

Quinn: We see the sun setting on Firmament, Colorado, its waning radiance bathing Riverside Park in Golden splendor. The center of civic life is bustling with activity, and not just the usual dog walkers and sightseers. From the banks of the Elkhorn to City Hall, people are hard at work setting up signs, decorations, equipment and facilities. There are colorful cordons going up around the park's exterior, white canvas pavilions rising up to the treetops. In front of the river is a mostly constructed stage flanked by towering amplifiers and stage lights.

Towards Main Street, we can see the preparations extending further into town. As the Main Street streetcar pulls into its station, we see it wrapped in a single, stylized advertisement featuring a cadre of cartoonishly illustrated cryptids. There's just a single word printed on it, in bold, goofy letters, hullabaloo.

At the center of the activity, we see Eve, Editor in Chief of The Jackalope. She's wielding a color-coded binder and crisply delivering directions like a field marshal preparing for battle. Firmament's premiere arts and music festival is the paper's biggest event of the year, and like hell she's going to let anyone else mess it up.

As the maelstrom swirls around her, Eve pauses. Her eyes falling on something out of place. A big top tent with lacquered red and white stripes tucked inoffensively between the Ferris wheel and beer garden. She double checks her binder, triple checks, but her brows only furrow in confusion. She marches over and pulls open the tent flap, calling out into the open maw of darkness. But after several minutes without a response, she steps inside and disappears. Outside, the preparations continue to unfold. The sun dips, the work wraps up and darkness falls.

[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: Kyle.

Kyle: Hi, I'm Kyle. I play Alvin the Monstrous.

Quinn: And Teo.

Teo: Hi. I'm Teo. I play Constance the Expert.

Quinn: Last time, the three of you pulled off a rather daring and clever heist.

Kyle: That's right.

Quinn: [laughs] You created a replica of JR's key with sufficient precision and accuracy that you were able to fool the tall man into releasing Alvin from their pact. We're going to pick up shortly after that scene, because there's a bit of unfinished business that you have Alvin finding your sister.

Kyle: Yes. I've been told that she is where I had my first episode, I think, was the term he used, which would be out near the woods. So, I think he returns to the parking lot where everyone's waiting and gives a nervous one-handed thumbs up and says, [as Alvin] *Well, halfway there.*

Quinn: Leon gives you a smile and a thumbs up and says, [as Leon] *That's great. It worked. He took the key.*

Kyle: Yeah, and I show my palms. Those palms-

Quinn: [as Leon] *Congratulations.* He gives you a big-- [crosstalk]

Kyle: -no circles. Yeah. I embrace him. I say, [as Alvin] *Right.* [crosstalk]

Quinn: [as Leon] *What do you mean halfway?*

Kyle: [as Alvin] *Well, Sarah wasn't there. She's supposedly out by the woods where I transformed my first time. So, if anyone wants to give me a ride, real quick, I want to get there as fast as I can.*

Quinn: Leon looks over his shoulder at Constance and JR and says, [as Leon] *I'm happy to do it, buddy, if you want to lift.*

Kyle: [as Alvin] *Dude, we got a new car, didn't we, as part of a level up thing a while ago?*

Hannah: [as JR] *Yes, we did. Do you want to—*

Teo and Hannah: Yeah.

Hannah: Let's take this-- Yeah.

Kyle: sick new ride.

Hannah: It's new to me.

Quinn: Isn't it a Subaru?

Hannah: It is. It's a Subaru.

Quinn: [laughs]

Kyle: Sweet.

Teo: That is appropriate level of excitement.

Hannah: Subaru outside.

Teo: Subaru, that sort of the shit.

Kyle: Let's take the whip.

Hannah: Yeah. [laughs] All right.

Kyle: Is that a thing? Did I do right?

Hannah: All right.

Quinn: [laughs]

Teo: Oh, boy.

Hannah: Yes, maybe. I don't know. Yeah, let's see this Subaru.

Teo: Ride the-- [crosstalk]

Quinn: Leon gives you another smile and says, [as Leon] *Hey, absolutely. If you need anything else oven just let us know. Will be there.*

Kyle: [as Alvin] *You bet, if you answer your phone this time.*

Teo: [chuckles]

Quinn: He grins a bit sheepishly, pulls it out of his pocket and waves it, he's like, [as Leon] *I got it.* The three of you take off in your Subaru out of the Moonscape and towards the forest. It's not a long trip. You arrive without incident.

Kyle: Keep your eyes peeled, everyone. I still don't trust that guy, the tall guy. The guy that you didn't meet, but I've met twice now. He's tall.

Quinn: [chuckles]

Teo: I just need to point out this is for a later thing to talk about, but we need to work on your description skills, because tall man is [Kyle laughs] very limited in terms of us keeping an eye out, you know?

Kyle: He also had gumby arms.

Teo: That is more helpful.

Quinn: [laughs]

Kyle: That's probably, I guess the more--

Hannah: I do remember that part.

Kyle: That might be the more unique trait that he has.

Teo: Gumby man.

Kyle: The gumby man.

Teo: Okay. Yeah, see, tall man--

Quinn: They call gumby man.

Teo: For me, tall man is like half of the town, [Kyle laughs] you know, like it doesn't say much. Anyway.

Kyle: My dad?

Teo: [laughs]

Quinn: Are you my dad?

[laughter]

Quinn: We're off track already.

Kyle: Oh, opportunity lost.

Teo: Okay. Sorry. Anyway.

Kyle: Yeah. So, as soon as the car is parked and Alvin gives his little word of warning, he hops out and he just is jogging towards the spot.

Quinn: Constance and JR, are you heading with him?

Teo: I am, if that's cool.

Hannah: Yeah. Yeah. Like, do you want us come with?

Quinn: Alvin, have you invited them with you, or are you just taking off? [chuckles]

Kyle: He's got one thing on his mind, so he's not said one way or another. It is up to your characters to decide.

Teo: Okay.

Quinn: So, Alvin takes off into the forest. Constance and JR, what do you do?

Hannah: I'm following, but not as quickly. I am still a bit short of breath due to making that fake key.

Teo: I'm probably somewhere in the middle, just in case, because I'm not sure--

Kyle: [chuckles]

Teo: I'm not sure we're out of the woods yet.

Quinn: There you go.

Teo: Oh.

Kyle: Ayy.

Quinn: Ayy. Alvin, I don't think there's any role involved here. I think you know how to get back to that spot. I think it's etched into your mind.

Kyle: Mm-hmm.

Quinn: So, you travel through the forest. It doesn't take you all that long to reach it when you know your path. Across the clearing, through that meadow, you see a person slumped against a tree. You recognize it as Sarah immediately. She's unconscious, but you can see the rise and fall of her chest as she draws shallow, uneven breaths. Her face and her clothes are splashed with ruddy red splotches of blood.

Kyle: Quicken my pace. Sprinting now, and I call out as I get close, [as Alvin] *Sarah*.

Quinn: She doesn't wake up as you call out to her, but you arrive at her side. What do you do?

Kyle: So, there's blood on her. Can I smell that? Can I check if that's human blood, or deer blood or something? I feel this seems somewhat familiar to Alvin.

Quinn: Yeah.

Kyle: Yeah.

Quinn: You could roll to investigate a mystery, if you want to tell if it's deer blood. But I think you can tell from the smell, it's not your sister's blood.

Kyle: Mm-hmm.

