

[Monster Hour theme]

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

Hannah: Hi, I'm Hannah and I play JR the Crooked.

Quinn: Teo.

Teo: Hi, there. I'm Teo and I play Constance the Expert.

Quinn: And Kyle.

Kyle: Hi. I'm Kyle. I play Alvin the Monstress.

Quinn: We have completed our third mystery.

In Unison: Whoo.

Quinn: Congratulations, hunters.

Hannah: Yay. [applause]

Quinn: Once more, you survive.

Kyle: [in a singsong voice] Still alive. Still alive.

Quinn: This time with the aid of your enigmatic, sometimes ally, Chief Stoney.

Kyle: Mm-hmm.

Hannah: Yeah.

Quinn: How's everyone feeling?

Hannah: Not great.

[laughter]

Kyle: Pretty good, actually, all things considered.

Teo: Yeah. I think the adrenaline has probably kicked in, and Constance feels nothing but the exhilaration of a battle won.

Kyle: I got a little extra beef jerky.

Quinn: [laughs]

Teo: Can I have some of that?

Kyle: Mm-hmm.

Teo: Mm. [munching]

Kyle: It has healing properties.

Teo: Ooh.

Hannah: No, it doesn't. [laughs]

Kyle: Shhh. Shh, shh, shh, shhh.

Quinn: What did you all think of er-spider, as Kyle dubbed it?

Kyle: It was very scary. It was very scary.

Hannah: Fuck that spider, number one. Number two, [Kyle chuckles] I definitely would like to, if it's possible, do more investigation, because I feel like we didn't-- We got a lot of information about how to hurt it. We didn't get a ton about where it came from or what it was. And so, I feel like there's a lot of loose threads, perhaps loose spiderwebs, that need following up on. No, no, it didn't work.

Quinn: Eh.

Kyle: [crosstalk] loose webs. Climb up to the attic.

Teo: I just can't.

Kyle: Ooh.

Teo: I care about you as a friend. And for that reason, I can't give you that one.

Quinn: [laughs]

Hannah: I know.

Kyle: [crosstalk] loose webs.

Hannah: Look, I'm trying-- [crosstalk]

Kyle: Just webbing around.

Hannah: Oh, my God. [laughs]

Teo: Pretty sure Constance is going to have nightmares for years and will never camp again just-

Hannah: Fair.

Teo: -out of the fear of spiders.

Hannah: Fair.

Teo: And probably doesn't sleep with her cell phone in her room anymore. That's not going to happen for a while at least.

Hannah: That's just good advice.

Quinn: [laughs]

Teo: It's true.

Kyle: Yeah.

Hannah: Like, limit your screen time?

Teo: The er-spider changed us for the better. Yeah.

Hannah: Did it?

[laughter]

Teo: Well--

Kyle: Silver linings?

Hannah: Did it?

Quinn: I don't know if the three of you remember this, but Hannah, at one point, you called read receipts the real monster.

Kyle: [chuckles]

Quinn: That's where I got the idea for this.

[laughter]

Kyle: We've got to watch our mouths.

Quinn: [laughs]

Teo: Yeah. Careful what we put out into the universe.

Kyle: Oh, no. What did I say is the real monster?

Quinn: Now, everyone's going to go back and think of all the real monsters.

Kyle: Yeah, jeez. I think you're right, Hannah. There's a lot we don't know about where the er-spider came from and what it's made up of, but I also have a hunch that it's tied in-- There's a bigger picture thing that I don't think we shouldn't be too hard on ourselves, because I feel like that may have been out of our reach at this point. Kind of arcing-

Teo: Just log it away in the old memory files.

Kyle: -towards somewhere. We've learned a lot from that little imagery we had after it died. The Marvel wizard circles?

Teo: Yeah.

Quinn: Yeah, the Marvel wizard circle is a good way of describing it.

[laughter]

Hannah: And not at all something that's afraid of us.

Kyle: Benedict Cumberbatch-- Sorry, guys.

Quinn: Not Marvel.

Hannah: Right.

Quinn: The awestruck wizard sorcerer circle. The real monster is copyright

Kyle: Benedict Cumberbatch's special holes.

Quinn: [laughs]

Teo: Oh.

Hannah: The doctor weird PhD circles of-

[laughter]

Hannah: -teleportation. Yes, there we go.

Quinn: What was the biggest surprise for you all throughout this arc?

Hannah: You warned us beforehand. You were like, "So, this thing could kill you." And we were like, "Yeah, sure, it could kill us." And then you weren't fucking kidding.

[laughter]

Hannah: So, that was a bit of a-- Oh, no, Quinn. Not that I doubted you, but I did doubt you a little bit, and I don't anymore.

Quinn: Listeners, I did warn them.

Hannah: You did.

[chuckles]

Hannah: And more than once.

Kyle: Quinn wouldn't hurt us.

Teo: We trusted you.

[laughter]

Hannah: Now that we haven't had consequences for our actions before, particularly JR seems to have-

[laughter]

Hannah: -a lot of consequences for her actions, but it really felt like there were significant and real consequences for fuckups and bad rolls. And even good rolls were still not enough to protect us fully from a giant, invisible, Hummer-sized spider which, honestly, Quinn, I'm going to say, little unfair of you.

[laughter]

Quinn: Can I tell you something that's going to just infuriate you?

Hannah: Yes. Yes, do it.

Quinn: There was absolutely a way that you could see it-

Hannah: No.

Quinn: -and you never found it.

Teo: I'm sure.

Hannah: No.

Teo: So, that actually goes right into my point of, I was surprised at just how much we planned and how little it mattered.

Hannah: Yes.

Kyle: [laughs]

Teo: So—

Hannah: yes.

Kyle: We've learned the wrong lesson here.

Quinn: [laughs]

Teo: Well, in terms of, I think, Constance, the character, has learned from this that planning doesn't help, but Teo, the player, has learned that our bar for planning is so low [Quinn laughs] that the shittiest plans, we pat ourselves on the back about, because hey, they're plans.

Hannah: Yeah.

Teo: I think our characters need to do an escape room together and figure out-

[laughter]

Teo: -what good strategy is before jumping into something.

Quinn: That's a good interlude activity. [laughs]

Teo: Yeah.

Kyle: There's no way we get out of one of those.

Quinn: [laughs]

Hannah: Oh, God.

Quinn: Just get trapped in there for like 48 hours.

Hannah: [laughs]

Teo: Well, JR would just end up using her key, because she'd get bored.

Kyle: Yeah.

Hannah: Yeah.

Kyle: Yes, it's very easy to leave.

Hannah: No. Even like a fucking first aid kit or like an earthquake kit, because we went into that basement with no fucking flashlights.

Quinn: [laughs]

Teo: Yeah.

Hannah: No flashlights.

Quinn: Stoney had one.

Hannah: [laughs]

Teo: Yeah.

Hannah: No flashlights. Oops.

Teo: Kyle, you were going to say?

Kyle: You have a magic key and an Instagram backpack. That's kind of like having every item.

Teo: Yeah, except that-

Hannah: They don't work on that one.

Hannah: Yeah.

Kyle: Well, you can roll that with a flashlight too.

Hannah: [laughs]

Teo: I guess that's true. But, Kylie, you were going to say--

Hannah: Yeah, Kyle, go ahead. [laughs]

Kyle: Oh, I was just going to hazard a guess that if we-- Quinn, if we had brought those little red, blue stereo imagey glasses, like they had old movie theaters.

Quinn: [laughs]

Kyle: Is that it?

Quinn: No, that-- [crosstalk]

Kyle: Polarized lenses. That's it.

