

[Monster Hour theme]

Quinn: Hello, everyone, and welcome to Monster Hour. I'm Quinn, your Keeper of Monster and Mysteries. With me today are Hannah.

Hannah: Hi, it's Hannah. I play JR the Crooked.

Quinn: Kyle.

Kyle: Hey, it's Kyle. I am Alvin the Monstrous.

Quinn: And Teo.

Teo: Hey, it's Teo. I play Constance the Expert.

Quinn: We're going to jump right back in where we left off with Constance and Alvin in the forest. Constance, you were having a bit of an awkward conversation with Detective Galvan. You agreed to take one of the walkie-talkies that the search party was using to coordinate their search of the forest. And as you took it, it crackled on and someone from dispatch reported that they had found one of the kids.

The voice from the walkie-talkie continues, [as dispatch officer] *Yeah, we picked him up wandering down an old forest service road clear on the other side of the woods. Officer says the kid's okay, but he's not making much sense. Says some kind of animal dragged him into the woods before it went after his friends. I don't know, he's a little shook up.* And Detective Galvan responds, [as Galvan] *Well, at least he's alright. Any word on the other two kids?* [as dispatch officer] *Nope, nothing yet.* [as Galvan] *Well, we'll keep looking,* and she looks at you.

Teo: [as Constance] *Well, I'm happy to hear that we found one of them. My friend and I are just going to finish up our conversation, our woods conversation, but thank you for the walkie-talkie. I will make sure it's turned off right now, but I will turn it on and we'll join the search party in a little bit. Thank you for including us.*

Quinn: [as Galvan] *Well, we appreciate your assistance. Yes, when you're going to participate, just turn the walkie-talkie back on and radio me so I know where you are.*

Teo: [as Constance] *Yes, I will let you know once I commence participating.*

Quinn: [as Galvan, flustered] *All right,* [Hannah laughs] *I'm going to leave now. Good day. Evening. Goodbye.*

Teo: [as Constance] *Ciao.*

Quinn: And Detective Galvan leaves the clearing where you are in and traipses back into the woods away from you.

Teo: [as Constance] *Ooh, that was a close one, huh?*

Kyle: [as Alvin] *Thanks there. How do I look? How's my eyes? How's my teeth?*

Quinn: Alvin, I think now that you have stopped investigating, your face has shifted back to its human appearance, although you have a full beard.

Kyle: I think through that whole conversation with Detective Galvan, Alvin had his back turned and was trying to apply slight pressure to his snoot and his teeth to just try to help them massage them back into human form.

Hannah: [laughs]

Quinn: And, Alvin, I don't think you exercise the control that you hoped for. But as Constance was fending off Detective Galvan, I think you've realized that you do have some control. It's a muscle that you've never used before and it's weak, but it's there.

Kyle: It's real sore.

Quinn: Yeah.

Kyle: [laughs]

Quinn: And so, you can control this.

Kyle: [as Alvin] *Nice. Nice. Nice.*

Teo: [as Constance] *What's nice?*

Kyle: [as Alvin] *Oh, I made my snoot go back.*

Teo: [as Constance] *Oh, like on command?*

Kyle: [as Alvin] *Wait, hold on. Let me try this.* [pops into a dog-like snoot]

[laughter]

Teo: [as Constance] *Did you poop your pants?*

Kyle: [as Alvin] *No. Look, my nose. It's like more dog-like.*

Teo: [as Constance] *Oh, it is.*

Kyle: [as Alvin] *Let me get it back in, rub. Get it. Get it.* [pop foley]

Hannah: [laughs]

Teo: [as Constance] *Okay. That's a neat party trick that you can never show anybody.*

Quinn: This is just an excuse for Kyle to show off his Foley work.

[laughter]

Teo: 100%.

Hannah: It's real good too.

Quinn: It's good Foley work.

Hannah: It's real good. It's good. It's good work.

Teo: It is. I really feel that nose.

Kyle: Professional.

Hannah: Yeah. [laughs]

Teo: [as Constance] *Well, that's great. In the meantime, at some point, we should probably just invest in some really nice aviators for you for when the eye thing happens.*

Kyle: [as Alvin] *That's probably a good idea.*

Teo: [as Constance] *Yeah. Just put that on the list of-- you just have your starter kit for lycanthropy.*

Kyle: *Mm-hmm.*

Teo: [as Constance] *Yeah. It's natural. It happens.*

Quinn: Maybe JR still has the strigoi's aviators.

Teo: There we go. Yeah.

Kyle: Fitting.

Quinn: So, the two of you are now alone in this clearing that you've investigated and found signs of Alvin's slumber here, but not much else. What do the two of you do now that Detective Galvan has decamped and left you be?

Kyle: I'd still like to try to catch the trail of where I've been. He still doesn't know what happened last night, and there's still some kids missing, there's something happened during the time that he can't remember in the space that he was. So, he has this cool new magic trick, but is still worried sick about what he did.

Quinn: Okay.

Teo: Yeah. I just want to make sure you're okay, and then I definitely want to meander over to the search party just to see what we can find out about the other kids, if there's any way to talk to-- like sneak a word in with the kid to try to figure out what they saw, because it might be completely unrelated.

Kyle: Here's hoping.

Quinn: So, the kid was picked up by an officer on that forest service road and is being taken to the police station. So, you can rendezvous with the search party, but if you want to find the kid, they're going to be-- well, the kid that was already found, they're going to be at the police station.

Teo: Good luck getting a word in with them at the police station.

[laughter]

Kyle: Lot of experience there.

Teo: [as Constance] *I feel like the best answers we're going to get are probably from the other kids that hopefully can still tell that story. So, I would like to rejoin the search party. But if this is your journey, then that's fine, I can meet up with you after.*

Kyle: [as Alvin] *Yeah. They said the kid's not making a whole lot of sense, but that's to the police. I bet if we get a listen, it may make a little more sense to us.*

Teo: [as Constance] *The kid at the police station?*

Kyle: [as Alvin] *Yeah.*

Teo: [as Constance] *Any of them? Yeah.*

Kyle: [as Alvin] *Hopefully find some of the other ones.*

Teo: [as Constance] *Yeah. So, are you good here or do you want to join the search party?*

Kyle: [as Alvin] *I'll come with for the search party because we did our investigations last session, didn't find a good trail from here. So, that well may be run dry for now. So, I will come along.*

Teo: Sweet. So, I turn on the radio. What do I hear?

Quinn: I think there's nothing right away. If you listen for a few minutes, you hear somebody pop on and say, [as Fred] *Sector 8 is clear. I just finished searching it. I'm moving on to Sector 9. This is Fred. Over and out.*

Teo: Okay.