Quinn: You look her over, and you don't see any sign of injury. There are no cuts, no bruises, nothing like that.

Kyle: Yeah.

Quinn: As you look at the blood on her clothes, you realize that it's not pooled the way it normally would around an injury. It's splattered-

Kyle: Yeah.

Quinn: -everywhere except her mouth, where there are thick streaks running down her chin like rivers of clay.

Teo: Oh, no.

Hannah: Oh.

Kyle: Dang. It runs in the family. Yeah. With that information, the next priority would be to gather her up and get her somewhere safe, which probably would be either to Alvin's place or back to Constance's.

Alvin will gather his sister up in his arms, turn back towards the car and start jogging that direction. When he encounters Constance, he says, [as Alvin] *We've got to go back to your place. Come on.*

Teo: [as Constance] *Okay.*

Quinn: [as Alvin] *Turn two, everybody. We're going back to Constance's.*

Hannah: [as JR] *Wait, what?*

Kyle: [as Alvin] *Got a bit of a problem.*

Hannah: [as JR] *All right, I'll go get the car started. Just give me a minute.*

Quinn: The three of you are able to load Sarah into the car and make it back to Constance's studio.

Kyle: Yeah. Alvin's not leaving her side, this whole trip. He's just holding her and saying, [as Alvin] *It's going to be okay. You're going to be okay.*

Quinn: There are moments where you see her eyes open for short periods of time, but they're just unfocused. But you make it back.

Teo: Oh, boy. I want to be a good ally. I don't know how to call it. Alvin, what did you need when you woke up from this situation?

Kyle: Big glass of water.

Teo: Okay.

Kyle: I needed to know what I had done. And my bike. But I don't think Sarah has a bike.

Teo: Yeah. I don't think she's as worried about that, and I run around and I grab water and I pull out the book with the description that Alvin had read in the past. I have it neatly with a little bookmark on that page just sitting out of. And then, I step back and look at Alvin to sense what is our next move.

Kyle: Yeah. Maybe a clean change of clothes.

Teo: Okay. I run and I grab some of the spare, random clothes that have appeared at my studio.

Kyle: When anyone turns into a werewolf, they always want to go to Constance's place and get a copy of Constance's art smock [Quinn [laughs] to change into.

Hannah: Can I investigate what's going on with her, or do we pretty much know what's going on with your sister?

Kyle: I've got a good idea. What might help is confirming that this is probably like a deer or something.

Teo: Oh, yeah.

Kyle: We want to make sure that it's not a person.

Teo and Hannah: Mm-hmm.

Hannah: Yeah.

Kyle: That would be very reassuring to her when she wakes up.

Teo: Oh, that depends on the answer, but yes. [laughs]

Kyle: True.

Quinn: JR, how are you investigating?

Teo: Lick it.

Hannah: No. That is some big Constance energy.

Quinn: [laughs]

Teo: No, that's actually a call out to psych. Sorry, I've been watching a lot of psych and [Kyle chuckles] they make a running joke about licking blood. Anyway, go on.

Quinn: Yeah, but big Constance energy is a real thing.

Teo: Yes, it is.

Hannah: It is.

Kyle: [chuckles]

Hannah: Yeah, JR, go ahead and roll to investigate a mystery.

Hannah: [rolls dice] It's a 13.

Teo: Woo.

Kyle: Wow.

Quinn: Okay. Hold two.

Hannah: I would like to know, what sort of creature was it?

Quinn: Are you talking about the blood?

Hannah: Yes.

Quinn: I don't think there is any way you could determine that based on the conditions of your examination.

Kyle: [chuckles]

Hannah: What if I lick it?

[laughter]

Teo: I'm sorry, Quinn.

Quinn: No, I don't think even if you lick the blood.

Hannah: [laughs] Okay. Let's see. I'd like to know what happened here.

Quinn: You've been exposed to a decent amount of blood, at this point. You're not a forensic scientist, but you've seen enough to know. It's pretty clear that Sarah bit something, probably bit off something, and that's where the blood came from. It's not hers.

Hannah: It's not hers. Okay.

Teo: Hey, Quinn.

Quinn: Yes.

Teo: Is there fur anywhere around stuck to her that would have come off at the same time? It just dawned on me.

Hannah: Maybe some fur in the teeth?

Kyle: Mm-hmm.

Quinn: Hmm. Constance, you have proved me wrong. I will give you, what sort of creature is it?

Kyle: [chuckles]

Teo: [chuckles]

Kyle: We did it.

Hannah: Yay.

Kyle: We made it.

Teo: Teamwork.

Hannah: The power of friendship.

Quinn: Narrative reason for why you would know what sort of creature it was.

Kyle: It took us about 10 minutes of cut audio time, but we made it.

[laughter]

Quinn: [chuckles] I think you open Sarah's mouth. Two things are visible when you do this. The first is that her-- What are they? Canids?

Kyle: Oh. [chuckles]

Hannah: Canines.

Quinn: Her canines are way too big. They are not the right size.

Hannah: Ooh, very pointy. Okay. All right.

Quinn: The second is, you can see between the teeth several fine furs that look like they belong to-- I mean, any number of creatures with fine fur. Anything from a short-haired rabbit to a deer to a rat. Anything with short hair, but unlikely to be human unless they had a very short, specific haircut, and she bit their head.

Kyle: Their scalp? [chuckles]

Quinn: Yeah.

Hannah: Can I tell what color the fur is?

Quinn: Like an auburn color.

Hannah: Okay. So, she bit a ginger. Gotcha.

Kyle: [chuckles] Short-haired ginger, right on the top of the head.

Hannah: Oh, wait. Did she bite Leon's boyfriend?

[laughter]

Quinn: Yeah, she bit Dorian. [laughs]

Hannah: Yes.

[laughter]

Hannah: Good job, Sarah. Right on. Righteous. Yeah. Okay.

Quinn: No, it's likely some sort of woodland creature.

Hannah: Gotcha. Okay.

Teo: Yes.

Quinn: Probably was.

Teo: Oh, yeah.

Hannah: I, like, hold a little tuft up of the fur and also point at the fangs and tap mine to teeth and then demonstrating that hers are quite a bit bigger than mine.

Kyle: Yeah. I open my mouth and point to mine and be like, [as Alvin] *Yeah, that tracks too.*

Quinn: Alvin, if you have wolfed out at all, they matched, more or less.

Kyle: Yup. I haven't wolfed out, but I'll just make just the teeth grow.

Teo: Ooh.

Quinn: Ooh, fancy.

Kyle: Yeah, I'm getting good.

Quinn: Fancy man.

Kyle: Yeah. Fourth mystery.

Hannah: Ooh.

Kyle: Just the teeth like, ha-ha-haa, ha-ha-haa.

Teo: [chuckles]

Kyle: Yeah, she's going to be upset when she wakes up.

Teo: Yeah.

Kyle: And also, I learned some stuff as to why this is happening to her.

Hannah: Yeah. Alvin--

Kyle: BTDubS.

Teo: Oh, yes.

Kyle: I should probably tell you.

Teo: Please do.

Kyle: So, I had a chat with the tall man. So, saving Sarah was, yes, the more important part, but there was also information involved in the exchange. So, there's a reason that this is also happening to Sarah now.

CliffsNotes, magic used to be everywhere. There were creatures made of magic, and eventually, people thought magic was a bad idea, and they locked it all away behind seals. There were some magical creatures who were called guardians who were tasked with defending these seals from the other magical creatures, who I expect are similar to what we have encountered.