Teo: So, what would have done it? Tell us all your secrets.

Quinn: Oh, I don't know if I should tell.

Kyle: He can't, because-

Quinn: It's no fun.

Kyle: -this spider's going to come back in the finale when we have to fight all the bosses--
[crosstalk]

Quinn: Yeah. It'll ruin the boss fight at the end.

Kyle: Yeah.

Hannah: I think Quinn just made it up. I think Quinn just made up and said like, "Oh, yeah, you could totally see this spider if only you've done this secret thing," just to make us so angry.

Quinn: [chuckles]

Hannah: Well [crosstalk], Quinn.

Kyle: Probably could have used the key.

Teo: Oh.

Quinn: Viewing the spider or spiderlings through any digital device-

Kyle: Camera.

Quinn: -like a camera.

Teo and Hannah: Oh.

Hannah: Goddamn it.

Teo: You know what sucks the worst about this is that-

Hannah: Shit.

Teo: -that's obvious enough that one of our listeners figured that one out and was screaming at their-

[laughter]

Teo: -computer or their phone, probably like, "You idiots."

Hannah: Look, I'm a [crosstalk] millennial, so.

Teo: Look, in the heat of the moment.

Quinn: [chuckles]

Teo: I would just argue that in the heat of the moment, you don't make the best choices.

Quinn: You figured a way around it, which I didn't expect, which is the beauty of--

Teo: Yeah.

Quinn: Yeah, really is the beauty of, like, this game system is you came up with a way of doing it, which was to throw flour on it.

Teo: [laughs]

Quinn: Was it as effective? Probably not.

Teo: No.

Hannah: Did we make a mess? Yes, absolutely.

Quinn: [laughs]

Kyle: Here's what happened. We would have stumbled into that solution, I think, if Leon was with us, but you kept him out of the whole thing. And then also, [Quinn laughs] we burned up all of our phones immediately.

Teo: That's-- Yeah, true.

Hannah: [laughs]

Kyle: So, we did not have any digital viewing devices for the rest of the adventure.

Quinn: For several things in this mystery, it was a combination of the sequencing and who you talked to, and also bad rolls on investigate a mystery that led to not having all the information. But that's how the game goes sometimes.

Kyle: Mm-hmm.

Hannah: Yeah.

Quinn: Anyone have any other thoughts, questions, concerns?

Teo: [laughs]

Kyle: Oh, I'm concerned for my sister, Sarah.

Teo: Yeah.

Kyle: And I'm concerned about what Alvin's going to do with this circle. Hannah, we should talk.

[laughter]

Hannah: Yeah. JR, first of all, I've got maybe my--

Kyle: Or maybe we won't.

Hannah: Yeah. Because you haven't told me anything. I have to give my key to Stoney for a period. I can't remember, but it was a set period and then he's going to get it back to me.

Quinn: 24 hours.

Hannah: Leon and I are going to have a chat. That [crosstalk] happen.

Teo: And that will be interesting, because I'm on Leon's side on that one.

[laughter]

Hannah: How dare you?

[laughter]

Teo: Look, you know what? The best-case scenario is he finds nothing. The worst-case scenario is he finds something, and we know about it.

Hannah: God.

Kyle: I guess the best-case scenario is he finds something that we didn't know about.

Hannah: But also, he's dating Alvin's mortal enemy.

Kyle: Yeah.

Quinn: It's almost like I revel in drama.

Kyle: Yeah.

Teo: [chuckles]

Kyle: It's like there's an underscore [Quinn laughs] for Alvin's hatred of Dorian.

Teo: I guess, honestly, part of why it's easier for Constance to side with Leon on the Stoney following thing, is that Constance also discovered that there's a family member she doesn't know about that existed. Like, the idea of treachery and secrets is pretty common in her life. So, she wants to know what's up with the people that we rely on. So, a little background check ain't the worst thing.

Kyle: Especially now, Stoney seemed very familiar with fighting monsters.

Teo: Yeah.

Kyle: What's up with that?

Teo: Yeah. He might be hiding stuff-

Kyle: What's up with that?

Teo: -for totally good reasons like we hide stuff from others.

Hannah: Yeah.

Teo: I still want to know it.

Hannah: That's true, because the conversation that I have with Stoney you're not privy to, where he was like, "Yo, this town's super fucking whack. Weird shit happens--"

Kyle: And yet he stays.

Hannah: "-all the time." Yeah, that's true.

Kyle: Maybe it's still here.

Hannah: Maybe [gasps] the real monster is Chief Stoney?

Kyle: Okay.

Quinn and Constance: Oh.

Kyle: Quinn, furiously writing down, "Ah, finally, a monster number four."

[laughter]

Kyle: "The fourth arc is Stoney."

[laughter]

Kyle: Hey, Teo, is your dad going to ask more questions?

Teo: If he's a good dad, he really should, right?

Kyle: He really should, because [Teo laughs] he'll probably get to work tomorrow.

Teo: Yeah.

Kyle: He'd be like, "What the fuck happened to my office?"

Hannah: "What did you do? Why is the flour everywhere?"

Quinn: [laughs]

Kyle: There's flour everywhere, and all the computers are broken.

[laughter]

Quinn: Constance, did you try to do some weird abstract art in my--

[laughter]

Teo: Yeah, I did performance art about [Hannah laughs] how we all need to unplug-

[laughter]

Teo: -and get back to our roots.

Quinn: That's not a lie. [laughs]

Teo: Yeah, I guess in a way that's a 100% true.

Hannah: Mm-hmm.

Teo: Yeah. Look, I've been putting off some larger family dealings. So, let's just add that one to the list of things to discuss. [chuckles] Kyle, how are you going to-- What exactly are you going to do with your sister?

Kyle: Alvin left that up to her. Where it's left off in the last episode was she received a note from, presumably the same entity or collective or ??? But last Alvin left, she was upset because he is a coyote werewolf. He doesn't want to push a confrontation there. He left it with, when you're ready to talk, I'm here and I'd like to talk about it.

Teo: Yeah.

Kyle: So, I don't know. So, I don't know. I, me, Kyle is very worried.

Teo: Oh.

Kyle: Me, Alvin, doesn't know about it.

Teo: Yeah.

Hannah: Mm.

Quinn: I hate to move on in that note. [laughs]

Teo: Yeah.

Kyle: [laughs]

Quinn: Anyone else have any other thoughts?

Teo: I hear there's a new coffee shop that opened up in Firmament. There's a nice little note. I just made that up. I just thought that [Quinn chuckles] would make us happy. I don't know.

Quinn: Yeah.

Hannah: JR has definitely--

Quinn: Jenny opened a coffee shop.

Teo: Yeah.

Hannah: JR has definitely replenished the bath bombs.

Teo: Oh, thank you.

Quinn: Well, you've got Stan's homemade bath bombs.

Hannah: That's right. Yeah, Stan's homemade bath bombs.

Teo: They're very relaxing.

Hannah: Oh, yeah.

Teo: And I don't trust--

Hannah: You should not.

Teo: That is [crosstalk] by something.

Hannah: You should not. Can I erase all my wounds?

Quinn: Yes. Sorry, everyone, go ahead-

Hannah: Oh, thank God.

Quinn: -and erase all your wounds.

Hannah: Oh.

Teo: I do love the idea of you going to a doctor and saying that, "Can I erase all my wounds?"

Hannah: [laughs] That's how medicine works, right?

Teo: [laughs]

Quinn: Just run into a doctor's office, "Erase my wounds."

[laughter]

Hannah: Pardon?

Quinn: Okay. On that note, we have finished our third mystery, as I said,-

Teo: Yay.

