

**Quinn:** We see the sun setting on Firmament, Colorado, as Agent Pax makes their way out of the Colorado National Laboratory. A mildly peeved look briefly alights their face as they exit the sliding glass bay doors and begin briskly walking back towards the visitor's lot, where an unmarked black SUV waits for them impassively.

As they walk, however, their pace begins to falter. Halfway to the lot, they glance anxiously over their shoulder. There's nothing, but empty space between them and the lab, but we see a strange anxiousness grip them. After several seconds of intense scrutiny, Pax turns and quickens their pace. When they reach the black SUV, they throw open the door and grab a stainless-steel briefcase resting on the floor.

It opens at the touch of their fingertip, and from it they produce an ornate brass sextant. They point the device back towards the lab, and immediately, its many gears and levers begin to whirr excitedly as it emits a low, resinous thrum. Pax immediately vaults into the driver's seat and peels out of the parking lot, setting the chattering device on the dashboard. They blow past the security gate. But as the angry officer steps out, he falls suddenly still and silent.

Pax doesn't stop, pulling out onto the main road and gunning it towards town. After several blocks, the device stops moving. An array of its many lenses arranged carefully in front of the telescope. As they blaze down the road, Pax raises the sextant to their face and stares through. As they do, a look of sudden confusion and abject horror grips them. They swerve to the side, smashing through the guardrail and disappearing out of sight.

[Monster Hour theme]

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

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

**Quinn:** Hannah.

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

**Quinn:** And Kyle.

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

**Quinn:** Last time, the three of you arrived back at the studio with Georgiana and Mr. Blue to discover that it had been a minute since you left on your journey to Otherwhere. Quite a few minutes, in fact. Two months had passed since your departure, but luckily, your friends left you some love letters to catch you up to speed.

**Kyle:** Aww.

**Quinn:** Alvin, you learned that Sarah had continued her investigations into what the Cabal is up to, flagging the imminent public launch of Imagine Lab's new groundbreaking VR technology.

JR, you learned from Stoney that Agent Pax had turned up the heat on their investigation, casting a wide net over pretty much every weird location and happening in Firmament.

Constance, you dove into the findings of The Daylight Society's research division, learning that others who possessed the ability to perceive trans-dimensional reality were known as

mediums, and that Leon had managed to identify the general location of at least half the magical seals around the world, based on hotspots of strange and supernatural activity.

After settling back in, the three of you debriefed with Georgiana and Mr. Blue, giving the pair a crash course in the 21st century. In turn, Mr. Blue translated the Tall Man's true name, told you more about Wishbringers and magic, and revealed that there were other realms beyond just mundane earth and Otherwhere.

Your homecoming was rudely interrupted by Georgiana doubling over in sudden pain as a glowing orb manifested beneath a scar on her torso. Before you could address the situation, a very confused Agent Pax arrived at your doorstep, informing you that they had absolutely no memory of who they or you are. We're going to pick up right there.

**Kyle:** Two months later? Oh.

[laughter]

**Quinn:** Another two months have passed.

**Kyle:** Another two months.

**Quinn:** The whole campaign's over. You did it.

**Kyle:** [chuckles]

**Quinn:** You saved the world. Good job.

**Kyle:** Aww. I love the fast forwards. Read the end of the book first.

**Quinn:** We're going to pick up right there, with Agent Pax at the door and Georgiana collapsed in a heap, as the virulent purple miasma pulsates beneath her skin. What do you do?

**Kyle:** [as Alvin] *Come on in.*

**Quinn:** [as Pax] *Thank you. I'm sorry, can you remind me your name?*

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

**Quinn:** [as Pax] *Pleasant to meet you, Alvin.*

**Kyle:** [as Alvin] *You too.*

**Quinn:** Agent Pax, who we know as Agent Pax, walks inside and sees the scene with Georgiana writhing in pain on the ground.

Constance and JR, what are you doing here?

**Hannah:** How much of this did I overhear?

**Quinn:** You tell me. Would you have been listening to who was at the door, or would you be focused on Georgiana?

**Hannah:** I think I probably would have tried to focus on what was happening in the door, but obviously, Georgiana, who we are all friends with now, I think we can call each other friends.

You know, perhaps, not on the Christmas card list. But she's doubled over in pain, so I'm going to be at least momentarily distracted by that. I look up and I'm like, [as JR] *Alvin, what is this place--*

**Kyle:** [as Alvin] *Welcome in, everyone. Say hello to this person who doesn't remember who they are.*

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

**Quinn:** JR, you look up to see Spectre.

**Hannah:** Oh.

**Kyle:** Oh.

**Hannah:** All right. [as JR] *Hi.*

**Quinn:** [as Pax] *Hello.*

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

**Quinn:** [as Pax] *Yes.*

**Hannah:** [as JR] *Do I look familiar to you?*

**Quinn:** They look-- Bashful's not quite the word. Confused. It's like, when you've forgotten someone's name who you've obviously met before, and they look at you and shake their head.

**Hannah:** Okay, okay. Okay, so, I've got my hair down. So, I take it and I pull it back in a ponytail and I'm like, [as JR] *What about this?* and I do blue steel at them. Like, [as JR] *Is this ringing bell?* [Kyle [chuckles] *This look right here?* Because I can go get a, maybe a ski cap to really add to this. [as JR] *Is this looking recognizable at all? No? No?*

**Quinn:** They shake their head and say, [as Pax] *I'm very sorry, if we've met before. I'm afraid I don't remember.*

**Hannah:** [as JR] *Huh. Interesting.*

**Teo:** [as Constance] *Why don't you--*

**Quinn:** [as Pax] *Is she okay?*

**Teo:** [as Constance] *Yeah, she's always weird.*

**Hannah:** Oh, no.

**Teo:** Oh, you mean Georgiana. Sorry.

**Kyle:** [chuckles]

**Hannah:** Yeah.

**Quinn:** [as Pax] *Yes, the woman on the ground.*

**Kyle:** [as Alvin] *Mr. Blue?*

**Quinn:** Mr. Blue is standing over her, and offering consolations and trying to ask her questions, but Georgiana is not responding.

