

## INN BETWEEN

Episode: "Trial By Fire"

Transcription details: Transcript for the bonus episode "Trial By Fire", crossover between Inn Between and Sidequesting.

Audio length: 14:17

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AUDIO (0:00): SIDEQUESTING THEME MUSIC.

AUDIO (0:12): SOFT, SOOTHING MUSIC.

RION Today is a travelling day, though the path to Copperhill isn't the most exciting of trails. It goes over a wide plain, full of tall grass, but not much else. The only markers of the path are trampled grass and wheel ruts from wagons. As far as I can tell I'm the only one on this path today. It winds along the dry creek bed, going generally northward. As I turn a corner on the path, I realize that I'm not actually alone. A dwarf wearing simple travel clothes with a satchel over-full of bugs is on the path ahead of me.

I jog over to catch up with him and introduce myself. His name is Castor, and, though he starts off slightly suspicious of me, he warms up as the conversation continues.

AUDIO (1:01): MUSIC FADES AWAY AND STOPS ENTIRELY.

AUDIO (1:02): CRICKETS AND BIRDS IN THE DISTANCE.

SOUND (1:03): FOOTSTEPS IN GRASS.

RION *(friendly)*

So, where are you headed?

CASTOR I'm... on my way to the capitol.

RION That's pretty far off! I'm going that direction, but I have to stop off in Copperhill. What brings you all the way to the capitol?

CASTOR I received... uhm... this letter? The Captain of the Royal Guard and the Court Wizard for the Princess were looking for an expert scholar and... I just... happened to be what they were looking for.

RION *(impressed)*

Oh, you're a scholar? What are you an expert in?

CASTOR I study demons and demonology.

RION Whoa, that's really interesting! I don't know much about demons.

CASTOR No one does, really. That's why I chose them as my field.

RION Smart!

CASTOR *(getting more comfortable and sure)*

You know, it's easy to be afraid of evil things, and, honestly, heh, we should worry about them, how they creep into everyday life, but we also have to understand evil. If we wanna understand how to avoid it or... combat it.

RION I try to avoid combating evil. Save that for the heroes! You know?

CASTOR *(surprised)*

Oh... are you not...? I guess you're more of a... standard adventurer?

RION Yup, that's me! Oh, I wonder if that person up there is one, too! I run into other adventurers sometimes, on... various travels. You are the first scholar though!

CASTOR We uh.... Prefer to stay in libraries.

*(unsure)*

Could... they be dangerous? Aren't there bandits on this road?

RION Well, some of them are nice. The bandits. I guess, libraries too.

CASTOR Nice?

RION *(calling out)*

Hello there!

YEENOG *(distant)*

Hail and well met!

AUDIO (2:35): BACKGROUND SOUNDS FADE AWAY.

AUDIO (2:36): SOOTHING NARRATION MUSIC FADES IN.

RION The person up ahead doesn't seem to have any supplies, though he is wearing a very fine cloak. He's tending to a campfire directly in the middle of the path.

The path is fairly large, though the size of the fire is almost too big. Stary sparks fly up, dangerously close to the surrounding grass. He watches us with interest as we approach, but doesn't rise from his seat on the ground, unperturbed by the size of the flames

CASTOR Why is he in the middle of the path?

RION *(joking)*

We're in the middle of the path.

CASTOR *(dry)*

Okay, we're not camping.

RION Fair.

CASTOR *(mildly annoyed)*

We're not stopping for a chat, are we?

RION That would be the polite thing to do.

CASTOR Could we just... go around?

RION That would *not* be the polite thing to do.

CASTOR *(sighs)*

RION Maybe he needs some help! I don't see a tent or anything.

CASTOR *(pointedly)*

He doesn't have any gear either.

SOUND (3:37): FIRE CRACKLES.

RION He could be a traveling light! Or maybe he lost it all. It happens.

*(pause)*

Good morning.

SOUND (3:43): FOOTSTEPS STOP.

YEENOG Good morning! I'm Yeenog Herozu.

RION Oh, nice to meet you Yeenog! What brings you here?

YEENOG My feet! Is that not generally the way?

RION Usually, yeah.

*(awkward pause)*

Well... I'm Rion and this here is Castor.

CASTOR *(dubious)*

Hello...

SOUND (4:06): ANOTHER PAUSE.

YEENOG Good to meet you!

RION *(awkward still)*

Yeah.

YEENOG Where do you travel to?

RION Well, Castor and I are going in the same direction, but we're going to break off at Copperhill.

YEENOG Hm, that is to the north, is it not?

CASTOR That's right.

YEENOG Beautiful country. Splendid views. Wonderful aromas.

CASTOR *(growing more uneasy by the second)*

Sure...