Quinn: -which means it is time for end of session questions.

Hannah: Yeah.

Quinn: Did you conclude the current mystery?

Kyle: I'm pretty sure that's a yes.

Hannah: Yes.

Kyle: We killed the big spider.

Quinn: I'm actually going to say no.

Hannah: What?

Kyle: Oh, damn.

Teo: Ah.

Quinn: Killing the monster is not the same as concluding the mystery.

Kyle: Dang.

Quinn: And you all acknowledged that you didn't really learn a whole lot about where the spider came from or what its motives were. So, I'm actually going to say no on this one.

Hannah: All right.

Kyle: You can't do this to us.

Hannah: I don't like this. I don't like this, Quinn. I don't enjoy this. Continue.

Quinn: I'm sorry.

Hannah: You have raised my ire. Continue.

Quinn: I apologize. I feel like that's happening with some regularity at this point, but--

Teo: [laughs] It's a sign of a good Keeper.

Quinn: [laughs]

Teo: Raise our eye every once in a while.

Quinn: I've got to raise your eye and raise the stakes. Did you save someone from certain death or worse?

Hannah: Yes. Yes.

Quinn: [laughs]

Hannah: Yes.

Kyle: Do ourselves count?

Quinn: No, I was expecting someone to say who, but yes, you did.

Kyle: Stan.

Teo: [laughs]

Quinn: No, that was the last arc.

Kyle: Kristen.

Quinn: You saved Brad, and arguably Kristen, as well.

Teo: Oh, that's right.

Hannah: Yeah.

Kyle: We did save Stan also-

Teo: Bros.

Kyle: -because we told him to run away. He was at Constance's-- [crosstalk]

Teo: Yeah, he was at my place.

Quinn: Yes.

Kyle: And we locked the spider in the apartment. So really, we saved the whole town.

Quinn: Yes, you certainly saved, at least directly several people-

Hannah: Indirectly every-

Quinn: -indirectly the whole town.

Hannah: -boomer who clicks on a spam email. Yeah.

Quinn: Yeah.

Teo: Yup.

Hannah: Mm-hmm.

Quinn: Did we learn something new and important about the world?

Teo: Yes.

Kyle: Yes, it was--

Hannah: Yeah. We got that weird vision at the end.

Kyle: Yeah. And we learned that this is connected to other monsters. Particularly, the Consensus had the same pixely effect.

Hannah: Mm-hmm.

Quinn: Yeah. The sort of visual distortion that you've seen now three times with three different monsters as they meet their end, is a pattern that I think you have observed.

Hannah: That's a yes?

Quinn: Fair to say, a yes on that one.

Hannah: Yeah.

Quinn: Did we learn something new and important about one of the hunters?

Hannah: Hmm.

Teo: Hmm.

Hannah: We learned that Alvin apparently has no fucking morals.

Kyle: What?

Teo: He has plenty of morals.

Kyle: What?

Quinn: Show your work.

[laughter]

Hannah: Sold out JR to Mr. Spooky Pantsout in the desert with the circle thing.

Kyle: I didn't do nothing yet.

Teo: He hasn't sold you out.

Hannah: [mutters] Fine. I don't think we learned anything new about JR yet. I think we're probably going to get some of that in the interlude. But I am drawing a blank as to something that you would have learned about me, except for that I don't know how to work a phone.

Kyle: We learned Alvin hates Dorian.

Teo: That's true.

Quinn: [laughs]

Teo: We learned we all hate Dorian.

Hannah: Yesh.

Kyle: Yes. That's one, two, three. Boom.

Teo: Yeah. I don't know if we learned anything about the hunters.

Quinn: So, I'm going to say no to that one, which means we're at two yeses. So, everyone gets to mark one point of experience.

Hannah: Okay.

Kyle: Hurray.

Quinn: So, has anyone leveled up?

Hannah: Not me.

Kyle: No.

Teo: No.

Quinn: Wow.

Kyle: From where we left off, there may be some dice rolls in our future.

Hannah: Yeah.

Quinn: [chuckles]

Kyle: I mean it is a game where we roll dice. So, there is, of course, dice rolls.

[laughter]

Quinn: It does seem probable.

[music]

Quinn: We are going to jump in where we left off with the coda.

Hannah: Fuck.

Quinn: -as Agent Pax exits their unmarked black SUV, steps forward up to the studio-

Teo: Fuck.

Quinn: -and knocks on the front door. Now, before we jump into this scene, I'd like to know from the three of you, where would you like to be? Would you like to be there, or would you like to be somewhere else?

Kyle: Hmm. Is this shortly after the previous mystery has concluded?

Quinn: I imagine that this is probably like a week after.

Kyle: Okay.

Hannah: JR does what she does after every one of these mysteries, which is she has skipped town for a few days. If you recall last time, she brought back some souvenirs that were not related to anywhere that she said she was, but she's not-- Like, she always takes a couple days to decompress and get away for a while. So, she is not there right now.

Quinn: Okay. So, you'd like to not be there. Constance, Alvin?

Hannah: Yeah.

Kyle: I think Alvin, in this week, has been doing double duty with his service industry jobs, trying to save up and build some money to get a new phone.

Quinn: And Constance?

Teo: What time of year is it again?

Quinn: It is now late January.

Teo: So, Constance decided to take up a friend on an offer to do like a weeklong arts-in-the-woods kind of thing, mainly to be out of the studio while major repairs are happening. So, she was supposed to be gone for a month, but she gave up after a week, because it was very, very cold and [Quinn chuckles] the yurts were not heated.

Quinn: Not the best time.

Teo: No. Yeah, she's brought back a lot of paintings of plants, mainly weeds, because this place also was overrun with weeds.

Quinn: So, it sounds like all of you would like to be not there?

Teo: Yeah.

Hannah: Yeah.

Quinn: Okay. Everyone roll 2 D 6 plus one half your luck.

Hannah: [rolls dice] That's 5.

Quinn: [rolls dice] Okay.

Hannah: [laughs] [rolls dice]

Teo: Yeah. So, 9.

Kyle: 7 for me.

Quinn: Okay. So, JR, you failed. Constance and Alvin, you have a mixed success. This is a custom move that I wrote.

Teo: [laughs]

Quinn: Choose whether or not you want to be in the studio or not, then roll plus luck

Hannah: Oh, no.

Kyle: Yeah.

Hannah: Oh, God, Quinn, [Teo chuckles] you're so mean.

Quinn: On a 10 plus, you're where you want to be.

Kyle: [chuckles]

Hannah: Oh.

Quinn: On a miss, you're at the opposite.

Hannah: Oh.

Teo: Oof.

Quinn: On a 7 to 9, you can choose to be at your preferred location with a complication or at the location you don't prefer without consequence. JR, you're at the studio. You just got back.

[chuckles]

Quinn: You're in the process of unpacking your briefcase-- well, I don't know. Would you have briefcases? Probably not. You travel light.

Hannah: I travel light.

Quinn: But you're definitely there.

Teo: I'm sorry.

Quinn: Alvin and Constance--

Kyle: [chuckles] Oh, no, are we there also or not?

Quinn: You can choose to be there without consequence, or you can choose to be gone with consequence.

Kyle: This is like midday or early morning?

Quinn: I'd say it is late afternoon.

Kyle: Mm. You go first, Teo.

Teo: Oh, no.

[laughter]

Teo: I choose to be there.

Quinn: Okay. So, you are there without consequence?

Teo: Yeah. Came home early from the retreat. Way too cold.

Quinn: Think you also just arrived.

Kyle: [chuckles] I'm on my bicycle in town.