Apparently, I am descended from one of those guardians. Now, I also have a lot of questions about this. Why did mom and dad not tell me anything about it? Does it skip 10, 12, 20 generations? Who knows? But it seems fairly consistent now, I've got it. Sarah has got it.

Hannah: Didn't he tell you anything about-

Kyle: Things are lining up.

Hannah: -where the seals are located? Like, is this a Legend of Zelda kind of situation where we have to go to a temple--

Kyle: He did not, but I have a fairly good guess.

Hannah: I do too.

Quinn: It was the middle of the night when you met the tall man. By the time you recovered Sarah, it was the early hours of the morning. Although the gravity of what you're discussing is immense, I think the conversation just fades away, and eventually you all fall asleep.

Alvin, you're the first one to wake up the next morning. Not too long after you awaken, you can hear shifting on the couch as Sarah begins to move.

Kyle: [as Alvin] *Hey. Hey, hey, it's okay. This is my friend, Constance's place. You've met her.*

Quinn: [as Sarah] *Alvin? Where--*

Kyle: [as Alvin] *Hi.*

Quinn: [as Sarah] *What? Where's the man? How did I get here?*

Kyle: [as Alvin] *The gumby man?*

Quinn: [as Sarah] *The gumby man?*

Kyle: [as Alvin] *Was he really tall with stretchy arms, wearing a nice suit?*

Quinn: [as Sarah] *Yeah. Well, not the arms. Yeah, he was tall. He had a nice suit.*

Kyle: [as Alvin] *Not the arms? I'm surprised. He loves doing the arms. That's not important. What's the last thing you remember?*

Quinn: [as Sarah] *I-- Oh, God, my head hurts. Do you have any aspirin?*

Kyle: [as Alvin] *Yeah, I think so.* And Alvin realizes he has never gone further than the living room and dining room here in Constance's apartment.

Quinn: I don't think there's much else.

Kyle: Yeah, [chuckles] but he's never really gone digging through. He's always like, [as Alvin] *Oh, Constance knows where things are.* [Quinn chuckles] I don't want to bother learning the system. [chuckles] So, she asks for aspirin, and Alvin's like, [as Alvin] *Yes.* Looks around, and then just gets up quietly shuffles over to Constance's room. I expect you're in a different room. We're probably not all slumber partying out in the living room, though maybe with the long night and the seriousness, maybe we are slumber partying.

Teo: Nah. Constance went to her bed.

Kyle: Constance went to her bed. So, Alvin will go over to her door and go, [as Alvin] *Tap, tap, tap. Constance? Tap, tap, tap. Constance?*

Teo: [as Constance] *George Clooney.*

Kyle: [as Alvin] *Do you have any aspirin?*

Teo: [as Constance] *For you, any day. Second drawer to the left in the kitchen.*

Kyle: Alvin goes over and stands in the middle of the kitchen. [as Alvin] *Okay. Left of-- and just starts opening drawers.*

Teo: [laughs]

Quinn: Okay. Eventually, you find the aspirin.

Kyle: He finds it and comes over to probably a more awake Sarah by this point.

Quinn: Yeah.

Kyle: [as Alvin] *Here you go.*

Quinn: She's sitting up now-

Kyle: [as Alvin] *Sorry, that took so long.*

Quinn: -and she's looking at her hands. You can see her fingernails are long, and curled and thick like claws. She looks up at you and says, [as Sarah] *Alvin, what's happening?*

Kyle: [as Alvin] *Listen, I was just as scared and confused as you are right now. It was only months ago when this started happening to me too. I think it runs in our family.* And he proceeds to tell her all about what he knows.

Quinn: She listens quietly. At first, you're not even sure if she is listening. For several minutes as you recount this tale, she's just staring at her hands. But eventually, she glances up and starts looking at you.

Kyle: [as Alvin] *I know you don't want to hear any of this. God knows I didn't either. I hoped that it was only me that this was just my problem to deal with, but it looks like we might be in this together. On the bright side, if you need any tips, I've got a bit of practice. You can control it.*

Quinn: [as Sarah] *You can control it? You can make these, and she holds out her claws, [as Sarah] You can make them go away?*

Kyle: [as Alvin] *Well, mostly.* He holds out his hands, he shows her, [as Alvin] *This is about as good as I have got so far. They are still pretty large.* There's hair on the back of his hands.

Quinn: [as Alvin] *But the rest-- I'm not going to turn into a big wolf like you did? I don't have to.*

Kyle: [as Alvin] *There are times when it becomes difficult to control, if you stay calm. There's some breathing exercises that I've picked up. I've got this good app. It's like a meditation app. It really just chills you out. It seems that involuntary transformations are a little tied to your emotional state.*

If you want to turn into a wolf, you can practice that also. But as of right now, I don't know of a way to cure it. I am looking. We are looking. And he gestures to Constance's closed door and JR's sleeping form. [as Alvin] *Not right now, but when we're awake. We're working on it.*

Quinn: I think she starts to very quietly cry, and then just slumps into you.

Kyle: Yeah. Pat her head and say, [as Alvin] *Listen, I never heard anything about this from mom or dad. I don't know if they know anything about it. But the thing about the seals, maybe there's one here, and it's a proximity effect that turns us. So, I guess I haven't tested leaving, but I feel like that's not the right thing to do, that my place is here.*

Quinn: [as Sarah] *Did you have the dream too when you turned?*

Kyle: [as Alvin] *You're running as fast as the wind?*

Quinn: [as Sarah] *On a hunt.*

Kyle: [as Alvin] *Mm-hmm.*

Quinn: [as Sarah] *Did you feel the hunger too?*

Kyle: [as Alvin] *I did. That won't be the last time that you feel that. But I know you're strong, and I know you're brave and I know that if I can control it to this level, God knows what you can accomplish.*

Quinn: I think she smiles. It's weak, and it doesn't last long, but she smiles at you.

[music]

Quinn: Hello, dear listeners. Quinn here. Thanks so much for tuning into Episode 24 of Monster Hour, where the real monster is your sibling. And not just because they stole your toys growing up, it's because they're a werewolf. A special thank you to everyone who's been sharing the show with their friends, both on social media and by calling them repeatedly in the middle of the night and whispering, "Monster Hour," before hanging up. Don't forget that if you tweet about the show using *#monsterhourpod* on Twitter. You might

wind up with a character named after you. Characters like Stan, Spector and Kristen. We're going to have at least a couple new characters coming in the next episode, so now's the perfect time to get tweeting. Our spooky spotlight this week is Shadows of Saint Fleur, where the seedy underbelly of the city is rife with dark conspiracy and supernatural politics.

Quinn: That's it for me, folks. We'll be back with Episode 25 of Monster Hour on May 19th. See you then.

[music]

Quinn: Alvin, what do the next few days look like for you and Sarah?

Kyle: I think he invites her to stay with him, so he can be with her in case she needs any help. He tries to help her through any other dreams she's having. walks her through some of the techniques and things that he's picked up and figured out on how to keep the claws down, how to keep the hair short. They do some good shaving montages as well as trying to just let her keep up on her classes as best as she can, if she is still interested in that.