**Teo:** Can I turn to the person suffering from amnesia and I--

**Quinn:** We can continue to refer to them as Agent Pax, despite their amnesia regarding their own identity.

**Hannah:** Paxter. Paxter is the name that I'm going with in my head.

**Kyle:** Paxter? [chuckles]

**Teo:** [as Constance] *We can tell you who you are. But I think we should probably address the bleeding person first, yeah?*

**Hannah:** [as JR] *You don't happen to have any emergency medical knowledge at all in that head of yours?*

**Quinn:** Agent Pax almost snaps to attention, and they look at you, JR, and say, [as Pax] *Yes, I do have first aid training.*

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

**Quinn:** And they shake their head and they're like, [as Pax] *Uh-huh. Okay. I guess I do know first aid.*

**Hannah:** I was going to say, I don't know how you remember that.

**Kyle:** [chuckles] Muscle memory.

**Quinn:** They take several steps forward, look at Georgiana lying on the ground, look back at you, JR, and say, [as Pax] *She's suffering from the Vrykolakas wasting disease.*

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

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

**Kyle:** [as Alvin] *That doesn't sound good.*

**Hannah:** [as JR] *It was just on the tip of my tongue. What?*

**Quinn:** Again, they look almost like they don't understand what they just said and shake their head again and say, [as Pax] *Yes. I mean, that is accurate. I don't know how I know that, but I do know that.*

**Kyle:** [as Alvin] *That sounds like something that might be in one of your books, Constance.*

**Teo:** [as Constance] *Yup. I'm going to go ahead and start looking for it, unless you can tell us how to fix it.*

**Kyle:** [as Alvin] *You've got a lot of old books, and wasting disease sounds like an old book.*

**Teo:** [as Constance] *Is very Victorian.*

**Quinn:** [as Pax] *I don't know, the cure off the top of my head.*

**Hannah:** [as JR] *What is it though?*

**Quinn:** [as Pax] *A Vrykolakas is a-- Well, it's a type of undead similar to a vampire. Native to Greece and the Balkans.*

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

**Kyle:** [as Alvin] *Definitely in one of those books. Yeah.*

**Teo:** [as Constance] *Yeah.* There's a thing I can do here.

**Kyle:** Investigate a mystery or read a bad situation or something?

**Teo:** Or, use my lore library.

**Kyle:** Ah, your special library.

**Teo:** I'm going to hit the books.

**Quinn:** Yes.

**Teo:** Yeah.

**Quinn:** Constance, if you would like to use your lore library to investigate a mystery, go ahead and roll plus sharp.

**Teo:** Yeah.

**Kyle:** That gives a plus 1 to the roll?

**Quinn:** Yes.

**Teo:** It does. Indeed.

**Kyle:** Oh, boy.

**Quinn:** [rolls dice] I believe brings you up to plus 4.

**Teo:** Yeah. Because I'm good with them, books.

**Quinn:** You're wildly smart.

**Kyle:** [chuckles]

**Teo:** Not street smart at all. It's a strange combination. That is 10. That's a nice old 10.

**Kyle:** I was really hoping for the 12.

[laughter]

**Teo:** I know. I know.

**Quinn:** On a 10 plus, hold 2.

**Teo:** Okay.

**Quinn:** So, I only recently realized this, but the Tome of Mysteries has some additional investigative mystery questions.

**Kyle:** What?

**Teo and Hannah:** Oh.

**Quinn:** Yes, which are more suited towards phenomena, which are the alternative to monsters. These probably would have been so helpful in previous mysteries.

[laughter]

**Kyle:** Jeez. Well, listen, we leveled up and now we can ask more than [crosstalk] questions.

**Hannah:** We've got smarter.

**Quinn:** Yes. Your exposure to Otherwhere has broadened the list of questions that you can ask, I guess.

**Teo:** [chuckles]

**Quinn:** How is this phenomenon doing this? What could fix it, cure it or slow it down? How far does the effect reach? What will be affected next?

**Teo:** Well, I think the obvious one I'm going to ask, is what can fix it, cure it, etc., etc. And then, I'll go ahead and also ask what will be affected next. Let's try to get out ahead of something for once.

**Kyle:** Right.

**Quinn:** I think I'll start with what will be affected next.

So, Constance, it doesn't take you long. I think you've indexed and cataloged your undead, and specifically vampire mythology quite extensively after the strigoi. And so, it doesn't take you long to find information about Vrykolakas.

Vrykolakas are vampires in a sense, but they also have some characteristics of werewolves and zombies of Balkan folklore. There's a lot of information in here, but the part that you're looking for is the Vrykolakas wasting disease. In the folklore, Vrykolakas will travel through villages and knock upon doors. If they get no reply the first time, they'll pass without causing any harm. But if someone does answer the door, they will contract a wasting disease. Every day for seven days, they will lose 1/7th of themselves of their body and their spirit, until they die on the seventh day and are raised as another Vrykolakas.

They are known sometimes for this style. They're not like strigoi, where they just feast upon people, but they're also not like Westernized vampires who just feed on blood. They're known occasionally by the unfortunate moniker plague vampires.

**Teo:** Okay. Two very, very fun things together.

**Kyle:** Yeah. What a combo.

**Hannah:** would have gone with plague pyre, but that's just--

**Kyle:** Vamplague.

**Hannah:** Ooh. Very nice. Very nice. I like that. [Kyle chuckles] That's good too. Yeah.

**Quinn:** For your first question, what could fix it, cure it, or slow it down, there are two established ways to deal with the Vrykolakas wasting disease. The first is to kill the Vrykolakas, which inflicted the disease. The second is to transfer it to someone else.

**Kyle:** Yeah.

**Hannah:** I look at Agent Pax.

**Kyle:** [laughs]

**Teo:** Wait. No.

**Hannah:** I'm just looking. I'm just thinking.

**Quinn:** [laughs]

**Hannah:** Thoughts are free. Thoughts are free. I'm just thinking.

**Teo:** Sometimes when you hold magic in your hands, thoughts may not be fully free.

**Hannah:** [laughs]

**Kyle:** Yeah.

**Quinn:** But this is what you learn about Vrykolakas and your current situation.

**Teo:** Just to repeat that. So, we can either transfer it to someone else, or--

**Hannah:** She dies.

**Kyle:** Track down the Vrykolakas 40 years ago and kill it.

**Quinn:** I think, Constance, you can probably discern based on this that the original Vrykolakas which infected Georgiana must still be alive.

**Teo:** Oh. Otherwise, yeah. Okay.

**Quinn:** Otherwise, she would be fine.

**Teo:** Uh-huh. Cool.

**Quinn:** Where it is, who knows? But it presumably is still alive.

**Teo:** Okay.

**Kyle:** Probably Romania, based on our previous—

**Teo:** Mm. Too bad we don't have that fricking portal technology yet.

**Kyle:** [chuckles]

**Teo:** Even then.

**Kyle:** Or, do we-- No. JR? No.

**Quinn:** I think, Constance, as you come about this knowledge, Georgiana slowly begins to cease her her screaming and writhing on the ground. You can see on her torso, it looks like parts are just missing. Like, there's no wound. The skin looks fine. But underneath, it just looks like parts of her. You can see it on her arms as you look further. And even on her face, it looks more gaunt. Parts of her are just gone.