Quinn: So, you are not there?

Kyle: I am not there.

Quinn: Okay.

Kyle: With consequence.

Quinn: I left it a little vague, but my go-to consequence is that someone else is there who's going to be a problem.

Kyle: Mm-hmm.

Quinn: So, I think someone from the Daylight Society is there.

Kyle: Jasper.

Quinn: Yeah. Yeah, I think it's Jasper.

Kyle: [chuckles] I like that.

Quinn: So, JR, you I think earlier that day arrived back from your vacation to a undisclosed location.

Hannah: Yes.

Quinn: What was your cover location?

Hannah: Oh, [clears throat] JR is a big fan of American history, and so she went to visit the Alamo. Mm-hmm.

Quinn: Uh-huh?

Quinn and Hannah: Yeah.

Quinn: Constance, you also recently arrived back. Why is Jasper there?

Hannah: Yeah, why is Jasper there? He's like twice his--

Teo: Is this a me question?

Hannah: Twice as old as we are.

Quinn: I mean, it can be someone else from the Daylight Society.

Kyle: I mean, another option would be Cecilia, right?

Quinn: Yeah.

Teo: Yeah.

Hannah: We do owe her an apology. Like a really big apology.

Teo: Yeah, but that's going to be emotional. Constance is trying to have some personal growth of her own right now. I'll have it be Jasper, and here's why he is there.

Quinn: Cool. Actually, I've changed my mind.

Teo and Hannah: No.

Quinn: It's Stan.

Kyle: [laughs]

Teo: It's who?

Quinn: It's Stan, for sure.

Kyle: [chuckles]

Teo and Hannah: Oh.

Teo: Yeah. Oh, then he's helping-

Quinn: The ultimate loose cannon.

Teo: -fix up the place.

Quinn: Yeah.

Kyle: Oh, man. Yeah.

Teo: He's helping fix up the place.

Quinn: So, Constance, you've arrived back. And Stan, as part of his tutelage, is helping you repair your just horrendously run-down studio apartment.

Teo: It might actually count as condemned at this point.

Kyle: [chuckles]

Quinn: If anyone knew how bad it was on the inside, it probably would be. But gracefully, the Firmament building inspector has not come a-knocking on his door.

Kyle: I feel like this place has been condemned for 20 years.

[laughter]

Quinn: But someone else has come knocking at your door. In the late afternoon, you hear a sharp rap.

Teo: [as Constance] *Hello?*

Quinn: Are you opening the door, or are you saying this through the door? [laughs]

Teo: I'm saying it through the door. Look, we've had a lot of activity recently.

Hannah: Thank you, Constance.

Teo: We're not expecting anyone.

Hannah: Thank you so fucking much.

Teo: Also, before we get this all started, I just want it on the record that Constance did hand JR three paintings that she made for her. All of them look identical, but Constance insists that they're all different flowers. So, just want to put that out.

Quinn: Okay.

Hannah: JR has put one-- She has put one above the couch where she regularly sleeps.

Teo: Oh, [crosstalk]

Quinn: I'm going to actually put a little extra point on this. JR, I think you are relaxing in the bath after your-

Hannah: No.

Quinn: -vacation.

Teo and Hannah: No.

Hannah: No, Quinn, no.

Teo: This is so harsh, Hannah. I'm sorry.

Quinn: Okay.

Hannah: I'm naked?

Quinn: I will give you a choice. You can be relaxing calmly in the bath-

Hannah: Naked.

Quinn: -with the door shut.

Hannah: Yeah.

Kyle: [laughs]

Quinn: Or, in the living room in the open.

Teo: Ooh.

Hannah: I'm in the tub. I'm in the tub.

Teo: Oh.

Hannah: I'm in the tub. At least I can lock that door, baby.

Kyle: You'll always get your way.

Hannah: Oh, God. God, Quinn.

Teo: Okay.

Quinn: All right.

Teo: What happens?

Hannah: You should be very thankful that we're in a fucking lockdown.

[laughter]

Quinn: So, Constance, you're speaking through the door, and you hear a voice return to you saying, [as Agent Pax] *Good afternoon. I'm Agent Lamond Pax with the Federal Bureau of Investigations. Are you Constantino Rodescu?*

Teo: [as Constance] *How do I know you are who you say you are?*

Quinn: [as Agent Pax] *If you open the door, I'd be happy to show you a badge.*

Hannah: That's my girl.

Teo: [as Constance] *Mm. I'm going to need you to step away from the door, and my associate will open the door and review your paperwork, and I motion to Stan.*

[laughter]

Quinn: [as Stan] *Hey, what's going on? Who is it?*

Teo: [as Constance] *I don't know. They say that they're some sort of law enforcement, but--*

Quinn: You see Stan's eyes go wide.

Kyle: [laughs]

Teo: Yeah, that's what I want. That's what I want. [as Constance] *But look, like--*

Quinn: And then, he calms down a little bit. He's like, [as Stan] *Oh, wait, it's legal.*

[laughter]

Teo: Look, not everything in this apartment is legal. I look at Stan, and I'm like, [as Constance] *Can you check their credentials? I trust your eye.*

Quinn: [as Stan] *I got this*, and he moves up to the door.

Teo: And then as Stan's doing that-- Yeah. As he walks up to the door, I go, [as Constance] *All right*. I say this loudly, because I know JR is in the bath. [as Constance] *I will have my associate check your paperwork, law enforcement.*

Hannah: Do I hear that?

Quinn: I think you do.

Hannah: Okay.

Quinn: We'll play these out in turn.

Hannah: Okay.

Quinn: Stan opens the door. Constance, from what I assume is a few feet back, you see an individual wearing slacks and a suit vest with a nice tie. They have slicked back pink hair. They're a smaller build, but you can tell even through the suit that they clearly have trained physically. They're very physically fit. They are holding out a badge that appears to say, even from a distance, Federal Bureau of Investigation. Stan steps up, looks at it for a couple seconds, looks back at you, nods solemnly and hands it back.

Kyle: [chuckles]

Teo: [as Constance] *All right. Thanks, Stan. Why don't you keep on going? We're counting this hourly, right? This kind of work going on, yeah?*

Quinn: [as Stan] *Yeah, totally, hourly. Right.*

Teo: All right.

Kyle: [chuckles]

Quinn: Stan winks, but looks confused-

[laughter]

Quinn: -and then walks back.

Teo: Okay. I meant the working on the house. I'm going to step outside.

Quinn: You see Agent Pax look past you at Stan as he's walking away, and they say, [as Agent Pax] *Are you Stan from Stan's Ski Stand?*

Teo: Oh, no.

Quinn: And he turns and looks apprehensively and nods. And they say, [as Agent Pax] *I would be very interested in talking to you later as well. But in the meantime, Constantina Rodescu--*

Teo: [as Constance] Yes, *that's me*. As I say that, I step outside and close the door behind me. So, I'm out in the hall with them.

Quinn: [as Agent Pax] *Well, I was going to ask if I could come in, but I suppose we can talk outside.*

Teo: [as Constance] *I'm doing some remodeling. For your own well-being, I-- Lot of paint, a lot of smells. It's not a good scene in there.* [Hannah laughs] *So, how can I help you?*

Quinn: [sniffs] And they sniff the air a little bit. [as Agent Pax] *Did you have a fire?*

Kyle: Good nose.