Quinn: She really isn't. She doesn't talk about school at all. I think over the next couple days, there are clear signs, ones that you recognize. Her hair grows rapidly. In the course of a couple days, it's far past her shoulders nearing her torso, and the claws continue to lengthen. But she doesn't turn the way you do. The two of you work through the meditations that you've practiced, and she seems stable, if not okay.

Kyle: I get her a brand-new file, just like mine.

Quinn: [laughs] When you give her that file, it's probably the second time you see her smile afterwards.

Kyle: Mm-hmm.

Quinn: Constance and JR, I don't think you see Alvin for the next couple days. I think it's obvious why. What are the two of you doing? What are the two of you up to?

Hannah: I think JR is actually trying to stay out of trouble for once.

[laughter]

Kyle: The heat's gone up.

Hannah: Yeah. That won't last, rest assured. But particularly having Agent Pax show up was not a very fun experience. She's still sitting on those photos. She's not shown them to Constance or Alvin yet, partially, because it seems like not a really good time to be dropping this bombshell with Alvin out of the picture for a little while. So, she's been studying that painting, I think that Constance did of Benedict Cumberbatch's special holes. [Kyle and Teo chuckle]

Rest assured, that manila envelope is burning a hole in her-- Where does she have it? She probably has it under a pile of suits. It's burning a hole through those pile of suits.

Quinn: The most sacred place.

Hannah: Yes.

[laughter]

Hannah: Don't touch my suits. Yeah, don't touch them.

Teo: I think Constance is spending a lot of time at the visitor center. A, trying to rack up some hours for cash purposes, but B, really starting to dive into the historical records that exist there. Hearing from Alvin about some of his background is really pushing her to have a better understanding of this place like, what is happening here in Firmament and how does it connect more with families in general? So, she's just snooping around, collecting whatever she can and getting that money too.

Quinn: Makes sense. Is this an actual investigation you're conducting, or is this--

Teo: The way I'm viewing it, is that she is just stealing bit by bit from the visitor center, just like [Quinn laughs] folders and files. But she's not looking through them, because it just takes so long. Like, everything is paper records, and it's not well labeled. So, later on, if we're at a point where we need some information, she can pull those files open and investigate them the way she would have her library. But right now, she's basically stockpiling potential information for later. Who knows what's in these files? They're labeled like August 4th, you know?

Quinn: Yeah. I think there's some strange events, but nothing that couldn't be explained with a natural cause.

Teo: Mm-hmm.

Quinn: More just like unusual. So, there's some things, but it's difficult to tell exactly if you have anything useful until you really dive in.

Teo: Yeah. Constance is trying a new look at work. She's wearing a hat, and it is a statement hat.

Quinn: What statement is the hat making?

Teo: I am here and look at me.

Kyle: [laughs]

Hannah: What is the hat-- [crosstalk]

Quinn: What is the hat-- [crosstalk]

Teo: And I like purple.

Hannah: Yeah.

Quinn: What is the hat to you?

Kyle: Is this a--

Quinn: What's the hat?

Kyle: Yeah. Do we describe the hat, or is this an open-ended prompt to our artist friends?

Teo: It is. The only thing I will say is it's Kentucky Derby-esque, but [Kyle laughs] appropriate for the weather of Firmament.

Kyle: Like a cold weather horse race.

Teo: Yes.

Hannah: Oh, boy.

Kyle: I think cold weather horse race.

Teo: Anyway, that's all.

Quinn: Okay.

Hannah: Like a sled [Kyle chuckles] dog race.

Quinn: Okay. JR, are you at Constance's studio? Is that where you're hanging out?

Hannah: Yeah.

Quinn: Okay. So, the three of you are all caught up in your own worlds. Alvin, tending to your sister. JR, keeping a low profile, ostensibly. I will say, as you are studying that painting, it is an exact replica. It is like it was plucked from your mind.

Hannah: Great.

Quinn: And, Constance, you're working at the visitor's bureau. I think you see Jenny come in, looking upbeat one day, which is unusual for Jenny, but she seems in reasonably high spirits. A few days later, a few days after the events with the tall man, all three of you get a text from Leon that says, [as Leon] *Turn on your TV.*

Teo: Okay.

Kyle: Constance cut the cord a while ago.

Quinn: [laughs]

Hannah: Yeah.

Teo: All right. Turn it on. Turn on this old thing.

Quinn: The image that you see from Firmament local access, channel three-

Kyle: [chuckles]

Teo: Yes.

Quinn: -is an image of Main Street. It appears that it has been taken from a cell phone camera and then broadcast. There's a small crowd of people. It takes a moment for you to get a glimpse through the ranks as this person, whoever is wielding the cell phone, moves up through it. But when they get a clear glimpse, you can see what the crowd has gathered for.

There is a sculpture in the middle of the street. It's composed entirely of thin metal beams arranged in geometric shapes. While it's easy to get lost in the intricacies of the metalwork,

there's no mistaking the subject of the piece. The great American bison, standing proud and stoic in the middle of the intersection.

As you're watching, however, the sculpture moves clearly and decisively. The iron bison turns its head as though heeding some faraway call that only it can hear. Shakes its short horns back and forth, snorts and takes off down the street.

Hannah: Was that supposed to happen?

Quinn: And, Constance, at the visitor's bureau, you hear the sound of hoof beats.

Kyle: Uh-oh.

Hannah: Oh.

Teo: Yikes. Okay.

Quinn: What do you do?

Teo: I jump up onto the visitor's counter and grab the nearest map, like, you can buy maps of, like, old maps of a town. It's rolled up in one of those travel tubes. I grab one of those, and I'm standing on top of the visitor's bureau counter with this map tube thing.

Quinn: Okay. You are doing that.

Teo: [chuckles] Oh, God.

Quinn: You're just hanging out there, ready?

Teo: Yeah. I think at this point, Constance is not much of the run and flee type. This is not thinking Constance. This is immediate reaction Constance. Given everything she's been through, her immediate reaction would be to prepare for battle rather than run and hide. That's not a bravery thing as much as it's like a response to stress thing.

Quinn: Fair enough.

Kyle: True, most everything else we've fought has tracked us down eventually and--

Teo: Yeah.

Quinn: You are standing there, map tube in hand. Out the windows, you see a wrought iron bison sculpture stampede down Main Street and disappear out of your view.

Teo: Okay. I feel very silly, and I slowly get down from the counter.

[laughter]

Quinn: Everyone-- And by everyone, I mean the four people in the visitor's bureau, [Kyle laughs] turn their heads, and look, and start murmuring and then start filing out of the building as they look to get a better view of what just ran by.

Teo: I grumble under my breath and then also go over to the window, because I want to get a view.

Quinn: A small crowd is following this sculpture as it charges down Main Street.

Teo: Huh. Okay.

Quinn: Alvin and JR, what are you doing as you see this on the television? [chuckles]

Hannah: This seems like kind of our [giggles], maybe. I don't know. Alvin, what do you think? I'm open to suggestions. This is a collaborative effort.

Kyle: We're not in the same place, I don't think.

Teo: Yeah, you guys are--

Quinn: Yeah, you are definitely not in the same place.

Hannah: Oh, damn it. Okay.

Kyle: I think Alvin's kicked up at home watching this on a stream on his phone.

Hannah: Oh, that's right, because you're not on the TV.