YEENOG In fact, I'd just as soon see them myself.

RION Oh are you--?

YEENOG Yes! That sounds ideal! I shall walk with you a ways.

SOUND (4:43): FINGER SNAP.

SOUND (4:43): THE FIRE STOPS AS IT IS PUT OUT.

RION Oh, you're a mage? That's cool.

YEENOG I know so much about magic.

*(hums, lowly)*

So very much.

RION I suppose you're welcome to travel with us.

YEENOG Yes.

SOUND (4:57): MORE FOOTSTEPS AGAINST THE GRASS.

YEENOG How do you occupy your time, traveling companions?

RION Well, I'm an adventurer.

YEENOG Hm.

CASTOR Oh! Oh, yes! I'm a... I'm a scholar.

YEENOG Hm.

RION He's very smart.

YEENOG Two more disparate comrades are rare to see. Your adventures, Rion, where do they take you?

RION Pretty much everywhere! I travel all over!

YEENOG Hm, off on quests requiring great skill and power?

RION Off on quests requiring neither skills nor power, I guess.

YEENOG *(surprised)*  
You? Surely not! You have the look of someone with multiplicitous talents and overflowing heart!

RION I... do make a mean trail mix. Wanna try some?

YEENOG *(over-exaggerated, awkward, loud laughter)*  
Trail mix! A noble joke from a humble, remarkable adventurer!

RION *(dismissive)*  
I'm not remarkable. Castor sure is though! He's an expert in demonology!

CASTOR *(laughs, surprised)*  
Well, I don't wanna brag but...

YEENOG Then don't.

CASTOR *(did kind of want to brag)*  
Oh.

YEENOG Your intellect is your tool of choice to become extraordinary?

- CASTOR I... I don't know if I'm trying to become extraordinary.
- YEENOG Then why pursue something as... inane and unimpactful as demonology? Who do you help?
- RION I'm sure Castor helps lots of people. What were you saying earlier about evil?
- CASTOR *(unsure)*
- Uhm... How... we can't really work against evil, unless we understand...
- YEENOG *(laughter, mocking this time)*
- Oh, oh, how great his intellect must be, if he can understand evil!
- RION I think evil can be hard to understand, sometimes it's really hard to figure out why people do things. You've gotta have intellect to...
- YEENOG Oh, no, no, no, no, no! You don't need to reach for philosophy to justify your actions, great adventurer! I'm sure you take on any good deed that is asked of you. No matter how difficult or frightening.
- RION *(unsure)*
- Uh... well... I mean.... Most of them.
- YEENOG Yes, it's action! Pointed and potent action that makes a difference. Assuming of course your action is based on quality of character, rather than thoughtless intellect.
- CASTOR *(incredulous chuckle)*
- Sorry, you have to think before you act, though. You have to. You can't just go *barreling* into situations without using your head.
- RION I don't know, it's worked out for me before.
- CASTOR Well, sure! It works if you're strong and have a sword and you can force what you want to happen.

RION       Whoa, hang on, I wouldn't say I force what I want to happen. Usually I don't even use my sword.

CASTOR     Well, you don't have to, do you? To someone like me, someone like you doesn't need to do more than talk.

RION       I talk to everyone, what do you do?

CASTOR     Why should I talk to everyone? It's not like I can tell just by looking if someone is... dangerous.

RION       You're the most paranoid person I think I've ever met.

YEENOG    Yes, Castor. What makes you so paranoid?

CASTOR     *(uneasy)*

I... I'm just... there's not a particular reason...

YEENOG    That sounds like something someone with a reason would say. That seems suspicious.

RION       *(thoughtfully)*

You know what seems suspicious?

SOUND (8:38): FOOTSTEPS STOP.

YEENOG    Mm, yes?

RION       Your line of questioning.

YEENOG    *(chuckles)*

Now who sounds paranoid?

RION       I wouldn't call that being paranoid. You're asking a lot of odd questions here.

CASTOR     Yeah... actually... why don't you have any gear?

YEENOG    I don't need it.

RION No? How far are you going?

YEENOG Hm, not far.

RION Where are you traveling from, then?

YEENOG Not far.

CASTOR That doesn't really answer the question.

YEENOG I don't see any reason why I have to answer your questions.

RION Then, I don't see any reason why we have to answer yours.

CASTOR Rion, something's funny here.

RION Yeah, and not funny haha.

YEENOG Trying to outsmart me, oh, wise one?

CASTOR No. That's not going to work this time. We weren't walking for 10 minutes before you tried to turn us against each other, and ourselves.

RION Yeah, you're right!

YEENOG I don't know what you think you're onto...

CASTOR And, you put out your fire instantly with a gesture, but you avoided saying you were a mage.

RION Yeah! Wait... what does that mean?

