[Monster Hour theme]

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

Kyle: Hello, it's Kyle. I play Alvin the Monstrous.

Quinn: Teo.

Teo: Hello, hello. I'm Teo, and I play Constance the Expert.

Quinn: And Hannah.

Hannah: It's Hannah. I play JR the Crooked.

Quinn: So, last time, Alvin, you went to The Jackalope to try to track down Leon. Fred, the friendly receptionist, told you that he had stopped in briefly, but he wasn't there, and that he went to the police station to recover his camera.

Constance, you had headed straight to the police station. You had a brief interaction with Eve. It wasn't the best. Before speaking with Detective Galvan, she had a few questions for you, and that didn't turn out so great.

JR, you had gone to the Prospector to speak to Jasper. However, before you could get much more information, you were ambushed by the Strigoi. It attacked Jasper and hurt him pretty bad, but you were able to repel it with your skeleton key. You called 911 to get some medical attention for Jasper. When the ambulance arrived, it was accompanied by none other than your good old friend, Chief Stoney Lock. I think that's where we'll pick it up right now is back in that scene.

Hannah: Oh, boy. [laughs]

Quinn: Yeah. So, the two EMTs jump out of the ambulance, and seeing Jasper unconscious and very clearly injured, they immediately go to him. But Chief Stoney walks up, says, *Well, this is quite a mess*.

Hannah: [as JR] *Ah, Chief Stoney, so good to see you again*.

Quinn: [as Stoney] *You want to tell me what happened here?*

Hannah: [as JR] *You wouldn't believe me if I told you the truth.*

Quinn: [as Stoney] *Suppose I can't say I'm surprised. Looks like you got a bit of a cut there too. Why don't you sit tight?* And he goes back to the ambulance real quick and grabs a medical kit, and he walks back and kneels down in front of you and opens it up and pulls out a needle. It's a medical twine and a bit of antiseptic. He says, *Looks like you need to get fixed up.*

Hannah: Well, I did have a really nice blouse under there. So, I pull it up so that he can see that-- It got me with its claws, right? So, it's like a set of maybe slash marks?

Quinn: Yeah, for sure.

Hannah: Okay.

Quinn: It's like two slash marks on the sides of your ribs.

Hannah: Yeah.

Quinn: He takes a second to take that in, and then pours a little bit of antiseptic onto a cloth and washes away the blood. He gives you a shot of painkiller, just a local anesthesia, and starts stitching up your laceration. As he does so, he looks over and says, [as Stoney] *Boy, trouble sure seems to follow you. I wouldn't blame you if you decided that Firmament wasn't the town for you after all you've been through in the past 24 hours, dealing with rambunctious bikers and whatever happened here. Looks like another animal attack, I guess, if you're not going to tell me nothing, but here's the deal. You decide to stick around, something else like this happens, you call me direct.*

And with his free hand, he pulls out a business card. It's got his mobile number on it. And he goes back to stitching you up and says, as Stoney] *You dial 911 again, I can't promise you're not going to wind up in a prison cell. Do we understand each other?*

Hannah: [as JR] *I think so.*

Quinn: [as Stoney] *Something not crystal?*

Hannah: [as JR] *Nope. Nope. Reading you loud and clear.*

Quinn: *Good*. I think the two EMTs, one of them has finished loading Jasper into the ambulance and the other comes over and you can see he's looking over Stoney a bit apprehensively. He finishes up the stitches that he's working on, ties them off, and turns around and sees the EMT, and hands them the medical kit. You can't see his face, but the EMT has a bit of a look and then walks back to the ambulance and turns around, says, [as Stoney] *I guess you try to have yourself a safe day. You know how to reach me.* And he walks back to the ambulance and gets in.

Did that scene make sense?

Hannah: Oh, yeah.

Quinn: I expected you to have more questions. [laughs]

Hannah: I'm going to tell you, you can cut this out if you want to, but JR is both turned on and scared. [laughs]

Quinn: That is more or less the reaction I expected. I guess I shouldn't have been surprised that you were a bit speechless.

[laughter]

Quinn: Constance and Alvin, you are in the car. You are enroute to the Prospector and you both receive these messages. Alvin, there's nothing, I don't think actionable based on yours, but Constance, I don't know, being reminded about the interview that you have, if you want to do anything else or if you still want to stay the course?

Teo: I want to stay the course, but I am going to call the contact, the person I'm supposed to have an interview with, but I'm going to call their secretary's number. Some number that I know they're not going to answer because they're not going to be at that place right that moment and go straight to their voicemail. Basically, I'm trying to leave a message that gives me a little bit of cover with my mom. So, I'm just going to clear my throat for a second. [clears throat] [as Constance, raspy] *Oh, this is Constance.*

[laughter]

Quinn: Is also monstrous now?

Kyle: [laughs]

Teo: [as Constance] *I've become a werewolf. I don't think I'd be good for your company.*

Kyle: [laughs] [as Alvin] *Oh, really? Oh, no. Am I contagious?*

Teo: [laughs] *No, Alvin, you're fine.* [clears throat] *Oh, I'm really coming down with something. It could happen to anybody. It's totally probable. I just really think I have the flu. I'm so sorry. I would love [coughs] to reschedule for about 7 days to 10 days from now when most healthcare professionals would say that I'm no longer contagious, [coughs] according to the last CDC numbers that came out.*

[laughter]

Teo: [as Constance] *I do also want to note, [cough] I did get my flu shot because I'm a responsible adult, but you know what? It doesn't protect you from everything. It's the luck of the draw. [cough] Again, I'm so, so sorry to inconvenience you this way. Thank you*.
[crosstalk]

Quinn: I think the voicemail cuts you off at this point.

Teo: Of course.

Hannah: [laughs]

Teo: Before I get to actually say bye.

Quinn: Yeah.

Hannah: If you are satisfied with your recording, press 1.

Kyle: [laughs]

Hannah: If you would like to rerecord your recording, press 2.

Teo: Click 1. That's good enough. He'll take what he wants from that.

Kyle: Alvin looks at you with a little raised eyebrow.

Teo: We stuffed a body in my storage unit. You cannot raise an eyebrow at me playing hooky from an interview.

Quinn: So, Constance, having resolved your interview problem for the time being--
[crosstalk]

Teo: But not my mom problem.

Kyle: [laughs]

Quinn: Yeah. The interview was never really a problem. It was a mom problem.

Teo: Really. Yeah. Yeah.