Quinn: He's like, [as Alvin] *Hey, Sarah, check this out.*

Kyle: Yeah. [as Alvin] *Hey, Sarah, look at this. Is the college doing something weird? This might be Constance, actually. I should probably call her.*

Teo: [laughs]

Quinn: [as Sarah] *I haven't been to the college in a couple days, but this doesn't look right to me.*

Kyle: [as Alvin] *Oh, jeez. This is live.*

Quinn: [as Sarah] *It seems more like your deal.*

Kyle: [as Alvin] *Yeah. Okay, I'm going to call Constance. You go look for a bat sign or something. I don't know. Stoney knows about this. Maybe he's sending up something, and I dial Constance. Beep, beep, boop, beep.* [imitates telephone dialing sounds]

Teo: [as Constance] [wakes up groggily]

Kyle: [as Alvin] *Constance, it's Alvin.*

Teo: [as Constance] *Oh, God.*

Kyle: [as Alvin] *Your friend who's the werewolf. It's me. It's Alvin.*

Teo: [as Constance] *You don't have to keep-- Yes, I know.*

Quinn: [laughs]

Teo: [as Constance] *Yeah. What's up, bud? I'm actually busy right now. There's some really weird stuff going on downtown.*

Kyle: [as Alvin] *Okay. Yeah, I was going to ask about that. We're seeing this metal art sculpture. That's not you, right?*

Teo: [as Constance] *Oh, that would have been a really good idea. It's not me. And now, you have me thinking that maybe it's one of my friends who didn't tell me about it, because they don't think that I am a real artist. This seems like it's in the weird category. I'm going to go with this as in our weird category. It's not me.*

Kyle: [as Alvin] *Okay.*

Teo: [as Constance] *Yeah.*

Kyle: [as Alvin] *So, we should probably do something about this?*

Teo: [as Constance] *I have another 20 minutes on my shift and I definitely--*

Quinn: [laughs]

Kyle: [as Alvin] *Okay.*

Teo: [as Constance] *I burned some bridges, but I'll meet you back at the studio or-- Oh, gosh. Should we just go after it? I don't know, we need to talk to JR. We--* [crosstalk]

Kyle: [as Alvin] *It seems like it could do some damage. Yeah, we should at least keep an eye on it. Let's try. Okay, I'll conferencing in JR.*

Teo: [as Constance] *Okay.*

Kyle: Beep, beep.

Quinn: As you are having this conversation, you get another text from Leon that says, [as Leon] *They're in five.*

Teo: [as Constance] *Yeah. Where?*

[laughter]

Kyle: [as Alvin] *They're where?*

Quinn: You get one word in response that says, [as Leon] *Bison.*

Kyle: Okay. [as Alvin] *Constance, I'll see you soon. Oh, wait, we're going to call JR too.*

Teo: [as Constance] *Yes.*

Kyle: [as Alvin] *Okay. Well, I'm conferencing.* Beep, beep, beep, boop, boop, beep, beep, boop, boop, boop.

Teo: [as Constance] *We need the magical one.*

Hannah: I pick up the phone.

Kyle: [as Alvin] *Hello? JR?*

Hannah: [as JR] *Yes.*

Kyle: [as Alvin] *Is this JR? This is Alvin and Constance, your monster hunter friends.*

[laughter]

Hannah: Oh, good, because I would have--

Quinn: Not the other Alvin and Constance, you know?

Hannah: Yeah. I would have confused you for the other Alvin that I know and the other Constance that I know.

Kyle: I don't know, you know a lot of people.

Hannah: Yeah.

Teo: At this point, I also identify JR more as my roommate than my monster hunter friend, but sure.

[laughter]

Hannah: You're kind of shitty roommate.

Kyle: [chuckles]

Hannah: [as JR] *Constance, this seems-- You are not-- Is this something you were working on before I showed up in town, because this seems like your bag. But performance art, this is a little extreme. Is this yours? This is yours. Please tell me it's yours.*

Teo: [as Constance] *It's not. And God, I really wish it was. This is a great idea. It would have gotten so much exposure. No, it's not mine.*

Kyle: [as Alvin] *It's on TV right now.*

Teo: [as Constance] *I know.*

Hannah: [as JR] *I just see it as like a real meta commentary on the American west being held up as the dream when really it only existed for about a period of 30 years. That just really seemed like your thing, Constance.*

Teo: [as Constance] *You know what, why don't you both be the artists instead then, if you all have such great ideas.*

[laughter]

Teo: [as Constance] *It's not me.*

Kyle: [as Alvin] *We should probably keep an eye on this thing, because it's made of metal. It's going pretty fast.*

Teo: [as Constance] *I can skip on my shift. It's fine.*

Kyle: [as Alvin] *All right. I'll try to catch up with it. See you in five, if it can take Leon five minutes to get there.*

Hannah: [as JR] *Constance, do you want me to pick you up?*

Teo: [as Constance] *Yeah. If you can pick me up, that'd be great.*

Quinn: Well, Constance, you're like 30ft from it.

Teo: Oh, yeah. Okay. [as Constance] *So, I'll just meet you there. Hey Alvin, did you ever get that GoPro helmet I got you?*

Kyle: [as Alvin] *I did. Yeah.*

Teo: [as Constance] *Great. Why don't you slap that baby on and do a little live feed?*

Kyle: [as Alvin] *Okay. Will do.*

Teo: [as Constance] *Got to get a little live feed going. Okay.*

Kyle: [as Alvin] *Yup.*

Teo: [as Constance] *Great.*

Kyle: Alvin tells Sarah like, [as Alvin] *Okay, you stay here. I got to go check this out, because you're right, this is, I guess, my job now. I don't get paid. Anyways, I'll be back. You got my number.* While he's saying this, he's fumbling with the GoPro on his helmet. [as Alvin] *I love you. I'll see you soon.* And he takes off, and the camera is upside down.

Teo: Damn it.

[laughter]

Hannah: Nice.

Quinn: JR, how are you getting there?

Hannah: I'm going to hop in the Subaru, the Subaru Outback, the very nice--

Kyle: Does that have a name?

Hannah: No. Should I name it? I should name it.

Teo: You should.

Quinn: Probably. Should name it.

Kyle: [crosstalk] name it.

Teo: That's a very JR thing to do.

Quinn: This is your special car.

Hannah: Okay. All right.

Quinn: It'll hurt more when I destroy it, if it has a name.

Kyle: Listen, this is your Subaru. You've got to love your Subaru.

Teo: Mm-hmm.

Quinn: That's what the ads told me.

Kyle: It's going to last 200,00 miles-

Hannah: Quinn?

Kyle: -300,000 miles.

Hannah: I need you to know, Quinn, that when you tell me you're going to destroy my Subaru, I'm making a face. And I think you know the face.

Quinn: [laughs] I do.

Hannah: Yeah. Yeah, you know exactly what face I'm making. Oh, okay, I got a good name for it. It's black beauty, like the horse.

Kyle: Oh.

Quinn: That is good.

Hannah: Yeah. Okay. So, I hop in the black beauty and go driving down towards-- Point of order, Quinn, is the bison life size or larger than life size?

Quinn: The bison is slightly bigger than life size.

Hannah: Okay. All right.

Quinn: And bison are not small to begin with.

Hannah: Oh, no. So, it's a big boy. Okay.

Quinn: So, you're driving there. Alvin, are you sprinting, biking?

Kyle: Bicycle.

Quinn: Okay. I do have to ask, normal bicycle or wolf bicycle?

Hannah: I think you mean wolfsicle.

Quinn: I absolutely mean wolfsicle.

