

CC09: FRACTURED SOULS

MISS TENOR:

They say that Arborwood Grove is haunted. They say that it's always been haunted, ever since before it was built. They say the man we know as Charles Carr wasn't really named that, and that everything we thought we knew about him was a lie. A fake identity he created to escape persecution for the murder of his wife and family back in England. They say he brought locks of their hair with him when he made the crossing. Maybe out of love. Maybe as souvenirs. They say he buried the hair in the middle of the prairie, went back east to join up with the Hudson's Bay Company, and through a series of misfortunes, wound up with a deed to the land where he'd hidden the last remnants of his murdered family. Then, they say he came back. They say his greed was far stronger than his guilt, and he immediately began construction on a house. And from this house, he would oversee the construction of a town made for Charles Carr, by Charles Carr, with no regard for anyone or anything that was already living there.

Because they say those hairs still had parts of his family's souls. Not entire souls. Just parts. Just enough to fit into a few locks of hair. They say everything that ever happened at Arborwood Grove is the result of those four fractured souls clawing their way out of the ground, seeking revenge on the man who murdered them and built a home on their burial site. They say that when Charles Carr moved away, the souls were appeased, and they returned to their subterranean slumber. But they say that if any person with Carr blood in their veins enters Arborwood Grove, the restless spirits will rise again and wreak havoc on anything and everything that falls within their reach. They say that one day, the broken souls will come again. That when they do, it will be the last day anyone breathes in the town of Arborwood. But they say a lot of things.

INTRO MUSIC

CREDITS: File CC, track nine. Fractured Souls.

INDISTINCT VOICES OF A SMALL CROWD

BRIEF APPLAUSE

ZEALOT LEADER: Now you've all seen the news! You've seen what they're saying is causing all this! A snowstorm!

CROWD BOOS

ZEALOT LEADER: Hah! As if a snowstorm would cause our phones to go haywire! As if a little winter wind would cause our town hall to burst into flames! And even if it did, it wouldn't do the same thing to four other buildings across town!

CROWD MUTTERS IN AGREEMENT

ZEALOT LEADER: The government is avoiding the truth, and the media is feeding us every little lie they can get their hands on. But we know the truth. We know what's really going on here, don't we?

CROWD CHEERS AND WHISTLES

ZEALOT LEADER: We know, as we've always known, that this town is a vessel. It holds a spirit! An aged life force that has been waiting patiently for one hundred and ninety-three years to be freed, and it has decided that today is the day!

CROWD CHEERS

ZEALOT LEADER: Those of you joining us for the first time may be unfamiliar with this knowledge. And that is perfectly alright. Even without being fully educated in the truth of this town, you are one of us. Perhaps even more so! Look at you, sitting here among us, fuelled by nothing but faith and the wish to protect your town and your loved ones. You are welcomed here, and you will be rewarded right along with the rest of us once you join our ranks!

CROWD WHISTLES

CHATTER RISES

ZEALOT LEADER: Yes, alright, alright, don't get too excited just yet! We still have work to do, after all.

CROSSCUT WITH BAXTER: PHONE STARTS RINGING

ROBBIE: *(in a whisper)*
Shit.

NOAH: *(also whispering)*
Turn it off!

ZEALOT LEADER: And that, my friends, brings us to the matter at hand.

NOAH: Don't answer it!

PHONE STOPS RINGING

FERN: *(over the phone)*
Robbie, where are you?

ROBBIE: ...Hey, Maman.

FERN: I asked you a question.

ROBBIE: I'm... at the rec centre.

FERN: ...Isn't that where the Zealots are meeting?

ROBBIE: Are they? Wow, what a coincidence. No, I'm just... hanging out.

FERN: Robbie, you had better not be going along with all that nonsense.

ROBBIE: I'm not!

NOAH: No, no, it's fine Mrs. Coté, we're just spying on them.

ROBBIE: No we're not!

NOAH: No, you're right, we're just sitting outside a door, listening to everything they say and recording it for later.

ROBBIE: We're not recording it for later.

NOAH: Then what are we recording it for? And don't say it's just for your new ghost friend-

ROBBIE: Shh- Shh-

FERN: Your what??

ROBBIE: Uh... Oh no, I think the phones are going out again, I can't hear you, Maman! Call you back later, love you, bye!

FERN: Wait, Robbie-

HE HANGS UP ON HER

ROBBIE: Really?

NOAH: I thought she knew!

ROBBIE: No, my other mom knows.

NOAH: Ohh. Sorry.

ROBBIE: It's not your fault she managed to call me on a day when literally none of our phones are working.

FOOTSTEPS

CHATTER GETS LOUDER

NOAH: Yeah. Wait, do you hear that?

ROBBIE: Oh shit, they're coming, hide!

MORE CHATTER

ROBBIE: Lana!