Quinn: But for the time being, you're okay. So, the two of you continue driving towards the Prospector, and I think that you pull up just as the ambulance is pulling away, and you see the square vehicle lights flashing, peel off out of the empty parking lot where you pull in, and you can see down the alleyway, JR slumped against the side of the building with what's probably just a bad amount of blood. There's the amount of blood where you're like, "Oh, somebody got a little hurt," and then there's the bad amount of blood.

Kyle: [laughs]

Quinn: This is the bad amount for sure.

Teo: You could make a hamster with this amount of blood, like fill up enough to a hamster?

Quinn: I guess if you had enough surface tension, sure.

Teo: Yeah.

Teo: That's a weird metaphor.

Kyle: It's a deeply weird metaphor.

[laughter]

Hannah: Hamster of blood. That's a new thing.

Quinn: Blood hamster is the big bad for the next arc.

Hannah: Oh, of course.

Kyle: Hamster is kind of about a pint, right?

Teo: You measure things how you want. Yeah, a hamster is about a pint. What? You don't know what a pint is?

Hannah: [laughs]

Teo: A hamster pint. That's fine.

Quinn: Firmament actually uses liters. They're on metric.

Hannah: Oh, fuck it off.

Teo: That's five mice per liter.

Teo: [laughs] Yeah. Oh, God. Now, if you had lost a cat anyway, ooh.

Hannah: [laughs] Oh.

Teo: Anyway. Sorry, go on.

[laughter]

Quinn: No, that's it. You've arrived. No. So, you arrive, you get out of the car, presumably, and JR is in the alleyway recovering from this attack.

Hannah: [as JR] *Hey, guys.*

Kyle: [as Alvin] *JR, what happened?*

Hannah: [as JR] *Yeah, so I've got good news and bad news.*

Kyle: [as Alvin] *Oh, good.*

Hannah: [as JR] *And some good news and some bad news, and then just some personal news. So, where would you like me to start? I don't feel very good.*

Kyle: [as Alvin] *Can you tell us the bad news in a good way?*

Teo: [as Constance] *Should we go inside where it's outside where you're covered in blood?*

Hannah: [as JR] *Yeah, let's go inside.*

Teo: [as Constance] *Are we allowed to go inside? Like, an ambulance was here?*

Hannah: [as JR] *Yes, we are allowed to go inside. It's fine. We can go inside.*

Quinn: Again, the back door is still open and Jasper is not there.

Teo: No.

Hannah: [as JR] *Yeah, we're going inside.*

Quinn: So, no one's going to stop you.

Hannah: [as JR] *I need a drink*.

Teo: [as Constance] *I think you've lost too much blood for alcohol to be a good idea right now, but sure*.

Quinn: The three of you head inside. The Prospector is the same, JR, as you left it probably only 15 minutes, 20 minutes ago. It's still darkened and it's a quiet scene. Oh, and, JR, I apologize. Heal one harm from receiving first aid.

Hannah: Yes. All right. So, I can totally have a drink. It'll be fine. I'm an adult. Here we go. [dice rolls]

Teo: The adult part is not really what's I'm concern-- Anyways, let's not-- Lost thought at this point.

Hannah: Okay. [as JR] *So, good news is the Strigoi, one of them-- I'm still operating on theory that there might be more than one of them, but one of them was here in the bar a couple weeks ago.*

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

Kyle: [as Alvin] *Oh.*

Hannah: [as JR] *Jasper remembers. I started telling him what it looked like, and he remembers somebody who looks a lot like what we saw and what you saw, Constance. When he saw him, he wasn't all creepy and weird, but he also said that the person was staying in an empty dorm room and was going to hike up the Tiger Lily switchback trail, and then, hold on. We're going to get to the bad news. The Strigoi showed up and attacked Jasper and then me. So, that's the bad news. The good news is that I can do magic*.

Kyle: [as Alvin] *What? Wait.*

Hannah: [as JR] *And then, the bad news is I ruined my suit. And then the personal news is, I now have Chief Stoney's cell phone.*

Kyle: [as Alvin] *Okay, but you can do magic?*

Hannah: [as JR] *So, I've got this key,* and I pull it out of my pocket, *and I got it at the last-- Well, you know what? Where I got it really isn't all that important. What's important is that I don't know if I did something or the key did something, but I needed to get the Strigoi away from me. I put my hand up and I said stop, and then the Strigoi couldn't get to me. And then, the key got all hot, and there were some runes on it. I just thought it was a really cool key that also happens to be really good at unlocking things. Like, all things*. *Like, we can go try it on your car if you want to see.*

Teo: I grab JR's hand really quick and look to see if there are any burn marks.

Hannah: Nope.

Quinn: No.

Teo: [as Constance] *Wow. Weird. Weird.*

Quinn: It was warm to the touch, but not hot.

Hannah: Right.

Quinn: It wasn't scalding. It wouldn't have left like a brand.

Teo: Oh, okay. Oh, boy.

Kyle: Quinn?

Quinn: Yes.

Kyle: While we're having this discussion, Alvin is going to pace around the Prospector and give it some big sniffs.

Quinn: Okay.

Hannah: Big sniffs.

Quinn: You're sniffing around.

Kyle: Looking to see if there's any scent that's similar to what he smelled at the cow pile, or at the murder scene, or on the dead body in front of our-- Trying to see if there's a similar scent to this monster that Alvin's monstrous senses may be able to pick up.

Quinn: So, there is actually a Monstrous move that basically lets you do this.

Kyle: Oh.

Quinn: So, I'm a little reticent to let you do it without that. It's the shapeshifting one.

Kyle: Oh, yeah. That does give it Investigate Mystery, plus 1. That's true, when I'm in another form. Well, I'm not fully wolf scenting. [laughs]

Quinn: Ooh, you have another move that's useful in situations like this, which is Oops.

Kyle: Yeah.

Quinn: And so, I think there's an Oops here for you.

Hannah: Yeah.

Kyle: Come across unimportant stuff.

Quinn: [chuckles] You're sniffing around. I do think there is, to an extent, a heightened sense of smell that you have. I don't know if it's good enough to pick up on something that you wouldn't otherwise be able to Investigate a Mystery. But you're moving around the Prospector, and you're crossing by one of the booths, and you notice there's a newspaper, and it's folded open, and there is a section torn out. Looking at the context clues around it, you can tell that it is the police blotter.

Kyle: Oh. I pull the section that I found on the Moonscape out.

Quinn: Yup. They match.

Kyle: I go, [as Alvin] [gasps] *Whoa*.

Hannah: [as JR] *Whoa. What--*

Kyle: [laughs]

Hannah: [as JR] *What are we celebrating?*

Kyle: Echoes throughout the Prospector.