Teo: [chuckles]

Kyle: Wolfcycle. Yeah, he's going to--

Hannah: Yeah,

Quinn: Fuck me for not saying wolfcycle in the first place.

[laughter]

Kyle: He hops on, he's going to wolfcycle ride downtown.

Hannah: Yes.

Quinn: Okay.

Hannah: Ooh.

Quinn: So, here's how we're going to do this. JR, give me an act under pressure to see how quickly you make it there, and take the plus one for your driver.

Hannah: I would love to. Okay, act under pressure.

Quinn: Alvin, go ahead and do the same with a no limits.

Hannah: [rolls dice]

Kyle: No limits.

Hannah: Well, I got a 7.

Kyle: [rolls dice] Mine is an 11.

Hannah: Okay.

Quinn: Alvin, you will arrive shortly on the scene. JR, I think you can arrive quickly, but you're going to attract some attention, or you can take it a little easier and not draw attention to yourself.

Hannah: [as JR] *Drive fast. Drive car fast. Drive car fast.*

Teo: [as Constance] *Laying low, huh?*

Hannah: [as JR] *Drive car fast.*

Kyle: Fast, fast, fast. [laughs]

Quinn: All right. So, JR peels out on the streets of Firmament in her Subaru Outback.

Hannah: [laughs]

Kyle: It barely screeches.

Quinn: Yeah, it barely screeches at all. It's not very impressive, but you do tear off.

Hannah: Nice.

Quinn: Alvin, you tear off on your bicycle. Constance, you're already there and you see this iron bison, this sculpture, continuing to gallop down Main Street. Most of the cars are moving out of the way, but in the distance, you can see the Main Street streetcar headed its direction.

Teo: Oh-kay. How far am I from it?

Quinn: Again, it's galloping away from you, so I think you're probably like 75ft away. It was closer, but it's past you now and is stampeding away.

Teo: And it's on a collision course, essentially?

Quinn: Yeah, basically.

Teo: I want to start running towards it. I have my Instagram backpack on me, because I just bailed from work with all my items.

Quinn: Of course.

Teo: I would like to pull out a taser and try to tase the statue.

Quinn: Role preparedness.

Teo: All right. [rolls dice] It's an 8. So, I have it, but it's not here and it will take some time to get it. Not sure how that would work for this situation. I left it at the tourist center or something. [chuckles]

Quinn: I think you recently lent it to Jenny. And so, she has it, actually.

Teo: Ah, shoot. Okay. Can I try something else real quick while I'm waiting for folks to show up?

Quinn: Yeah, you're welcome to do something else if you want.

Teo: Okay. I don't have anything on me that will really make much of a difference to the bison, but I'm pretty good at disrupting general street traffic with my nonsense. So, I am going to-

[laughter]

Teo: -run towards the streetcar, waving frantically and lifting my hat up in the air, because it's quite tall and just waving it down like when you wave goodbye to a boat back in the day, you know, the Titanic wave of sorts. But I have a look of utter horror on my face, and I am screaming at the streetcar to stop.

Quinn: Okay. You take off towards the streetcar, waving your large hat. But it's pretty clear that if you're gaining any ground on this sculpture, it's not much. You're not sure immediately if your efforts are going to reach the operator before the bison does.

Teo: Sure. Sure. Okay.

Quinn: Alvin, I think this is when you arrive on the scene. Your apartment isn't too far from Main Street. You're quite quick when you want to be on your bicycle. You arrive at one of the intersections with Main Street to just catch this iron bison stampeding by.

Kyle: Ooh, that's bigger than it looked on TV.

Quinn: It is.

Kyle: And then, I expect there's a screaming yell and Constance running after it.

Quinn: Yeah, not too far away, but not really gaining any ground is a screaming Constance waving a big hat.

Kyle: [chuckles] I think as I see the bison go by, I see Constance yelling and screaming, I feel like I could probably deduce the point of her yelling-

Quinn: Oh, yeah. The streetcar-

Kyle: -like the streetcar.

Quinn: -is absolutely headed on a collision course with the bison.

Kyle: So, I think I'd like to ride the bike as far as I feel comfortable. Ditch it and jump, just heave-ho with the shoulder into the shoulder of this bison to try to just redirect it.

Quinn: If there was ever an act under pressure, this was an act under pressure.

Kyle: Is this a weird thing?

Teo: [laughs]

Quinn: Animate sculptures? Pretty weird.

Kyle: Pretty weird. I haven't seen one before. Great.

Quinn: Tackling one from your bicycle, also pretty weird.

Kyle: From my wolfcycle, that's extra weird.

Quinn: It's definitely weird now, if it wasn't weird before.

Kyle: [chuckles] [rolls dice] 7 plus 3 is 10.

Quinn: You flex your leg muscles, and you pedal your bicycle up towards the iron bison. As you pull up alongside it, Old West style, you heave towards this sculpture and knock it off of its tracks. It goes careening off to the side, out of the path of the streetcar. But it's still charging forward.

Kyle: What's it aiming at now? Is it it's--

Quinn: Not really clear. It's just running down Main Street.

Kyle: Is it a Subaru Outback?

Quinn: It's not a Subaru Outback, actually.

Kyle: Okay. So, it's just running down the street now.

Quinn: Yes, it is running down Main Street. However, JR, you have arrived on the scene, and you see that Alvin has just knocked this thing off course on what appeared to be a collision course with a streetcar. And now, it's just continuing away from Riverside Park out of Firmament.

Hannah: Okay. I think I'm going to drive up to grab Alvin and Constance, and then we're going to drive after it.

Quinn: Constance and Alvin, you see JR come to a cool *Tokyo Drift* stop [Hannah chuckles] in the middle of Main Street. And it's super cool.

Kyle: [chuckles]

Hannah: It's so cool.

Kyle: Very cool.

Hannah: It's so cool.

Quinn: Guys, it's really cool.

Hannah: It's really cool. And so cool.

Kyle: Yeah. I toss the wolfcycle into the spacious back trunk of the Subaru Outback.

Hannah: Oh, yeah. Sprue me enough.

Quinn: Hey, and you know what?

Hannah: Yup.

Quinn: It fits perfectly, because it has ample room for all of your outdoor activities. This episode sponsored by Subaru.

Kyle: That's right.

Hannah: Mm-hmm. All of your outdoor activities? Yeah.

Quinn: It's not--

Hannah: Yeah, I'm going to get a--

Quinn: It's not sponsored by Subaru.

Hannah: I'm going to get a rack on the top for the skis at some point. It's going to be real classy. There's room for Constance's hat too.

Kyle: [laughs]

Teo: I was about to ask. That's important.

Kyle: [chuckles] If it sticks out the sunroof, and you have to hold onto it.

Teo: Yup.

[laughter]

Teo: 100%.

Kyle: But it's there.

Quinn: Yeah. So, the two of you hop in.

Teo: Yup.

Kyle: Yeah.

Hannah: All right.

Quinn: All right. All three of you in JR's Subaru Outback, go speeding off towards this sculpture. What do you do?

Kyle: [as Alvin] *Hey, did anyone see Leon?*

Teo: [as Constance] *Oh.*

Kyle: [as Alvin] *He texted us that he was going to be somewhere in five minutes.*

Quinn: JR, I think in the rearview mirror, you can see a beat-up red sedan trying to keep up with you.

