

[Monster Hour theme]

Quinn: Hello everyone and welcome to Monster Hour. I'm Quinn, your Keeper of Monsters and Mysteries. Go ahead and have our other players introduce themselves. Kyle, why don't you go ahead?

Kyle: Hello, this is Kyle. I am playing Alvin Hughes the Monstrous.

Quinn: Teo?

Teo: Hello, hello, I am playing Constance the Expert.

Quinn: And Hannah?

Hannah: I am playing JR the Crooked.

Quinn: Excellent. We're going to jump right in where we left off with JR. JR, you have just exited the Prospector Pub. You are heading on your way back to the timeshare where you've been staying. And beneath a street lamp, you spotted the body of Earl, the biker who you hustled out of some money at pool. He is now certainly wounded, possibly dead at the end of the street. What do you do?

Hannah: I'd like to go up and see what's going on with him. I would like to see what kind of injury we're talking about here.

Quinn: You head down the street, and approach this body that's laying underneath the streetlamp. There is a small pool of blood beneath the body. You can see that it's coming from a wound on his neck. It's a pretty open wound. It looks like a big piece of flesh was just torn away.

Hannah: Gross.

Quinn: Yes.

Hannah: [laughs]

Quinn: It's unpleasant to look at.

Hannah: Oh, boy. So, just to give everyone an idea of what's going on in my head right now, part of me just wants to run away, because JR doesn't like to get her hands dirty. And the other part of me realizes that if I were to run away and somebody were to come out here after witnessing my interaction with Earl, that there could possibly be suspicion.

Teo: You might go to jail. Yeah.

Hannah: Yeah.

Kyle: Yeah.

Hannah: Yeah, I could go to jail.

Kyle: You're in the right place. You have the capability and the motive. Ooh.

Hannah: I have teeth. That's very true. I could have been--

Kyle: Your alibi is very bad.

[laughter]

Hannah: It is. It really is. All right.

Kyle: "Where were you at the time of the murder?" "Oh, there."

Hannah: Okay. [Kyle laughs] So, what I think I'm going to do, I guess, I'm going to go back into the Prospector and alert Officer Stoney to the fact that there's this dead body outside.

Quinn: Okay. You head back into the Prospector. It's been maybe 30 seconds. So, Chief Stoney looks up when you enter and cocks his head to the side and gives you a somewhat quizzical look. *Well, that was a short trip back home.*

Hannah (as JR): *Yeah. There's a dead body outside and kind of thought you wanted to know about that. At least I think he's dead. I don't know. I didn't get too close.*

Quinn (as Stoney): *You saw a dead body?*

Hannah (as JR): Yes.

[laughter]

Hannah: Oh, no, it's going to be gone when we leave, isn't it?

[laughter]

Hannah: Oh, no. Okay.

Teo: You're also burying the lede here about who it is.

Quinn: All right. Well-- [crosstalk]

Hannah (as JR): *Sorry, it's Earl, the dude that hit me with a pool cue.*

[laughter]

Quinn (as Stoney): *So, Earl is dead outside?*

Hannah (as JR): *Yes, I assume he's still out there.*

Quinn: Chief Stoney finishes off the remainder of his pint of beer, and Jasper looks at him and nods, and Chief Stoney stands up. Once again, you're struck by the impressive size that Chief Stoney is, standing about 6'5" feet tall.

Quinn (as Stoney): *Well, Jasper, put it on my tab. I might be back. We'll see. All right, let's go, JR.*

Hannah: All right. So, you go outside. It's gone, isn't it?

Quinn: You exit back out into the darkness.

Hannah: Body's gone, isn't it?

Quinn: No, it's not.

Hannah: Oh.

Quinn: The body of Earl is still there, [crosstalk] just a ways down the street. Stoney looks at the body and looks at you real quick, gives a little tilt of his head, motions for you to follow him, and heads over to the body.

Hannah: I'm following.

Quinn (as Stoney): *So, let me get this straight. You just came out here and you found him like this?*

Hannah (as JR): *Yup. [laughs]*

Quinn (as Stoney): *He didn't try to finish the fight? Nobody tried to finish this fight that you had going on?*

Hannah (as JR): *I was out here for maybe a minute. Do I look like I've been in a fight?*

Quinn (as Stoney): *Just asking some questions here. It's a little fishy, even you got to admit.*

Hannah (as JR): *Well, I don't know what to tell you. I could have just left. That would have looked really suspicious, wouldn't it have?*

Quinn (as Stoney): *That's certainly true. [sighs] Well, got to have to call this in. I'm going to have to ask you to stay here. Well, I guess, you're the only witness. And he takes a few steps away and pulls out his cell phone.*

Hannah: Shit. How distracted is he in this conversation?

Quinn: He's about 5ft or 10ft away. He's definitely keeping an eye on things.

Hannah: I'm looking at my moves. There's not a sneak away move, but I don't really want to stick around.

Quinn: If you want to try to sneak away, you can do that. I think I'll have you act under pressure to dart away as Stoney is on the phone with dispatch.

Hannah: All right, that's what I'm going to do. I'm going to try to sneak away. First dice roll of the evening. Let's see how this goes.

[rolls dice]

Kyle: That sounded great.

Hannah: Ah, that's an 8. So, all right.

Quinn: On a 7 to 9, I have to give you a worse outcome, a hard choice, or a price to pay. I think it's going to be a worse outcome, which is that you can get far enough away where it would be difficult for Chief Stoney to stop you, but he will know that you're trying to get away.

Hannah: I think I'm okay with that. Yeah.

Quinn: Okay.

Kyle: [laughs]

Quinn: I think Stoney finally connects with dispatch, and he starts talking to an officer. And for a moment, he takes his eye off the ball. For a moment, he looks away from this crime scene, and you bolt. Would you run in the direction just straight to your timeshare, or would you try to run in a-

Hannah: Oh, no, baby.

Quinn: -serpentine fashion to--?

Hannah: Zigging and zagging.

Quinn: So, you get about 50 ft away, maybe more, before he turns and notices you and shouts [Hannah laughs]

Quinn (as Stoney): *Hey, what are you doing? Stop. Get back here.*

Hannah (as JR): *See you later, Officer Stoney. Keep in touch.*

Kyle: [laughs]

Teo: For a second, I thought you were going to say, "Keep it tight."

[laughter]

Quinn: Chief Stoney-

Hannah: Not quite that close enough. [crosstalk]

Quinn: -I don't know if he always keeps it tight or if he never keeps it tight.

Hannah: Oh, no, he always keeps it tight. He always. [laughs]

Quinn: JR, you escape. After a few blocks, you're pretty sure that Chief Stoney isn't following you, but you keep running just to be sure. In your roundabout fashion, you arrive at the timeshare that you have been squatting in. You get pretty close before you realize something is amiss. In one of the front windows, you can see a dim light coming from inside. Looks like some sort of lamp is on. And you know for a fact that you turned all the lights off before you left.

