is that chanting?

**TABBY**

Not sure. We heard it when we came in.

**GRAY**

Well, it can't be anything good.

[SFX: CHANTING GROWS LOUDER, AS DOES CHRIS'S VOICE]

**ASH**

Another door. Whoever's making all this noise, it's coming from in there.

**GRAY**

Should we?

**CAM**

If my brother's in there, I'm going in.

**ASH**

All right. On three.

**TABBY**

One...

**GRAY**

Two...

**CAM**

Three!

[SFX: DOOR OPENS]

[SFX: LOUD SHUFFLING]

**CAM**

Hey! Who are all of you?

[NO RESPONSE, CHANTING CONTINUES]

**ASH**

I… don't think they can hear us, Cam. They don't even look like they see us.

**GRAY**

Guys. Look at their hoods. There are faces... flickering, in and out. One second they're there, and then not.

**TABBY**

Oh my god, you're right. There's... Larry Watkins. Miriam. Randall. Mayor Raadelman.

**ASH**

[DISTAINFULLY]

And Camile.

**TABBY**

The Y2K tower! Miriam warned everyone to stay inside on New Year's Eve. What if this is why?

**GRAY**

You think it could be New Year's already?

**CAMILE**

[DISTORTED AND MUFFLED]

Scions... of the inevitable... tomorrow...

**CAM**

Scions of the what?

**ASH**

We shouldn't be in here. This is some kind of ritual.

**CAM**

What about Chris? I still hear him!

**CHRIS**

[ECHOING AND DISTORTED]

… Close the door… Close… The

**CAM**

Chris! Where are you?

[SFX: LOUD CRASHING NOISE]

**DON'T LOOK**

[SCREECHES]

**EVERYONE**

[SCREAMS]

**CAMILE**

Sacrifices... have arrived...

**GRAY**

Sacrifices?

**CAM**

[YELLS]

**CAMILE**

… To complete the thinning of...

**ASH**

Ouch! Stop!

**CAM**

It has Ash!

**TABBY**

Ash, no!

**CHRIS**

[ECHOING]

Tabby!

**TABBY**

Chris??

**ASH**

[SCREAMING IN THE BACKGROUND]

**TABBY**

Is that you?? Where are you??

**CHRIS**

[ECHOING]

Use the journal! Use the journal!

**TABBY**

And—and do what??

**ASH**

[SCREAMS LOUDER, PAINED]

**CHRIS**

[ECHOING]

The Don't Look page! The summoning circle!

**CAM**

Ash! Please, no, Ash!

**GRAY**

Get away from her!

**DON'T LOOK**

[SCREECHES]

[SFX: PAGES FRANTICALLY BEING FLIPPED]

**TABBY**

Chris—?

**CHRIS**

[ECHOING]

Put your palm to it! Put your palm to it!

**DON'T LOOK**

[SCREAMING STOPS]

[SILENCE]

**ASH**

What happened? Tabs, what did you do?

[SFX: SCUTTLING NOISE]

[SFX: CHANTING STOPS]

**CAMILE**

No, keep going! Ignore it! The thinning of the veil is almost complete—!

**DON'T LOOK**

[SCREECHING]

[SFX: EERIE WHOOSHING]

[SFX: CHAOTIC BANGING, CRASHING, AND YELLING]

[SFX: DISTORTED NOISE]

[SFX: MULTIPLE THUDS]

[SILENCE]

**CAM**

Are we back in Halfmoon?

**TABBY**

It... looks like it. The fog is gone. I think we're inside the mill. Don't Look must have... pulled us back through when it attacked the cultists. At least, I think that's what happened. It was all so fast.

**GRAY**

Ash, are you okay?

**ASH**

Yeah. A few bandages and I'll be fine.

**CAM**

They don't look okay.

**TABBY**

Christ… Don't Look killed them.

**GRAY**

Oh my god. That's Raadelman's body. And the others... I recognize a few police officers from around town.

**ASH**

…Captain Ryan?

**GRAY**

No, I… I don't see her.

**ASH**

Something must've gone wrong for the cult. I don't think they meant for Don't Look to attack them.

**TABBY**

What were they trying to do in the first place?

**ASH**

I heard Camile refer to us as "sacrifices." They've been trying to lure us to the mill for days. That must be why.

[SFX: FOOTSTEPS]

**CAM**

Jesus... why? Why us?

**TABBY**

Where's Camile? I don't see her among the dead.

**ASH**

Yeah, not everyone we saw in the robes is here. Some of them must've gotten away. I don't know where Don't Look went.

**UNKNOWN VOICE**

[SHUDDERING AND GROANING]

[SFX: CREAKING]

**GRAY**

Who's that?

**ASH**

The one not wearing a robe?

**CAM**

Guys...

[SFX: FOOTSTEPS]

[SFX: RUSTLING]

Oh my god. Chris?

**CHRIS**

Hey, Cam.

[STRAINED CHUCKLE]

Everyone. I…

[BREATH]

I think we should talk.

[SFX: RECORDER CLICKS]