Hannah: [as JR] *There's just so much blood. What?*

Kyle: [as Alvin] *Oh. I found a newspaper.*

Hannah: [as JR] *Oh, cool.*

Kyle: [as Alvin] *It matches this piece that we found.*

Hannah: [as JR] *Oh*.

Teo: [as Constance] *Shit*.

Hannah: [as JR] *Oh. The one you found when you were digging in the dirt?*

Kyle: [as Alvin] *Yes. I went sniffing and I found the matching piece through my power of smell*.

Teo: [as Constance] *So, there's some positives of what's going on with you. So, what does it say?*

Kyle: [as Alvin] *Well, it just matches the piece. So, we already know what's on the torn-out piece that--*

Teo: [as Constance] *Yeah. I guess that's true*.

Kyle: [as Alvin] *So, it matches. So, whoever put it there was here.*

Teo: [as Constance] *So, our Strigoi friend or friends have been in both places, huh?*

Hannah: [as JR] *Oh, I totally forgot. I think it wants me to be a Strigoi*.

Teo: [as Constance] *Did it*?

Kyle: [as Alvin] *Did you get like a pamphlet or something?*

Teo: [as Constance] *-talked to you? Yeah, was there*-- [crosstalk]

Hannah: [as JR] *So, right. Backing up, did magic. Not totally sure how that happened.*

Kyle: [as Alvin] *The Strigoi did magic?*

Hannah: [as JR] *No, I did magic to s*top the Strigoi. *And it said some stuff to me. It was a little hard to understand, but I remember it saying clayvis, clavis. And then it said Jen. Does anybody know a Jennifer? Does that ring a bell? Jennifer?*

Teo: [as Constance] *Gin? Gin? You are in a bar.*

Kyle: [as Alvin] *I knew a Jen in high school?*

Hannah: [as JR] *And then Miftalin. Miftlin. Mifflin*.

Teo: [as Constance] *I think we can brainstorm on it later, but interesting.*

Hannah: [as JR] *But yeah, it definitely was like, it wanted me to be a Strigoi with it.*

Teo: [as Constance] *How do you know?*

Kyle: [as Alvin] *Are you sure?*

Teo: [as Constance] *Yeah, how do you know what it wants?*

Hannah: [as JR] *Look, it's an educated guess.*

Kyle: [as Alvin] *Do you know what those words mean?*

Hannah: [as JR] *Nope. Nope.*

Kyle: [as Alvin] *So, it's kind of an educated guess.*

Hannah: [as JR] *Alvin, I've been around enough*-- [crosstalk]

Kyle: [as Alvin] *Monsters?*

Hannah: [as JR] *No, I was going to say unsavory people - to know what an invitation to join a gang looks like.*

Teo: [as Constance] *A gang of Strigoi*?

Kyle: [as Alvin] *Just saying. It seems like a different culture, perhaps?*

Teo: [as Constance] [laughs] *Okay, well, regardless of what it was trying to do*-- [crosstalk]

Hannah: [as JR] *Does anybody want to hear how I got Stoney's number?*

Kyle: [as Alvin] *No.*

Teo: [As Constrance] -*why was it here?*

[laughter]

Hannah: [as JR] *There was like a borderline threat there.*

Teo: [as Constance] *Who hasn't been threatened by the police today, I just mean?*

Quinn: Yeah, basically, all of you.

Teo: Yeah.

Quinn: I think it's safe to say that you've covered the salient details and you fill each other in on anything else that happened that we don't need to go through all again for the listeners.

Kyle: All right. Oh and Leon's phone, put that out so everyone knows.

Quinn: All right. Now we've covered everything. [laughs*]* Where to, gang? What's next?

Teo: [as Constance] *Well, hold on. Do we want to grab the receipt?*

Hannah: [as JR] *Do we know which receipt it was?*

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

Kyle: [as Alvin] *That's true*.

Quinn: All of the receipts from the till are on the counter-

Hannah: Great.

Quinn: -in a big pile.

Hannah: Great. Awesome.

Teo: I grab all of them and stuff them into my purse. If we talk to Jasper later, we can go through them and hopefully, he's alive.

Kyle: Evidence collection.

Quinn: You grab a stack of about 500 receipts.

Teo: Perfect.

Kyle: Yeah. Bagged and tagged.

Teo: I look like a bag lady. Yes, I guess.

Hannah: It's for tax purposes.

Teo: Tax purposes.

Quinn: Yes.

Hannah: As far as I can tell, we got a couple of different options. We can go to the college and see what's going on there. We can go to the trail. I don't know if it's worthwhile to check out where the cattle are being rustled from. What do you guys think?

Teo: I think the trail is our best bet. I rummage through my trunk and I find an art project shirt from one of my first art fairs and it says like, " Yerba Buena Local Second Street Division Art Winner, Third Place." I hand it to you. There you go. [crosstalk]

Hannah: And how does this fit? Is it like a good fit or is it like an XXL?

Teo: It's an XXL.

Hannah: Great. It's fine. This is fine. All right, let's go to the stupid trail.

[transition music]

Quinn: The Tiger Lily Switchback Trail is one of the most popular and prominent hiking trails on Cathedral Peak which, you'll recall, is the mountain that is right in-- Its base is abutting the town of Firmament. It's on the other side of the Elkhorn River. And so, the easiest way to get there is actually to take the skyway gondola, which we haven't seen much of yet.

Teo: Yes. Ooh.

Quinn: To take the skyway gondola from Riverside Park up to Olympic Heights and then to the trailhead. So, the three of you head over and you approach the gondola. I think you go up to the ticket booth, and Jenny is there, Constance, your coworker, at the Visitors Bureau and History Museum, who you'll recall is also a student at Firmament and is clearly working a couple jobs to pay tuition.

Teo: Yeah, we don't pay well at the tourism bureau.

Quinn: She's got a black t-shirt on and a black denim jacket, and she's looking out lazily from the ticket booth as you approach. [as coworker] *Oh. Hey, Constance*.

Teo: [as Constance] *Hey, Jenny*.

Quinn: [as Jenny] *You going to go see your parents?*

Teo: [giggles] [as Constance] *Eventually.*

Quinn: [as Jenny] *That's where they live, right, up in Olympic Heights? Didn't you say that once?*

Teo: [as Constance] *Yeah, they do. Yeah, my friends and I are headed up to do a little nature walk. But as always, great, great to see you, Jenny. Just a real thrill*.

Quinn: [as Jenny] *Ugh. Whatever. All right, here you go.*

And the three of you board the tram and head up. It's an impressive view as you ascend to Olympic Heights. The Elkhorn River below you is in full swing and you can see the town laid out before you. You've got the historic Downtown, and further off, you can see some of the mid rises and high rises, the newer commercial core. Off towards the other side, you can see the green campus and old masonry buildings of Firmament College and the more modern and sleek Colorado National Lab. You climb higher and higher, and eventually, you reach the other side of the skyway gondola, and you are in Olympic Heights.