[transition music]

Quinn: Alvin, you are still in the Moonscape with Leon. The two of you were investigating this pile of dead livestock and were interrupted by someone standing atop the valley with a very bright flashlight shining down on you. And they told you that you are not supposed to be here, and you need to come up to meet them right away.

Kyle: I'm going to make a slow move of it in that I'm coming up, but I'm kind of stammering out excuses as I go where it's like:

Kyle (as Alvin): *Oh, yeah, um, yes, Officer. Yeah, of course. We know, but kids come out. We were out here to take sunset pictures, because it's so nice out at the sunset. We just noticed this. I guess we got lost track of time because we were investigating-- Do you see all those cows down there?*

Quinn: Leon nudges you at the very beginning of your ascent up and says, *Hey, don't say anything. Anything you say can be used against you in a court of law, man.*

Kyle: [laughs]

Hannah: [laughs]

Kyle (as Alvin): *Oh, really?*

[laughter]

Quinn (as Leon): *Yeah, come on, man. Ah, Alvin, oh, boy.*

Quinn: And the two of you climb up and reach the top. When you do, this figure that is standing atop there turns off the mag light and you can see in the regular moonlight, a police officer. It's a woman, about average height. She has her raven hair pulled back into a tight bun. She's wearing a police officer's uniform. You can see the badge on the uniform says Detective Galvan. She looks at the pair of you and says, *Well, what do the two of you have to say for yourself?*

Kyle: Do I know as a student in town anything about this person, Detective Galvan?

Quinn: I don't think so.

Kyle: Possibly not, because I don't know if the school has campus police that I would know a little more than the town police.

Quinn: I don't think this school has its own police. They probably have-- there are certain officers that work the beat that has the university in it, and she is not one of them. So, you do not know her.

Kyle: Yeah. I just kind of look down at my shoes and kind of shuffle around a little bit and be like, *I'm sorry*.

Quinn (as Galvan): *And you're sorry for what, exactly?*

Kyle (as Alvin): *Um, um, I'm sorry.*

Quinn (as Galvan): *Okay. What about you?*

Quinn: Leon straightens up and sticks his chin out and says, *I don't know what you're talking about.*

Kyle: Did she arrive in a car here, or is that further back because we're out in the--
[crosstalk]

Quinn: Yeah, you're a little bit of a ways from the parking lot.

Kyle: Yeah, in the Moonscape. Okay.

Quinn: It's likely she arrived in a car, but you wouldn't know.

Kyle: Alvin will look up and actually blurt out, like, *What are you doing out here?*

Quinn (as Galvan): *One of the park rangers called in a car parked here after hours, and they requested a police officer come and see who is trespassing. That's why I'm here. I'm still a little unclear why the two of you are here.*

Kyle: I make a couple of little mouth movements, but then I glance over at Leon.

Quinn (as Leon): *We were just here taking a few photos. We lost track of time, as my good friend said, and we are on our way right now.*

Kyle: I nod fiercely, I'd be like, *We're sorry to have caused a bother.*

Quinn (as Galvan): *What on Earth is down there, exactly?* And she points her bright flashlight at the pile of cattle.

Kyle (as Alvin): I'll start talking. *Oh, we found-- it's a pile of cattle.* I look at Leon again, and I remember what he told me.

Quinn: [laughs] Leon nods at you. He's like, *Mm-hmm. Yeah.*

Kyle (as Alvin): *Like I said, we were out here taking pictures, and we found it.*

Quinn (as Galvan): *So, you just found these dead cattle like this?*

Kyle (as Alvin): *Yeah. We don't know what happened. It could have been a cougar, or it could have been-- It's a pretty sharp cliff here. Maybe they all lost footing and fell down the valley.*

Teo: [laughs] They're not lemmings.

Kyle (as Alvin): *They all tripped. They're all klutz cows.*

[laughter]

Quinn: She takes a step closer to the ledge and peers down, and then looks back at the two of you and says:

Quinn (as Galvan): *Well, it appears that the two of you found the Silverton Ranch's missing cattle. I don't think they're going to be too happy about the state of things, but at least, we can put that case to rest.*

Kyle (as Alvin): *The whole ranch?*

Quinn (as Galvan): *Well, no, not the whole ranch, but several of their cattle were missing.*

Kyle (as Alvin): *Oh, okay. Well- I crack knuckles, -if that's all, Detective, we'll get that car out of the way, so the rangers are happy, and we'll just take care of that for you.*

Quinn (as Galvan): *That would be good. I think I'm going to have to follow the two of you out, just given how strange you're behaving.*

Teo: [laughs]

Kyle: [crosstalk] strange. Strange.

Hannah: [laughs]

Kyle (as Alvin): *Surely you need to have someone come take a look at the cows, right?*

Quinn (as Galvan): *Yeah, I'll notify the ranger. That'll be okay. But I don't really trust the two of you. I don't want to arrest you, but I don't really trust the two of you not to come back here. So, we're going to drive back to town together.*

Kyle: I just look at Leon and be like **(as Alvin)** *That's-- Yeah.*

Quinn: Leon nods.

Kyle (as Alvin): *Yeah, that's okay.*

Quinn (as Leon): *That does seem perfectly amenable, Officer.*

Kyle (as Alvin): *It'll never happen again. Cross my heart.*

Quinn: So, the two of you follow Detective Galvan out of the Moonscape. It's a bit of a rough go at this point, because although the moon and the stars are relatively bright, there's still a lot of uneven terrain here, and it does take you a little bit to reach the exit. When you do, you see your car there, and you also see a Firmament police vehicle. And Detective Galvan walks the two of you to your car and says:

Quinn (as Galvan): *I will follow you back to Riverside Park, and then we'll be on our way. Before we go, I am going to need your names. We're not filing an official report, but I do have to know.*

Kyle: *Of course.* I give a quick look at Leon, hoping that he'll jump in and go first.

[laughter]

Quinn: Leon leans forward and says **(as Leon)** *Yeah, I'm Trey Brownstone.*

Kyle: I start to sweat a little bit, and I go, **(as Alvin)** *Uh, I'm uh-uh- Alfred Henry.*

Quinn: [laughs]

Kyle (as Alvin): *Alfred Henry Thatcher. Alfred Henry Thatcher, sorry.*

Quinn: She eyes the two of you, but doesn't say anything. She gets into her car and turns it on and waits for you to pull out.

Kyle: Right before I get into our car, I [laughs] give her a salute and then duck in.

Quinn: She looks at you quizzically and then motions for you all to go ahead. And Leon shuts the door and looks at you and says, *Hey, good job.*

Kyle: I kind of breathing heavily, **(as Alvin)** *Does that happen to you often?*

Quinn (as Leon): *Well, I'm a reporter.*

Kyle (as Alvin): *Jesus.*

Quinn (as Leon): *But Alvin, I know you're not a good liar, and I'm really proud of you. [Teo laughs] You took a big step today.*

Kyle (as Alvin): *Let's just go, okay?*

Teo: I'm so glad you committed a crime.