Teo: [as Constance] *It's a very good candle. Anyway, you were saying?*

Quinn: [as Agent Pax] Yes. Sorry. Apologies. *Didn't mean to pry in your personal life. I'm looking for a woman in her early 30s, affinity for fine clothing, sharp features, red hair.*

Teo: [as Constance] *Well, that's really nice of you, but I don't have red hair.*

Quinn: [as Agent Pax] *Scratch the hair. She's been known to change it.*

Teo: [laughs]

Quinn: [as Agent Pax] *She may have introduced herself as Charlie Fairhurst, Angela Brinks, Emma Pendergast, or simply JR. Have you seen anyone matching this description recently?*

Teo: [as Constance] *Sorry, I meet a lot of people.*

Quinn: As they finished saying that, they pull out an old timey shoebox tape recorder and press the play button.

Teo: [as Constance] *Well, first of all, I never consented to being recorded. So, you can go ahead and turn that off. Look, I've had some-- I was once a very diligent citizen in this community, and I tried to report a crime that had been committed and I got just railroaded by the system. So, no offense, but I don't take kindly to invasive law enforcement procedures. So, you can put that away and we can have a chat.*

Quinn: [as Agent Pax] *I'm terribly sorry to hear that. I do know that local law enforcement can be a bit boorish at times, but-*

Teo: [as Constance] *Indeed.*

Quinn: *-if it makes you more comfortable, I would be happy to put that away.*

Teo: [as Constance] *Thank you.*

Quinn: They press pause on the tape recorder and stow it back in their pocket.

Teo: [as Constance] *Yeah. So, you were saying about this woman. It's really tough for me to recall, because I work-- I don't know if you're familiar with this, but I work at--*

Quinn: [as Agent Pax] *Yes, the tourism bureau.*

Teo: [as Constance] *Yeah. So, I get a lot of people in and out. So, I don't really know if I can answer your question with any level of real authority, because--*

Quinn: [as Agent Pax] *She likely would have been in possession of an antique key.*

Teo: [as Constance] *Like a storage box? Is this that show where they do the thing where you look into people's storage units?*

Kyle: [laughs]

Quinn: [as Agent Pax] *No, I'm afraid not.*

Teo: [as Constance] *Okay.*

Quinn: [as Agent Pax] *But the key is an object of significant value that was stolen. And I've been tasked with investigating its theft and bringing JR to justice.*

Teo: [as Constance] *So, it's like a historic key that's really expensive. Got it. Got it.*

Quinn: [as Agent Pax] *Correct.*

Teo: [as Constance] *Interesting.*

Quinn: [as Agent Pax] *So, you haven't seen JR in the tourism bureau. Anywhere else around town?*

Teo: [as Constance] *I don't know. To be honest, I feel like I have to sit and think about this. Do you have a picture or a sketch or something? Because--*

Quinn: [as Agent Pax] *Oh, yes. One moment.*

Teo: *-30-year-old, we're in a college town, yeah.*

Quinn: They produce a police sketch that looks remarkably similar to JR.

Teo: Ah, damn. Okay.

[laughter]

Teo: [as Constance] *Okay. Is this a copy? Can I take this with me and--*

Quinn: [as Agent Pax] *Yes, of course.*

Teo: *-think about it? Okay. Yeah, you just kind of caught me at a bad time. So, I just-- I'm going to sit with this and think about it, because I do better when I'm not on the spot. A little test shy. [chuckles] I'm an artist, not a mathematician.*

Quinn: [as Agent Pax] *Perhaps, I can give you a hint.*

Teo: [as Constance] *Oh-oh?*

Quinn: [as Agent Pax] *I spoke with your neighbor, Ethel, and she mentioned you had a cousin visiting who bears a striking resemblance to JR. Does that perhaps jog your memory at all?*

Teo: [as Constance] *Ooh. Hmm. Look, I don't want to speak poorly of Ethel, but not the most reliable narrator. She thinks everyone looks like my cousin.*

Hannah: [laughs]

Quinn: [as Agent Pax] *Hmm. She seems remarkably sharp for a woman of her age to me.*

Teo: [as Constance] *Oh, no.*

Quinn: [as Agent Pax] *Spoke very highly of you.*

Teo: [as Constance] *No, no, no, she's a wonderful woman and she's very sharp. I think, in general, she just is not great with names and faces. She confuses people a lot. So, I wouldn't put too much on that. But I will sit and think with this. Do you have a card?*

Quinn: [as Agent Pax] *I do.* They step forward and hand you a card, and they say, [as Agent Pax] *Would you mind if I came inside?*

Teo: [as Constance] *Ooh.*

[music]

Quinn: Hey, folks. Quinn here. Thanks so much for tuning into Episode 22 of Monster Hour, where our heroes have gotten themselves out of the frying pan and into the fire. But come on, we all knew the heat was going to catch up with JR eventually.

Thank you to everyone who's been sharing the show with our friends, only online and not in person, as we all practice good social distancing. We're living in strange and difficult times. And boredom and isolation can be real monsters. It's a great time to get your friends hooked on some podcasts, of course, but it's also a great time to introduce them to tabletop games like Monster of the Week. Even digitally, which is the way we record, it's a great way to take your mind off things and spend some quality time with your friends. And we can all use a little more of that these days. So, if you don't already have a game going, give it a shot.

Our spooky spotlight this week takes us across the pond to Marsh Haven, where the folks from Brits on Bikes spin a yarn about some precocious kids and their investigations into the sleepy town's strange happenings.

[music]

Quinn: A final note on programming. We're going to be releasing our bonus Q&A episode on our off week next Tuesday. Seems like a good time to try to keep your podcast queue full. And our next feature-length episode will be out on schedule on April 21st. See you then.

[music]

Quinn: JR?

Hannah: Yeah. Yeah.

Quinn: What are you doing?

Kyle: [chuckles]

Hannah: So, what all have I heard?

Quinn: You heard Constance announce the presence of law enforcement and the door shut and that's it. You can't hear what's going on outside.

Hannah: Okay. Well, I am not in the tub anymore. I am also not naked anymore, but I am instead wearing a very comfortable bathrobe. It's very nice, very soft bathrobe, a light gray color.

Quinn: [laughs]

Hannah: I've got my hair up in one of those towel turban twisty things. So, it's out of my face. And so, I open the bathroom door. Can I hear anything more if I open the bathroom door a crack?

Quinn: No.

Hannah: Can I see anything?

Quinn: You can see Stan is in the living room, and he appears to be sitting nervously staring at the front door.

Hannah: Uh-huh. Now, is there another exit out of Constance's place?

Quinn: Constance, you tell me.

Teo: There is. But Constance has not told you where it is, because it's one of those weird Buni secret trap door things.

Hannah: Fuck.

Teo: So, if you can find it--

Kyle: Is the window still broken?

Teo: No.

Kyle: [laughs]

Quinn: No, that was repaired.

Teo: Yeah, Stan repaired that.

Quinn: Quinn, can I investigate a mystery to see if I can find a secret passage?

[laughter]

Quinn: Actually, why don't you roll to read a bad situation?

Hannah: Okay, it's the same. Yeah. Come on, you fucking dice, little pieces of shit. [rolls dice] Goddamn it. Okay, that is an 11.

Quinn: You get to hold three.

Hannah: What is my best way out?

Quinn: So, Constance, where is this secret passage, as JR fumbles for an escape route?

Teo: Well, it would be really easy to find if it was just a simple trap door. It is instead, behind the toilet. And yes, you must unplug and unconnect the toilet. There's a special little switch thing, but you will get drenched, and it will not be clean water. And then, you must move the toilet, which makes quite a bit of noise, and then you're home free. But hey, no one's found it yet.

Hannah: Oh, my God.

Quinn: JR, I will put it to you--

Hannah: What the fuck?

