

INN BETWEEN

Episode: Season 3 episode 6 "The Intel"

Audio length: 11:48

Transcript provided by Ria Couoh.

INTRO (00:00):

TESSA Previously on Inn Between...

AUDIO (00:01): INN BETWEEN THEME PLAYS IN THE BACKGROUND.

CASTOR Isn't Belling the town with the blood feud?

ROSIE Is... this the same inn?

KNOWLES The inn thinks we're interesting.

CASTOR There's still too much we don't know...

AUDIO (00:56): INN BETWEEN THEME FADES AWAY.

AUDIO (01:01): BACKGROUND SOUNDS OF TAVERN.

CASTOR I'm just saying, it's a little creepy.

KNOWLES It's not *that* creepy, it's flattering!

ROSIE To be fair, one person's flattering is another person's creepy.

CASTOR You don't think it's creepy that a building seems to have a *preference* in patrons? And *follows them around*?

ZARA (*slowly*)

I'm... starting to see his point.

CASTOR (*freaking out*)

Is it *sentient*? What does it know about us? *Why us?*

KNOWLES I think this is the most I've heard you talk about something that's not demons since we've met, Castor.

TODE (*considering*)

Mmm... I'm curious about its sentience as well. Does it imprint on people, like a duckling? Or is its consciousness more complex than that?

ZARA If it follows people around that *aren't* us... what are its criteria?

CASTOR Exactly!

(*quickly*)

What does it want?

KNOWLES How do you know it... *wants* anything?

TODE Perhaps it's...

(*pleased with himself*)

Bored.

ZARA Bored?

TODE (*brightly*)

You see? Because it's made of...

CASTOR (*groans of displeasure*)

TODE Boards!

ROSIE (*disgusted booing*)

KNOWLES (*laughs*)

SFX (02:06): DOOR CREAKS OPEN.

FINA *(distantly)*

Oh my gods! Guys! Look!

ROSIE Fina?

VELUNE *(joyful)*

My, it's the Goblin's Head!

BETTY *(warmly)*

Mmm... home.

ROSIE *(calling out)*

Fina! Betty!

FINA Rosie!

(getting closer)

No way!

KNOWLES *(whispering)*

That's Betty!

ZARA I gathered.

KNOWLES *(fervently)*

You don't understand. That's Betty.

FINA *(close now)*

This must be the crew!

VELUNE *(pleasant)*

Are you the demonologist, young man?

CASTOR *(hesitant)*

Uh... yes. Castor Acroterion.

(high-pitched)

How... did you *know*?

VELUNE Lucky guess.

(brightly)

Hello, Tode! Oh, it's so good to see you!

TODE *(warm with sincere friendship)*

Velune! My old friend, you are looking well!

VELUNE As are you! Is that a new rat's nest?

TODE *(excited, pleased)*

Yes, it is! Thank you for noticing.

FINA So, you're Zara, then?

ZARA Guilty as charged.

ROSIE *(playful)*

Careful what you say there...

FINA *(chuckles)*

Yeah, don't wanna take *that* out of context!

BETTY You the guard?

KNOWLES Y-Yes! Yes, ma'am!

BETTY What's your name?

KNOWLES Knowles. Sergeant... Sergeant Teric Knowles, ma'am.

FINA Do you think the sergeant could stand up straighter, Rosie?

ROSIE They could probably manage it!

KNOWLES *(deadly serious)*

You think so?

VELUNE We were rather hoping we would find you on the way to Belling.

FINA Yeah, folks! We've got *intel* for you.

CASTOR Intel...?

SFX (03:27): CHAIRS SCOOT AND GLASSES CLATTER A LITTLE.

VELUNE We know Sterling and Meltyre gave you an overview of what was happening.

FINA But we've got additional details to fill in.

ZARA It would be nice to be a little more prepared about what we're supposed to be doing here.

BETTY Not sure we can help with that.

FINA This all might mean something to you but... doesn't mean anything to us!

ROSIE Thus, you hiring us?

FINA *Exactly.*

ZARA So, what's the intel?

BETTY Mostly background.

FINA If I may be so bold, I have prepared for you... a poem! This is how the feud started! Ahem!