Hannah: Corrupting you.

Teo: Crime is fun.

Quinn: Alvin, you know, Leon has always been a troublemaker, a bit of a rabble rouser.

Kyle: Oh, yeah.

Quinn: Which, while fun, does occasionally lead to some uncomfortable and challenging situations, especially with authority.

Kyle: Yeah. Campus pranks are one thing. Police interactions out in the wilderness is something else.

Quinn: Leon more or less seems to treat them as the same thing.

Kyle: Oh, yeah, that'd be good.

Quinn: Leon starts the car and starts driving out of the Moonscape, and you see Officer Galvan pull in behind you, and you make your way back into town. It's not a long drive. I think I said it was about 15 or 20 minutes from the very outside boundary of this large park back into downtown. As you get pretty close, you notice that behind you, these lights start to flash, and you realize that Detective Galvan has turned on her siren as the sound blares on. And in a flash, her car pulls up alongside you and then passes you and starts zooming towards downtown.

Kyle: I guess I exchange looks with Leon.

Quinn: Leon looks at you and just a big smile starts creeping over his face [Kyle laughs] and he hits the gas.

[transition music]

Quinn: Constance, you have just dropped your parents off after your somewhat ill-fated dinner.

Teo: It's about average. Let's be real.

Quinn: The spiritual channeling of your late grandmother notwithstanding. Pretty average.

Teo: Right.

[laughter]

Kyle: That was new.

Teo: That was new, yes.

Quinn: You have walked your parents to the Skyway Gondola, which connects Riverside Park, which is in Downtown Firmament to Olympic Heights, which is across the Elkhorn River and at the base of Cathedral Peak. It is the fastest way to travel between Olympic Heights and the rest of Firmament. And so, it's used by most of those residents. Your parents have bid you farewell and are boarding one of the aerial trams, one of the cars, and they lift off into the night and wave goodbye as they disappear into the darkness. You are, I imagine now, heading back to your loft.

Teo: Yes. I immediately pull out my little handy pocket Tums and take two of them because this whole ordeal-

[laughter]

Teo: -caused me some serious acid reflux.

Quinn: So, you are heading back. It's not a long walk from your loft, which is between old Downtown Firmament and the bohemian industrial area. It is about halfway through that walk that you come upon an interesting site. You are traveling down one of the minor arterials. There's a few small shops, and at this point in the evening, all of the windows are dark, the stores are closed. This section of town has gone to sleep. As you approach an intersection that you're getting ready to turn on, you see a figure moving quite quickly down this street. At first, it's difficult to see who or what they are, but they cross under one of the streetlights and you can see that they are slender. They are wearing faded jeans and a Firmament College hoodie. And you catch from the reflection of the streetlight, the gleam of a pair of aviators-

Teo: It's the person from the tour.

Quinn: -and you recognize that it is the person from the tour.

Teo: Sorry, Quinn.

[laughter]

Teo: I hear a voice in the distance, I just got really excited.

Quinn: You see, it is the person from your tour, this strange figure who showed a peculiar interest in you and then disappeared. They do not appear to be, from their posture, moving at a rapid pace. They look like they should just be walking, but they are moving very quickly and they are darting in and out of shadows. You were actually lucky to catch them in the streetlight at all. It appears that they're trying to avoid any source of light as they move down this street. And as you reach the intersection and they have passed and are going the opposite way, you notice a little ways further down the opposite direction, there are the flashing red and blue lights of a police vehicle.

Teo: I assume I have my cell phone on me. I pull it out, and I try to snap a photo of them.

Quinn: I think you're going to have to pursue them. They've already passed you at a decent clip, and given how dark it is, I think if you're going to get any sort of photo that is useful in any way, you're going to need to go after them.

Teo: Okay. And how close am I to the police lights?

Quinn: Probably about 10 blocks.

Teo: Oh, okay. Instead, I'm going to just start, I've had a rough day. I'm angry, and I'm confused, and this person I think I have a righteous reason to be mad at in general, because they stiffed me on a tour. And then on top of that, now they might be a criminal, because I'm just going to go ahead and put those pieces together. I'm not giving them the benefit of the doubt. They're being real creepy in the middle of the night. I'm going to start screaming, *They're over here. They're over here*, and run towards the lights of the police. But I'm not going to pursue him, because it's dark and I'm alone. So, I'm going to run towards the lights, but yelling to try to get the attention of the police and hopefully, maybe be able to also get my tour guide payment back.

Quinn: This stranger, at your sudden shouting, turns to look straight at you and lets out a serpentine hiss-

Kyle: Uh-oh.

Hannah: Oh.

Quinn: -and then bolts into the darkness.

Teo: I'm definitely running as fast as humanly possible towards the police. I also am now screaming. Just- I'm no longer saying words. I am screaming and running.

Quinn: It doesn't take you very long to cover this distance. You reach the source of these lights, and you can see there is a dead body, or at least a very wounded body laying on the side of the street. There is a police officer standing over the body, talking to a large man who you recognize-- I think you would know Chief Stoney, who you recognize as Chief Stoney. They're conferring. When you approach screaming, they both look up, and the officer walks over to you and says **(as officer)** *Calm down. What is it? What happened?*

Teo (as Constance): [in a breathless tone] *Oh, he's getting away. He's coming from-- Oof.*

Quinn (as officer): *Who's getting away? What? Did you see who did this?*

Teo (as Constance): *I don't know. Creepy, creepy dude hiding. Definitely trying to hide, running away from you, guys. He stiffed me at the visitor center this morning, aviators. He was just moving very fast and was clearly running away from something, and I'm going to assume it's you, guys. I would start running. I would get after him also. It was \$15 that he stole from me this morning.*

Quinn (as officer): *You said they were wearing aviators. Is there anything else that you can tell me about what their appearance was like?*

Teo (as Constance): *Yes, he was wearing a university sweater, but he's definitely not-- He's not standard university age. Like I said, he was on my tour this morning. I haven't seen him before. He seemed really angry that I was drawing attention to him. He was definitely running away from you, guys. He's running away now, like right now.*

Quinn (as officer): *Hmm, okay. We have other officers enroute. Unfortunately, we have a perimeter here that I--*

Teo (as Constance): *He's outside of that perimeter.*

Quinn (as officer): *I'm the only on duty officer here, so I'm going to have to remain here. But we should have other officers arriving shortly and they can investigate this. You said a 20-year-old male, aviators, and a Firmament College hoodie?*

Teo (as Constance): *Yeah, I don't exactly know how old he was. Real creepy. Slender. He is very skinny. He's very skinny.*

Quinn (as officer): *Well, I appreciate your assistance.*

Teo (as Constance): *Super creepy.*

Quinn: As she's saying this, you hear these screeching tire wheels and a slightly beat up, slightly out of date red sedan whips around the corner, and at least one, possibly two young men jump out of this vehicle.