This is, to be very clear, the rich and posh neighborhood of Firmament. The sidewalk green is well manicured. There are these beautiful street trees. The lampposts are all ornate and antiquated in a very beautiful way, and the houses are impressive and ostentatious. You mostly skirt around Olympic Heights as you head to the trailhead, but you definitely get a good sense of its grandeur. Constance, you're very familiar with this part of town as it is the place where your parents live. But Alvin, I don't know how much time you spend up here. And JR, I doubt you've been here at all since you've arrived in town.

Kyle: Yeah, not much.

Hannah: We are absolutely going to end up on somebody's Nextdoor post, aren't we?

Teo: Oh, yeah.

Quinn: Yeah. And in fact, you see suburban soccer dad. He's wearing bright pink, slim-fitted shorts and a polo, and he's pushing two little kids in a stroller. He gives you a funny look as you're walking by, especially-- Well, no, all of you. Constance, in your regular artistic gear. JR, in your overlarge smock. And Alvin, with your bushy beard and long, almost surfer-esque hair. It gives the three of you a peculiar stare and walks a bit more quickly, and you can see him on his phone doing something, probably posting to Nextdoor.

Teo: [as Constance] *Great. See that lamppost over there? Costs more than my car shipped in from Italy, every single one of them. Welcome to the rich neighborhood in town. JR, you'd have a lot of fun here.*

Hannah: [as JR, distractedly] *Hmm, yeah. I would. I'm sorry. What?*

Quinn: [chuckles] You uncomfortably make your way through the outskirts of Olympic Heights and arrive at the Tiger Lily Switchback Trail. This is an inauspiciously named trail. Tiger lilies are not native to Colorado, and in fact, you see none of them around. There's an informational sign at the trailhead that says that a rich philanthropist, who lived in Firmament in the early 1900s, imported a bunch of them and planted them here, but they've all since died, so no one added that Tiger Lillies aren't from Colorado. I know. I see you. As a trailhead that is embedded in a largely residential area, it doesn't get a lot of attention, although it is regarded as one of the more beautiful and scenic trails. Constance, you know. But it's pretty empty here.

Kyle: [as Alvin] *All right. Keep your eyes peeled.*

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

Kyle: [as Alvin] *Anything strange.*

Teo: As we're going up, Constance pulls out her phone and just sets audio recording on. She has this weird Blair Witch style idea in her head that they're going to need to have some sort of documentation of what they're about to see.

Quinn: Who would record an audio file of monster hunting? That's ridiculous.

Kyle: [chuckles]

Teo: Yeah, it's real niche.

Hannah: Real niche.

Quinn: So, you make your way up this trail. It's got a good chunk of elevation gain to it. So, you're getting your steps in, for sure, as you make your way up. I think the best way to do this will be just a bit esoteric. I think what I want is to have someone roll to Investigate a Mystery, and it'll represent your entire hike up.

Kyle: This person will get a help bonus, because we're all there helping?

Quinn: I think I'd like one person to roll, and then there's a Help Out move, which you haven't used. But since you're all together, you could potentially help out.

Teo: So, I have a 2 plus sharp, but I'm-- [crosstalk]

Hannah: You go for it. Roll. Roll them bones. All right. Let's throw this monkey down. [rolls dice] Boy, that is an 8, actually. That's not terrible.

Quinn: So, in theory, if both of you successfully Helped Out, you could raise that to a full success.

Kyle: Mm.

Teo: All right.

Quinn: But if either of you miss or have a mixed success, you expose yourself to trouble or danger. So, I will leave that up to you.

Hannah: I mean, danger is fun.

Kyle: Yeah. That does sound fun.

Hannah: [laughs]

Kyle: I'm very tempted to roll. It's a bad idea though.

Teo: But whatever.

Kyle: Because I still have a -1 ongoing.

Hannah: Okay.

Quinn: You do. I do have that written down.

Kyle: And I have a -1 Cool.

Teo: [laughs]

Kyle: That makes this a minus two to the roll. But guess what? [crosstalk]

Teo: Oh, he's doing it.

Quinn: So, you and JR will both need to help out to make this a full success.

Teo: Okay. [laughs]

Kyle: Yeah.

Hannah: Do it.

Quinn: Just a heads-up.

Kyle: Never tell me the odds. [rolls dice]

Teo: Go big or go home.

Hannah: Oh, shit. Well, it's an 8 for me.

Kyle: Should've listened to the odds.

Hannah: It's an 8 for me.

Teo: Oh, okay.

Kyle: Well, it started good.

Hannah: No.

Teo: How does the dice roll start?

Kyle: It's a 5.

Quinn: Okay.

Hannah: [laughs]

Kyle: It's close.

Quinn: So, we'll resolve this in turn. Alvin, you failed completely, so I get to take a hard move.

Hannah: Good God.

Quinn: I'm going to hold that as we play this scene out, but there's one waiting for you. So, hold tight.

Quinn: JR, you got a mixed success, so your help grants Constance plus one, but you also expose yourself to trouble or danger, and I'm going to hold that as well as we play this out.

Hannah: Awesome.

Quinn: Constance, your final result of all this helping out is-

Teo: Oh, God.

Quinn: -still a 9, which is still a mixed success.

Teo: [sighs]

Hannah: [laughs]

Quinn: So, on a mixed success for Investigative a Mystery, you get to hold one, and you can use that to ask one of the following questions. What happened here? What sort of creature is it? What can it do? What can hurt it? Where did it go? What was it going to do and what is being concealed here?

Teo: Okay. What happened here? Let's find out what happened here.

Kyle: Mm-hmm.

Quinn: Yeah. Okay. I think you get maybe two-thirds of the way up the trail and something catches your eye, Constance. You are perhaps the most familiar with this trail. You've probably hiked it several times, if not more, given this is in your backyard. And so, you really know what to be on the lookout for. And along the trail, you spot a large boulder that has a bit of blood on it and it's dried. You can tell that it's old. And you spot that and the three of you veer off the path and you arrive at this clearing. It's like a bit of a plateau, a bit of a mesa here.

In this field, you can see there's a point near the sheer cliff wall that leads further up towards the mountain where there's a clear impact in the ground, and there is a thick stain of blood. And coming from that, there are a few bloody boot prints leading away.

Teo: Leading back down?

Quinn: Leading back down the trail.

Teo: Okay.