**Hannah:** Right.

**Quinn:** You would estimate approximately 1/7th.

**Teo:** Right. I look at Agent Pax. [as Constance] *Do you know of any way to slow this down? Buy us time. Can we stuff her in a freezer? Is there anything?*

**Quinn:** They look panicked for a second, like, [as Pax] *I don't know who I am, I don't know what I'm doing*, and then their eyes freeze on you and they say, [as Pax] *No, there's no way to slow it.*

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

**Kyle:** [as Alvin] *Can we bounce it, like, one of us, one of us, one of us, one of us, every day until we recover. It's like hot potato.*

**Teo:** [crosstalk] an interesting idea.

**Kyle:** [as Alvin] *Can we do hot potato with this? Everyone gets a day of wasting away.*

**Quinn:** [as Pax] *That, I don't know. I don't know a lot about the illness itself, except for what it looks like and what it does. It's possible.*

**Teo:** I relay to the team the situation, so that everyone is well aware and can also put your biggest thinking caps on, because this is-- Look, this is one of those moments, this is a *Star Trek* moment where we do not accept the limitations of the test in front of us.

**Kyle:** Yeah.

**Kyle and Hannah:** Kobayashi Maru.

**Teo:** Yes.

**Hannah:** Yes. Yes.

**Teo:** Exactly.

**Hannah:** Alvin,-

**Teo:** We are going to find our own way.

**Hannah:** you want to high five?

**Kyle:** All three of us do a *Star Trek* high five and nerd out for a second.

**Hannah:** Yup.

**Teo:** Look, I know that this is not my place, but I'm going to say it. I think Agent Pax would be a *Star Trek* fan, and also remember that on instinct [Kyle laughs] and be part of that. That's just me.

**Quinn:** I regret to inform you that Agent Pax does not join in your Kobayashi Maru high five.

**Hannah:** Oh, thank God. Good. It's important that we have something that's just for us, other than the other things that we have just for us.

**Kyle:** [chuckles]

**Quinn:** I think Mr. Blue has helped Georgiana back up onto the couch, and she's winded and recovering. He looks at the rest of you and says, [as Mr. Blue] *This is what I was afraid of. This is what exactly why I didn't want to leave. It sounds like you understand what this is. Do you have any sense of how to stop it?*

**Hannah:** [as JR] *Well, I was going to ask--*

**Kyle:** Yeah.

**Hannah:** [as JR] *Is this the kind of-- I don't know, is this the kind of thing that you would know anything about? Would you have any exposure to something like this in the Otherwhere, or is this completely foreign to you?*

**Quinn:** [as Mr. Blue] *Whatever did this is not a being in Otherwhere.*

**Kyle:** Yeah.

**Teo:** [as Constance] *And you have no way to find this being. Like, you don't have a honing beacon kind of thing?*

**Quinn:** [as Mr. Blue] No.

**Kyle:** Probably not. His solution when confronted with this was taking her to Otherwhere.

**Teo:** Yeah, it's true.

**Hannah:** Yeah. Okay.

**Kyle:** He's encountered this before.

**Hannah:** [as JR] *I just want to make sure, because teamwork makes the dream work. I don't want you to feel left out, but I also, if you have important knowledge, which I'm not saying you have not been sharing, you've been very good about that. But just like you're now in this group, it's share and share alike. We're not in it for personal glory. Certainly not me, because I really don't want everybody knowing my name.*

*If you think of anything, pipe up, let us know. No ideas or bad ideas, except for calling the police. Even then that's sometimes actually a good idea. Occasionally, depends on who you're calling. Sorry. Anyway, yes.*

**Quinn:** [as Mr. Blue] *I will help however I can, but I have no idea how to address this situation.*

**Hannah:** [as JR] *Okay. All right.*

**Teo:** [as Constance] *Well, look gang, I think there are some lines that we cannot cross. Raise your hand if you're in the club of we can't give a wasting away disease to someone else. So, I think our next best option is to find a way to freeze the situation as it stands until we come up with a better plan. Whether that's for finding this fricking thing or finding a loophole, which we're very good at. We're very good at loopholes. But I just want to just a show of hands, are we all in on the fact that we're not giving this to anyone in this room? and I look around at everybody tentatively as I raise my hand.*

**Kyle:** [as Alvin] *Yeah, I'm not on the murder train. Slowing it down may involve hot potato situation. Because you die in seven days, but you can transfer it. I don't know if the person gets better afterwards or are there still with a seventh missing?*

**Teo:** [as Constance] *That's a great question.*

**Kyle:** [as Alvin] *Listen, we've got a network of people who have been looking into this stuff for two months now. We may want to confer with The Daylight Society, see if they have a lead on anything, like the Vrykolakas, the Vrykolakas--*

**Quinn:** The Vrykolakas.

**Hannah:** [crosstalk] vampire.

**Kyle:** Plague vampire.

**Teo:** The plague vampire. [as Constance] *Alvin, I know that nobody's directly addressed your suggestion, but I'm going to go ahead and say it. I volunteer as tribute. Pass that hot potato to me for a little bit. It's my family.*

**Kyle:** [as Alvin] *Yeah, I'll help.*

**Quinn:** I think Agent Pax looks around, tries to suss the situation [Kyle laughs] and then-

**Kyle:** Considers maybe-- [crosstalk]

**Quinn:** -timidly raises their hand and says, [as Pax] *As long as I'm not last, I will gladly take a turn.*

**Kyle:** Aww.

**Teo:** [as Constance] *Oh. We already like you better than before.*

**Kyle:** [chuckles]

**Teo:** [as Constance] *Sorry. Sorry. You were mean before.*

**Quinn:** [as Pax] *I'm sorry.*

**Kyle:** [as Alvin] *I mean, we never met, you know?*

**Quinn:** [as Pax] *You've already admitted to knowing me before.*

**Kyle:** [as Alvin] *Oh, we did.*

**Hannah:** [as JR] *Oh. Fuck.*

**Teo:** [as Constance] *No, we did. Yeah. Look, they clearly have no concept of why they shouldn't like us. So, we're good.*

**Kyle:** [as Alvin] *We're cool. We're the cool ones.*

**Teo:** [as Constance] *Also, gang, I feel like given the severity of the situation, Georgiana, until we figure out what to do, I think it's time that you see Magdalena.*

**Hannah:** I'm just going to say that nobody has turned to JR to see whether or not she's in on this, don't give the vampire magic to anybody in the room. She would like it to remain that way, because she has not raised her hand yet. She's making eye [Quinn laughs] contact with the ceiling, because yeah, I'm glad you, guys, are all buddy-buddy with Pax. But.....

**Teo:** The reason Constance wanted the everyone to go around in the room is because she senses JR's hesitation [Hannah laughs] and she wants to put [Quinn laughs] JR on blast. A 100%.

**Hannah:** [laughs]

**Kyle:** Lots of peer pressure, yeah. [laughs]

**Teo:** And not so much because it's Pax, but because it's a human being that you're sentencing to death, essentially.

**Kyle:** There's an opportunity for growth.

**Teo:** Yes. Look, Constance will keep throwing these opportunities at you. You choose when to take them. She stared you down a little when she raised her hand.