Hannah: [laughs]

Kyle: [as Alvin] *Oh, there he is. Okay.*

Teo: [as Constance] *Well, as long as we know.*

Hannah: I goose the gas a little bit just to fuck with him.

Quinn: [chuckles] So, what are the three of you doing?

Hannah: Well, I am keeping perfectly in control of this vehicle. The ride is [Kyle laughs] very smooth. The acceleration is also very smooth. It's just very smooth ride all around, [Quinn laughs] as I definitely navigate in and out of traffic following this giant bison, because as everyone knows, I am an extremely skilled driver now.

Kyle: Alvin is going to lean out the window and just go, [as Alvin] *Wee-oo, wee-oo.*

Hannah: [laughs]

Quinn: Is he going to stick his tongue out?

Kyle: Yeah. [as Alvin] *Wee. Weh- weh-oooh. We probably want to find out where it's going, right?*

Teo: [as Constance] *Well, yeah, we're following it.*

Kyle: [as Alvin] *Yeah.*

Quinn: Yeah. So, JR, give me an act under pressure to keep up with this bison as it is charging headlong into traffic. The cars are moving out of the way, but it's a little more difficult for you to navigate in a vehicle as opposed to as a stampeding bison.

Hannah: Okay. Do I also get the plus one as a driver?

Quinn: Of course, you do. You're driving a car.

Hannah: Yeah. [rolls dice] It's a 10.

Quinn: You maneuver around the stalled cars and ditches and debris that is left in the wake of this strange creature. You pull up your choice, right behind it or right beside it.

Hannah: Behind it.

Quinn: Okay. You are right behind it. What do you do?

Hannah: [as JR] *Guys, should I honk the horn?*

Kyle: [as Alvin] *Move.*

Teo: [as Constance] *Yeah, I think you should honk the horn.* Constance has been watching a lot of Animal Planet to chill out. And so, my thought is try to act like a herding dog, like, herd this bison in a direction.

Hannah: [laughs] Okay. Okay.

Teo: Yeah.

Hannah: [as JR] *Guys, I'm going to honk the horn.* Honk, honk.

Quinn: You honk the horn, but it doesn't seem to react at all.

Hannah: All right.

Teo: Turn into it. Turn into it.

Hannah: No.

Teo: You use that herding power.

Hannah: I just got this thing detailed. I'm not going to-- No. No, no, no.

Teo: That argument means nothing to me after what's happened to my apartment.

[laughter]

Hannah: Okay. Fine. I lay on the horn, and I gently tap the rear of it with my bumper.

Teo: Yeah.

Kyle: Yeah.

Quinn: Okay.

Hannah: Oh, no. My poor car.

Quinn: Yeah. Give me an act under pressure as you basically rear end this wrought iron-

Kyle: Kicking.

Quinn: -living sculpture. [Kyle chuckles] And your car starts to drift slightly.

Hannah: [rolls dice] Oh, no.

Teo: Oh, no.

Hannah: 1, 2, 3, 4. It's a 6.

Quinn: If one of you could explain how you're helping out with this maneuver? I'm not sure how you can, [sighs] but I'm opening the opportunity.

Hannah: Gentle encouragement.

Quinn: That's not going to do. [laughs]

Teo: [as Constance] *So, Alvin, do you have something?*

Hannah: Aggressive encouragement.

Teo: [as Constance] *Because otherwise, I have something.*

Kyle: [as Alvin] *Go for it.*

Teo: [as Constance] *Are you sure?*

Kyle: [as Alvin] *Yeah.*

Teo: [as Constance] *Do you have something?*

Kyle: [as Alvin] *I have a separate thing.*

Teo: [as Constance] *Okay. All right.*

Kyle: [as Alvin] *When this inevitably goes sideways.*

[laughter]

Quinn: Don't joke. The car might literally go sideways.

Kyle: Uh-huh?

Teo: Well, hold on. So, I would say that what we're essentially doing is a pit maneuver.

Quinn: Yes, you're trying that.

Hannah: Oh yes, a pit. Yes, I'm familiar with that maneuver.

Teo: Yes. So, Constance has definitely read. It's like *The Motorcycle Diaries*, but it's *How To Evade The Authorities Diaries*, essentially. She got it off the internet on a shady site that she went to the library to look up, because she didn't want that in her search history. But it's essentially a toolkit that you can download on how to avoid police, and it includes how to perform a pit maneuver and how to evade a pit maneuver. And so, I think Constance just yells out, [as Constance] *You're going to want to be at a 12-degree angle to it for a pit maneuver.* And she starts screaming all of this, hoping that it gives JR some like kind of--

Quinn: I will accept this, but I absolutely need Constance to actually grab the wheel-

Kyle: Fix it in the last second?

Quinn: -and have a comic scene of JR and Constance fighting over the wheel.

[laughter]

Quinn: So, go ahead and roll to help out.

Hannah: You got it.

Kyle: [chuckles] It's helping, I swear.

Teo: [rolls dice] That's a sweet 8.

Quinn: So, on a 7 to 9, your help grants them plus one, but you also expose yourself to trouble or danger.

Kyle: This tracks.

Hannah: Uh-oh.

Kyle: With the wheel situation, this tracks.

Teo: [laughs]

Quinn: JR, that brings you up to a 7 on your act under pressure, which means you're going to get a worse outcome, hard choice or price to pay.

So, JR, you can stop this thing, but it's going to damage your vehicle. You can steer it or guide it or slow it down, but it's also going to slow you down and that may have some consequence. Or, you can suffer no ill effect, but it's going to get away.

Hannah: I think I'd like to do the second one where I try to steer it.

Quinn: Where are you trying to steer it?

Hannah: Is Main Street near either a river or some embankment where I could force it off the road, or possibly is there a store that is gone out of business? Like, I don't know, maybe an old radio shack or something?

Quinn: So, Main Street runs from Riverside Park, basically straight out of town.

Hannah: Okay.

Quinn: So, there is no river. This far out of town, it's just shops and then increasingly residential as you get further away.

Hannah: Okay. I'm going to try and force it into a shop. That's probably the best that I can do.

Quinn: So, up ahead, you spy a radio shack and you're trying to guide it.

Kyle: Oh, no.

Quinn: But-

Kyle: Haven't they been through or not?

Quinn: -you're not quite getting it. [chuckles] Constance reaches over and grabs the wheel. The two of you are struggling, but you slam into the bison, and it goes careening off into the radio shack and crashes into it. You spin out as well, which is a common side effect of a-

Hannah: Of pit maneuver.

Quinn: -poorly executed pit maneuver.

Hannah: Yup.

Kyle: [chuckles]

Quinn: And, Constance, you go flying out the passenger side door, which doesn't appear to be completely shut, and you're going to take two harm as you go rolling out-

Hannah: Oh, fuck.

Quinn: -about 20ft.

Teo: Sure. Why not? I'd also like to note that no one is harmed in the radio shack, because obviously, no one's in the radio shack.

Kyle: No one's there. That's the safest place to put this bison.

Quinn: And in the distance, JR, as you collect your bearings, this is your consequence. You see police sirens headed your way.

Hannah: Fuck.

Kyle: Yup. Yup.

Teo: Yeah, that makes sense.

Kyle: Yeah. Surprised they're not here already.

Hannah: Yeah, that's fair. That's fair.

Kyle: I biked to a crime scene faster.

Hannah: I'm going to run over and see if Constance is okay.

Quinn: She's got several already emerging bruises and some minor contusions, but otherwise, seems okay. That's probably consistent with two harm.