Kyle: [chuckles]

Quinn: JR, I will put it to you, in terms of your best way out, you can decide if you find this secret passage or if you know that there is a window that you can squeeze out of towards the rear of the studio.

Hannah: God, do I want the secret passage? Do I want the secret poop water passage? [chuckles]

Kyle: [chuckles]

Hannah: Now, is it a guarantee that it's poop water?

Teo: Yup. This is kind of like-- you know how you pack dog food in your emergency kit, because you won't eat it-

Hannah: Right.

Teo: -[crosstalk] you absolutely need to?

Hannah: Yes.

Teo: Same principle.

Hannah: Okay. So, it is going to be poop water.

Kyle: [laughs]

Hannah: I'm thinking. I'm thinking, okay? I'm not wearing a suit, and I can get back in the tub.

Kyle: Thank God for small miracles?

Hannah: [chuckles] Yes, I am going to ruin Constance's bathrobe. I'm taking the secret--[laughs] Hold on, let me get through it. I'm going to take the secret toilet passage. [laughs]

Kyle: Call it flushing yourself.

[laughter]

Hannah: I'm going to flush myself.

Quinn: Buni's emergency flush.

[laughter]

Teo: Yes. Patent pending.

Quinn: Teo, describe the rest of this passage. Where does it lead?

Hannah: Oh, my God. It's going to be like--

Quinn: I'm giving you the narrative reins here since this is your Buni's studio and emergency flush.

Teo: [chuckles]

Hannah: It's like Marat going through the sewers. God. Fuck. [laughs]

Teo: So, once you pull it away from the wall with all the screeching sounds that entails--

Hannah: Yeah.

Teo: -the opening is just big enough that you can scrape a squeeze your way through, and you have to push yourself along, so you're just covered in bad water.

Hannah: Mm-hmm. Keep going.

Teo: You essentially tunnel that way for about five minutes, and then you end up at a sewer grate, and then you basically exit out the back of the building, where the maintenance and stuff is. So, you end up at the back of the building. You are still visible from some of the windows of some of the apartments though.

Hannah: Cool.

Teo: So, that is something to pay attention to if you are going to try to run away from the building.

Quinn: So, JR, did you want to use any other questions as you're tunneling your way out through this side sewer system?

Hannah: Sure. Why not?

Quinn: You can hold them until later too.

Hannah: Okay. All right.

Teo: [chuckles]

Hannah: I would like to know, are there any dangers that I haven't noticed?

Quinn: There are no dangers you have not noticed.

Hannah: All right. Then, I'll hold on to [crosstalk].

Quinn: The only danger is Agent Pax.

Hannah: Hmm.

[chuckles]

Quinn: So, JR, you emerge from this sewer grate, I think, in the alleyway behind Constance's studio. You can see that there is only one black SUV pulled up towards the front. But you cannot see Constance or-- well, you don't even know who it is, but we know, Agent Pax.

Hannah: Mm-hmm.

Quinn: Constance.

Teo: Yes.

Quinn: Agent Pax reiterates. [as Agent Pax] *Constance, may I come inside?*

Teo: [as Constance] *I feel like you're not respecting my boundaries here, but I have a feeling you're not going to go until we sort this one out.* And then in a much-elevated voice, [as Constance] *All right, then, I guess we're going to come inside.* And then, I fiddle with the door, and then I realize that I actually did lock myself out because I didn't walk out with any keys. [Kyle chuckles] So, I knock on the door and ask Stan to let me back in. [as Constance] *Stan, it's me.*

Quinn: [as Stan] *What's the password?*

Teo: [as Constance] *We don't have one.*

Quinn: [as Stan] *All right.* [laughs]

Kyle: Oh, you got it right.

[laughter]

Quinn: Stan opens the door and lets you in. And Agent Pax moves inside and surveys the area, looks around. Looks at all of the oddities that you have, and studies them a bit. And then, they move to take a seat at the kitchen table.

Teo: [as Constance] *Stan, why don't you go grab those coffees we were talking about? I'm just going to chat here with our friend.*

Quinn: [as Agent Pax] *Actually, Stan, if you could stay for this part, that would be just excellent.* Stan looks at the two of you back and forth, like he doesn't know what to do.

Kyle: [chuckles]

Teo: [as Constance] *Stan, you can do as you please. You're not under any kind of order, as far as I understand.*

Quinn: And then Stan, calmly-- not calmly, slowly walks over and sits at the table.

Teo: I refuse to sit at the table. I stand.

Quinn: [as Agent Pax] *So, Constantina, do you prefer something else?*

Teo: [as Constance] *You can just call me Constance.*

Quinn: [as Agent Pax] *Oh, wonderful, Constance. Thank you for making this a simple, not acrimonious process. I appreciate that.*

Teo: [chuckles]

Quinn: They look around. [as Agent Pax] *Does anyone else live here with you?*

Teo: [as Constance] *Besides my art and my inspiration? No.*

Quinn: [as Agent Pax] *It looks well lived, perhaps, as though someone else lives here. Perhaps, multiple people. Perhaps, your cousin.*

Teo: [as Constance] *Are you my landlord or an FBI agent?*

Quinn: [as Agent Pax] *I'm an FBI agent.*

Kyle: [chuckles]

Teo: [as Constance] *Okay, then. Why don't we stick to FBI agent questions?*

Quinn: [as Agent Pax] *Well, if your cousin is living here, that is a notable fact.*

Teo: [as Constance] *Sure. It is a notable fact. Continue.*

Hannah: [chuckles]

Quinn: [as Agent Pax] *So, is your cousin living here?*

Teo: [as Constance] *Define living.*

[laughter]

Hannah: Oh, my God.

Quinn: [as Agent Pax] *Do they stay for extended periods of time?*

Hannah: This is the best. You're being the best.

Teo: [as Constance] *Mm, not to me.*

Kyle: Super, not suspicious at all. [Hannah laughs] This is going swimmingly.

Quinn: Agent Pax is--

Teo: I told them I had an issue with law enforcement. This should be expected.

Quinn: Agent Pax is smiling at you, but their eyes are quite narrow.

Teo: Mm-hmm.

Quinn: [as Agent Pax] *Hmm, what is the name of your cousin?*

Teo: [as Constance] *Sorana.*

Quinn: [as Agent Pax] *Excellent. Do you have contact information for her?*

Teo: [as Constance] *I do, but--*

Quinn: [as Agent Pax] *I'd love to follow up.*

Teo: [as Constance] *I'm not at liberty to give that out. And unless you can give me a reason why you need it, I'm not going to give that to you.*

Quinn: [as Agent Pax] *Well, to confirm that your cousin is not JR, obviously.*

Teo: [as Constance] *That seems like it's more to convenience you than it is to work into my life. So, unless you have some sort of paperwork, I'm not going to hand over any of my family information. In the last five minutes, you've gone from respecting my boundaries to basically inviting yourself into my home and forcing my friend, Stan, here to sit down with that gaze. So, I'm not going to give you anything.*

Quinn: [as Agent Pax] *I absolutely can and will return with a warrant and subpoena, if necessary.*

Teo: [as Constance] *Sure.*

Quinn: [as Agent Pax] *I was hoping to simply avoid that. No one here is under any obligation. Stan, you're free to go. I just would appreciate to understand a little bit more the connection between you, Constance, and your employee, Alvin, and another figure bearing a strong resemblance to JR at the winter solstice soirée.*

Kyle: [chuckles]

Teo: [as Constance] *Interesting. And this is all over a key, you said? It's fascinating.*

Quinn: [as Agent Pax] *Well, yes, among other crimes committed by JR.*

Teo: [as Constance] *Sure.*

Quinn: [as Agent Pax] *Has she spoken to you about her criminal history?*

Teo: [as Constance] *You're again assuming that I know a JR. I thought we were talking about my cousin earlier.*

Quinn: [as Agent Pax] *Of course.*

Teo: [as Constance] *So, how about this? I'll talk to my cousin. I'll see if they're willing to give their information to you. I am not at liberty to give out my cousin's information. I can give her*

your card, and then we can see what happens from there. What she chooses to do is up to her, really.