**Hannah:** So, what about that family reunion? We should get that going.

**Kyle:** [chuckles]

**Quinn:** Georgiana winded and more than a little bit out of it, looks at you, Constance, and says, [as Georgiana] *I've long, long thought of seeing my sister again. This is not how I want our reunion to be. I don't want to see her like this.*

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

**Hannah:** [as JR] *Constance, what's going to hurt worse? Waiting or not telling your mom?*

**Teo:** [as Constance] *I'm going to go ahead and pick the wishes of a currently wasting away woman over my own preferences.*

**Hannah:** [as JR] *That's fair. We want to talk about opportunities for growth. I'm just pointing out both things,-*

**Teo:** [as Constance] *That's true.*

**Hannah:** [as JR] *-so that you are going, weep, weep. Life is about choices. I know that's a difficult relationship at times.*

**Teo:** [as Constance] *Yeah, it's going to be worse now. We'll see. Yeah, I think call up The Daylight Society, I might try to get in touch with my Buni and see if she's got any ideas.*

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

**Teo:** [as Constance] *I'm just going to say it. If we don't come up with a better plan than Alvin's in the next hour, we're going to go ahead, and pass me on as the hot potato and hope that that helps.*

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

**Quinn:** Do you want to call them all, or are you picking specific people?

**Kyle:** Bat signal.

**Hannah:** Well, I'm assuming that they probably have some phone tree, so that if we call them when we're like, [as JR] *Hey, this is what's going on. We're calling you first, not because we think that you're the best, but because you're probably at the top of the phone tree.*

**Quinn:** I feel like there's a Daylight society Slack.

**Teo:** Oh, yeah.

**Kyle:** It's probably WhatsApp.

**Hannah:** Yeah.

**Quinn:** I mean, there's probably also a phone tree for sensitive content that you don't want stored in a digital way, but there's a Slack too.

**Hannah:** Yeah, for sure.

**Kyle:** I think the Slack's fine for, [as Alvin] *We're back. Let's talk.*

**Hannah:** Yeah. I also want to know if it's at all worthwhile for me to give Stoney a call. I mean, he left me a very kind voicemail that I will treasure deeply, but also let him know that we're back. Probably give him a heads up on what's happening with Agent Paxter and see if he knows anything else that's been going on since we've been off.

**Teo:** And if he knows anything about this.

**Hannah:** Yeah. Any more vampires? We've had one, but they come in many different colors and flavors.

**Quinn:** So, JR, you're going to give Stoney a call.

**Hannah:** Yes.

**Quinn:** Someone is notifying The Daylight Society?

**Kyle:** I can do that.

**Quinn:** Okay.

**Kyle:** Constance is interested in Buni time.

**Teo:** Yeah.

**Quinn:** Okay. Anyone want to go first?

**Kyle:** I type the message into the slide.

**Hannah:** [laughs]

**Teo:** Do you find the perfect GIF to be a little light hearted, or is it just straight text?

**Kyle:** The text says, [as Alvin] *Hey, gang, we're back. Let's chat at Constance's soon/now.* A Poop emoji.

**Teo:** Okay.

**Kyle:** The poop emoji means wasting disease. They know that.

**Quinn:** [laughs] Alvin, you go to alert The Daylight Society Slack. I'm going to give you an oops.

**Hannah:** Oh.

**Kyle:** My favorite thing.

**Hannah:** Yay.

**Quinn:** As you're pulling this up, I think you see just the most recent few messages. You notice there's one from two days ago from Kristen. It's a note saying that she feels like she is being followed.

**Kyle:** Probably--

**Quinn:** But she can't ever see who's following her. She always feels like there's something at the edge of her vision, but she can never see who it is.

**Kyle:** That sounds familiar. Was that happening with the spider, something at the edge of our vision or something?

**Quinn:** Maybe.

**Kyle:** Alvin thinks that feels familiar- [chuckles]

**Quinn:** Yeah.

**Kyle:** -in any number of historical ways.

**Quinn:** The other thing that you notice, is that no one has responded to her.

**Hannah:** Huh.

**Kyle:** Aww.

**Quinn:** The rest of the conversation continued almost as though she never sent the message.

**Hannah:** You should maybe pay her a visit.

**Quinn:** And immediately, you get a flood of responses like, "Welcome back. Oh my gosh. So excite. We'll be at the studio in 10:15. I have to finish up work. I'll be there in two hours." But everyone's converging on the studio.

**Kyle:** I'll just punch in a follow up question. [as Alvin] *Has anyone seen Kristen?* Eyerolly.

**Quinn:** You get a bunch of question marks in response.

**Kyle:** Okay, I'm going to call.

**Quinn:** Who?

**Kyle:** Kristen.

**Quinn:** It rings and rings and just keeps ringing. It never actually even goes to voicemail.

**Kyle:** Oh. I like that even less.

**Hannah:** Maybe you should take some screen grabs of this, so that you have the Slack in case for some reason the number disappears.

**Kyle:** Yeah, that's a good idea. I'll take some screenshots. I think while people are coming over to converge and doing their research things, I think Alvin's going to check on her place. Do we know where everyone lives in The Daylight Society?

**Teo:** I feel like we got that in a spreadsheet.

**Quinn:** I assume you probably do.

**Kyle:** Yeah. Yeah. I feel like there's a contact form.

**Teo:** At the very least, Constance has sent out invitations to her art shows to everyone in that list.

**Kyle:** That's true.

**Quinn:** Yeah.

**Kyle:** So I'll get the address from Constance and head out.

**Quinn:** Okay. So, you're going to go check in on Kristen?

**Kyle:** [as Alvin] *Going to check on Kristen. I'm sure it's nothing, but I'll be right back, gang.*

**Quinn:** Alvin, at your second mention that you're going to go check in on Kristen, I think several people in The Daylight Society respond back, [as People] *Who?*

**Teo:** Oh, shit.

**Kyle:** Oh, no. Oh, no, no, no. People are forgetting.

**Teo:** Oh no.

**Kyle:** I don't know why I assumed it was just Pax, but people are forgetting.

**Teo:** Shit.

**Hannah:** I do want to, at some point-- Obviously, we got all and you've just done some research, but I think there's several avenues of research that I want. Like, I want to know more about this vampire. Definitely. Because we got some answers about the disease. But I want to know more about this fucking vampire too at some point.

**Quinn:** Sure. If you'd like to do some research after your call with Stoney, we can definitely do that.

**Hannah:** Yeah. Yeah.

**Kyle:** Might learn from Buni too.

**Quinn:** Mm-hmm.

**Hannah:** Yeah, we've got to do more. Oh, my God. [chuckles] I'm going to have to do so much. We're going to be at the library so much. Oh, God.