Quinn: I think there's an acknowledgement from Detective Galvan who's coordinating this search and she just says, [as Galvan] *Thank you, Fred. Over and out.*

Teo: Okay. I hold down the talk button. I'm like, [as Constance] *Detective Galvan, this is Constance. My friend and I are done with our business in the woods and would like to join the search party. Where would you like us? Over and out.*

Quinn: [as Galvan] *There's a map attached to the walkie-talkie. If you pull it out, you're near sections-- looks like 23 and 24. We've gridded the forest. If you wouldn't mind searching those, we would be just very grateful for your assistance.*

Teo: [as Constance] *Roger that. Over and out. Is that how you say it? Peace. Bye.*

[laughter]

Teo: [as Constance] *I don't really get this whole walkie talkie thing, but I like it.*

[laughter]

Quinn: Okay. So, you pull this map out that is attached to the back of the walkie-talkie. It's just a park map, basically, but the Firmament Police Department has gridded it out in one-acre sections. You can see the section near CNL where you are. You appear to be on the extent of Section 23 and Section 24 is slightly deeper into the woods, and then it continues in a snaking row pattern, so on and so forth.

Kyle: [as Alvin] *Perfect.*

Teo: [as Constance] *All right.*

Kyle: [as Alvin] *Go right by 23, we can-*

Teo: [as Constance] *Yeah, let's try it out.*

Kyle: [as Alvin] *-comb the woods.*

Quinn: Okay. I think I want to do this in a similar way to how we did the investigation on Cathedral Peak, which is a broad Investigate a Mystery, which will represent your search of the forest generally, and that will determine what you learn.

Kyle: So, one roll, but I can help Constance on this roll-

Quinn: Yeah, exactly.

Kyle: -sort of thing, or we're both rolling?

Quinn: You can do it separately if you want, but then I'm not going to let you help each other if you do that.

Kyle: Sure.

Quinn: So, it's up to you.

Kyle: Right. I think that makes sense, because if it's a larger area, we may spread out a little bit, so that we're not looking at the same things, but we can cover a little more ground.

Teo: Yeah.

Quinn: Okay.

Kyle: But still within shouting distance.

Teo: Right. Yeah. Can yell at each other if we find something.

Quinn: Fun fact. Have you ever gone hiking and investigated two paths and tried to shout at the other person?

Teo: Yeah. It doesn't work very well.

Quinn: It's shocking how not far your voice carries in a forest.

Teo: Yeah. It's dampened by all the damn trees! That's why I say get rid of all the trees.

Kyle: [laughs]

Quinn: But go ahead and split up. That's fine.

Hannah: Wait, is that you, Teo, saying that, or is that Constance saying that? Because I don't think Constance would say, get rid of all the trees.

Teo: Well, neither would I.

[laughter]

Teo: It's a joke. It's called a Class A joke, you know?

Hannah: Yeah, fuck trees.

Quinn: I don't know, Constance paints landscapes, but she doesn't strike me as a particularly outdoorsy person. Maybe that's just my head canon but--

Teo: No, it's 100% true.

Kyle: She prefers desert.

Teo: She does. And also, she prefers nature in the abstract, quite literally.

Quinn: Like most things.

Teo: Yes. Uh-huh.

Kyle: Well, you didn't let her finish. You need to get rid of all the trees and put them back upside down.

Teo: Actually, yes, that would be far more interesting. But anyway, no one's going to take me up on that. The Forest Service never read my letters.

Kyle: Just the roots in the air.

Teo: Yeah, roots in the air. Ooh, good band name.

Quinn: Roots in the Air is Jenny's band that she's in.

Kyle: [laughs]

Teo: I like that.

Quinn: That's canon.

Teo: [rolls dice] Ooh, that is a 9-

Quinn: Okay.

Teo: -for me.

Kyle: If we're by ourselves in the woods looking around, I'm going to pop my snoot out, [Quinn laughs] go a little coyote, and get my +1 to sniffing.

Quinn: You do the head-only transformation again?

Kyle: Yeah.

Quinn: It goes a little smoother.

Kyle: Head of--

Quinn: And so, you get a +1.

Kyle: Head of coyote. [pops snoot] [rolls dice] Glad I do. 7.

Quinn: So, each of you have a mixed success, which means you get to hold one. And you can use that to ask one of the following questions. What happened here? What sort of creature is it? What can it do? What can hurt it? Where did it go? What was it going to do. Or, what is being concealed here? Whoever wants to go first, that's fine, but they're happening simultaneously. And, Alvin, I know you're looking for the kids, but if you want to use this question to try to retrace your steps, I think we can do that, if that's the way you want to go.

Kyle: Yeah, that's what I was going to say is Alvin knows that he's supposed to be looking for the kids, but he's smelling in the most familiar scent. He doesn't have the scent of the kid. He's using his nose. He has the scent of himself that he's familiar with. So that's what he's really looking for.

Quinn: Yeah. Okay.

Kyle: Because he's most afraid. His big fear is that finding where he went will also find the kids.

Quinn: It sounds like that would be where did it go, trying to track yourself?

Kyle: Yup.

Quinn: Okay. Alvin, I think you're searching Grid 24, which is pretty much just north of the clearing where you woke up and where you previously were. You're searching this grid. You're pacing back and forth, back and forth. And after searching for a little while, after getting to what you estimate is probably the end of the grid, you catch a scent. [Kyle sniffs] It is a familiar scent, and it is the metallic scent of blood. Almost instantly, you recall the moment that you woke up and you tasted this on your tongue. And again, you can almost see it wafting in front of you in these fits and starts. It's not like a line, but there are these little tufts of scent that you can follow and they lead further north, up and around CNL, the other direction from the entrance.

Kyle: So, like around the back of the laboratory?

Quinn: Yeah. Which, for context, would have you moving up along the eastern exterior of the search area.

Kyle: Yeah. I think Alvin does cautiously because it's like at the edge of the forest, so there's a little less cover. But I think he does start to follow this blood trail in a little bit of a daze. There's a pit in his stomach, that memory is real, but there's also a bit of monstrosity coming out with the scent of blood.

Quinn: You follow it for some distance. I think you realize pretty quickly that this scent is faint. Whatever it is, the origin of the smell, you're not going to find it right away and you're going to have to travel for a little bit.

Kyle: I don't have my phone or a Polly Pocket radio-

[laughter]

Kyle: -or any way to contact Constance.

Teo: You have your howl.

Kyle: I have my howl.

Teo: Which--

Kyle: That could be bad. But I think he's got to follow it. It's emotionally overwhelming.