Teo: Yeah.

Hannah: Okay. I'm going through concussion protocol to see if she's had a traumatic brain injury in that fall. So, we're running through that right now.

Quinn: As you're standing over, Constance, in the shattered glass and rubble of the radio shack, you hear shifting stone and rebar, and you can see the bison rising up from the rubble.

Kyle: Alvin hops out of the car and squares off with the bison. He's going to take his shirt off and hold it out like a matador-

[laughter]

Kyle: -and be like, [as Alvin] *Don't worry. I got this.*

Hannah: Nice. Very nice.

Kyle: [as Alvin] *I used to do this all the time back on the farm.*

Teo: Oh, that's right. Does he get some farm knowledge? Ooh.

Quinn: No.

Teo: Ah, come on.

Kyle: [as Alvin] *Hey, we used to raise-*

Hannah: Press 1 for farm knowledge?

Kyle: -*steel bison*s.

[laughter]

Kyle: [as Alvin] *You know this, this poor little sucker probably just got waylaid off the trail.*

Teo: [chuckles]

Quinn: Okay. You're not normally allowed to manipulate monsters or minions, but I love this so much.

[laughter]

Quinn: So, go ahead and roll to manipulate someone.

Kyle: Oh, God.

Teo: Yes.

Kyle: No. It's so bad though.

Teo: There's no farm charm?

Kyle: [chuckles]

Teo: Farm wizard farm charm?

Kyle: No farm charm?

Quinn: No.

Hannah: Farm charm.

Kyle: [rolls dice]

Quinn: Definitely not.

Teo: Ah.

Kyle and Teo: Oh, no.

Kyle: Hey, what do you think the lowest possible roll could be?

Teo: A 2.

Kyle: False. I rolled a 1.

Teo: Oh, Jesus. Oh, my God.

Hannah: Oh, boy.

Teo: Mark that experience.

Kyle: Can I get two XP for that 1?

Quinn: Ah, no. [laughs]

Kyle: No.

Quinn: I think what happens is this thing charges at you. You are drawing a little bit on your farm past, but it's really not the best analogy for a living sculpture.

Kyle: Sure.

Quinn: It slams into you, and throws you 25ft back, and you go tumbling end over end before you really even know what's happening. And then, it rounds and starts galloping away from you down Main Street.

Kyle: It threw me in the air. Did I take harm from that?

Quinn: Yeah, I think you would have taken two harm, but given your various abilities, you don't suffer any.

Kyle: No, I still suffer one, because my other minus one is from when I protect or attack, and I was not doing either of those.

Quinn: Oh, then, yes. So, it was a two harm injury, so you would take one.

Kyle: [grumbling noise] Gonna rustle up that steer. [Quinn chuckles] [as Alvin] *You guys okay?*

Hannah: [as JR] *I'm fine.*

Teo: [as Constance] *Yeah. Okay.*

Hannah: [as JR] *Constance is a little banged up.*

Kyle: [as Alvin] *I guess the cops are probably going to follow that. I'll take the bike.* And I pull the bike out of the spacious back of the Subaru Outback.

Quinn: All right. You go pedaling after the bison. Constance and JR, what are you doing?

Hannah: [as JR] *Constance, you up to-*

Teo: [as Constance] *Honestly--*

Hannah: [as JR] *-chasing that thing down some more?*

Teo: [as Constance] *Probably not. I think I might try to get a couple of statements from folks who saw what happened from the get-go, because as of right now, for once, quite refreshingly, we haven't really done anything wrong. So, [Kyle laughs] we don't actually need to flee.*

Hannah: [as JR] *That's very true.*

Teo: [as Constance] *This is an amazing experience. So, I think I might hang out and try to find someone in the crowd who witnessed how this all went down and get a better sense of what happened.*

Hannah: [as JR] *I don't love being here when the police are here, but you're right, we didn't do anything wrong.*

Teo: [as Constance] *We're one of many casualties.*

Hannah: [as JR] *And it would be helpful to get more information.*

Teo: [as Constance] *I just want to point out. If you're nervous, JR, by all means I don't want to make you stick around if you don't want to, but I feel pretty confident in being here at the moment. [chuckles]*

Quinn: I think, as you say that is when you notice that behind the two cruisers is an unmarked black SUV.

Hannah: No.

Kyle: Yeah, of course.

Hannah: Goddamn it.

Teo: Argh.

Kyle: Of course, though.

Hannah: No.

Teo: Oh, no.

Hannah: I am going to run.

Kyle: Just leave the car and just run.

Hannah: I am going to run.

[laughter]

Kyle: Nope. Never mind.

[laughter]

Kyle: It's a knee jerk reaction.

Hannah: Yup, you got it.

[laughter]

Hannah: I'm just going to run away.

Quinn: JR runs away.

[laughter]

Quinn: They're not close-

Hannah: Goodbye.

Quinn: -enough that this would require a roll. You take off running. Constance.

Hannah: Okay.

Teo: Okay.

Hannah: Oh, I. I toss the keys to Constance before I run. Yeah. And then, I just run. Just going to run. Goodbye.

Teo: Oh, God.

Quinn: Constance, what are you doing?

Hannah: [laughs]

Teo: I text JR, [as Constance] *I got this. I'll return the car later*, and then promptly delete that message thread from my phone. Put my phone back in my pocket, and calmly walk over to where this all started, because I want to interview some folks.

Kyle: [laughs]

Teo: I leave the car in the middle of-- Well, because there's-- [Hannah laughs]

Kyle: Park it, just next to--

Teo: Yeah.

Kyle: Just next from the Radio Shack.

Teo: I park it next to the Radio Shack, so it's not in the middle of the road. And then, I leisurely walk over, bloodied and whatever.

Kyle: We're the best team.

Quinn: Okay.

Kyle: I love how we stick together.

[laughter]

Quinn: Alvin, on your bicycle, once again, you have caught up to this iron bison.

Kyle: Yeah.

Quinn: What do you do?

Kyle: Was it running away or towards the police cars?

Quinn: It's running away from the police cars and everything else. It's basically running out of town.

Kyle: Okay. I'd like to just ride alongside it, as long as it's not pointed at anything that would cause harm-

Quinn: Okay.

Kyle: -and just escort it out of town almost. If it looks like it's going to change direction or ram into anything, then he's going to take action. Otherwise, he waits until it's out of town, and he then will get closer and try to jump on it.

Quinn: We see you and this bison in an escort formation [Kyle chuckles] continue down Main Street, cars veering out of your path.

Kyle: I wave happily to passersby.

Quinn: For probably 10 minutes, until the buildings get smaller and smaller and eventually disappear into open farmland, and you are at the outskirts of town.

Kyle: It's still cruising in a straight line?

Quinn: Yeah.

Kyle: Okay. Man, I want to jump on it and try to get it to stop, but also, I do want to know where it's going. I'll jump on it and just ride it. I'll do both.

Quinn: Yeah. Give me an act under pressure, for sure.

Kyle: I can do both. I can do both. [rolls dice] 10.

Quinn: With no hesitation and no issue, you leap from your bicycle on top of this sculpture. It's not comfortable.

Kyle: Oh, no.

Quinn: It pokes in all the wrong places.

Kyle: Oh, yes.

Quinn: But you are riding this wrought iron bison as it continues out of town.

Hannah: Yee-haw.

[music]

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