**Quinn:** I don't think you really need to go to the library.

**Kyle:** The library is the home.

**Quinn:** Constance's studio is like-

**Hannah:** I want to go to the library.

**Quinn:** -a Mecca of information on the supernatural.

**Teo:** Yeah.

**Quinn:** But JR, if you like the aesthetic of going to the library, you're welcome to do that.

**Hannah:** Yes.

**Quinn:** Okay.

**Hannah:** Yes.

**Quinn:** But first, you wanted to call Stoney, correct?

**Hannah:** Yeah. Let me-- I got a couple different things that I want to talk to him about. So, yeah, let me give him a ring.

**Quinn:** It rings a couple times and he picks up. [as Stoney] *JR, you're back. You made it.*

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

**Quinn:** [as Stoney] *Welcome home.*

**Hannah:** [as JR] *We are back. Did not feel like--*

**Quinn:** [as Stoney] *I was worried about you.*

**Hannah:** [as JR] *Oh, that's very sweet of you, Stoney. Yeah, definitely did not feel like two months. I got your voicemail. We had somebody interesting turn up-*

**Quinn:** [as Stoney] *Yup.*

**Hannah:** [as JR] *-at Constance's today. Agent Pax. But they have no memory of who they are.*

**Quinn:** [as Stoney] *Sorry, who?*

**Hannah:** *Huh.*

**Kyle:** *Mm-hmm.*

**Hannah:** [as JR] *Okay. Well, this leads me to my second bullet point, which is that it appears that people in town are losing their memory, and then people are forgetting who they are. Because this is the second person that we appear to have found who does not remember who they are and you don't remember who they are. You literally left me a voicemail message with this person's name in it, and you're now telling me you don't know who this person is.*

**Quinn:** [as Stoney] *I don't know what to tell you, JR. I never heard of an Agent Pax in my life.*

**Hannah:** [as JR] *Oh, no. I'm not trying to attack you. I'm just saying that, you know, in a town of weird stuff happening, this appears to be a weird thing.*

**Quinn:** [as Stoney] *Yeah.*

**Hannah:** [as JR] *So, I don't really know what we do with that. But if anybody you know says they feel like they're being followed, you need to be aware of that. If you feel like you're being followed, which I realize is very vague and unhelpful, but it's better than nothing.*

**Quinn:** [as Stoney] *Well, last time I was being followed, it was by Leon.*

**Hannah:** [as JR] *Yeah. Well, [laughs] I don't think it's Leon who's following. Well, he's probably following somebody. I don't know what he's up to. He probably has a giant murder board. Oh, my God. Oh, he's going to be so difficult--*

**Quinn:** [as Stoney] *Been remarkably quiet.*

**Kyle:** [as Alvin] *He does. He's here.*

**Hannah:** [as JR] *He's going to be so hard to reign in now. Oh, my God.*

**Quinn:** [as Stoney] *He wasn't hard to reign in before?*

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

**Quinn:** [as Stoney] *Lord have mercy.*

**Hannah:** [as JR] *Oh. Anyway, the third thing is we may have another vampire situation. Different kind of vampire.*

**Quinn:** [as Stoney] *All right.*

**Hannah:** [as JR] *We're going to do some research on that. I would tell you to come over, and I'd be happy to answer any questions, but we're apparently about to have a giant meeting of folks here to help us out. So--*

**Quinn:** [as Stoney] *I'll leave you all to it.*

**Hannah:** [as JR] *Yeah. But anything else pops up, give us a call, because we seem to have landed in the middle of several pickles.*

**Teo:** [as Constance] *Also, if he knows anything about how to freeze someone's wounds, how to stop tying, anything.*

**Hannah:** [as JR] *Yeah. This is a weird one. I don't know, maybe this isn't-- We've got somebody here who's got a suit, probably a supernatural wound from this vampire. And the thing is, if we don't do anything about it in six days now, she's going to die. You know, none of us are medical professionals, and you are. Lucky for you, if you know if there's a way to literally freeze or stop a wound from progressing.*

**Quinn:** [as Stoney] *JR, I was an army medic.*

**Hannah:** [as JR] *Still more medical training than I have. Like a lot more.*

**Quinn:** [as Stoney] *Can you stitch up the wounds?*

**Kyle:** [as Alvin] *The bar's pretty low.*

**Teo:** [as Constance] *It's magical.*

**Hannah:** [as JR] *It's a magical wound.*

**Kyle:** [as Alvin] *Magical stitches.*

**Quinn:** [as Stoney] *It's a little out of my depth, JR. I don't know too much about magical diseases or wounds or illnesses.*

**Hannah:** [as JR] *Look, it never hurts to ask, unless I'm asking you to do something criminal and then it's solicitation. And if you agree, that's conspiracy, an attempt, possibly, depending on the jurisdiction. But okay.*

**Quinn:** [as Stoney] *Yeah. No, JR, I know about our web of criminal activity that we've been engaged in. Yeah.*

**Hannah:** [laughs]

**Quinn:** [as Stoney] *You don't need to remind me.*

**Kyle:** [chuckles]

**Hannah:** [as JR] *Yeah. Okay. Well, if you think of anything, we're going to do more research, but yeah, keep an eye out for weird vampire shit, people being followed and anybody who-- Yeah, if you have anybody who says they're being followed, keep an eye on them.*

**Quinn:** [as Stoney] *All right. I will let you know if anything comes up.*

**Hannah:** [as JR] *All right. Well, we'll be in touch, Stoney.*

**Quinn:** [as Stoney] *All right. You take care, JR.*

**Hannah:** [as JR] *You too.*

**Quinn:** Click.

**Kyle:** [chuckles]

**Hannah:** I think that went well. [laughs]

**Quinn:** Let's keep rolling with you, JR. You wanted to do a little bit more digging at the library, because you don't want to use Constance's library.

**Hannah:** I'm going to go down to the local library.

**Quinn:** Have we done a scene at the Firmament Public Library?

**Hannah:** I don't think we have.

**Quinn:** I don't think we have.

**Hannah:** So, Quinn, this is an opportunity for-- Look, you're welcome, for me wanting to go to the library and broaden my horizons.

**Kyle:** [chuckles]

**Quinn:** Yeah, I think the Firmament Public Library is--

**Kyle:** Take a look.

**Hannah:** Dinner book.

**Kyle:** Dinner book.

**Hannah:** Reading rain.

**Kyle:** At Firmament library.

**Quinn:** Firmament Library.

**Kyle:** [chuckles]

**Quinn:** Yeah. There's multiple branches in the city. Firmament's big enough that I think it probably has two or three. But you go to the Main Street location, which is the main branch of the Firmament Public Library. System. I think it's in an old brick structure. So, it's got a really nice archaic, chic aesthetic to it.

You head inside. You know, there's not a ton of people there. I think a lot of people prefer to use the library at Firmament College, has a more expansive collection, but it's a perfectly serviceable library. There's a computer section, there's a silent reading section, there's all of the stacks. And yeah, it's a library.