CASTOR It means that he's not just a traveler.

RION Oh?

YEENOG You're full of guesses. You have no facts.

CASTOR No, I know this. You're a demon.

YEENOG *(maniacal, dark laughter)*

RION *(offhandedly)*

I've never met a demon.

CASTOR That you know of.

RION Good point.

YEENOG *(evil laughter intensifies)*

Oh, that we are cleverer than we look, aren't we?

CASTOR *(nervous)*

Uhm...

RION Well, I try...

YEENOG Unfortunately, I have lots more work to do today, and can't have you getting in my way.

SOUND (10:19): FIRE RISING.

SOUND (10:25): A SWORD BEING UNSHEATED.

RION Okay, I feel like this is kind of unnecessary.

CASTOR *(intensely wishes they'd just walked around the path)*

Oh, my gods...

YEENOG Unnecessary? Hardly! If I cannot destroy your souls, adventurers, then I will settle for your *bodies!*

RION You won't be destroying anything.

CASTOR Rion, please be careful--!

YEENOG They're not the one that should be worried!

SOUND (10:44): A FLAME WHOOSHES, FOOTSTEPS NEARING. RION GRUNTS SOFTLY.

SOUND (10:47): YEENOG SCREAMS. HIS VOICE BECOMES LOWER. IT FADES.

SOUND (10:51): A WHOOSH AS IF BY A PORTAL, AIR BEING MISPLACED.

SOUND (10:54): RION'S FOOTSTEPS IN THE GRASS. A SWORD BEING SHEATHED.

RION        What just happened?

CASTOR     Oh, oh wow.

SOUND (10:59): MORE FOOTSTEPS AS CASTOR APPROACHES.

RION        Did I even touch him?

CASTOR     Just... just barely. Is that a magic sword?

RION        Well, it's a sword? I... guess it's kind of magic? I'm not really sure.

CASTOR     (*amazed*)

That's incredible! What else can it do?

RION        It... makes a really good skewer for roasting marshmallows. And... I can mess up some magic stuff, I think? I'm... I'm not really sure.

CASTOR     (*incredulous*)

You're not sure? How can you just carry around a powerful magical item like that and just not know how it works? I mean...

(*pause*)

Sorry.

RION        Yeah.

SOUND (10:43): LONG, AWKWARD PAUSE.

RION        You okay?

CASTOR     (*absolutely not*)

Oh, you know, it's fun to have your fears confirmed in real time.

RION You handled it well! Caught on to what he was doing and who he was and everything.

CASTOR Well, just glad you were there to do something about it.

*(pause)*

Sorry, about what I said. You don't just... force people to do what you want. I think you could, but you don't and that's important.

RION Thanks. That means a lot. I'm sorry I called you paranoid.

CASTOR Heh, it's not like you were wrong.

RION Hey, you and your paranoia really pulled through. Yeenog was sure... something. I would never have guessed a demon though.

CASTOR Evil is sneaky, you know?

RION Yup, gotta be prepared!

CASTOR *(in good humor)*

A sword helps with that!

RION It doesn't hurt!

*(thoughtful pause)*

Well... it can hurt but I try not to.

CASTOR I... I was going to ask where you got it, but I think we've had enough personal questions for today.

RION I agree.

SOUND (12:54): FOOTSTEPS IN GRASS.

CASTOR So... you've met some nice bandits?

RION Oh, yeah! So... I was standing up on a hill when I saw a bandit sneaking up on a carriage. I ran down because, well, sometimes you gotta barrel into situations, but it turned out that the bandits were actually...

AUDIO (13:02): INN BETWEEN THEME STARS.

AUDIO (13:11): DIALOGUE FADES AWAY.

OUTRO (13:14):

TAL Thank you for Sidequesting Inn Between with us. This episode, "Trial by Fire" was written by Tal Minear and Hannah Wright. It was directed by Hannah and sound designed by Tal.

HANNAH The voice of Rion is Tal, the voice of Castor is Caleb del Rio and the voice of Yeenog Herozu is James Oliva.

Inn Between theme is by Eli McIlveen. This episode is a crossover between Inn Between and Sidequesting.

TAL Inn Between is a wonderful fantasy adventure podcast, set between adventures. It follows a group of adventurers along their quests, but it checks in with them before and after they've gone on them. If you like found family stories full to the brim of heartfelt and wholesome moments, you'll love Inn Between. I sure do!

HANNAH And Sidequesting is a wonderful fantasy adventure podcast about what you can get up to when you're avoiding the main plot, featuring a hero who prefers creative solutions to the old hack and slash. It's equal parts wholesome and epic, a story that really believes in people. Give it a listen!

AUDIO (14:15): MUSIC ENDS.

EPISODE ENDS.