Quinn: You hug the tree line next to the Colorado National Lab for a while, and then after a ways, you leave it behind and you delve further into this forest. You don't know how long it is before you leave the area of the search parameter, but you definitely are clear of it by the time the trail starts to become more viscous of a scent. And eventually, I think maybe even like 20, 30 minutes later, that scent becomes robust. You smell its origin before you can see it, and you can tell that it's coming from this-- not shelter, because it's not intentional, but this divot between two fallen trees that are overgrown, you can tell that the scent is coming from within that shielded area.

Kyle: It's dark, I suppose, in there.

Quinn: I think by this time, it's about probably 4:00 in the afternoon. And when you're in a forest, even when it's light out, you get ambient light, but you don't get direct light. It's like that.

Kyle: Yeah.

Quinn: So, it's not dark, but there's no direct sunlight. And so, as you're approaching this divot, you can't really get a good look at what's in there.

Kyle: Hmm. So, I think what he's going to do is he's going to do a howl and duck behind the tree and see if anything moves in that area.

Quinn: A few birds take off overhead, but nothing moves on the ground.

Kyle: That squares with his assumption of like he's following where he was. He doesn't have any memories really of the event, but not any memories of fighting anything. He wasn't really hurt when he woke up. So yeah, he'll go take a peek in the divot.

Quinn: You make your way through the underbrush and crawl over one of the fallen logs, and tucked in the recess of this bastion is the body of a deer. And it is-- There's not really any other way to put it. It's torn to pieces.

Kyle: [as Alvin] *Oh thank god. Oh thank god.*

Quinn: I think you actually can see a small piece of fabric that's been torn away and is stuck on part of the log, and you recognize it as a piece of the shirt that you were wearing.

Kyle: He takes a sit down on the log as relief washes over him that it's just a deer, that it wasn't anything horrible. Before he makes a note of the location, tries to remember carefully where it is, starts making his way back out. Perhaps, Constance will be waiting, but we'll see.

Quinn: Okay. Let's jump to Constance. Constance, you had a 9, which was also a mixed success. So, you also get one of the questions from the Investigate a Mystery list.

Teo: I would like to find out, what is being concealed here?

Quinn: Constance, I think you finished searching Grid 23, and I think you know that Alvin was doing Grid 24. So, you start working on Grid 22, which is slightly further to the west. You search for a little while. It's a dense forest. There's these towering ponderosa pines, and then there's a good amount of underbrush at various levels. So, it's slow going and it takes you a little while. You tell me if this is intruding on your character. I think Constance, in her many studies of many things because she's a smart lady, has spent some time studying horticulture and the outdoors and maybe even some survival tips in case something wild happens.

Teo: Oh, yeah, definitely. Mainly because she wants to be able to incorporate specific local plants within her artwork. It's very important that even though it's abstract that it is representative of the area.

Quinn: It's all about that artwork.

Teo: Oh, yeah, of course.

Quinn: So, you are searching Grid 22, and you come across a broken branch that is broken higher up than an animal would break it, which means it has almost certainly been broken by a person. I think you move a little ways, and you actually see a footprint in the ground. Given what Detective Galvan told you that no one else has searched these grids yet, that means it's not someone from the search party.

Teo: Right about now, Constance starts to realize that she's been so focused lately on all the spooky, extraordinary things in town that she's completely forgotten about the very ordinary murderers. And so, she's now fully convinced that this is a regular human murderer, and she somehow finds that far scarier, because that's something she has not yet come across in her life. So, I think she's going to pull out her pepper spray.

Quinn: Fair.

Kyle: Yeah.

Teo: I think she's going to try to quietly creep up following the-- Is it a path of footsteps or just one footprint?

Quinn: I don't think there's a path. I think you can discern a general direction that these footsteps were coming from and going to. They were coming from deeper within the forest, and they were going north. Because I think it's fair, based on the information, you would know, north is where the forest service road is where the kid was picked up.

Teo: Okay. Interesting. I don't want to go towards where the kid was found because they already searched that area. I want to go the other way, the direction that the footprints came from.

Quinn: Deeper into the forest?

Teo: Yeah.

Quinn: Okay.

Teo: I do finally realize that I haven't heard from Alvin.

Quinn: Yeah. I think it's been about 30 minutes.

Teo: Yeah. I don't want to draw attention to myself by yelling. It's fine. I haven't heard him scream or anything either.

Quinn: Yeah, you did not hear anything.

Teo: Okay. If he did try to get a hold of me at this point, too far into the woods.

Quinn: Okay. You suss out the rough direction where this path comes from and you start heading that way. It is the beginning of evening, and so it's starting to darken as you make your way. You get just a few steps when you are startled by a sharp crackling as the walkie-talkie flips on and you hear Detective Galvan come on. [as Galvan] *Attention, members of the search party. We just received word that a second kid has been found. They showed up at Heights Middle School, and they appear to be unharmed. We're just looking for one more kid, Rahul. So, please keep up the efforts. I know it's good news that we found two kids, but we can't assume that the other ones are not here. So, please redouble your efforts. Detective Galvan out.*

Teo: [as Constance] *Ooh. Okay. Well, that's good news.*

[music]

Quinn: JR, you are sitting outside the Colorado National Laboratory, handcuffed. You are next to Leon, although the two of you are separated by Charles, the security guard. I think it's not too long before you see the flashing lights of a Firmament Police Department vehicle, and a squad car pulls up and an officer steps out. It is not Stoney. I feel like I need to clarify that, because it's almost always Stoney [Hannah laughs] when the police get called on you, but you're not that lucky.

Kyle: [laughs]

Quinn: That's some arc one shit.

Hannah: Damn.

Quinn: This is a different officer.

Teo: All right.

Quinn: I think you can see the badge. His name is Officer Nguyen. He walks up to Charles, the security guard, and the two of them have a quiet conversation that you can't quite hear. And then, he walks over to you says, [as Officer Nguyen] *All right, let's go.* He motions for you to stand up. [as Officer Nguyen] *Yeah, you too, Leon.*

Hannah: [laughs]

Quinn: [as Leon] *Again?*

[laughter]

Hannah: [as JR] *All right. Come on, Boy Wonder.*

Quinn: The two of you are moved to the squad car and shepherded away.

Kyle: The end.

[laughter]

Hannah: End scene.

Quinn: So, Hannah, tell us about your new character.

[laughter]

Hannah: Well-

Kyle: They are very good at breaking into jail-

Hannah: She's a thief.

Kyle: -and saving their best friend.

Quinn: Excellent. Fit right in. Okay. It's a short drive across town, and pretty soon, you find yourself at the station. Officer Nguyen takes you in through the main lobby. I don't know that it's an intentional perp walk, mostly just I don't know that your crime merited the super-secret entrance. No one's going to try to kill you going through the main lobby. He takes you through past the offices and the bullpen, and he parks you in an interview room and says, [as Officer Nguyen] *All right, wait here.*

Hannah: Is he going to take the cuffs off? [as JR] *Officer Nguyen, are you going to--?*

Quinn: No. And in fact, he cuffs you to the table.