Quinn: [as Agent Pax] *Of course.*

Teo: [as Constance] *Mm-hmm.*

Quinn: [as Agent Pax] *Stan, do you have anything to say about the winter solstice soirée?*
Stan, once again, glances at you, Constance, nervously.

Kyle: [chuckles]

Quinn: He's starting to sweat a little bit.

Kyle: He's so out of his element.

[chuckles]

Quinn: [as Stan, stuttering] *I mean, I go to the winter solstice every year.* [Kyle chuckles] *It was fine. It's always fine. It's fine.*

Hannah: [laughs]

Quinn: [as Stan] *It's fine.*

Teo: [as Constance] *So, you were asking about my relationship with Stan. So, I can go ahead and clear that one up. Stan here is helping me learn how to dive into a new art medium for me, you know, physical creation outside of painting is something I'm just not familiar with. So, he's helping teach me how to build things, how to get more comfortable with tools, and hopefully make some really interesting abstract pieces, you know?*

Quinn: [as Agent Pax] *Excellent to hear. A hobby is very important.*

Teo: [as Constance] *I would like it to be more than a hobby. But look, we don't need to get into my backstory there. That one's on me. Yeah.*

Quinn: [as Agent Pax] *No, please. I'm interested to hear more about you. You seem like an interesting person.* They look around again.

Teo: [as Constance] *Sure.*

Quinn: [as Agent Pax] *Are these family heirlooms or yours?*

Teo: [as Constance] *A combination. My family has a rich history with pieces of history.*
[chuckles]

Quinn: They stand up and walk over to-- What's an antique that you just have on display?

Hannah: Like, anybody?

Quinn: No, Constance, specifically.

Hannah: Okay.

Teo: I have what is clearly-- For someone who knows medieval torture devices, they'll immediately recognize it as a hand crusher. But for anyone else, they think it's a really fancy bottle crusher from Williams Sonoma.

Kyle: Nutcracker?

Teo: Yeah.

[laughter]

Quinn: They walk over to it. [as Agent Pax] *Holy Roman Empire?*

Teo: [as Constance] *Yes. You know your history.*

Quinn: [as Agent Pax] *This is quite rare.*

Kyle: [as Constance] *It is. Yes. My grandmother-*

Quinn: [as Agent Pax] *It's a real jewel you have.*

Teo: *-gifted it to me. Mm-hmm. Yeah. It's part of the collection she left me, which-- It's no surprise that I work in the historic tourism society. I'm a big fan of history, both of this place and of the old world.*

Quinn: [as Agent Pax] *Interesting. Constance, I'm sorry that we got off on the wrong foot. I have some other questions, but if you would prefer, we can discuss them at a different time.*

Teo: [as Constance] *That would be great. And like I said, I will talk to my cousin. I will tell her of this visit and see if she's comfortable with me sending along her information. How does that sound?*

Quinn: [as Agent Pax] *Yes. Would you do the same for Leon Williams?*

Teo: [as Constance] *Sure.*

Quinn: [as Agent Pax] *Thank you.*

Teo: [as Constance] *Can do.*

Quinn: [as Agent Pax] *I would be very curious to speak with that young man as well.*

Teo: [as Constance] *Okay. And what division did you say you were with again?*

Quinn: [as Agent Pax] *Oh, it's right on the card.*

Teo: [as Constance] *Oh, okay. And when I read the card, what does it say on it?*

Quinn: [as Agent Pax] *The division is Aberrant Events.*

Teo: [as Constance] *Interesting. Okay. I look at it, I go, [as Constance] Aberrant Events. Hmm, this is comforting to me.*

Quinn: [as Agent Pax] *Yes.*

Kyle: [chuckles]

Quinn: They do one more survey of the studio and say, [as Agent Pax] *Well, I should be on my way. Do you mind if I use the facilities before I leave?*

Kyle: [chuckles]

Teo: Oh, God. [as Constance] *Sure. Give me a second just to make sure I didn't leave anything weird in there, you know. It's been a--*

Kyle: Like my cousin. [laughs]

Teo: I'm talking louder as I walk to the bathroom. [as Constance] *As I said, I'm going under some renovations, and ooh, some things are out of place, not where they should be.*

Quinn: [as Agent Pax] Yes.

Teo: I quickly open the bathroom door.

Quinn: [as Agent Pax] *Lot of things out of place.*

Teo: [as Constance] Yes. I quickly open the bathroom door, and I notice-- How much time do I have from opening the bathroom door? How quickly behind me are they?

Quinn: They're not following you. They're just waiting.

Teo: Okay. I'm happy to roll for this if I need to, but I'd like to push the toilet back in place.

Quinn: I don't think you're entirely out of their line of sight. So, give me an act under pressure to see how this goes.

Teo: Okay. [rolls dice] Whoo, that's a 3-- That's an 8. Oof.

Quinn: Oh, that's different.

[laughter]

Teo: I add 3 to it.

Kyle and Teo: Yeah.

Teo: No, that's an 8.

Quinn: So, here's the choice. You can get this back in line, but you're going to have to take your eyes off Agent Pax for a few seconds. That's just a choice you're going to have to make.

Teo: All right. I'd do it.

Quinn: Okay. You step into the bathroom, and very quickly and discreetly [Teo chuckles] realign the toilet.

Teo: [laughs]

Quinn: On a mixed success, I'm going to say there's still a bunch of water just standing on the ground.

Teo: Yup.

Quinn: There's a faint odor that's not the best. But the toilet is in place and functioning.

Teo: Okay.

Hannah: Does it appear-- like, has the tub been drained?

Teo: I think that's the least of our worries at this point. The whole place is in shambles.

Hannah: [laughs]

Quinn: I'm going to say the tub is mostly drained, although it is clearly damp.

Hannah: Okay. All right.

Kyle: And warm. [chuckles]

Quinn: JR, what are you doing?

Hannah: That's a really good question. So, I'm still in my robe and turby twist-

Quinn: In the middle of the alley.

Hannah: -in the middle of the alley, looking a little raggedy. What is the status of my key?

Quinn: I kind of imagine Stoney would have wanted it pretty much right away.

Hannah: Okay. So, would I have gotten it back by then?

Quinn: You probably would have it back.

Hannah: Okay. And I keep the key on me at all times now. I think probably I have started maybe wearing it around something on my neck, because suit pockets sometimes break. So, I'm going to-- Fuck. What am I going to do? I can get into somebody's car, but I can't hotwire it with a key. There's a part of me that really wants to steal Agent Pax's car.

Kyle: [chuckles]

Teo: If I go through all this to save your ass and then you go stealing their car.

Kyle: [chuckles]

Teo: But you do you. You do you, JR.

Hannah: But wouldn't it be funny?

Teo: As I'm carted off to jail.

Kyle: Oh, that's my other cousin I haven't seen in many years.

Hannah: Okay. I'm not going to steal the car. Okay. God, I really want to [laughs] steal their car. I really want to steal the car. No, no, no, do not steal Agent Pax's car.

Kyle: It's right there. It would be so easy.

Quinn: The devil on your shoulder.