Quinn: By the time they get to the actual trail, there is no more blood, but it's very clear that whatever was here walked back to the trail, but there's no sign of anything else. I think that's about as good as it will get for what happened here.

Teo: Okay.

Kyle: Geez. How did anything walk away from this?

Teo: The Strigoi.

Hannah: For our listeners at home, I think this is the site of what we all heard in the intro to the first episode.

Quinn: [play dramatic] That was only for the listeners, that wasn’t for you!

[laughter]

Hannah: Avert your eyes, or you're going to [crosstalk].

Kyle: First to learn-- [crosstalk]

[laughter]

Quinn: As you are looking around, you don't come to this information all at once. You are sort of searching for other clues. You're trying to see if there's anything else that you can glean here. Alvin, you see-- it's not quite a cave. It's more of like a crevice, but it looks like it could maybe be big enough for something. You reach your hand in and suddenly, you just feel this burning, this horrible burning, and you pull your hand out, and it's just smoking and singed. There are just these flecks, these metallic bits of dust on your hand and they look like silver. Please take one harm and ignore armor.

Kyle: [howls]

[laughter]

Teo: [as Constance] *Did you just stick your--?*

Kyle: [as Alvin] *huh?*

Teo: [as Constance] *What?*

Kyle: [as Alvin, pained] *Oh, God.*

Teo: [as Constance] *Did you just stick your hand in a random spot you couldn't see? What?*

Kyle: [as Alvin] *Well, there looked like there might have been goodies in there. I mean, clues.*

Quinn: [laughs]

Teo: I like, make a look to JR of very serious concern.

Hannah: I shrug my shoulders.

Kyle: [as Alvin] *Listen, don't put your hand in there. It's really hot in there. Maybe it's like a thermal vent or something.*

Teo: I stick my hand in there.

Kyle: Huh, what?

Hannah: [laughs]

Quinn: You're fine.

Teo: [as Constance] *It just looks like silv-- Yeah. Oh, boy. That's silver.*

Kyle: [as Alvin] *Yeah.*

Teo: [as Constance] *Well, at least we know that all that lore is probably true about werewolves, huh?*

Kyle: [as Alvin] *Werewolves? I mean, I haven't turned–*

Teo: [as Constance] *You did just howl.*

Kyle: [as Alvin] *Well, I yelped.*

Hannah: [as JR] *More like a “was wolf” than a “where wolf”.*

Kyle: [as Alvin] *It hurt really bad.*

[laughter]

Kyle: [as Alvin] *A whywolf.*

Teo: [as Constance] *Let's just go ahead and put silver down as something that you should probably stay away from. You don't have any jewelry hanging about, do you? Okay.*

Kyle: [as Alvin] *No.*

Hannah: We still have more trail to go, don't we?

Quinn: The way I've set this up is this is what you've gleaned. So, I think that you do walk up through the rest of the trail. You get to the top, or at least the summit of this particular trail. Getting to the top of Cathedral Peak is a feat that would probably require some equipment and rock-climbing ability. But you get to the summit of this trail, and it is a stunning overlook of this beautiful Colorado landscape. I think, JR, you move up to get a nice view, and some of the rocks give way underneath you. And the billowy garment that you have is not particularly good at holding your belongings, and your phone slips down and disappears over the edge.

Hannah: Oh, no. My Razr flip phone. Oh, whatever-- [crosstalk]

Teo: That wasn't a burner phone?

Hannah: It was. It was a Razr flip phone.

Quinn: Yes, but you are currently without access to a phone.

Hannah: Shit. Okay.

Quinn: Which, to be clear, is the resolution of the mixed success that you rolled on Help Out. The trouble or danger is you are now unable to contact anyone.

Hannah: Great. I still have Stoney's number, right? That was not-- [crosstalk]

Teo: That's what I was about to say.

Quinn: That was on a business card. So, yeah.

Teo: Okay.

Hannah: All right.

Teo: I was like, "Oh, I hope you didn't just program that in."

Kyle: [laughs]

Quinn: That's not a mixed success. That's a hard move.

Kyle: The tragedy.

Hannah: Oh.

[laughter]

Hannah: My phone.

Quinn: So, the three of you examine the summit, but there's no evidence up here. It's beautiful, but otherwise uninteresting. Functionally, the result of your Investigative a Mystery has concluded. You investigated this mountain, this trail, and that's what you gleaned was down below.

Hannah: And I lost my goddamn phone.

Quinn: Yes.

Hannah: Okay, so this is basically the-- [crosstalk]

Kyle: Can we get a good look at the--

Hannah: Oh, yeah. Yeah, can we see where this person fell?

Quinn: You can look down from here and see the clearing below.

Hannah: Okay.

Quinn: So, you can assume that they fell from here, but otherwise, there's not much more information.

Hannah: Okay.

Quinn: It's about 75ft, 80ft down.

Hannah: Oh, boy.

Kyle: It looks like a fall, not a push.

Quinn: You can't tell.

Teo: Oh, okay. All right.

Kyle: While we're at the clearing, Alvin will snap a picture of the boot print.

Teo: Ooh, good.

Kyle: [crosstalk] phone.

Quinn: Yup, that's fine.

Kyle: He thinks about all the crime dramas and detective videogames he's played and Sherlock things. It's like, "It's always matching the boot prints."

Quinn: [laughs]

Kyle: Yeah, you got to have a match, you got to take a mold picture of the boot prints.

Teo: And I'm sure Leon has probably trained you a bit on that.

Kyle: [laughs]

Quinn: So, I'll give this to you because you did say this before. This matches the boot print that you found at the Moonscape.

Hannah: I was going to ask about that.

Teo: Oh, shit.

Kyle: I did say that before. Ah-hah! [laughs]

Teo: Wow.

Quinn: And you would have a side-by-side comparison. So, I think you can tell pretty clearly that it's the same boot print.

Kyle: I do that. [as Alvin] *Ah-hah-hah, look, I found a clue*.

Quinn: Okay. The three of you, I think, have concluded your hike, and you're on your way back down. It takes you a little bit. So, it's probably like late afternoon, early evening, maybe 4 o'clock by the time you get down. But on your trip down, you have some time to think about maybe what you want to do next.

Hannah: We could go try to talk to Jasper. We could try to go to that place where that cattle's being rustled. We could go to the campus. Didn't you guys also say that Leon was going somewhere? Where was he going?

Kyle: Something about the source, where it all started.

Teo: I'm up to go wherever-- At some point, we should probably check on that body in the storage unit. Just didn't think I'd ever say that, but that's the thing.

Hannah: [laughs]

Kyle: Yeah, we need to count bodies. If there is a call to the police, is that the body that we hid that someone found somehow or is there another one?