Hannah: Jesus Christ! But just one hand, right? Just one hand?

Quinn: Oh, no. Both of your hands are handcuffed, and you're handcuffed to the table.

Hannah: Oh my god! [laughs] What the fuck? This is some *Escape from Alcatraz* shit.

Kyle: [crosstalk]

Hannah: Jesus Christ.

Kyle: [laughs]

Hannah: I am not happy about this.

Quinn: You broke into a national laboratory. [laughs]

Hannah: You say tomato, I say tomayto.

Quinn: As the door is shutting, you can hear him say, [as Officer Nguyen] *All right, Leon, you want to call Eve?* And then, there's a thunk as the interview room door shuts.

Hannah: Ah, Jesus.

Quinn: Through the windows, you can see him leading Leon away to the cell block area.

Hannah: God. Fuck.

Quinn: The interview room that you're in, it's pretty nondescript. There's a fluorescent light overhead. You are handcuffed to the only table in the room. There is the chair you're sitting

in and the chair across from you. Out the window, you can see the interview room across from you, but really not much else other than that. You can see the hallway leading away. The one across from you is currently vacant. There's a handful of people passing by in the hallway, but it's not like a crowded area.

Hannah: Okay. I think I already know the answer to this, but how handcuffed am I? Am I just a little bit handcuffed or am I super handcuffed? [laughs]

Quinn: They're police handcuffs, and you're handcuffed to a table.

Hannah: Can I get any kind of leverage on this?

Quinn: You can move your hands about-- I'm physically looking at my hands. You can move your hands about six inches to the left or right.

Hannah: Shit. And the keys in my pocket.

Quinn: Presumably. Oh, sorry, I should also clarify. Officer Nguyen confiscated-

Hannah: Oh no.

Kyle: [laughs]

Quinn: -your gun, your knife, your cell phone.

Hannah: He didn't get the key too, did he?

Quinn: He did not take the key-

Hannah: Huh.

Quinn: -because he would have no reason to think that it's--

Hannah: It's not a handcuff key. Okay. He took my badge. He took my-- [crosstalk]

Kyle: It's like a big key.

Quinn: Oh, yeah, he definitely took your fake badge.

Kyle: [laughs]

Hannah: Look, I worked really hard-- Okay, I didn't work really hard on it. The person that I got it from worked really, really hard on it. I really want that badge back. Charlie Fairhurst is a good cover. Great. Well, I don't think there's really anything that I can--

Quinn: I'll put it to you. Is there anything you would like to try to do, or do you want to wait for something to happen or for Officer Nguyen to get back?

Hannah: Is there any conceivable way for me to get out of these handcuffs without a handcuff key?

Quinn: I think you'd have to Use Magic.

Hannah: Uh-huh. And I can't reach the key.

Quinn: I'll tell you, from a mechanics perspective, you can roll for it.

Hannah: I can give it a roll?

Quinn: If you want to try to break out of these handcuffs, you can Use Magic to do it.

Hannah: Okay. I'm going to try.

Quinn: Okay.

Hannah: Because also, if I do badly, this will narratively be highly entertaining.

Kyle: [laughs]

Quinn: Yes. So, there's not a specific effect on the Use Magic list that would make this happen.

Hannah: I'm just looking at the list. Let's see. Perhaps do one thing that is beyond human limitations is like I could get a hand out?

Quinn: Yeah. Or, you could just muscle out of them-

Hannah: Break them. Yeah.

Quinn: -or shrink your hands or something.

Hannah: Yeah. All right. Well, let's see if this happens-

Kyle: Oh, my God, shrink your hands. [laughs]

Hannah: -because it could maybe not happen.

Quinn: So, JR, here's what I'm going to say.

Hannah: Yeah.

Quinn: We haven't done this before yet, but this is going to have requirements. So, this is going to require one minute of "casting time" and you're going to need to do ritual chanting.

Hannah: [laughs] Oh, shit. That's not suspicious at all.

Quinn: Yeah. In the past, you've spoken a word to create the effect that you want.

Hannah: Yup.

Quinn: You're going to have to repeat that word over and over again for about-- You don't know how long, but basically, you're just going to have to keep trying it.

Hannah: All right. Let's see how this goes. Mama needs to not be [rolls dice] in these handcuffs anymore. That's a 9.

Quinn: On a 9, it works imperfectly. Choose an effect and a glitch, and I decide what effect the glitch has.

Hannah: Okay.

Quinn: The glitches are: the effect is weakened, the effect is of a short duration. You take one harm, the magic draws immediate unwelcome attention, or it has a problematic side effect.

Hannah: Okay. So, the effect that I'm going to have is, I would like to do one thing that is beyond human limitations, and the thing that I'd like is to get my hands out from the handcuffs. I think for the glitch, the glitch is the effects are weakened.

Quinn: I think I'm going to go with the obvious one here, which is that--

Hannah: I get one hand out.

Quinn: Yeah.

[laughter]

Quinn: It's too obvious and also, honestly, too comedic to not pursue.

[laughter]

Hannah: Yeah. That's where I was going with this. [laughs]

Quinn: What do you say? What's your word?

Hannah: It's open. Like, that's it. It's just like, open, open, open.

Quinn: You say it over and over and over, and you have no idea if it's going to work because you don't have the key. But you can feel this flutter of heat tucked into the pocket of your suit, and you flex one of your wrists, and the handcuff just pops open. And then, you flex the other one and nothing happens.

Hannah: Pop.

[laughter]

Quinn: And so, you have one hand free, but the way you're chained to the table means your other hand is still chained to the table and you're not going to be able to get it out.

Hannah: Baby steps. You got to crawl before you walk, man.

[laughter]

Quinn: Very shortly after you pop that hand open, you see people are walking in and out of this hallway, but another person walks in and you quickly conceal yourself, and it is another officer. They have a kid with them, probably 10 years or 11 years.

Hannah: Okay.

Quinn: Young boy, like sandy brown tousled hair. He's walking slowly and haltingly, and you can see he's got some tears in his shirt. He's got some cuts and bruises. They take him to the interview room across from you, and they sit him down at the table, and the two exchange a few words, and then the officer walks away and shuts the door.

Hannah: If I yelled something, would this kid be able to hear me?

Quinn: You don't know. Well, I don't know, you tell me how much your character would know about interview rooms and police stations.

Hannah: They're pretty soundproof.

Quinn: That's what you know about interview rooms and police stations then.