[transition music]

Quinn: Hey, everyone. It's Quinn, your keeper and narrator. Welcome to the intermission. Can I interest you in some butter popcorn? Thanks so much for tuning into the second episode of Monster Hour. We're really starting to get into the thick of the mystery, and we are so excited to have you with us on this journey. If you're enjoying the show, I hope you'll consider leaving us a rating and review, tweeting about us [@monsterhourpod](#), or recommending the show to a friend. It really does help other folks find the podcast. And let's be honest, doesn't everyone need a little more mystery in their life? After all, monotony is the real monster. That's all I got for you this week, folks. Enjoy the rest of the show.

[transition music]

Quinn: JR, you have just arrived back at your timeshare where you realize that someone or something has been in there and left at least one of the lights on since you left and had your rather harrowing experience at the Prospector. What do you do?

Hannah: Is this timeshare, this is like a house or is it like an apartment complex?

Quinn: You tell me. What do you think?

Hannah: I think it's like a little bungalow kind of situation. It's a house.

Quinn: Yeah, that makes sense.

Hannah: Because I would like to go around back and sneak into a place that I live, but I'm also not supposed to be. So, it's like a double layer of sneakiness. That's my thought, is I'm going to go around back and break into my own place.

Quinn: Yeah. You go around back. I think there's a nice little porch. There's a little veranda back there. And as you round the corner, you see two people sitting on patio chairs out there. They're a young couple, and they both have glasses of wine, and they're leaning into one another and canoodling a little bit, and you can overhear the guy say **(as young adult 1)** *Oh, babe, I'm so glad we finally made it here. I'm so excited for our romantic getaway. I just love you so much.*

Hannah: Oh, shit.

Quinn (as young adult 2): *I'm so excited that your mom has this timeshare and that we could use it.*

Kyle: Uh-oh.

Quinn (voicing both young adults): "Babe, I love you so much." She says, "Oh, honey, I love you too. This is going to be such a great vacation." [Hannah laughs]

Quinn: They clink their wine glasses together, and you come to the realization that the timeshare that you have been squatting in for the past couple of weeks is no longer unoccupied. You also are aware that all of your possessions are still in there.

Hannah: Yeah.

Quinn: Whatever stash you have from your most recent heist, any of your false identities, and a particular key that you're fond of are all still inside this house. What do you do?

Hannah: Great. Fucking great. How drunk are these young lovebirds?

Quinn: They are tipsy.

Hannah: Okay.

Quinn: Mildly inhibited, but they would notice something wildly out of place.

Hannah: Well, I'm going to go back around to the front, and go in and try to get as much of my stuff as I can before they notice.

Quinn: You head back around front. I think what this is going to be is an act under pressure to see how well you are able to stealthily gather your supplies here.

Teo: All right. [dice rolls] That's a 9.

Quinn: Okay.

Hannah: Woo-woo.

Quinn: On a 7 to 9, it is a worse outcome, a hard choice, or a price to pay. Let's see. I think it's going to be-- I'll give you a choice here.

Hannah: Okay.

Quinn: You can get all of your stuff, but you're going to make enough noise that these people notice, or you can get some of your stuff and escape uninhibited.

Hannah: Oh, I want all my stuff. I don't give a shit if these two dumb teenagers notice me. I want my stuff.

Teo: I don't think they're teenagers.

Quinn: [crosstalk] Well, they're probably in their early 20s.

[laughter]

Kyle: They're teens to JR.

Quinn: So, you enter. Where have you hidden your belongings in this bungalow?

Hannah: Like any good criminal, JR, keeps most of her belongings in basically like a go bag. So, I think the only thing that she has to get down, which I'm guessing is what's going to attract attention, is she has hung up her suits.

Quinn: Yeah. [chuckles]

Kyle: [laughs]

Hannah: So, I got to get out the fucking garment bag. Got to put the suits in the garment bag. Got to zip the garment bag back up. They're going to get all wrinkled. I'm going to have to steam them. It's going to be a whole thing. But everything else is probably, I want to say, in maybe two large duffel bags and then the garment bag with the suits.

Kyle: [laughs]

Quinn: You collect everything. You're able to get the garment bag, you're able to get the suit, but ultimately, that's not what gives you away. What gives you away is that you cannot find your skeleton key anywhere.

Hannah: Shit.

Quinn: You get back down to the main floor, and I think it's a sliding glass door out to this veranda. These two young lovebirds have their backs to you, and you see on a small table in between them, your skeleton key.

Hannah: Oh.

Quinn: We haven't talked a lot about your skeleton key, but I've envisioned this as a pretty nice-looking, very strangely shaped antique key. Does that sound about right?

Hannah: Yeah.

Quinn: The two of them have it. Actually, as you're watching, you see this woman pick it up and twirl it around in her hand and then set it down.

Hannah: Okay. So, she sets it down, but they're out on--

Quinn: They're out on the veranda.

Hannah: Oh, Christ. I'm not leaving that behind. That and the stack of cash are the one good thing that came out of the last job.

Quinn: Yeah. This is your price to pay. There's no way that you can get this key without them noticing you.

Hannah: Okay. Here's how this is going to go down. I'm just going to run, grab that key, and then run in the other--

Teo: [laughs]

Hannah: I'm not going to be able to sneak up on these people with my duffel bags and my garment bag, but I got speed on my side. We all saw how I ran away from Officer Stoney.

Teo: And arguably, they're not expecting a woman carrying a bunch of duffel bags and garment bags to run up and steal a key they found at their so and so relative's place.

Hannah: Yeah.

Kyle: Do you have any pocket sand you could throw at them or something?

[laughter]

Teo: Birdseed.

Hannah: Oh, man, I should create a distract-- Oh, no, there's probably not enough time for me to set a fire somewhere else and create a distraction.

Kyle: [laughs]

Hannah: Yeah, I got to just go.

Kyle: What's that over there? Yoink.

Hannah: [laughs] Oh, God. Yeah, I think I'm just going to run up, grab it, and run away.

Quinn: Okay. It's very true to character, as we've established-

Hannah: It is.

Quinn: -that you run in their face.

Kyle: Just run and scam in their face.

[laughter]

Hannah: JR has a bit of the mad cap in her.

Quinn: Yes, I've noticed.

[laughter]

Quinn: So, here's how I think this goes down. You obviously have the element of surprise here. So, you can run and grab this key without incident. The problem is going to be getting away while carrying several duffel bags and suits that are wrapped up and a skeleton key.

Hannah: It's just two duffel bags.

Quinn: Yes. [Hannah laughs] You are moderately burdened.

[laughter]

Quinn: When you grab this key, this couple, they jump up and exclaim loudly like **(as young adult 1)** *Hey, what are you doing here? What's going on? Hey, come back. That's our key.*

Hannah: *No, it's not.* [laughs]

Quinn: And the young man-

Kyle: "What the hell?"

Quinn: -starts chasing after you.

Hannah: Oh, shit. Okay.

Quinn: This is where I am going to have you roll. I think it's actually just going to be another act under pressure. I know we're using it a lot, but until you all investigate a body, I think it's going to be a thing. So, go ahead and roll, act under pressure, to escape.