**Hannah:** This is an important question for JR and also just for my own edification. I'm assuming, because we got the public library, which is great. Awesome. Because we've got the academic library, I'm assuming there's like an interlibrary loan program that I can use or do I have to be like an alumni of Firmament College? Like, how well is this library connected with the other library?

**Quinn:** Probably pretty well. I think there's priority for students who need books at the Firmament College library.

**Hannah:** Fuck.

**Quinn:** If they're physical texts, they have to move them around town. So, sometimes it takes like a day or two if you don't want to go pick it up from the other library. But otherwise, yeah, you generally have access.

**Hannah:** Follow up question. Am I able to get like JSTOR articles?

**Quinn:** Yeah. Sure.

**Hannah:** Yes. All right. Awesome. This is a good library. Good.

**Quinn:** Yeah. I don't know if it's going to materially affect the information you can get.

**Hannah:** Look, there's probably an academic article about vampire. There's probably several academic articles.

**Quinn:** I like how you went to the public library, but demanded all of the fancy access of the academic library. [chuckles]

**Hannah:** Look, we also have a lot of exposure at Firmament College. Like, there's a lot of people there who know what I look like and not in a good cause context. I'm not sure if I want to run into anybody from the health clinic.

**Quinn:** From the time you set fire to the student health center. [chuckles]

**Hannah:** Right. Or, anybody from the dorm or anybody from the computer labs. [laughs].

**Quinn:** Yeah. You've really done a number on Firmament College.

**Hannah:** Yes. Yes. There's a like, have you seen this lady poster?

**Quinn:** There's wanted posters of you.

**Hannah:** Yup. Yup.

**Teo:** You didn't think they'd put those up on a university campus, but they made an exception.

**Hannah:** Yup.

**Kyle:** Yeah, there's a whole club dedicated to finding you now.

[laughter]

**Hannah:** So, this was important. I know you thought I was just bullshitting, but no, it was important. Then I go to the public library, not to the campus. Okay, yes, I would like to go to the public library and perhaps find a nice reference librarian who may be willing to help me out looking up some-- Hold on. I'm checking the notes. The Viking? No, the--

**Quinn:** The Vrykolakas?

**Hannah:** Yes. The Vry--

**Teo:** The Viking.

**Hannah:** Ther Vrykolakas Viking vampire.

**Quinn:** It's not a Viking vampire. It's a Greek vampire.

**Teo:** You're going to have a really hard time getting Viking out of our head now. I'm sorry, Quinn. It's just going to have to build it in, you know, roll with the punches.

**Quinn:** The Viking vampires are Draugr. They're more like zombies.

**Teo:** Oh.

**Kyle:** They're coming later.

**Hannah:** All right.

**Teo:** Okay.

**Hannah:** Okay. So, that is what I would like to do.

**Quinn:** I've done a lot of research on undead creatures for this podcast.

**Teo:** That's fair.

**Hannah:** I'm very impressed. Yeah, so, I would like to see if there's a reference librarian. And if there isn't, spend some time on whatever search I can get on that computer to find information there. I don't know what I need to roll to do that, but that is what I would like to do.

**Quinn:** Are there usually reference librarians for occult and supernatural at the public library?

**Hannah:** No. But there would probably be--

**Quinn:** M'kay. Then no.

**Hannah:** There's going to be a librarian who would be able to help me figure out where to look.

**Quinn:** Sure. [chuckles] There is a librarian.

**Hannah:** Point me in the right direction.

**Kyle:** It's going to be very funny when there's a librarian who says, [as Librarian] *Oh, yeah, there's this art girl that comes in. She's got a lot of books about this. You should go ask her.*

**Teo:** Yuck.

**Hannah:** [laughs]

**Teo:** Actually, she loaned us the only copies we have.

**Kyle:** The only copy of the Necronomicon that we have in stock.

**Teo:** [laughs]

**Hannah:** So, yes, I'd like to talk to a librarian.

**Quinn:** There is a reference librarian. I think they offer to help you.

**Hannah:** Okay.

**Quinn:** I don't think it's particularly interesting to play that out.

**Hannah:** That's fine.

**Quinn:** So, I'm not going to.

**Hannah:** [laughs]

**Quinn:** But go ahead and give me a roll to investigate a mystery.

**Hannah:** Okay. Let's see. [rolls dice] That is going to be an 8.

**Quinn:** On a 7 to 9, hold 1.

**Hannah:** Okay. I kinda want to know, where did it go?

**Quinn:** Vrykolakas are most common in Greek and Salento folklore. However, they've been known to travel broadly within the Balkans. They are exceedingly rare outside of the region.

**Kyle:** Yeah.

**Hannah:** Okay.

**Kyle:** They stayed home.

**Hannah:** All right. That's not a hard no, but the likelihood that it's your in Firmament is low.

**Quinn:** Is highly unlikely.

**Hannah:** It's low.

**Kyle:** Yeah.

**Hannah:** Okay. Well, that's helpful.

**Teo:** Probably still in Romania.

**Hannah:** Okay. All right. Well, is there anything else interesting at the library for me to look at, maybe some nice public art?

**Quinn:** Yeah. Bree Dalton has a really nice installation.

**Hannah:** Ooh. Okay.

**Teo:** Of course.

**Teo:** [chuckles]

**Quinn:** Constance, what do we think Bree's installation is?

**Teo:** Ooh. I think that she has taken the GPS tracking pieces in everyone's cell phone and has recreated Beyonce's face out of it and it is up to your interpretation what that means.

**Kyle:** Someone can be like, [as Someone] *I'm probably this bit on the earlobe. That's my GPS.*

**Teo:** It's not literally everyone's. She bought a bunch of phones. It actually is a partnership with Apple. Apple's trying to cultivate a friendlier, cool image and talk about how they don't sell your data like everyone else, which is a lot.

**Kyle:** By selling your data too-- [crosstalk]

**Teo:** Yeah. 100%.

**Kyle:** Yeah.

**Quinn:** It's called formation of movement.

**Teo:** Yes. They did get sued over it, but then they settled out of court and everyone's happy.

**Quinn:** Yeah. They took out the parentheses.

**Kyle:** Bumped the price.

**Teo:** Yeah.

**Quinn:** It's just formations of movement.

**Teo:** Perfect.

**Kyle:** But the controversy made it more well done.

**Quinn:** Yeah.

**Teo:** Oh, of course.

**Kyle:** [crosstalk] spot here.

**Quinn:** It's actually the biggest art piece in Firmament in a long time. Bree's blown up.

**Teo:** Yeah. Bree's going to do a pop-up shop at Burning Man.

**Kyle:** [chuckles]

**Quinn:** Mm-hmm.

**Kyle:** Well, local competition has been a little dizzy lately.

[laughter]

**Teo:** I love the idea of being put in the same category. Thank you.

**Kyle:** [laughs] I would think you would consider yourself in that category.

**Teo:** Oh, Constance has terrible self-esteem. Don't worry about it.

**Hannah:** [laughs] We're learning so much.

**Kyle:** I thought you were going to be the best artist.

**Quinn:** Constance just learns that she paints in four dimensions in artistic world views that literally no one else can see. But she still has low self-esteem. That's extremely relatable.