Hannah: Yeah. So, kid's left in the room, what's he doing now?

Quinn: The kid is just sitting at the table and he looks-- Physically, he looks okay. A few minor scrapes and bruises, but he doesn't look well. He's just sitting and staring out, like, not at you, but just vacantly out in your direction. He looks like he's been crying. His eyes are really puffy and they're very pink, and he just looks vacant. He's just staring out.

Hannah: Great. Okay.

Quinn: You saw him exchange a few words to the officer, but he's not really talking.

Hannah: Okay.

Quinn: Or doing anything.

Hannah: But he's sort of staring at me?

Quinn: He's not staring at you. He's staring in your direction just because the way he's situated he is facing you, but he's not looking at you. He doesn't really appear to be looking at anything.

Hannah: Is there anything else that I can learn from just staring at this child?

Quinn: I think it's another Investigate a Mystery.

Hannah: All right. Let's see.

Quinn: You'll be limited to what you could learn-

Hannah: Like visually.

Quinn: -like just looking, but-- Yeah, it's an Investigate a Mystery.

Hannah: Okay. And I've got the questions in front of me in case this roll goes well. [rolls dice] That's an 8.

Quinn: Mixed success. Hold one.

Hannah: All right. What happened here?

Quinn: I think for what happened here, JR, you've seen some-- You haven't gotten your hands super dirty, but you've seen some shit, right?

Hannah: Yeah.

Quinn: This kid's in shock.

Hannah: Okay.

Quinn: There's a synapse that's not firing right.

Hannah: Uh-huh.

Quinn: Just from looking, that's all you're going to get for that question.

Hannah: Okay.

Quinn: I think as you're staring, Officer Nguyen opens the door and comes and sits down.

Hannah: Guhhhh.

Quinn: [as Officer Nguyen] *Oh, all right, [sighs] Charlie Fairhurst? We know that's not your real name. You want to tell us your real name?*

Hannah: [as JR] *N-oooooooo.*

[laughter]

Quinn: [as Officer Nguyen] *All right. We can do this the easy way or the hard way. You got a lot of criminal counts. There's plenty of evidence against you. Prosecutor is going to have no time putting you away for a while. So, I suggest--*

Hannah: [as JR] *Would I be able to— I'm sorry. I didn't mean to interrupt you. Could we just talk to Chief Stoney as he happened to be in the--?*

Quinn: [as Officer Nguyen] [chuckling] *You don't get to talk to the Chief.*

Hannah: [as JR] *You sure about that? Are you sure about that, Officer Nguyen?*

Quinn: [as Officer Nguyen] *You can talk to a lawyer if you want to. Do you want a lawyer?*

Hannah: [as JR] *Are you placing me under custodial arrest? Is this a situation where my Miranda rights are going to be read, because if you're going to Mirandize me, then yes, I will exercise my right to remain silent and my right to an attorney. But am I under custodial arrest?*

Quinn: [as Officer Nguyen] *Oh, yeah, you're under arrest.*

Hannah: [as JR] *All right. Mirandize me.*

Quinn: [as Officer Nguyen] *Hannah, you want to read me the Miranda?* [chuckles]

Hannah: [laughs]

Kyle: [laughs]

Hannah: [as JR] *All right. Yes, I'm aware. I have the right to remain silent. I have the right to an attorney. I have the right to an attorney if I cannot afford one. If I say something now, it can be used against me later in a court of law. Yes, I want an attorney. And no, I can't afford one, public defender it is.*

Quinn: [as Officer Nguyen] *Okay. Well, we'll put in the request. In the meantime, I guess if you're not going to talk, we're going to throw you in a cell. This was productive.*

Hannah: [as JR] *You should get that kid to the hospital.*

Quinn: He looks back over his shoulder. [as Officer Nguyen] *He's shaken up, but he'll be alright.*

Hannah: [as JR] *Yeah. Physically, he's fine, but something's happened. And now, you can take me to a cell. Thanks.*

Quinn: I think, as you say that, the kid stands up and walks over to the glass and is just looking out at the two of you now.

Hannah: [as JR] *Yeah. You should take that kid to the hospital.*

Quinn: [as Officer Nguyen] *Yeah. I think you should worry about yourself. That kid's okay. You're going to be going to jail for a long time. You sure you don't want to--?*

Hannah: [as JR] *I still have my friend on the force. I need to talk to Chief Stoney.* [laughs]

Quinn: You could try to manipulate this person to talk to Stoney.

Hannah: Yeah.

Quinn: So, Officer Nguyen stands up to take you back to the cell block.

Hannah: [as JR] *Hold up. Stoney's a vet. He's going to know what that kid looks like, and that kid looks like he's seen some shit. You should call Chief Stoney.*

Quinn: Roll to Manipulate Someone.

Hannah: All right. What will convince Officer Nguyen to do-

Quinn: No, you already did it.

Hannah: -what I want? Oh, okay. All right.

Quinn: Dropping the fact that Stoney is a vet is a piece of personal information that you wouldn't have as someone who wouldn't know him.

Hannah: [rolls dice] It's a 7.

Quinn: On a 7 to 9, they'll do it, but only if you do something for them right now to show them that you mean it. If you ask too much, they'll tell you what, if anything, it would take for them to do it.

Hannah: Okay.

Quinn: Let's see. You're asking a lot. So I think you're going to need to show something. Do you still have Stoney's business card?

Hannah: It's probably in my wallet, which they've taken. [as JR] *Look, go look at my wallet. You're going to find Stoney's card, and it's got his number on the back, and it's in his handwriting because I watched him write it. Go, look. Go, go look. I'll wait here and make sure the kid's okay.*

Quinn: [as Officer Nguyen] *If I get the chief and he doesn't know you and I get in trouble, I'm going to make sure they put you under the jail.*

Hannah: [as JR] *You can put me under the jail.* [laughs] *Yeah, you can put me under the jail. It's fine. You put me under the jail.*

Teo: [laughs]

Quinn: Officer Nguyen steps away and opens the interview room door. He looks at the kid and cocks his head briefly, and the kid stares back at him. And then, he leaves the room and heads back towards the bullpen area, presumably where Stoney works the 9 to 5 part of his job.

Hannah: His job, yeah, where he works in the police station. [laughs] JR is again very scared and a little turned on.

Kyle: [chuckles]

Quinn: JR, you're sitting in the interview room and this kid is unsteadily and still with an empty eye looking at you, almost studying you.

Hannah: Mm-hmm.

Quinn: But you have one hand free, if you want to do anything while you're waiting.

Hannah: The kid can see me, right? I'm going to wave at him.

Quinn: He doesn't do anything. He doesn't respond to you.

Hannah: Okay. Is there any other information that I can glean from just looking at him?