Hannah: All right. [dice rolls] Oh, boy, that's a 5.

Kyle: Oh, no.

Teo: Yeah, it's a mark that experience.

Quinn: Yeah, it's a mark experience. On a fail, I get to make a hard move-

Hannah: No, my suits. My suits.

Quinn: -which is this young man, inebriated though he is, catches you and tackles you.

Hannah: Shit.

Kyle: [chuckles]

Quinn: The key flies out and lands about 5 ft away. After he tackles you, the young man stands up and says, "Hey, what are you doing here? Why did you take our key?"

Hannah: Fuck, I have a negative one tough.

Kyle: You have negative one tough, but you've been in more fights than anyone else so far.

Hannah: [laughs]

Quinn: Has JR really been in more fights? I feel like JR's style of criminality is mostly avoiding fights.

Kyle: Well, today.

Quinn: Oh, in the event.

Hannah: Yeah, three characters. Yeah.

[laughter]

Quinn: True.

Hannah: I just keep getting hit.

Quinn: You have been in one more fight than anyone else, which is zero.

[laughter]

Quinn: Unless you count Constance and her mother.

Teo: That's emotional warfare.

Hannah: Oh, boy.

Kyle: That's a battle.

Hannah: That cuts a lot.

Kyle: That's a tactical maneuver.

Hannah: That cuts a lot deeper than a fistfight. I could manipulate him. All right. Okay, so here's how this is going to go. I'm going to try and manipulate this kid using my grifter, because I'm allowed to ask you what will convince this person to do what I want, which is to let me go.

Quinn: I think in order for them to let you go, which is what you want, they think that key belongs to the timeshare, not to you. So, you need to give them an extremely good narrative explanation for why you broke into their timeshare and stole their key.

Hannah: Okay.

Quinn: That is the way they will let you go without incident.

Hannah: All right.

Kyle: And steal it later?

Hannah: Here's what I'm going to tell them **(as JR)** *I was the previous person in the timeshare, and I thought I had next day. Obviously, I didn't. I was trying to get out of there without you noticing. That key is actually an antique family heirloom. It's the reason I was here in Firmament, was my grandmother's funeral. And yeah she- she left me the key*

Quinn: Okay.

Hannah: Now, I'm going to roll and manipulate someone? Let's see if this works.

Quinn: Definitely roll to manipulate someone. [crosstalk] Definitely.

Hannah: [rolls dice] That's a 11.

Kyle: Whoa. Okay.

Quinn: Whoa.

Teo: Whoo.

Quinn: They do it for the reason that you said. I think the guy stands up. He's looking at you, and he looks-- He's a little mad, and you start professing this tall tale. Our somewhat inebriated young man looks pretty abashed, and he takes a step back and he looks down at his toes **(as young adult 1)** *Oh, I feel terrible. I'm sorry. It seemed weird that this key would be here anyway. It just seemed like it was a nice antique. But yeah, you can, I guess, go ahead. I'm really sorry I tackled you.*

Hannah (as JR): *No, I should have knocked, but I was trying to get in and out because it was obvious you and your lady friend over there are enjoying a special weekend. I'm so sorry. Let's just shake on it and I'll get out of your hair.*

Quinn: This young man puts out his hand and shakes yours and says **(as young adult 1)** *Sorry. And take care.*

Hannah (as JR): *Thanks, man.*

Hannah: I got my key back now, right? He gave me back my key?

Quinn: Yes.

Hannah: Oh, okay.

Quinn: Yeah, the key is still on the ground, but you can go pick it up. He starts heading back towards the patio where his partner is sitting-- Actually, I think she's standing up now and looking quizzically at this strange scene in which he tackled you, looked very sheepish, and then is now walking back.

Hannah: [laughs]

Kyle: Oh, shit. Tackled you, shook your hand. [laughs]

Quinn: So, you have recovered your belongings, but the timeshare that you have been staying at for the past three weeks, your home base in Firmament is occupied. So, you, as you're walking away, are faced with a question - what now?

[transition music]

Quinn: Alvin, you are in the car with Leon. You are in hot pursuit of this police car. It gets out ahead of you a little bit, because it has the full force of the loud siren and flashing lights, and is able to run some lights that you are not able to. But after a few minutes, you round a sharp corner, and you see it parked up ahead, and Leon slams on the brakes, and it catches you off guard, and you almost knock your head on the dashboard, but you have arrived at this scene. Detective Galvan is out of her vehicle. She's talking to a young woman and an older man, who's a pretty large man, and they are both standing next to an unmoving body with a pool of blood beneath a streetlamp.

Kyle: I expect we drew attention by getting so close and screeching to a halt and hop--
[crosstalk]

Quinn: A significant amount of attention. Yes.

Kyle: Yeah.

Quinn: All three of these people are now staring at you, and Leon hops out of the car, and he has one of his cameras, and he's taking pictures of this somewhat salacious gruesome scene.

Kyle: I get out of the car, and I wave over to them and be like **(as Alvin)** *Oh, Detective Galvan, you're here too?*

Hannah: [laughs] Oh, damn.

Quinn: She has a displeased look on her face, [Teo laughs] and she very quickly looks back at this young woman and large man who are next to her and starts striding towards the two of you. As she does so, Leon starts flanking out to the side, almost in a tactical sense, like he's getting away from you and trying to split the difference, and he's still taking pictures of this camera.

Kyle: As she gets closer, I'll ask, I'll be like **(as Alvin)** *Oh, did a park ranger call you about our car again?*

Quinn (as Galvan): *What are you doing here? Did you follow me here?*

Kyle (as Alvin): *Oh, we just came back into town, check it out, what's going on.*

Quinn (as Galvan): *I left you 10 miles back. You have to tell me right now what you're doing here.*

Kyle (as Alvin): *Nothing wrong with being here, is there?*

Quinn: As the two of you are having this conversation, the large man who we collectively all know as Chief Stoney, who I'm going to refer to as Chief Stoney from now on because it's getting tiresome.

Kyle: Who is this large, handsome, middle-aged man?

Hannah: With kind eyes and broad shoulders [Kyle laughs] and a winning smile.

Quinn: JR's love interest-

Kyle: Calm voice.

Quinn: -looks at Constance.

Hannah: [laughs]

Quinn: Chief Stoney looks at you, Constance, and says **(as Stoney)** *All right, now, can somebody just behave normally? Can you just stay here?* **(Quinn)** He starts taking long strides towards Alvin.

Teo (as Constance): *I've done nothing wrong.* **(Teo)** I'm still feeling a little attacked from my dinner, so I felt like he was lumping me in with whoever the-- [crosstalk]

Quinn: Oh, sure. You don't have the context of Chief Stoney's very strange and unfortunate evening.

Teo: Yeah. So, I'm just like **(as Constance)** *I did nothing wrong.*

Quinn: Everyone made fun of his name.