LANA: Hey, het go of me!

ROBBIE: Lana!

LANA: What the hell are you two doing here? Are you spying on us? Gimme that!

ROBBIE: That's not what we were doing!

NOAH: It kinda was.

ROBBIE: No it wasn't. I need your help, okay?

LANA: I'm kind of busy.

ROBBIE: It won't take long, I promise. You can go catch up with the Zealots when we're done.

LANA: ...Fine. But you owe me one. Both of you.

CHATTER ENDS

ROBBIE: And I'll be happy to pay you back if we live.

NOAH: If we live???

LANA: What are we doing?

ROBBIE: We're gonna summon a ghost.

MUSICAL INTERLUDE

ROBBIE: Okay. Candles are in a circle, incense is burning, magical herbs are scattered. Is that it?

LANA: We need iron to reinforce the circle. There should be something around here somewhere.

MUSIC BEGINS

ROBBIE: What, you don't have any in your private Zealot storage supply closet?

LANA: We don't usually go around summoning unknown spirits, so no. Iron protection is only for when you're planning something dangerous.

ROBBIE: I told you, Caroline's not dangerous.

LANA: No, but apparently there's some other thing that is. And unless you have something that belonged to Caroline when she was alive, there's no way to know for sure which one we'll summon.

NOAH: Okay, so what if there's no iron stuff?

LANA: We can always use blood.

NOAH: You're gonna bleed on the candles?

LANA: No, Robbie is going to bleed on the candles.

ROBBIE: I am not. They've got a kitchen here, I'll go grab some spoons.

RECEDING FOOTSTEPS

NOAH: Do you think he really met Caroline Carr?

LANA: I don't know. He definitely thinks he did, but... It's been a

weird day.

NOAH: Yeah.

LANA: You don't believe him, do you?

NOAH: I mean... I want to.

LANA: You never wanted to believe me.

NOAH: That's because you're obnoxious.

LANA: No, it's because I'm not the love of your life!

NOAH: Shut up.

LANA: You two are adorable.

NOAH: We're not- I mean, we're not anything.

LANA: Suuure.

NOAH: We're not!!

APPROACHING FOOTSTEPS

ROBBIE: Not what?

NOAH: Nothing! You got the spoons?

ROBBIE: Yup.

LANA: Great, make another circle outside the candles.

ROBBIE: And that's it?

LANA: Yup. Once we light them, your ghost should appear in the circle.

ROBBIE: What, no magic words or anything?

LANA: That's why we have the drawings.

NOAH: Is the rec centre gonna get mad at us for writing all this stuff on the floor?

LANA: We draw on the floor all the time, it's fine. Now light 'em up, folks.

LIGHTER CLICKS

ROBBIE: Come on, Caroline, come on...

WHOOSH

NOAH: Why isn't she showing up?

CAROLINE: No, I'm here...

LANA: Shit. Agh, no, not again.

ROBBIE: Again? You knew it wasn't gonna work?

LANA: I didn't know, I-

We tried to summon Charles Carr earlier, but nothing happened. And we did everything right, we practically did the same thing as we're doing now but without the spoons! We even used a blanket from the Grove to make sure it was Carr we summoned.

ROBBIE: You took a blanket from the house?

LANA: Dee did, a couple years ago.

CAROLINE: I don't remember that.

ROBBIE: You can't just take things from the Grove!

LANA: I didn't!

NOAH: Is this really what's important right now?

ROBBIE: Noah's right. We have to get Caroline here somehow.

CAROLINE: I am! Robbie, I'm here, I'm... stuck.

LANA: I don't know any other summoning rituals that we can just do with what we've got on hand. Some of those start to get dangerous.

NOAH: And to think, just a couple of months ago you couldn't even use a Ouija board.

LANA: I've been training. All these things happening today might come as a surprise to you, but we were expecting them. Maybe not so soon, but... Today's an important day, and I sure hope I know more now than I did before. I dropped band for this.

ROBBIE: Well then shit. I'm out of ideas.

CAROLINE: You don't need any other ideas, I'm here! I'm- Ugh. You still can't hear me. Of course you can't. Of course you can't!

CANDLES FLARE

NOAH: What the hell!

LANA: That... didn't happen this morning.

ROBBIE: So it did work? Caroline, you're here?

CAROLINE: Yes!

CANDLES FLARE AGAIN

ROBBIE: Okay, that's good! I, uh, I have the mask, if you want to talk in a way that doesn't involve fire?

CAROLINE: I don't know, Robbie, I-

LIGHTS FLICKER

CAROLINE: Oh, no.

ROBBIE: Did that happen this morning?

NOAH: Maybe it's the storm?

LANA: The storm stopped hours ago.

LIGHTS FLICKER

ROBBIE: Caroline, are you doing that?