**Hannah:** Yet, maybe all struggle, man.

**Teo:** Yeah.

**Quinn:** No, it's extremely relatable. [laughs]

**Teo:** Yeah, exactly. She still feels like an imposter, because she didn't know she was painting in four dimensional space. So, does it even count?

**Kyle:** Oh. Do you feel maybe now like some other entity has been using your art as its medium?

**Teo:** No, I just feel like if I didn't do it intentionally, is it still cool? Probably not.

**Kyle:** Got it.

**Hannah:** Boy, a lot to work through here.

**Quinn:** So, JR, that's the cool public art that you see. [chuckles]

**Hannah:** Cool.

**Teo:** [laughs]

**Hannah:** I sit for a solid 10 minutes and just thoughtfully contemplate it, because it's nice. I enjoy it.

**Quinn:** Let's jump to Constance.

**Teo:** Yee.

**Quinn:** Constance, you want to commune with your Buni.

**Teo:** Yeah. Buni time.

**Quinn:** Go ahead and give me a roll, plus weird.

**Teo:** Big money. Big money. [rolls dice] Well, medium money. That's an 8.

**Quinn:** On a 7 to 9, a past life has a little experience. You get to hold 1.

**Teo:** I am going to ask what did a past life discover about Vrykolakas? Because that might give us location, or death blows or something else entirely. Maybe it likes banjo music.

**Kyle:** Yeah.

**Quinn:** Okay. Constance, I think the scene that we get is your Buni and Bunello sitting at the table in their house. It's one of those late nights where they're up past your mother and Georgiana's bedtime, and they're just having a quiet conversation across the table over a series of scattered notes and candlelight.

They're riffing, like part old married couple, part buddy detectives, like playing off of different ideas. This is clearly the part of their monster hunting career where they're quite knowledgeable. We jump in in the midst of this conversation.

Constance, one thing you notice, is that this vision is, for lack of a better term, staticy. You're seeing it as though it's on an old timey television and hearing it as though it's coming through a lot of static on a radio. It almost seems like there's some interference, but the message is clear.

"Well, it could be a Vrykolakas. We know it's an undead of some kind, so that narrows it down. They're not native to Romania, but they have been known to make their way up here. Everything seems to find its way here. Every foul undead creature seems to find its way into our country, into our home. So, it could be one of them. What do we know?

Well, they're not like strigoi or Moroi. They don't have a thin or starved appearance. They swell up, have a drum like form, become large, ruddy. Obviously, the wasting disease is the most prominent feature in the lore. Superstition says it only strikes if you answer when they first knock. But of course, there are many accounts of those who have simply been preyed upon by Vrykolakas, but left alive, slowly wasting away in its absence until they too arise.

Usually, the spawn are quite weak. Often, even if they find victims of their own, they die out. No one can quite explain why. But regardless, it's the same as most vampires. Remove the head and burn the body. Unlike a strigoi or Moroi, the spirit can't jump from cadaver to cadaver, so it's easier as long as you can stay out of reach of their claws and avoid the wasting disease yourself. And then, the scene fritzes out like an old timey television and it's gone."

**Teo:** Okay. Good old beheading.

**Kyle:** Classic throwback.

**Teo:** Yeah.

**Kyle:** Episode 1.

**Teo:** Keeping it simple. Gotta find it and cut its head off.

**Kyle:** [chuckles]

[music]

**Quinn:** Hey, folks. Quinn here. Thanks so much for tuning in to Episode 40 of Monster Hour. We've hit our middle age now, so be sure to tune in next week as Alvin reviews his finances, Constance deals with agonizing back pain and JR buys an overpriced sports car. The real monster's coming when we cut loose in our 50s though once the kids are out of the house. Just you wait.

As always, I want to thank everyone who's been spreading the word about the show by leaving us a rating and review, talking about us on social media and recommending the show to a friend. Honestly, we are like kids on Christmas morning every time we get a new review. Both because as creators, it's super heartening to hear about folks who enjoy the show that we're making, and also because ratings and reviews are super important for helping new folks find out about the show.

So, if you have made it to Episode 40 and haven't left us a review yet, I would humbly ask you to hop onto whatever app that you're listening to this podcast on, or if your app doesn't have a rating system to jump over to *podchaser.com* and just say a few nice things, whatever you liked about the show that hooked you for 40 episodes. It's the best thing that you can do to support us and we honestly appreciate it more than you know.

I also want to give a shoutout to our newest patron, Dora. A big thank you to Dora and all of our Patreon supporters for supporting the show and helping us bring you awesome bonus content. We just posted my GM and mystery notes for ARC 5. At the time of me recording this interlude, I am almost finished editing the very first Patreon exclusive episode. If you enjoyed the Stoney Special and want to learn about another one of our most long standing and enigmatic NPCs, now is the perfect time to join Dora in backing us on Patreon.

That's all I've got for you this week, folks. We will return with Episode 41 of Monster Hour on January 4th, 2021. Until then, happy Holidays, Happy New Year and stay spooky.

[music]

**Quinn:** Alvin, you make your way across town on your bike. I assume that's still your primary form of transportation.

**Kyle:** Absolutely.

**Quinn:** To Kristen's-- I can't recall if we've gotten to Kristen's apartment or not. She lives in a trendy bohemian loft, somewhat near Firmament college, but not directly next to it.

**Kyle:** Right.

**Quinn:** I don't know that you've been there. I do think that you know where it is because of The Daylight Society safety protocols of needing to be able to check-in on each other. So, you make your way there and you arrive at the front door.

**Kyle:** I put the kickstand out on my bike.

**Quinn:** Good, good.

**Kyle:** No, I don't. I hop off the bike, dish it in the yard as I-- Oh, it's a loft. Anyways, I ring the door.

**Quinn:** I carefully lock it up on the street. [laughs]

**Kyle:** Yes, I carefully lock it up on the street.

**Quinn:** You ring the doorbell.

**Kyle:** It's probably a buzzer.

**Quinn:** Yeah. There's no immediate response.

**Kyle:** Can I see the window of the lob or balcony?

**Quinn:** I think the front door opens immediately into a staircase, so you can't really see much. Most of the loft is on second and third story of this building. As you're looking around, you hear a voice come over the intercom.