Quinn: I don't think so. I think you could try to interact with this child, but you got what you got from your investigative history. So, there's nothing just by looking that you'll get.

Hannah: Okay. I guess I'm going to wave occasionally to see if he's responding, but I'm guessing that he's not going to respond.

Quinn: I think you wave maybe four or five times and the kid's just staring at you.

Hannah: Cool.

Quinn: And down the hallway, you can see Officer Nguyen and Chief Stoney headed your way. And as they do, the kid mechanically raises their hand and just shakes it back and forth.

Hannah: Uh-huh.

Quinn: Not in a way that any normal person would wave, but just like they're imitating you.

Hannah: The way an alien who has come to Earth and is trying to pretend to be human would wave their hand, correct?

Quinn: That's an interpretation.

Hannah: Great. That's super weird. Love it. Huh, okay, I am more scared.

Quinn: Stoney and Officer Nguyen enter the interrogation room.

Hannah: Okay, I put my hand back down. [laughs]

Quinn: [as Chief Stoney] *Well, Charlie Fairhurst. What are you doing here?*

Hannah: [as JR] *I was on vacation—*

Quinn: [as Chief Stoney] [angrily] *I heard you broke into the Colorado National Laboratory.*

Hannah: Oh, he's so mad! He's so mad! [laughs]

Quinn: [as Chief Stoney] *Did you know that that is a *federal* crime?*

[laughter]

Hannah: Hold on. Give me a minute to get this out. Okay. Hold on. All right. [clears throat]
[as JR] *Look, I was just following up a lead, and there was nobody at the front desk to credential me, and all of the doors that I went through were unlocked.*

Quinn: [as Chief Stoney] *That doesn't not make it a federal crime.*

Hannah: [as JR] *You know the saying about better to ask forgiveness than it is for permission? I thought that that might be the case when there were three missing children. Just looking out for the kids. Speaking of which, something very strange is going on with that kid.*

Quinn: [as Chief Stoney] *Charles, as I recall, in the past, you've gone by Chuck. Officer Nguyen, would you go search the law enforcement database for a Chuck Fairhurst real fast for me?* And Officer Nguyen, who looks confused and uncomfortable, [Hannah laughs] nods and steps out of the interview room. And the second he does so, Chief Stoney says, [as Chief Stoney] *JR, what the fuck are you doing here? What the fuck were you doing in the Colorado National Laboratory?*

Hannah: [as JR] *I was investigating! Something weird is going on. Come on, three kids go missing? Come on.*

Quinn: [as Chief Stoney] *You're mighty lucky they remanded you to my custody but, JR, you're in way deep on this one.*

Hannah: [as JR] *But there's some weird shit going on down there! There's some really weird shit going on. Do you know they have a whole room full of lead-lined boxes? That's weird. I mean, I'm not a scientist.*

Quinn: [as Chief Stoney] *Yeah, they're a national laboratory. They do a lot of weird stuff, JR.*

Hannah: [as JR] *I thought I was helping.*

Quinn: [as Chief Stoney] *I hope you got some good ideas for helping how to get you out of this one, because I'm fresh out. There's no Chuck Fairhurst.*

Hannah: [as JR] *Yeah. Goddamn it. No, I can't say that I overpowered you. That's not believable. Is it?*

Quinn: [as Chief Stoney] *No.*

Hannah: [as JR] *We're both reasonably intelligent people. We can think our way out of this, can't we? But just as an aside, while we're brainstorming, no ideas are bad ideas, something is really wrong with that kid. Just look at that kid. I know you know that look.*

Quinn: I think as you say that he breaks eye contact for a second and turns around. He's been in the way of your line of sight. But he steps to the side, and you see that that kid is convulsing on the ground.

Hannah: Oh, fuck.

Quinn: And Stoney, in a split second, throws open the interview door and runs over.

[music]

Quinn: Hello, everyone, and welcome to October. Thanks so much for tuning into Episode 9 of Monster Hour. As we kick off this most sinister of seasons, I think we can all agree the real monster is stores that are already advertising holiday sales. A pox on their houses.

A very spooky thank you to everyone who's helped spread the word about the show, either in person or via the series of tubes, that is the internet. We've seen a nice jump in our social media presence since we announced our character naming contest last month, which, beyond helping new folks find the show, also means we're getting closer to our sticker giveaway goal of 50 followers. So, if you haven't already, help us spread the terror by leaving us a rating and review or conjuring us on social media, [@monsterhourpod](#). Pretty soon, we'll have some ghoulish merch to give away.

Think that's enough Halloween puns? Nah. Me either. That's all I got for you this week, folks. We'll be back with Episode 10 of Monster Hour on October 22nd. Stay spooky.

[music]

Quinn: Alvin, you are at a scene of relief.

Kyle: Yeah, things are looking up.

Quinn: You have an explanation for the blood.

Kyle: Yeah.

Quinn: You don't have a complete picture of that night, but-

Kyle: No.

Quinn: -you have an answer, at least, for what you killed.

Kyle: Yeah. And the worrying part of my brain now is moving towards not having my bike, which is my source of income. [laughs]

Quinn: Yup. So, what's your plan now? Where are you headed?

Kyle: Well, I was headed back to the edge of the forest with the lab to see if Constance is there.

Quinn: You head back to the section that you had begun your search, and you wind up in the rough proximity of where you left Constance, but there's not really any sign of her.

Kyle: After waiting there for a little bit, I'll start calling out. And now, my search has turned to find my friend.

Quinn: You call out a few times, and I think you are answered by a hail-- Maybe not well met, but a hail in return from Detective Galvan.

Kyle: Oh.

Quinn: [as Galvan] *Hello? Who's there?*

Kyle: [as Alvin] *It's Alvin.*

Quinn: [as Galvan] *Oh, Alvin.* I think she recognizes your clothes and blushes briefly as she realizes that you were the person that Constance was with. She says, [as Galvan] *Oh, Alvin, yes. Hmm. Okay. Yeah. All right. Sure, why not?*

Hannah: [laughs]

Kyle: I look around behind me. [as Alvin] *Yeah, Alvin.*

Quinn: [as Galvan] *Yes. Have you seen Fred?*

Kyle: [as Alvin] *Fred? No, I have not seen Fred. Have you seen Constance?*

Quinn: [as Galvan] *Hmm. No, I haven't seen Constance. Fred, he missed the regular check-in at the top of the hour. He didn't respond.*

Kyle: [as Alvin] *Hmm. Where was he last?*

Quinn: [as Galvan] *Not far from here. He was in Grid 31. And Constance is missing as well?*

Kyle: [as Alvin] *Yeah, we had a couple zones that we were assigned and figured we would cover more ground if we'd split up, but I forgot--*