Teo: I feel like they would not have let me leave.

Hannah: Yeah, Jasper said that heard a call over the radio. So, somebody was watching us.

Kyle: I'm just saying if that's our body-

Teo: It could be another.

Kyle: -we should be counting the bodies.

Teo: No, no, no. So, well, it's a third dead body. So, Jasper was pretty clear that he thought the description matched that of John or Earl. I can't remember, the other pool player.

Quinn: John.

Teo: Even if it had been called in by the Strigoi, again, I would have been hauled in because it's my storage unit. Like, there's no way the police would have just not picked me up if they found a dead body.

Hannah: I don't think the person specified where the body was.

Teo: I don't know how we figured that out, because I clearly don't have a good relationship with the police.

Hannah: Mine is, it's what I'd call a difficult-

Teo: Could you ask Stoney?

Hannah: -a complicated. Aaah.

Teo: He did say to call him.

Hannah: Basically, if something weird happens, I'm supposed to call him.

Teo: We could show him the outside of my door where that was scratched to pieces in the middle of the night.

Quinn: That's a strange thing for a police chief to say too.

Teo: It is.

Kyle: If weird stuff's happening, he seems to also want to keep it on the DL.

Teo: Curious, if we should ask Stoney.

Hannah: Everyone get Stoney back. Get him back.

Kyle: That's twice now that-- [laughs] You've got a special cricket move, don't you?

Hannah: I do. He's my friend on the force, although I'm putting air quotes around "friend."

Kyle: You got a move for it.

Quinn: There's lots of ways to interpret the word, friend.

Hannah: [laughs]

Teo: Sure.

Kyle: Contact.

Quinn: That is your Friend on the Force move.

Teo: Yeah.

Quinn: I think that move is now teed up for you.

Teo: [as Constance] *Yeah. JR, it's yours to do what you want, but I think that Stoney might be able to shed some light on the 08:36 AM call for us.*

Hannah: [as JR] *Oh, shit. Okay.*

Teo: [as Constance] *What happened at 08:36 AM yesterday, because I can tell you, at 06:00 AM, something was scratching at our door.*

Hannah: Well, wait, the body call was at 08:36 AM?

Teo: Yes, and we moved the body way earlier.

Hannah: Way earlier. Okay.

Quinn: So, you would have probably moved the body at 07:00?

Hannah: Okay.

Teo: Yeah. So, still early enough that they couldn't have done a call about our body unless it was an unfortunate--

Kyle: Like, someone went by and walked by it and saw it and was like, "Oh, a dead body. I'll finish my walk."

Hannah: All right. Okay. Okay. I know how to do this. Here's how this is. [as JR] *I could try to call Chief Stoney and ask about it. I don't know how well that conversation is going to go. Also, I need to borrow a cell phone. Poor one out for the flip phone. I'm just losing so much today. My suit, my phone.*

Teo: [as Constance] *I really think you're gaining something by losing a flip phone, but we can talk about that later.*

Kyle: [as Alvin] *Agreed.*

[laughter]

Kyle: [as Alvin] *2008 called, and they want their phone back.*

Hannah: [as JR] *Ayoo.*

Teo: [as Constance] *2000--*

Kyle: [as Alvin] *2004 called.* [laughs]

Teo: [as Constance] *2012 called and it wants its joke back.*

Hannah: [laughs]

Teo: So, we're getting sidetracked. We're getting sidetracked, although excellent movie idea.

Hannah: So, give me a phone.

Quinn: So, the description of friends on the force is, you know a few cops who can be persuaded to look the other way or do you a favor under certain considerations. You can Act Under Pressure to get in touch with them when you need to divert law enforcement attention. There will be a cost, although maybe not right now.

Hannah: [as JR] *Yeah. So, let me borrow somebody's--*

Teo: [as Constance] *So, I'm going to hand you my phone, JR. And I'm going to say this and, JR, listen. I am often right, like, the move Often Right. You know that move that gives you a +1 ongoing while you follow my advice.*

Hannah: [laughs]

Teo: [as Constance] *I am often right in matters of the heart. I'm going to give you my phone to use.*

Hannah: [as JR] *I'm sorry. What?*

Kyle: [as Alvin] *Matter of the heart?*

Teo: [as Constance] *But only if you can keep your cool and not flirt with the married man.*

Hannah: [laughs]

Teo: [as Constance] *This entire conversation, you will find that I am often right.*

Kyle: [as Alvin] *Perfect.*

Hannah: [as JR] *Ah, Constance, it looks like you're missing some calls.*

Teo: [as Constance] *Don't worry about it. Don't worry about that.*

Hannah: [as JR] *Your mother? Ooh, mom calls.*

Teo: [as Constance] *Look, we can dive into my problems later. But right now, I am definitely often right. [crosstalk]*

Hannah: [as JR] *All right. Okay.* So, I pull out the business card and I call-

Kyle: Snoop or no snoopy.

Hannah: Officer-- Sorry, Chief Stoney.

Quinn: Okay. You're using Friends on the Force, so this is going to be an Act under Pressure.

Hannah: All right.

Quinn: We'll see how the conversation goes.

Hannah: Okay.

Teo: And you have a plus one.

Quinn: Hey, JR, you get a plus one if you follow Constance's advice and don't flirt with the police chief.

[laughter]

Kyle: Quinn is going to give you a minus one in the middle of this conversation.

Hannah: Nobody tells JR what to do.

Quinn: Okay.

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

Quinn: That's a mixed success. So, on a mixed success, I'm going to give you a worse outcome, a hard choice, or a price to pay. I think you dial this number and it rings three times or four times, and then you hear sort of a [as Stoney] *Hello? Who is this?*

Hannah: [as JR] *Chief Stoney*, *it's JR.*

Quinn: [as Stoney] *Howdy, JR. Frankly, I didn't expect to be hearing from you soon, if ever, but what can I do for you?*

Hannah: [as JR] *I just remembered Jasper told me something when I went to see him. He mentioned something about getting a call over or hearing a call over the police radio about another body being discovered at 08:30 in the morning. I don't know if that's relevant. I don't know why he would know that, but I'm just curious*. *Oh, God, this is going so badly, about what that was.* Man, I am not good at this. [laughs]

Quinn: You're just flustered talking to Stoney and trying not to flirt with him.

Hannah: Following your advice, Constance. Goddamn it.