CAROLINE: No. No, I'm not.

LIGHTBULB POPS

EVERYONE YELPS

NOAH: Hey, uh, guys? If there are two ghosts, and we put the nice one inside the circle where she can't do anything...

LANA: Oh, crap.

WIND WHISTLES

CAROLINE: She found me. I've been running all day, but she still found me. And now I'm stuck. And I'm not ready to do this.

ROBBIE: No, this is good! This was kind of the point!

NOAH: You were trying to summon the big scary ghost??

LIGHTS FLICKER

WIND PICKS UP

ROBBIE: They need to talk!

CAROLINE: I just said—

NOAH: If this is talking, I think maybe we should leave them alone to hash it out!

LANA: You want to leave???. We have two ghosts here! Do you know what the possibilities are with that kind of power all in one place?

NOAH: Yeah, I think it's possibly gonna bring the building down! And I'm sorry, but I'm not sticking around to become collateral damage! Besides, don't you have some big important Zealot destiny to get back to?

LANA: You don't even believe in that.

NOAH: I didn't believe in this either, but here we are with two ghosts, so hey! Why shouldn't there be a third! And if you think you can do something about that one, I think you probably should.

LANA: I... Okay. Okay, yeah, uh, I can still probably catch up with them if I hurry.

NOAH: I've got my grandpa's snowmobile, I can take you.

LANA: Robbie?

ROBBIE: I...

CAROLINE: No. Robbie, don't go, don't leave me here.

SPRINKLERS TURN OFF

CAROLINE: They're out, I think I can... If I just... Push past...Whatever's... still... here!

(panting)

I did it. And I'm out!

LIGHTS FLICKER

WIND PICKS UP

CAROLINE: Don't follow me this time. Please, don't. I can't. I just... can't.

MUSIC BEGINS

CARS ON A BUSY STREET

CAROLINE: And now, I'm... not sure where to go. Back home? To wherever the Zealots are? Forward, I suppose. Either way.

The last time I was out in a fresh snowfall, and wasn't being chased around town by my-

(clears throat)

When I was alive, and fourteen years old, I looked out at the snow and didn't bother waiting for a path to be cleared. When I stepped into it, I sank up to my waist. My shoes and stockings and dress were all soaked. I had to go back inside and sit in front of the fire until it dried off. It would have been much easier to dry off if I had been allowed to change my clothes, but I think I was being punished for deciding to jump right into a fresh snowbank.

When I did go back out, I didn't stray off the path. I just took my sister's hand, and we followed our mother along the same

roads we had walked every day before that, and would walk every day after.

Now, instead of sinking, I swirl on top of the newfallen snow like the eddies of a breeze. Finally floating.

I'm not sure which is worse: Looking back and seeing that I've left no impact, or looking ahead and seeing only more of what lies behind.

I can see Arborwood Grove from here. Up on the hill, in the distance. Surrounded by trees and snow. I've been on the inside looking out for so long, and now that I'm out here, I must say, it... really is the most hideous building I've ever seen. Age has not been kind to it. It used to stand tall and sharp, aggressive like my father and cold like sleet. But it was also grand, with rich colours and bright windows. Spires and arches sweeping up to the sky. Now, it's... sagging. Sad, and lonely, and lifeless. Or perhaps that's just me.

(laughs a little)

The lights are still flickering in the rec centre. The rain turned on because of her, didn't it? She let me go. Let me take my recorder and leave. As if I could ever go back to the way things were. And even if I could... would I want to?

(takes a deep breath)

You know what, fine. I'll just walk right back in there, and... And I'll do something, I suppose.

CARS FADE OUT

LIGHTS FLICKER

CAROLINE:

(humming the Ghostbusters theme song)

I ain't afraid of...

(sighs)

I'm here. I'm staying, this time. And if you want to talk, or... fight? I'm not entirely certain what you want. You weren't very clear on that. I suppose I didn't ask.

Oh, come on. You wanted me to face you. That means you have to face me as well.

WIND PICKS UP

CAROLINE: Please?

...Caroline?

ALL FADE OUT

EXIT MUSIC

CREDITS: They Say a Lot of Things is written by Shannon Smyth and produced by Vienna Munck. Original music by Nathanael Kumar. This episode featured Max Kittleson as Caroline and Meaghan Cassidy as Miss Tenor, as well as Noah Letscher as Robbie, Molly Rae as Noah, Luna Sinclair as Lana, Andréanne Lamothe as Fern, and Zach Ming as the Zealot Leader. For more information on the show, as well as transcripts and full credits, visit our website, Twitter, or Tumblr. Links are in the description. If you're enjoying the show, please rate and review us on your favourite podcast provider, and tell your friends about us so they can enjoy the show too. And please, let us know if you see anything strange. Thanks for listening, and until next time, happy haunting.