Quinn: [as Galvan] *Oh, dear.*

Kyle: [as Alvin] *-we only had one walkie-talkie.*

Quinn: [as Galvan] *You never split the party.*

[laughter]

Quinn: [as Galvan] *That is just police search 101.*

Hannah: [laughs]

Kyle: [as Alvin] *Well, we had already crossed that bridge a little while ago. You don't need to know that. You want to use that walkie-talkie, do a quick callaroo?*

Quinn: [as Galvan] *For Constance?*

Kyle: [as Alvin] *Yes, please.*

Quinn: [as Galvan] *Certainly.* She turns on her radio, says, [as Galvan] *Constance, this is Detective Galvan. Do you copy? Over. Constance, this is Detective Galvan. Do you copy? Over.*

Quinn: And let's cut there. Constance, you have been making your way deeper into the forest. You are not off the grid, but certainly beyond knowing which section of the grid you're in. Following the rough approximation of where you think this kid's sole mark in the path came from, I think you've been going for about 20 minutes or so when you come across a small ravine, and you can see a break in the underbrush where it looks like something went down into the ravine.

Teo: Oh, boy. I slowly make my way, and I put my pepper spray away because I need both hands, and I make my way into the ravine.

Quinn: It's not tremendously steep. Like, you can make your way down-- You can make your way down without having to roll for it. Let's put it that way. [as Galvan] But you can also see down and at the base of this ravine, you see a kid-

Teo: Oh, shit.

Quinn: -about 10 years old. He's wearing, I don't know what's trendy these days, Hollister shirt? That's probably way out of date.

Hannah: [laughs]

Quinn: Hot Topic?

Kyle: Fortnite brand.

Quinn: Boy, you know who's not fashionable on this podcast.

Hannah: He could be wearing, yeah, like a band T-shirt. Look, bands are always cool. Make it a Stones T-shirt.

Quinn: No, no. What's Jenny's band?

Teo: Oh!

Hannah: Oh shit.

Quinn: Roots in the Air?

Teo: Yes, Roots in the air.

Kyle: Roots in the air.

Quinn: Yeah. He's wearing a Roots in the Air T-shirt-

Kyle: Local and hip.

Quinn: -which you recognize as Jenny's band. Her local garage punk band.

Kyle: [chuckles]

Quinn: No, that's not Roots in the Air.

Teo: No.

Quinn: What kind of music is it?

Teo: It's Americana, and they do have a xylophone as well as a saw.

Quinn: Okay, I could see that. So, this kid is wearing a Roots in the Air T-shirt, and he is awake, but he doesn't seem to have noticed you.

Teo: How close am I?

Quinn: Probably 15 feet away.

Teo: I'm going to sneak till I'm maybe 10 feet away, and then I'm going to yell like, [as Constance] *Hey, are you okay?*

Quinn: The kid starts a little bit. And I think when you get a bit closer, you can also see that this kid's leg is very much broken.

Teo: Okay.

Quinn: You can see the tip of a bone coming out.

Hannah: Oh god.

Quinn: It looks like this kid fell down this ravine and broke their leg. But as you shout, the kid snaps to and says, [as kid] *What? Hello? Who are you?*

Teo: [as Constance] *I'm with the search party. We're out here looking for you. We found your friends.*

Quinn: [as kid] *Oh, you found my friends? I need help.*

Teo: [as Constance] *Yeah, I can see that.* [Hannah laughs] *Hang tight.* And I awkwardly, basically fall my way down. How much blood is going on here?

Quinn: It looks like this kid wrapped a jacket around the wound.

Teo: Okay.

Quinn: It's not formal first aid, but there's a chunk of blood. It looks like the bleeding has stopped. The bigger issue appears to be that this kid, they are not mobile.

Teo: Right.

Quinn: They probably can't put any pressure on that leg. They definitely can't walk. And down in this ravine, they definitely could not get out by themselves.

Teo: Okay. I pull out the walkie-talkie and I'm going to immediately call Detective Galvan.

Quinn: As you pull out the walkie-talkie, you hear Detective Galvan's voice crackle on. [as Galvan] *Constance, are you there?*

Teo: [as Constance] *Yes, I found the last kid, but we need a lot of help.*

Quinn: [as Galvan] *Oh, is everybody okay?*

Kyle: [as Alvin] *Constance, I'm here too. It's Alvin.*

Quinn: [as Galvan] *Is he all right?*

Kyle: [as Alvin] *Hey, it's Alvin. I'm here too.*

Teo: [as Constance] *Oh, my... lover. Good.*

[laughter]

Kyle: [as Alvin] *What? What? I mean, yeah.* [clears throat] *Oh.*

Teo: Yes. [as Constance] *No, we are not okay. I am not in a sector. I don't know where I am, [Kyle laughs] but I have found the kid. We're in a ravine. They have broken their leg. They are not mobile, and I am not Rambo. So, we're just going to hang out here until you find us.*

Quinn: [as Galvan] *Are there any landmarks nearby that you can use to orient yourself?*

Teo: [as Constance] Yes. Okay. *Hmm. I was in Sector 22 and I followed a footprint that was leading deeper into the woods. That's how I got here. Hmm, boy, the trees seem thicker here.*

Quinn: [as Galvan] *Constance, you don't spend a lot of time in the woods, do you?*

Teo: [as Constance] *Only on special occasions. It's my special place.* [Galvan makes an upset noise] *Look, no time to dive into my life right now.*

Kyle: [as Alvin] *You okay, detective?*

Teo: [as Constance] *Kid, what's your name? What's your name? Let's just clarify that you're the right child.*

Quinn: [as Rahul] *My name is Rahul.*

Teo: [as Constance] *Oh, yes, we have found Rahul. Okay. Rahul, do you have anything on you, any a flare gun or anything that we could use to signal the detective where we are?*

Quinn: [as Rahul] *What's a flare gun?*

Teo: [as Constance] *Oh, okay. Never mind. Hey, Detective Galvan, can you put my, um, partner on the phone?*

Quinn: [as Galvan] Yes, *fine.* *Alvin here.*

Kyle: [as Alvin] *Hello, lover.*

Teo: [as Constance] *Yeah. Good job with that one.*

[laughter]

Teo: [as Constance] *You do realize that if this gets back to my mother, which it certainly will, you will have to come over for dinner and pretend. So, get ready for that. But let's live through today for that nightmare. Can you do your thing and find me? Can you pick up my scent? You know what I smell like, right?*

Kyle: [as Alvin] *Yeah. I can--* I give Galvan a look.