Hannah: Yeah, Alvin is the devil on my shoulder and Constance is the angel. I have to steal an FBI agent's car. God, fuck, it really wants to--

Kyle: Alvin rides down the street on his bike, rings his belly, goes, [as Alvin] *Wow, that looks like a really cool car to drive. I bet that'd be a load of fun.*

[laughter]

Kyle: [as Alvin] *Anyways, bad time. See ya.* Ring, ring.

Hannah: Quinn, just out of curiosity, hot wiring, what kind of roll would that be? I just want to know what the odds are. I just want to know what if I wanted to do it, what it would be?

Quinn: Almost certainly an act under pressure.

Hannah: Act under pressure. Are you sure I can't talk the car into letting me try-- [laughs]

Quinn: I'm quite sure you cannot charm the car.

Kyle: Think of it this way. It's an opportunity to level up.

[laughter]

Teo: Yeah.

Kyle: [laughs]

Hannah: Guys, I really want to do this.

Kyle: [laughs] It sounds like you're going to do it.

Teo: Do it.

Hannah: Okay. Apparently-

Kyle: Sounds a lot like you're going to do.

Hannah: -I'm going to sneak over, and open the car to see if I can see whose car it is.

Quinn: Okay.

Hannah: So, yes, I'm going to use my key to open the car. [laughs]

Quinn: First, give me an act under pressure roll, as you try to navigate around Constance's studio, which does have windows-

Hannah: Oh, fuck.

Quinn: -without being seen.

Hannah: Oh, goddamn it, Quinn. [laughs]

Kyle: Mm-hmm.

Hannah: Okay. [rolls dice] And that is a 12.

Quinn: Okay.

Kyle: Wow.

Hannah: Yup.

Quinn: How do you sneak around? How do you pink panther your way around Constance's studio?

Hannah: It is like on the tippy-toes. Like, it is very cartoony. Like, looking up and darting around, and on the balls of my feet. It's very *Looney Tunes* cartoon sneaking.

Quinn: Excellent.

Hannah: [chuckles] It's not subtle. Just nobody noticed me.

Teo: [laughs]

Quinn: Okay. You sneak around and you arrive at the unmarked black SUV, what do you do?

Hannah: I use my key to unlock the driver's door.

Quinn: There is a pop, and you can see the lock spring open and the door swings open.

Hannah: All right. I would like to use my last hold on read a bad situation to ask if there are any dangers that I haven't noticed.

Quinn: The danger here-- [Hannah laughs] The question is specifically, are there any dangers that you haven't noticed? You obviously know the danger of what you're doing. The danger here is that it is late afternoon, and you're standing in a bathrobe in the middle of a driveway, clearly-- Well, not clearly breaking into, but behaving nefariously next to an unmarked black SUV. This could draw the attention of any number of people. You don't know if you would even know if someone sees you.

Teo: And you're covered in poop water.

Hannah: [laughs]

Quinn: You don't smell the best.

Hannah: Okay. All right.

Quinn: So, that's the danger that you haven't-

Hannah: All right.

Quinn: -considered, perhaps?

Hannah: So, here's what I'm going to do. I'm not going to steal the car.

Kyle: Aww.

Hannah: I'm not going to do it. I know. I know, I'm not going to steal the car. But before I run away, very conspicuously, I am going to-- This is really not a good idea. It's fine. It'll be good for the story. [laughs] I'm going to reach into the car, and see if there's a notepad, which I'm assuming there probably is, because as an FBI agent, Agent Pax probably takes a lot of notes, and a pen and just write, "Catch ya 'round, Pax," and leave it. Leave it, tucked under the-- Oh, God, where do I put it so that it takes them a little while to find it? I put it in the glove box.

Quinn: Okay.

Hannah: And then, I shut the door, and I am going to-- I guess probably the best place for me to go is The Prospector. [laughs] It's going to be a bit of a walk in my bare feet in a bathrobe.

Quinn: Yeah.

Hannah: But it's fine.

Quinn: Okay.

Hannah: I survived six months in the Alaska wilderness with nothing but a lumberjack and a log cabin. I will be fine.

Quinn: Okay. You write this note, [Hannah chuckles] you place it surreptitiously into Agent Pax's glove compartment-

Hannah: Yeah.

Quinn: -and you slink away.

Hannah: [laughs]

Quinn: Constance?

Teo: Yes.

Quinn: You finish adjusting the bathroom, and you turn around to see Agent Pax is now standing right behind you in the doorway.

Teo: [as Constance] *Oh. Hello, there.*

Quinn: [as Agent Pax] *Is everything all right? May I still use the facility?*

Teo: [as Constance] *Yes, at your own risk. Like I said, a lot of remodeling going on, and the bathroom's a part of it. So, yeah.*

Quinn: [as Agent Pax] *That's fine. I have seen worse.*

Teo: [as Constance] *Okay.* And then as I'm walking out, I turn to Agent Pax and I go, [as Constance] *Agent Pax, you have a family, I presume.*

Quinn: [as Agent Pax] Yes.

Teo: [as Constance] *I don't know about your family, but my family, you don't always approve of everything they do, but you love them anyway. You know what I mean?*

Quinn: They look at you and nod and say, [as Agent Pax] *I believe I do. Excuse me.*

Teo: [as Constance] Yes.

Quinn: And they step into the facility and close the door.

Teo: Okay.

Quinn: Stan is looking at you. He's like, [as Stan in a worried tone] *Constance. Constance, I don't want to go to jail.*

Teo: [as Constance] *You're not going to jail. First of all, there ain't no jail that can hold you. Given some of the tools you showed me how to make, bust you out.*

[laughter]

Quinn: [as Stan] *Yeah, yeah. Okay. You're right. You're right. I can totally break out of a jail. I got this. I'm Stan.*

Hannah: [laughs]

Teo: [as Constance] *That thing you showed me where you freeze metal and it explodes an hour later? Pfft, that county jail can't hold you.*

Quinn: [as Stan] *Oh, yeah, the Ice-to-Meet-You.*

Hannah: Jesus. [chuckles]

Quinn: [as Constance] *Yeah, I told you, you've got to get that patented trade mark it.*

Quinn: As the two of you are talking, you hear a faint hum.

Hannah: Like a musical humming, or like a machine humming or like a magic humming?

Kyle: A spider humming.

Hannah: Ooh.

Teo: Oh.

Quinn: Just a faint-- Not like the er-spider, but just a faint thrum. It does seem slightly familiar, but you cannot place it.

Teo: Oh, boy. Oh, boy. [as Constance] *Agent Pax, are you okay in there?*

Quinn: [as Agent Pax] *Mm-hmm.* Yes. I should add, it's not coming from the bathroom.

Teo: Oh.

Quinn: You can't tell where it's coming from. But as Agent Pax opens the door, it stops.

Hannah: They put a bath bomb down the toilet. That's what--

Kyle: [chuckles]

Hannah: But it was like a special-- Your toilet is going to explode in 30 seconds. You should run.

Kyle: [laughs]

Quinn: [as Agent Pax] *Constance, this has been illuminating. Please do follow up with your cousin and with Leon Williams. I would be very interested in speaking with them. And if you do see JR, I would appreciate if you let me know.*

Teo: [as Constance] *Sure thing. If I happen to know someone named JR at some point, I'll let you know.*

Quinn: [as Agent Pax] *Take care, Constance, and take care of this place.* They nod and leave.

Kyle: Ring, ring, ring. Anyways, just riding by. Wee.

Teo: [chuckles]

Kyle: I got another like six deliveries before I'll be back. See you, guys.

Teo: [laughs]

[crosstalk]

[music]

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