(the poem is rhythmic and gets faster and faster with every line)

The Adrines and the Carriers were friendly long ago,

But the horse of Mitchell Carrier all the sudden went all slow.

So, he blamed Anise Adrine and he called her witch and worse!

But Anise denied the claim and threatened Mitchell with a curse.

And the curses kept on coming, and dogs, cows, cats were killed,

And each family blamed the other, and someone burned down the mill!

Bickers turned to violence quickly, fight your neighbor or get hit,

And the situation on the whole is really kind of–

ZARA Stop.

FINA *(disappointed)*

Aw... spoilsport!

ZARA *(disbelieving)*

This all started with a horse?

FINA I know, right?

VELUNE That's part of the reason we're fairly sure that this isn't just people being cruel to each other.

FINA Yeah... Anise Adrine and Mitchell Carrier have been dead for almost a hundred years, but... everyone's real certain that they were... upstanding, kindhearted, *compassionate* people! They were friends.

KNOWLES *(confused)*

But the official reason is that Mitchell Carrier's horse was too slow?

BETTY Maybe.

FINA That's what everyone says, but all we're really sure is that he and Anise Adrine started arguing and calling each other names.

VELUNE The escalations are curious too.

- FINA You go from curses to people's pets and livestock being *killed and displayed*.
- VELUNE Animal abuse to setting the mill on fire.
- BETTY Arson to murder.
- KNOWLES They're too abrupt.
- CASTOR That's why you think the feud is being acted upon by outside forces?
- VELUNE Well... that's part of the reason.
- ZARA And the other part?
- VELUNE Ah, yes. I have... some small ability to see the unseen. It isn't always completely comprehensive, but it *is* reliable.
- TODE What did you see, old friend?
- VELUNE That's a bit difficult to describe. But it was as if... something had taken root. Something insidious.
- ZARA Something like what?
- VELUNE I don't know, all I'm sure of is that it's *not* divine in origin. And it *didn't* feel like standard wizardry.
- BETTY Felt wrong, though. Everyone felt... wrong.
- FINA Yeah, the vibes were weird. Listen, is any of this helpful?
- ROSIE Good question.
- ZARA What about physical evidence? Or... magical looking incidents?
- VELUNE Unfortunately, we didn't stay long enough to do any serious investigating to that end.
- FINA We had a prior engagement.
- BETTY There were pirates.

FINA Ey! Spoilers!

KNOWLES (*swooning*)

Gods, that's impressive...

ROSIE What do you think, experts?

CASTOR Hmm...

ROSIE These escalations, do they follow any discernible pattern? Are the intervals between escalations regular at all?

FINA Not as far as we can tell.

TODE These suggests to me that there is sentience behind this trouble.

ZARA I agree. It seems like more of a *someone* than a *something*.

CASTOR Which rules out a fungus or a parasite, right?

TODE I would posit that, yes.

ROSIE That makes it all a bit more complicated, doesn't it?

KNOWLES Not necessarily. You can't really arrest a fungus...?

ROSIE (*flatly*)

I think if you tried to arrest a demon, I would sell tickets.

FINA (*chuckles*)

You know, sweetheart? I think we hired the right crew for the job.

BETTY Yup.

KNOWLES (*starstruck*)

That's... that's really kind of you to say.

ZARA Do you have anything else for us?

VELUNE I'm afraid that's about all we can help you with. Unless you have more specific questions?

CASTOR *(slowly, nervously)*

I have a question... on a... different matter? That is *still* pressing.

VELUNE Certainly.

CASTOR Why does the inn follow us around?

VELUNE *(understanding)*

Oh...

ZARA Would you *really* call that pressing, Castor?

CASTOR *(yes!)*

We don't understand its motives!

BETTY Tessa says it's because it likes you.

CASTOR And how does she know that, exactly?

FINA *(pensive)*

You know, I have thought about this a lot?

AUDIO (07:53): THOUGHTFUL GUITAR STRUMMING.

FINA Maybe it's easier to conceptualize, now that I'm not here all the time. But... something about this place... feels like home. Like the building embodies the concept of home.

AUDIO (08:02): GUITAR STOPS.

FINA It's like...

(slowly, losing confidence)

Something, something... home loving you back? I don't know.