[laughter]

Quinn: He was just trying to have a beer after work. Everyone made fun of his name. Somebody got murdered outside his favorite bar. Now all these strange, hooligan kids are crashing his crime scene. Stoney's having a bad day.

Teo: Look, we all come with our baggage to our day, and that's just how it is, you know?

Quinn: So, I'm going to open this up a little bit at this point, because we're off the rails a little bit now.

[laughter]

Kyle: We did it!

Teo: Yay, we're off the rails as of [crosstalk] episode 2? [laughs]

Quinn: We're off the rails in the sense of, there are now two main characters who are in the same scene, and I'm going to cede more of the narrative control over to you all now. So, we have the body in the street. Detective Galvan is currently semi-interrogating Alvin, while Chief Stoney is advancing on Leon, who is in a skirmish mode, taking pictures of this scene and flanking away from the police officers. Constance, Alvin, what do the two of you do?

Teo (as Constance): *Is that Alvin? Okay. Has nobody gone to check up on the creepy dude that was running away from the crime scene? You're wasting your time talking to Alvin. Alvin is this nice, very, very shy, and sometimes really awkward dude that is around campus. I don't see anyone following the creepy dude that straight up hissed at me.*

Kyle (as Alvin): *Art girl?*

[laughter]

Kyle (as Alvin): *Leon, it's art girl. What are you doing here?*

Quinn: Leon's like **(as Leon)** *Who's art girl?*

Kyle (as Alvin): *She does all the kind of weird art at the visitor center.*

Teo (as Constance): *It's just ahead of its time. That's what weird means. Hi. Yeah, Constance. We've been through this a million times.*

Kyle (as Alvin): *Constance. That's right.*

Teo (as Constance): *You've taken my tour. You're obsessed with my father's poetry. Anyway, that's a whole other thing. We don't need to get into that right now. What are you doing here?*

Kyle (as Alvin): *I am a reporter tonight.*

Teo (as Constance): *What?*

Quinn (as Galvan): *Wait, the two of you were reporters?*

Kyle: *I say that-*

Teo (as Constance): *What?*

Kyle: *-loudly now that Galvan is getting closer to us. (as Alvin) Yes, we're both reporters for The Jackalope. This is clearly of interest to the town. And so, we are here capturing photographs.*

Teo (as Constance): *Are you really writing a story? You really didn't see The Slender Man?*

Kyle (as Alvin): *No, we saw some stuff tonight, but I didn't see any of that.*

Teo (as Constance): *Saw some stuff tonight. Why are you here?*

Kyle (as Alvin): *We were out at the Moonscape. We were taking photos, and then we did follow Detective Galvan. That was a ruse.*

Teo (as Constance): *Yeah, got that.*

Kyle (as Alvin): *Why are you here?*

Teo (as Constance): *I was just trying to go home, and then I ran into-- There's just this creepy, slender dude with aviators. I don't know, he was running away from this crime scene. Nobody here is taking this seriously. They think I'm just rattling off, because the same dude showed up at my job today. And then all of a sudden, I'm walking home, and he is skulking by at what seemed like a weird, superhuman gliding pace. He did a snake hiss at me. I just feel like nobody here is taking me seriously, and maybe if they think I'm going to say something to a reporter, maybe they'll take this more seriously. I was hoping you were really writing a story.*

Kyle (as Alvin): *That's super weird. We saw a bunch of dead cows.*

Teo (as Constance): *Oh.*

Kyle (as Alvin): *Which is, I guess, maybe less weird.*

Teo (as Constance): *[laughs] Okay. Um, I'm not sure how to take that. Cows do die.*

Kyle (as Alvin): *Yeah.*

Quinn: *As the two of you are having this conversation, Chief Stoney and Detective Galvan have cornered Leon, who shouts at the two of you. Guys, maybe a little help here?*

Teo: *I pull out my phone and start videotaping. This is a public sidewalk.*

Quinn: *I want you to roll to manipulate someone, because I think you're trying to get the officers to back off, and the reason that you're giving them is you're filming them? That sounds like a manipulate someone to me, actually.*

Hannah: *Roll those dice.*

Teo: That sounds like a plan. Yeah. [rolls dice] Oh, boy. Howdy, that's a 3.

Quinn: Okay.

Hannah: Experience.

Quinn: Mark experience. I get to take a hard move, [Hannah laughs] which is Detective Galvan grabs Leon's camera, and takes it, and takes a few steps back and says **(as Galvan)** *You know, I didn't want to have to do this. I was willing to let you two go off scot-free. But at this point, what you have on here is evidence in an ongoing criminal investigation, and I'm going to have to confiscate it.*

Teo (as Constance): *What do you have to confiscate? You know who did this.* **(Teo)** I'm pushing forward now to get a look at the body, which I have, up until now, been too squirmish to really do. But [crosstalk] something--

Quinn: Yeah. We're an episode and a half into Monster of the Week, and no one's investigated the body.

[laughter]

Teo: I am investigating. I am now going to investigate a mystery.

[laughter]

Hannah: Yay. [laughs]

Teo: The dude creeped me out. He saw me beckoning the police over. I don't know who this dude is or what he's capable of. I'm going to go check out the body. I want to know what's going on.

Quinn: The police officers, while they have confiscated Leon's camera, are still distracted, and you have not a lot of time, but you do have a moment to investigate this body, which is lying in the side of the road. You obviously did not have the interaction with Earl, but you see a relatively large man who's in faded jeans and a black leather jacket. He's got a very bushy beard. There's a few stains on his clothing. Obviously, as a freebie, there's a large wound on his neck which there's a pool of blood underneath. With that, go ahead and roll to investigate a mystery.

Teo: All right. [rolls dice] That is going to be an 11.

Quinn: On a 10 plus, hold 2, you can spend those hold to ask one of the following questions. What happened here? What sort of creature is it? What can it do? What can hurt it? Where did it go? What was it going to do? Or, what is being concealed here?

Teo: I have hold 2, so I can ask two questions?

Quinn: Yes. I'll remind you that the answers to the questions are specific to the context in which you're asking them. So, you'll only get information that you could get from this crime scene.

Teo: Sure. I'm going to ask, what sort of creature is it? I actually don't know if what I'm asking is what happened here or what sort of creature is it?

Quinn: What are you trying to learn?

Teo: I'm trying to learn from the state of the body, how this person died, which would tell me about what did it. And then, the other thing I want to ask is, what is being concealed here?

Quinn: Yeah. So, I think what happened here is actually a better question for the first one. Let's do that first, and then you can decide if you want to do what sort of creature is it or what is being concealed here.

Teo: Sure.

Quinn: So, what happened here? You take a look at this scene. You glean a couple of things. The first is that, as you're approaching, you realize that there is a motorbike that is off in an alleyway and there's a few skid marks, and you realize what likely happened is that this person, who we know as Earl, was likely on their bike and was tackled off of it, and that bike went skittering into an alleyway. And then in terms of what happened after that, there's not a lot of evidence on the body, but what you do see is that there is this chunk of flesh missing from the neck, and it looks like it was torn away in a serrated fashion.