[as Kristen] *Hello, is somebody there?*

**Kyle:** I answer and say, [as Alvin] *Listen, you're probably confused. This is probably a wild thing to say. But my name is Alvin, your name is Kristen and we know each other. I'm guessing that you probably are lost and have forgotten a lot.*

**Quinn:** Give me a role to manipulate someone.

**Kyle:** Oh, crap.

[laughter]

**Kyle:** [rolls dice] That's a 4. I'm the wrong person for this job. I'm realizing this very quickly.

**Quinn:** [laughs] [as Kristen] *Listen, I don't know you. I don't feel like I should let up people I don't know. I'm just going to go sit down.*

**Kyle:** [as Alvin] *Have you left here?* I don't know, I'm trying to assess that if she's intended to stay here, which is potentially a safe place.

**Quinn:** The buzzer goes dead.

**Kyle:** Can I call Constance?

**Quinn:** [chuckles] Sure.

**Teo:** [chuckles]

**Kyle:** Ring, ring, ring, ring. [as Alvin] *Constance?*

**Teo:** [as Constance] *Huh. Yeah. Yup. Yup, yup.*

**Kyle:** [as Alvin] *Do you just have a vision? Do you just have a meemaw vision?*

**Teo:** [as Constance] *Oh, yeah. Big meemaw. Big meemaw energy.*

**Kyle:** [as Alvin] *I hope you learned something good. I found Kristen. She's in her apartment. Her loft. Sorry. She wants us to call it a loft.*

**Teo:** [as Constance] *Sorry. You know how I have allergies to my visions. Oh, geez.*

**Kyle:** [as Alvin] *Did you take your medicine? Did you take your vision allergy medicine?*

**Quinn:** *Are you allergic to your own visions? [laughs]*

**Teo:** *100%, yes.*

**Quinn:** *It's so constant.*

**Kyle:** *Okay. Well, [Teo [laughs] it should kick in pretty soon, I guess. [as Alvin] Listen, she doesn't know who we are. I don't think she knows who she is. I think she's got a packed situation going on here too.*

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

**Kyle:** [as Alvin] *Any tips? What do you think? What should we do? Is she safe here or should we-- I don't really want to break in and take her to—*

**Teo:** [as Constance] *No.*

**Kyle:** [as Alvin] *That seems bad.*

**Teo:** [as Constance] *No. Everything about that sentence sounds terrible. Don't do that.*

**Kyle:** [as Alvin] *Yeah, it was sounding worse and worse as I said it.*

**Quinn:** [chuckles]

**Teo:** [as Constance] *Yeah. You know what I would do? What shirt are you wearing?*

**Kyle:** [as Alvin] *You know, the flannel, the red one.*

**Teo:** [as Constance] *The red one. Yeah. Okay. You like the blue one better, right?*

**Kyle:** [as Alvin] *I do.*

**Teo:** [as Constance] *Okay, good. Why don't you go ahead and rip off a part of your sleeve.*

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

**Teo:** [as Constance] *And then, you're going to need to write your phone number on it.*

**Kyle:** [as Alvin] *Oh, I have paper. Well, that's fine. This is more personal, I guess.*

**Teo:** [as Constance] *Yeah. Sure. If you have paper, then you also have a pen.*

**Kyle:** [as Alvin] *I don't, actually.*

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

[chuckles]

**Teo:** [as Constance] *Okay, new plan. Throw away the piece of sleeve.*

**Kyle:** [as Alvin] *Okay. Done.*

**Teo:** [as Constance] *Find a rock.*

**Kyle:** [as Alvin] *Big one, little one?*

**Teo:** [as Constance] *One that can fit your phone number on it.*

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

**Hannah:** Where is this going?

**Teo:** [as Constance] *Use your claw and scratch your phone number into it. Okay?*

**Kyle:** [as Alvin] *This is brilliant.*

**Teo:** [as Constance] *Okay, great. Is it legible?*

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

**Teo:** [as Constance] *Okay, excellent. You're going to leave that rock right outside her door.*

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

**Teo:** [as Constance] *And now, you're going to need to get her back on the intercom to tell her, I know you don't-- Listen to my words very carefully. Try to mimic the tone.*

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

**Teo:** [as Constance] *You're going to say, I know you don't believe me right now. And if I were you, I wouldn't either. But I've scratched my phone number into this rock that I've left outside your door. When you're ready to know what happened to you, call me.*

**Kyle:** [as Alvin] *That is a wonderful idea. Don't know what I'd do without you, Constance.*

**Teo:** [as Constance] *Great. Now, use that charisma.*

**Kyle:** [laughs] [as Alvin] *All right. I'll call you back immediately.* I hit the buzzer again.

**Teo:** And you got a plus 1 now. You followed my advice.

**Kyle:** [laughs]

**Quinn:** Yes.

**Kyle:** Yes.

**Quinn:** Constance, your often right move, which we have often forgotten.

**Teo:** Yup.

**Quinn:** Would definitely factor in here.

**Kyle:** I buzz back.

**Quinn:** After several long seconds, you hear the intercom come on again. [as Kristen] *Listen, you-- You need to go away.*

**Kyle:** [as Alvin] *Kristen, I know you won't believe me.* Or, wait. [as Alvin] *I know you don't know me.* No.

**Quinn:** [laughs]

**Kyle:** [as Alvin] *You won't believe me. But when you're ready, I've left my phone number here outside the door. It's on a rock. Don't worry about it. We can help you. If you're ready to know what's going on and who you are, give me a call.*

**Quinn:** [as Kristen] *Okay. Bye. Click.*

**Kyle:** [as Alvin] *Bye.* I feel like that worked perfectly.

**Teo:** [chuckles] Look, it's up to her.

**Kyle:** Yeah. Do I manipulate them?

**Quinn:** The intercom is silent.

**Kyle:** I guess it's silent. I position the rock nice, and obviously and carefully in front of the door. If there's a railing, I'll put it on that.

**Quinn:** Yeah. You position the rock with your phone number very prominently and obviously.

**Kyle:** I buzz one more time.

**Hannah:** Oh, boy.

**Quinn:** The answer is a bit quicker this time. [as Kristen] *Hey, I told you to leave me alone.*

**Kyle:** [as Alvin] *Yeah. Are you going to-- Are you going to-- Are you going to call?*

**Teo:** Oh, gosh.

**Hannah:** Oh.

**Kyle:** This is too pushy. [as Alvin] *The phone number's here. I'll see you later. You have a bunch of friends waiting for you.* That sounds weird too.

**Kyle:** Oh, God. I have to leave.

**Teo:** [laughs]

**Hannah:** Yeah, you need to go.

**Kyle:** Goodbye.

**Hannah:** [laughs]

**Teo:** I mean, better than breaking in and grabbing her, which was apparently Alvin's other plan.

**Kyle:** I run away, and I come back, and get my bike and then I ride off into the sunset.

**Teo:** Oh, my God.

**Hannah:** Oh, God. [laughs]

**Quinn:** Alvin, you hop on your bike and begin pedaling back to the studio. As you do, you have the uncanny sensation that you are being watched.

**Teo:** [gasps]

**Hannah:** Oh, no, Alvin.

[Monster Hour theme]

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