Teo: [laughs]

Quinn: Okay. Worst outcome, a hard choice, or a price to pay. So, I think Stoney takes a beat and then says, [as Stoney] *I'm not quite sure what your interest is in that, JR. I think I need to know a little bit more about what you're asking about here. What sort of tree you're barking up?*

Hannah: [as JR] *It wasn't an animal, was it?*

Quinn: [as Stoney] *I think you and I both know it wasn't.*

Hannah: [as JR] *But it wasn't human either.*

Quinn: [as Stoney] *I'm mighty curious, JR*.

Hannah: [as JR] *I don't know what it was. It looked human, but I don't think it was*.

Quinn: [as Stoney] *Well, that's interesting, for sure. Tell you what, JR, that part of town where they called that one in, just about 20 blocks from the Prospector, sort of that hipster industrial area? Got some nosy neighbors. I wouldn't hang around there*.

Kyle: Oh.

Teo: Oh, fuck.

Hannah: [as JR] *All right, thank you.* And I'm going to hang up the phone before I say something that makes this go tits up.

Kyle: You say out loud.

[laughter]

Quinn: The intimation--

Hannah: Fucking Gladys.

Teo: Fucking Gladys.

Quinn: Yes, the intimation from Stoney is that it was likely Gladys who--

Kyle: The dog?

Quinn: [laughing] Oh, God, no. It was likely Ethel.

[laughter]

Kyle: Shit.

Teo: Hey, dogs are snoopy as fuck. Are you kidding me?

Kyle: Dogs are very snoopy.

Quinn: Especially golden doodles. They're very snoopy.

Teo: They are.

Quinn: It was likely Ethel who placed that call a bit later.

Kyle: She did finish her walk first.

Teo: Damn it. Okay, so maybe she saw it. But then, the reason I haven't been hauled in is because they can't find a body since that call.

Hannah: Fucking Gladys.

Quinn: Constance, your questioning by Detective Galvan makes substantially more sense now as well.

Kyle: Ah-hah.

Teo: Yeah, I totally get that now. They're probably like, "Huh. How strange we got a call? And then this girl comes in asking about a murder."

Kyle: [laughs] Was there any murders like in my house?

Teo: [as Constance] *Shit. Well, thanks for doing that, JR. I did notice. I detected no flirting. Very good.*

Kyle: [as Alvin] *Well, we're very proud of you, JR.*

Teo: [as Constance] *Very, very proud.*

Kyle: Alvin gives you a rather heavy pat on the back.

Hannah: [as JR] *You need to understand how incredibly difficult it was, and I do not make any promises about next time.*

Teo: Okay. All right, so what do we want to do?

Hannah: Yeah, what's next? Should we go to the school?

Teo: We could go to the--

Kyle: We could go to the campus.

Teo: Yeah, we could go to the school, but it's not a student and we don't know the dorm, and we still don't know where Leon is.

Kyle: Were they just squatting?

Teo: They were probably squatting.

Hannah: Or, they could have been there for-- You know how when school's not in session, how when they have groups on campus that are doing like-- Like I did when I was in school, I did a music camp, and we stayed in the dorms.

Kyle: So, we can go check, because in that case, they would have a notice of someone missing probably.

Quinn: So, Firmament College?

Kyle: Mm-hmm.

Hannah: Yes.

Quinn: Okay.

[transition music]

Quinn: Everybody, it's Quinn, your keeper of monster and mysteries, here to welcome you to the intermission. If you're in a chair that reclines, feel free to kick your feet up. Unless you're in an airplane, that's really rude. Don't do that.

Thanks so much for tuning into episode 5 of Monster Hour. I hope you're enjoying the little tour of Firmament that we organized for you here. Who knew that the real monster was the great outdoors? I'm just kidding. The great outdoors are great.

Thanks to everybody who's helped spread the word about the show by leaving us a rating and review, giving us a shout on social media, or recommending us to a friend. And if you're enjoying the mystery so far and you haven't done one of those things yet, what are you waiting for? Seize the day. Don't let anybody hold you back.

That's all I got for you this week, folks. Monster Hour will return in two weeks on September 10th. See you then.

[transition music]

Quinn: So, you arrive at the edge of the Firmament College campus. It's up the very western edge of town, nestled between the Elkhorn River and Sharps Bluff, which is a steep embankment that descends down into a more rural area, and then further out is where the Moonscape is located. It's not a terribly large campus, and you can actually see a good deal of it from where you're standing on the edge.

Most of the buildings have a vaguely Gothic Revival architectural style to them, though it ranges from simple decorative moldings and angular roofs to stately vaulted archways and imposing steeples. Almost all the structures are made of sandstone masonry with this vibrant

red-orange tiled roofs. The only exception is the Sabin Science Building, which has a much more modern design. The dutifully manicured lawn between the buildings is dotted with towering, long-bowed trees. And although it is summer and the campus appears to be largely empty, there are a handful of students and faculty that are sitting out in the quad, which opens up more or less directly ahead of you.

So, to just give you a rough sense of layout and scale, because Firmament College is a lot of locations in and of itself, it can roughly be divided into four areas. The front right section is where the quad and the lecture halls are. The front left section is where the Chamberlain Library and the Sabin Science Building are. The back left corner is where the three main dorms are, Aspen, Ponderosa, and Willow. And then, the back right is where you can find the athletic fields and the amphitheater that overlooks the Elkhorn River. And then finally, in the center of it all is the commons, which is home to the student life center, the student union, and a large food court with a bunch of overpriced dining options.

Hannah: Okay.

Kyle: To the dorms.

Hannah: Dorms? Okay.

Kyle: Talk to the RA.

Hannah: Yeah.

Kyle: Yeah. This is Alvin's territory really, the most out of any of us.

Kyle: Yeah. I'll show you around and show you all the hotspots that I used to go to.

Quinn: Yeah. Alvin, you did graduate, what, a year ago?

Kyle: No, I think we established Alvin dropped out.

Hannah: Yeah.

Teo: Yeah, because of all the personal things.

Kyle: I think he was about a year left.

Quinn: But you attended about a year ago.

Kyle: Yeah. I think he got to senior year, and then monstrous stuff started happening.

Quinn: Yeah. So, you want to go to the dorms?

Hannah: Yeah.

Kyle: I think the dorms make sense. We've got two clues that put this person at the university, and one is they had a sweatshirt, and the other is they stayed in the dorms.

Quinn: Yeah. You make your way across campus. As you walk through the quad, Constance, you actually see your dad sitting at a small table at the edge of the quad. He appears to be having a conversation with another professor. But we established that your dad is a professor, and so he is there.

Kyle: [laughs]

Quinn: I don't think he notices you. So, if you want to sort of slip past, that's up to you.

Teo: Yeah, I'm going to attempt to slip past, but at the end of the day, it's not the worst thing. If my dad notices me, he gets it.