Teo: Ugh. Constance touches her own neck and shivers a little bit, takes another Tums-
[laughter]

Teo: -and takes the opportunity of how freaking weird Alvin and his buddy are being. To investigate a little further, I'm going to use what is being concealed here to see if rummaging through the pockets or any of that.

Quinn: There's nothing in his pockets. Literally nothing, because JR took all his money.
[laughter]

Hannah: Yeah, I did.

Quinn: There's nothing of note. What I'm going to give you for what is being concealed here is, this is a large wound, like a significant wound, and there's not a lot of blood left. There's not a lot of blood on the ground, and there doesn't appear to be any blood left in the body. Nothing is coming out from this wound.

Alvin, what are you doing? Leon has just had his camera confiscated by Detective Galvan, and Chief Stoney and Detective Galvan are now-- they have trained their attention on the other two troublemakers in this scene, which is you and Constance. Constance currently has turned and walked over to this body. What are you doing?

Kyle: While they're confiscating Leon's camera and Constance is walking over to the body, I like to follow her a little bit and try to take a sneaky no flash picture of the body, and then I'd probably want to hide this camera.

Quinn: Okay. My question for you is, this is definitely a role, this is a move, are you trying to learn information, or are you trying to just get a quick picture and then conceal this camera? What is your primary objective?

Kyle: Primarily right now, trying to get a quick picture and conceal the camera, because I don't think I have time to get a good look or learn anything from it right now.

Quinn: This is definitely going to be act under pressure then, to quickly get over there, snap a picture, and then find a location to hide this camera before it is confiscated by the officers.

Kyle: Yeah, I expect the camera's probably not the nice one. So, if I can't see nearby any good bush or anything, I might just give it a big chuck.

Quinn: Okay.

Kyle: Like, into the alley or over the bar. It's digital. The card will be fine.

Quinn: I love the visual of Alvin just chucking this camera. [laughs]

Kyle: Sorry, Leon.

Quinn: So, I would love for that to be what happens.

Kyle: That's definitely what happens. Yeah.

Quinn: All right. So, go ahead and roll to act under pressure.

Kyle: Picture taken, and I just huck it in the nearest alleyway.

Hannah: [laughs]

Kyle: Okay. This is cool, right?

Quinn: Act under pressure is cool.

Teo: Are you actually asking?

Kyle: Okay. It's objectively a cool thing.

[laughter]

Quinn: Oh, yeah, this is very cool, but it's also a cool ability. It's a cool skill.

Kyle: We'll see how cool it is. [rolls dice] Oh. Well, I'm going to mark experience.

Hannah: Oh, no.

Quinn: What did you get?

Kyle: 3.

Quinn: I was going to see if Constance wanted to help out, but we're not nearly in that territory. So, yeah, mark experience.

Kyle: [laughs] Sorry, Leon.

Quinn: I think you get the picture, and you throw the camera. I think it hits the roof, and it just strikes at a weird angle, and it just shatters. You actually see the memory card disappear down a storm drain.

Kyle: Like, it goes slow mo, and the camera zooms in real close on the little memory card, pops out and cracks in two.

Quinn: Yeah, it's comically unfortunate.

Kyle: [laughs]

Quinn: So, you have not succeeded in capturing any photographic evidence of this body.

Kyle: Kind of like scratch the back of my head and go like, "[makes groaning noises]."

Teo: Constance whips her head around like, *What?*

Kyle: I struck. I thought I had a plan.

Quinn: Chief Stoney walks up with the two of you, says, **(as Stoney)** *All right, this is enough. You got to leave right now, or you're under arrest.*

Kyle: Yeah, I just got to put my two big mitts in the air and be like, **(as Alvin)** *Yeah, that makes sense.*

Teo: Constance grabs your hand and is like, **(as Constance)** *Did you get a look?*

Kyle: Shake my head, *Nah-uh*, point to the broken, shattered memory card in camera.

Teo (as Constance): *But did you get a look with your eyes?*

Kyle (as Alvin): *Barely.*

Teo (as Constance): *Okay, you're coming back to my studio. We're going to paint what we saw.*

Quinn: [laughs]

Hannah: Oh, art therapy. Yes.

Kyle (as Alvin): *You got a good look?*

Teo (as Constance): *I have some images in my mind, but I could use all the help I could get. And frankly, I would love an escort home.*

Kyle (as Alvin): *Me too. (Kyle)* I'll look over to Leon. Is he in big trouble? [laughs]

Quinn: Leon is talking to Detective Galvan, and he appears to be trying to negotiate for his camera back. It's not immediately clear whether he is in big trouble, like being arrested trouble, or more like, "You got on my nerves too much. Your camera is evidence. Scram kid."

Kyle: I want to catch his eye and wait for him on the outskirts if he's wrapping up his conversation after.

Quinn: After a few minutes, but probably longer than you would expect of him trying to persuade Detective Galvan to get his camera back, he eventually heads back to the car to meet you and Constance and says, **(as Leon)** *They can't take my camera. That's bullshit, man. They can't just confiscate it as evidence. There's no crime. It's not a crime to take pictures of a crime scene. Obviously, there's a crime, but they're not even investigating it. Who's going to report the truth?*

Teo (as Constance): *Wait, what do you mean they're not investigating it?*

Quinn (as Leon): *Well, they're too busy trying to confiscate my camera and arrest all of us-*

Teo (as Constance): *Oh, okay.*

Quinn (as Leon): *-and deter us from uncovering what's actually going on here. They don't care about what actually killed this person. They don't want anyone to know that there's a criminal element in Firmament. That would ruin their nice town. No.*

Kyle (as Alvin): *Yeah, they took the other one too. Argh.*

Quinn (as Leon): *They took the other camera too?*

Kyle (as Alvin): *Yep. As good as gone. [Hannah laughs]*

Quinn (as Leon): *I wouldn't bet on getting that other camera back.*

Kyle (as Alvin): *Yeah, I saw Chief Stoney drop it.*

Quinn: He gets pretty emotional at that. **(as Leon)** *He destroyed my camera?*

Teo (as Constance): *You know, I work with the city. I'm sure we can get your main camera back tomorrow. Let's focus on that positive.*

Quinn (as Leon): *This day is an absolute disaster. Let's go.*

Kyle (as Alvin): *Should we just regroup, just talk about this?*

Quinn: Leon looks at you and looks at Constance and looks at you and then looks at Constance and asks, **(as Leon)** *All right, do you have whiskey? What's the drink situation? Because if I'm not getting one or both of my cameras back, I need a drink.*

Teo (as Constance): *I need to see your ID. How old are you, again?*

Quinn (as Leon): *How old are you?*

Teo (as Constance): *I'm like 24. How old are you?*

Quinn (as Leon): *I'm 22. How dare you?*

Teo (as Constance): *Okay.*

Quinn (as Leon): *How dare you, madam?* **(Quinn)** And Leon gets in the car and turns it on and then waits for the two of you to get in.