BETTY What are you talking about?

FINA It's... still a work in progress.

ZARA *(dry)*

 Sorry, home?

KNOWLES This place is hardly home.

ROSIE I mean... it's nice, but still.

VELUNE There is more to home than a building. Even a sentient one.

ROSIE People always say stuff like that.

ZARA *(derisive)*

 Sentimental.

FINA Maybe... but they're right.

ROSIE When did *you* get so soft, Butterbuns?

FINA *(laughs)*

 Since this inn started following me around.

TODE What more is there to home, then?

BETTY People.

AUDIO (08:44): A SMALL PAUSE.

ZARA *(scoffs)*

 Hah!

TODE *(slowly)*

 I don't think that applies to everyone.

CASTOR This still doesn't answer my question! What does the inn *want* from us?

BETTY Nothing.

CASTOR (*getting increasingly freaked out*)

If it's sentient, it makes choices based on personal needs or desires!
And if it *has desires*—

FINA Seriously, Acroterion, it doesn't want anything.

CASTOR *It doesn't make any sense!*

VELUNE I believe I understand your concern, Castor. And I hope that you'll trust me when I say that you have nothing to fear.

CASTOR I haven't adequately *explained my concerns!*

VELUNE (*emphatically*)

You don't have to.

AUDIO (09:22): A PAUSE.

FINA So, anyway... We can't stay the night, we've got somewhere to be, but can we buy everyone a round?

KNOWLES I'll never say no to that.

BETTY While you're on a duty?

KNOWLES (*sheepish*)

Well...

(*clears throat*)

It takes me more than one drink to knock me flat, ma'am.

BETTY Good.

ROSIE (*playful and friendly*)

Now, Fina Butterbuns of the Hiltshire Butterbuns, are you going to tell us about pirates or not?

FINA Oh, now, I can't turn down a request like that!

(performance mode)

Ladies and gentlemen, friends beyond binary... Have you ever seen anyone call down radiant magical light upon six pirates at once? All while seasick?

KNOWLES Can't say I have...

ZARA *(humored)*

Who did that?

VELUNE I'm afraid my guts just aren't what they used to be.

AUDIO (10:12): PLAYFUL GUITAR.

FINA Allow me to set the scene...

AUDIO (10:17): GUITAR FADES AWAY.

AUDIO (10:18): BACKGROUND NOISE FADES OUT.

OUTRO (10:20):

AUDIO (10:20): INN BETWEEN THEME PLAYS IN THE BACKGROUND.

TESSA Next time, on Inn Between...

TODE We're out of the woods now! Literally!

CASTOR *(discouraged)*

And back to ridges and hills...

KNOWLES I don't like the look of this road.

ROSIE Are we a team, then? Or aren't we?

CREDITS (10:37):

HANNAH This episode, "The Intel", was written and directed by Hannah Wright with assistant director William Wright. The show is produced and edited by Katherine Ayers.

The voice of Castor is Caleb Del Rio. The voice of Zara is Quin Leigh. The voice of Tode is Anthony Morales. The voice of Rosie is Lucille Valentine. The voice of Knowles is JV Hampton-VanSant.

This episode featured the voices of our old friends: Kaleigh Christopher as Betty, Riley Jones as Fina and Kira Mills as Velune.

Fina's guitar was played by Eli Isbel, and our theme song is by Eli Hamada McIlveen, and our artwork is by Gabrielle Buxman. Our transcriber is Ria Couch.

Transcripts for this and every episode can be found on our website, thegoblinshead.com.

Find and follow us on Twitter, [@inn_between](https://twitter.com/inn_between). Or support us on patreon, at patreon.com/thegoblinshead.

If you like the show, just... simply become a legendary hero, no big deal. Or leave us a review.

Thanks for listening!

AUDIO (11:35): MUSIC ENDS.

POST-CREDITS (11:36):

AUDIO (11:36): TAVERN SOUNDS.

AUDIO (11:38): GUITAR PLAYING IN THE BACKGROUND.

TESSA *(fondly)*

Ah, this seems right...

AUDIO (11:47): BACKGROUND NOISE AND GUITAR FADE AWAY.

EPISODE ENDS.