Quinn: Your dad is a man of passion and a man who throws his self into whatever he's doing. And right now, he's talking to someone, and I think he just doesn't notice you if you don't approach him. So, you continue on through campus and you approach the three dorm buildings. They look like dorm buildings. They're not particularly nice. They're probably the least attractive buildings on campus.

Aspen Hall is kind of the freshman building. It's where most people enter into. There is Ponderosa, which is like a general-purpose dorm. Alvin, when you and Leon were roommates, you spent your time in Ponderosa. And then, there is Willow, which has a bunch of different floors and halls and segments for special interest groups and stuff like that. So, those are the three dorm buildings that you have ahead of you.

Hannah: Okay.

Kyle: Alvin gives a little smile and just eyes linger on Ponderosa.

Teo: To Ponderosa?

Hannah: Yeah, Ponderosa?

Kyle: Oh, no, that's just thinking about the good old days when he was human.

Teo: Aww.

Kyle: [laughs] That first year of college, what a wild time.

Teo: Oh, bud.

Quinn: [laughs]

Kyle: But it's general purpose, so I guess that makes sense. Let's go.

Teo: Let's do it. It's where you feel comfortable. Yeah, Constance is a little nervous on campus, given that she just saw her dad, and she is faking ill and her mom could be on campus. So, she's just going to go wherever you guys want, but she's really got her eyes peeled for people. She's just on the lookout.

Quinn: Yeah. I do think, Constance, you would probably know during the summer, your mom is like-- she's in not a unique role necessarily, but I think a lot of the physical science professors at Firmament are funded by or guest lecturers from the Colorado National Laboratory, including your mom. And so, especially during the summer when she's not lecturing, she is almost certainly not on campus. She's likely at CNL.

Teo: Okay.

Quinn: So, you're clear in that regard, although your father is very much there.

Teo: Yeah.

Quinn: So, the three of you want to go to Ponderosa?

Hannah: Yeah.

Kyle: Mm-hmm.

Teo: Yup.

Quinn: Okay. You head up to Ponderosa, and there's like a main entry area. There's these big glass doors and windows that sprawl out. You can see inside a welcome foyer. But it is also clear that these doors are locked, and there's like a key fob, I don't know, receptacle, I guess, indicator where-- Alvin and Constance, you remember this. There are key cards for students that you need to access the dorms.

Hannah: Huh, interesting.

Kyle: Looking at-- Alvin be like, [as Alvin] *So, you said your key opens up doors, right?*

Hannah: [as JR] *Yeah. I don't know how technologically advanced it is, but let's give it a whirl. I'm going to pull out my magic key*.

Quinn: You take your skeleton key out. And as you do so, it starts to hum almost-

Hannah: That's new.

Quinn: -and you can feel it vibrating slightly in your hand. I think it would have done this before if you tried to use it to unlock something.

Hannah: Okay.

Quinn: It's subtle, certainly, but it's shaking in your hand. You hold it up to the key fob, and then in an instant, it stops and the key fob flashes green and the door opens.

Kyle: Alvin whispers under his breath, [as Alvin] *Alohomora*.

[laughter]

Kyle: [as Alvin] *Cool.*

Hannah: All right, we go in.

Quinn: Alvin, you tell me, but it's probably a bit of a feeling of nostalgia. I know you smiled and thought about the good times from the outside, but I think being in there is probably even more substantial.

Kyle: Yeah, it hasn't been that long either. He looks around. He remembers the brick painting party on the first day everyone did down here in the common area. He remembers not a small number of nights stumbling home with Leon drunk and trying to sneak back to their room without getting caught by an RA. He remembers pulling pranks on other students on the floor. Just being a carefree young college student who hasn't figured out what he wants to do yet but is trying not to think about it.

Quinn: I think that nostalgia is made more poignant as you begin to make your way through this dorm, because it is empty. You start searching through this building, and it's terribly quiet compared to your experience.

Kyle: Right.

Quinn: I think you start heading down one of the halls. It's also quite dark. It's still light outside, but there are no windows, and so the only illumination are these dim, stale fluorescent lamps every 10ft or so. And so, while you remember this as a place of revelry and energy, it's very peaceful now in sort of a stagnant way.

I think it's not until you reach the third floor that something catches your eye. You're making your way through the east wing, and you notice that one of the doors to one of the dorm rooms is a jar. As you get closer, you can tell that something is amiss. It's not hanging

properly. It's not hanging right on the frame, almost as though it's been bent or broken to prevent it from closing.

Kyle: Huh.

Hannah: [as JR] *Alvin, you go first.*

Kyle: [as Alvin] *Yeah, sure.*

Hannah: [as JR] *You're big and tough.*

Kyle: Yeah. Alvin slowly approaches this ajar door, pushing it aside, and the growing fur on his hackles standing on end, peers around the corner to look inside.

Quinn: So, inside, you know what these dorm rooms look like, and it does look like your standard college dorm room. There are two twin beds on either side of the room and two desks sitting in front of a window on the opposite side. The curtains are shut, but there is a sliver of light that is cutting through, and there are particles of dust that are flitting about in its wake. There's a closet towards the back, but it does look like there are some signs of activity. Some of the linens are slightly amiss. There's a few things on one of the desks. You can't quite make it out just from your position, but it does look like something has been here somewhat recently.

Kyle: [as Alvin] *It's clear you, guys.*

Hannah: All right. I'd like to look and see what's on the desk.

Quinn: JR, why don't you go ahead and roll Investigative a Mystery for me.

Hannah: All right. I would love nothing more. [rolls dice] That's an 8.

Quinn: Okay. That is a mixed success. So, you get to hold one, and the questions again are, 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? And what is being concealed here?

Hannah: I would like to know what happened here.

Quinn: You step in past Alvin and begin surveying the room. In particular, I think you look at the desk first. On it, you see a map. And it has a big, colorful bubbly logo on it that says Firmament Visitors Bureau and History Museum.

Hannah: Oh.

Kyle: Yeah.

Quinn: I think you take a beat to look around the rest of the room, and you see a couple other things. There are a pair of hiking boots resting against the closet that are caked in this dry burgundy that you, I think, JR, would recognize as dried blood.

Hannah: Great.

Quinn: As you move to inspect them, you see that some of the linens on these two beds are stained with blood.

Hannah: Great.

Quinn: As you step further into the room, you hear the closet door slide open.

Hannah: Oh.

Quinn: And from the darkness of it, something moves towards you-

Hannah: Shit.

Quinn: -and that's where we're going to stop.

In Unison: ahhhhhh!

[Monster Hour theme]

[Transcript provided by SpeechDocs Podcast Transcription]