[laughter]

Teo (as Constance): [sighs] *He is of age. I'm not going to get in trouble for that now too?*

Kyle (as Alvin): *Yeah, I just turned 21, and he's my senior.*

Teo: Okay. All right. Let me take these children back to my apartment, my studio. **(as Constance)** *Yeah, let's go.*

Kyle (as Alvin): *You are like three years older than us.*

Teo (as Constance): *It makes a difference at this age. Let's just get in the car. I need to draw this before it fades from my memory. Something is not right here.*

Kyle (as Alvin): *Okay.*

Quinn: The two of you get into Leon's car, and you head back to Constance's loft.

[transition music]

Quinn: JR, you no longer have a place to stay. You are trudging away from the timeshare, where you were staying. Where are you headed?

Hannah: Where is the timeshare relative to downtown area?

Quinn: There's kind of a commercial downtown, but there's also the old town, which has the historic downtown and Main Street. And the timeshare is definitely closer to historic downtown.

Hannah: Okay.

Quinn: So, you're not far from that, which is where Riverside Park is. It's where City Hall is. It's where the Visitors Bureau is.

Hannah: At some point, I think we're going to want a map.

Quinn: We're working on it.

Hannah: Yeah, you are.

Quinn: We got some stuff planned.

Hannah: Perfect.

Quinn: Stay tuned.

Hannah: All right.

Quinn: Subscribe and rate five stars.

Kyle: Five stars for maps.

[laughter]

Hannah: Yeah, I'm going down towards the historical area, sort of trying to get my bearings a bit. I'm not totally sure where I need to be going. I don't really want to go break into another timeshare. It's been a stressful evening, you know?

Quinn: I imagine JR has never had, or for a long time, certainly has likely not had a permanent home, but I imagine the experience of being dislocated like this is a bit disorienting.

Hannah: Yeah. There's not really home base for JR. Every single time, you have to uproot is a hassle. So, she's doing what all of us do when we're avoiding the task at hand, which would be finding permanent residents, and she's on social media.

Quinn: Does JR have a Twitter account, or is JR just ghosting on Twitter, like reading the tweets?

Hannah: She has an account, but she doesn't have any followers. She doesn't follow anybody.

Quinn: She doesn't tweet?

Hannah: No, she does not tweet.

Quinn: So, you're reading through these tweets, and a peculiar one catches your eye. It's by a guy named Leon.

Hannah: Oh, what's Leon's Twitter handle? What's Leon's last name? Did we ever give Leon a last name?

Quinn: I gave him a last name. Oh, Leon Williams.

Hannah: Leon Williams. Okay, let's see. Teo, what's yours?

Teo: Oh, this is for all the Steven Universe fans out there. *@keepfirmamentweird*. It's off of the Keep Beach City Weird.

Hannah: Well, which is also a playoff of Keep Austin Weird.

Teo: Which is also a playoff of Keep Tahoe Wei--

Hannah: [laughs]

Teo: Anyway, yes--

Quinn: Keep everything weird.

Teo: -[crosstalk] on down the road.

Hannah: Yeah, keep everything weird.

Teo: Yeah.

Hannah: No, you're weird.

[laughter]

Hannah: Okay. *@/ww_thetruthisoutthere_firmament*. That's far too many characters for a Twitter handle.

Kyle: Yeah. How many characters can you have on a Twitter handle?

Hannah: [laughs] Let's see.

Quinn: At *@/wtruth*.

[laughter]

Quinn: Oh, wait. Are you guys ready?

Hannah: All right, Quinn. Yeah.

Kyle: Yes.

Quinn: The Leonatti.

Hannah: Oh, God.

Teo: Oh, sick. That's it right there. That's it. Yeah.

Quinn: Yeah.

Teo: Oh, God, I hate Leon. I'm so upset that I'm bringing Leon to my house. I imagine that Leon would have literally dropped a pin on my actual apartment with no concept of consent from me and would have given it a fun name about how this is headquarters for the truth tellers or something.

Quinn: I think Leon actually just always has location services and pin drop on, because he reports live from a lot of scenes. And so, he just-- [crosstalk]

Kyle: Like, forgot to keep it on.

Quinn: Yeah. So, he just always has it on.

Teo: Oh, okay, that makes sense. Yeah.

Hannah: He also plays a lot of Pokémon GO. So, I think he just always has-- [crosstalk]

Quinn: [laughs] Yes.

Hannah: Like a lot Pokémon GO.

Quinn: Oh, he definitely plays a lot of Pokémon GO, for sure.

Teo: I love that.

Quinn: So, you're scoping out the Twitterverse, just I think a little absentmindedly, almost as if this is a reflex. You come across a tweet by Leonotti.

Hannah: [laughs] It's real good.

Quinn: The profile, if you choose to examine it, reads "Leon Williams, truth teller at The Jackalope."

Kyle: Truth sayer.

Hannah: Oh, God. Does it also say, "I write things," on his Twitter bio?

Quinn: No.

Teo: Of course, it does.

Kyle: He doesn't like coffee.

Teo: Oh.

Hannah: Oh, thank God.

Teo: Oh.

Quinn: You see a tweet from Leonatti saying, "Murder outside the Prospector. Camera confiscated. Ask the Firmament police for truth. Holed up with-" Constance and Alvin, do you have Twitter handles?

Teo: Definitely not.

Kyle: [laughs] Yeah, Alvin probably does. It's very low used account. It probably had a bunch of tweets two years ago-

Teo: [laughs]

Kyle: -and hasn't [crosstalk] since.

Quinn: What's the handle?

Kyle: The handle is *@captaincolorado*.

Teo: Yes.

Quinn: Oh, boy. Okay. So, this tweet from Leonotti says, "Holed up with *@captaincolorado* and *#weirdartgirl*."

[laughter]

Teo: I'm going to kill him later. But anyway, aww.

Quinn: When you realize what Twitter is.

Teo: Well, I used to have an art Twitter, and then no one would repost my stuff. So, I got off of it. But said that it's because social media is a waste of time.

Hannah: That's a lie.

[laughter]

Teo: Yeah.

Quinn: Okay, so you're reading this tweet. And you actually see that there is a location attached to this tweet. As best as you can tell, it's a studio apartment in the industrial-chic

part of town. It's actually not far from the Prospector, and it's not far from you. What do you do?

Hannah: Well, I'm going to head towards where this studio is located.

Quinn: It doesn't take you too long to get there. You arrive at a small, trendy, bohemian loft. It's got an industrial vibe to it. You approach the door, and there doesn't appear to be a doorbell, but there is an old-fashioned knocker, and you give it three swift clangs, and the door opens, and a trio of young slightly post-college students opens the door. And you can see in the background, there are a few pieces of canvas. One of them significantly better than the others is depicting-

[laughter]

Quinn: -is depicting the scene that you fled from. Earl, dead in the street.

Hannah: I look at them, I look at the painting, I squint my eyes, I point at it, and I go, **(as JR)** *I know who that is.*

[Monster Hour theme music]

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