Teo: [as Constance] *I don't know what you want to say, how you want to do this, but we need help. I can't carry this kid out of here, I don't think. I'm nervous to try because it's a child, and I think that's child endangerment and they seem really freaked out.*

Quinn: [as Rahul] *I need help. Can you help me?*

Teo: [as Constance] *Yes, I can.*

Quinn: [as Rahul] *This bandage is-- It's not-- Can you rewrap it?*

Teo: [as Constance] *Yes. Yeah, that I can do. Yes.*

Quinn: [as Rahul] *It hurts.*

Teo: [as Constance] *Okay.*

Hannah: God, I'm so worried.

Teo: [as Constance] *Alvin, I'm going to put you in charge of finding us on it.*

Kyle: [as Alvin] *On it.*

Teo: [as Constance] *You do it. I'm going to get off the radio now. I have it on, but I need to tend to some wounds. I don't know, make something up with Galvan. Channel some of that Leon magic. Over and out. Bye.*

Kyle: [as Alvin] *Over and out. Detective Galvan, I know where they are. Keep up.* And I'm going to go in a direction and start using my nose but stay ahead of Galvan.

Quinn: So, Alvin, there's a couple ways this could go. Are you trying to outrun Galvan?

Kyle: I'm trying to just stay ahead of her, so that she doesn't see my snoot and trying to just be quick and confident. [laughs]

Quinn: This is an Act Under Pressure.

Kyle: Okay. This could work out. There's a chance. [rolls dice] Hey, it's a 7.

Quinn: On a 7 to 9, I'm going to give you a worse outcome, a hard choice, or a price to pay. I think you leap out ahead of Galvan and you're not using No Limits, but you have a certain spring to your step that I think surprises her a little bit, and you get a little ways ahead. And facing away from her, you snoot out, as you have put it.

Kyle: Snoot out.

Quinn: Snoot out. Coyote up. You get enough time to catch the scent. As you do that, coming out of the woods is Fred. You don't think he sees you. If he saw your wolfish, coyotish face, he didn't react to it. But he's awkwardly making his way through the woods. He catches your eye and starts heading your way and says, [as Fred] *Oh, Alvin, I'm lost. Can you help me?*

Kyle: [pops off snoot] [as Alvin] *Fred? Yes. Detective Galvan, Fred. Here he is. We found the kid. We got to keep moving.*

Quinn: [as Galvan] *Oh, Fred. Excellent. We missed you at the last check-in.* [as Fred] *Yeah, I lost my walkie-talkie. But I found you guys. So, I should be okay, right?*

Kyle: [as Alvin] *As long as we stick together. But clock's ticking. We found the kid, but they're in trouble.*

Quinn: [as Fred] *Oh, excellent. Let's go that way. Which way?*

Kyle: [as Alvin] *Follow me. Awooooooooooooo!*

Quinn: Detective Galvan and Fred start following you further into the woods as you lead them down the path, following Constance's scent.

Kyle: I'll give a call, one more check-in on the radio. I'll call Constance and just ask if you've got a whistle, give it some blows.

Teo: Do I have a whistle?

Quinn: I have a recollection that you have a whistle, possibly from your mother.

Teo: Oh. Yes, we actually did establish that as canon that she gave me a rape whistle, I think, as a nice little dig at the part of town that I live in.

Kyle: Yeah, I believe so.

Teo: Yeah.

Hannah: Along with the pepper spray.

Teo: Yup.

Quinn: Constance, Rahul is cradling his leg saying, [as Rahul] *Can you please help me? My leg hurts so much.*

Teo: Yes, I am going to call upon my-- I've read about this sort of thing. I would like to argue that in my Buni's notes, she probably had something about wound treatment, especially of the gory kind. I'd like to use that to roll Act Under Pressure, and I'm going to-- I can't believe I'm doing this. I'm going to take my shirt off and try to redo the tourniquet that he has.

Quinn: There's a rule for actual first aid in the handbook, and I never remember it, because normal first aid almost never happens.

Teo: Yeah, that's fair.

Quinn: I think it's Act Under Pressure, which would make this make a lot of sense. So, I think it makes sense for you to use your "I've read about this sort of thing," particularly because I'm sure your Buni would have many notes about treating various ailments, including mundane ones like a broken leg. So, go ahead and roll Act Under Pressure, and you can use your +Sharp to redo this kid's tourniquet.

Teo: All right.

Kyle: Mm-hmm.

Teo: Big money. Big money. [rolls dice] Ooh, sufficient money. That is an 11.

Kyle: [laughs]

Quinn: Okay.

Kyle: More than sufficient.

Teo: Yeah.

Quinn: You take off this jacket that has been sloppily wrapped around this wound, and doing so reveals the pretty gruesome leg injury that this kid has suffered. You take off your shirt, which is like a more absorbent, less abrasive fabric, and start wrapping it around. And I think as you're doing that, a few things happen. First, as you're dressing this wound, you notice that the leg also has bite marks on it, like it was broken by a creature's bite and not a fall.

Teo: Okay.

Quinn: You also hear a group of people approaching.

Teo: Before they approach, I want to ask, [as Constance] *What happened? What attacked you?*

Quinn: As you do that, you're sort of leaned over him, and he grabs your hand and pulls you towards him.

Teo: Goddamn it. I knew I was going to get murdered in the woods. God.

Hannah: [laughs]

Teo: So mad about how predictable I am. Okay.

Kyle: [chuckles]

Quinn: Alvin-

Kyle: Uh-huh?

Quinn: -you're following the scent, and you make your way towards a ravine. You can tell Constance is down there, even though she's not blowing the whistle. You're hurtling headlong, and Galvan and Fred are following. And as that happens, you hear a crash behind you. You don't know what happened, but Fred and Detective Galvan are tangled up on the ground.

Kyle: Yeah.

Quinn: They're tussling. It's not a fight. It's much sloppier, but something is amiss.

Kyle: [as Alvin] *What are you guys doing, goofing around? Come on.*

Quinn: And, JR, you are sitting in this interview room, and you see through the thick glass-paned windows, Stoney rush in to treat this kid, who's spasming on the ground. He sets his gun down on the table and puts his finger to take this kid's pulse. And as he does so, the spasming child suddenly freezes, and then grabs his collar and pulls his face within an inch of the child's face, and his stomach begins to convulse and heave and swell.

Hannah: [as JR] *Oh fuck.*

Quinn: And then-

Hannah: [as JR] *Oh fuck! Stoney!*

Quinn: A cloud of pink and purple particulates explode from his mouth into Stoney's face.

Hannah: [as JR] *Oh shit! Shit! Shit! Noooo. Oh fuck! Oh. Oh shit. Oh no. Oh no. Oh Stoney. Oh fuck.*

[music]

[Transcript provided by [SpeechDocs Podcast Transcription](#)]