

INN BETWEEN

Episode: Season 4 episode 1, "The Window"

Transcript provided by Ria Couoh.

INTRO (00:00):

HANNAH Hello, everyone! Hannah here!

Welcome back to the Goblin's Head.

TESSA It's very good to be back.

HANNAH And I don't know about you, but I'm eager to get started.

TESSA First things first, we have a patron to thank.

HANNAH Do we?

TESSA Yes! It says so right here in my notes.

HANNAH You have *notes*?

TESSA We are pleased to thank the brave paladin Blue Henson for their support.

Thank you, Blue.

HANNAH (*whispers*)

Where are you getting this?

TESSA If you'd like to support the Inn, go to patreon.com/thegoblinshead.

HANNAH Have you... learned to use the Internet or something? Are you becoming self-aware?

TESSA You were very busy. I just thought I'd take the initiative!

HANNAH I need to lay down.

TESSA You do that. Now, with no further ado...

 Let's go to the Inn.

AUDIO (00:42): INN BETWEEN THEME PLAYS.

AUDIO (01:40): INN BETWEEN THEME FADES.

AUDIO (01:42): A QUIET, ECHOING ROOM. ALL THE CHARACTERS' VOICES
ECHO SLIGHTLY THROUGHOUT THE EPISODE.

ZARA Places like this give me the creeps.

KNOWLES Got any particularly egregious sins that need smiting, Zara?

ZARA It's not *smiting* I'm worrying about. It's... judgy parishioners. I feel like they expect me to burst into flames.

ROSIE Can't you... actually do that though?

ZARA (*reluctant*)

 Kind of.

TODE I've never been in a building like this before. It's lovely.

KNOWLES It's meant to make you think about Pelor. Trust me though, come noon the reflectiveness of this place is *absolutely* unbearable.

TODE Oh, I see! The shape of catches the light of Sola any time during the day.

SFX (02:19): FOOTSTEPS APPROACHING, THEY ECHO ON THE SOLID STONE
FLOOR.

ZARA What about at night?

PRIEST Well, usually no one's around at night! Except me, of course.

SFX (02:27): CLOTHES RUSTLE AND SMALL METAL PIECES TWINKLE AS PEOPLE STAND.

KNOWLES What's the verdict, your... Holiness?

ROSIE Where's Castor? Is he okay?

KNOWLES Oh, your friend is just fine. He's washing up. I drew a rune on his forehead as part of the ritual and... he's having a bit of trouble getting it off.

TODE What did you draw it with?

ZARA Is that really the most crucial question, Tode?

PRIEST You are understandably impatient but, ah, if you don't mind, I'd like to wait until Mr. Acroterion is here. I wouldn't like to tell tales out of school.

TODE That's understandable.

PRIEST Say, while we're waiting? Uh, you all happen to... slay a demon?

KNOWLES Funny you should mention.

ROSIE You know? We did!

PRIEST Oh, I can't thank you enough! I have some measure of protection from my lord Pelor, but it was all I could to fight off the enchantment and keep from attacking half my congregation!

ZARA *Half?*

PRIEST Well, I became a priest, but I was born an Adrine.

KNOWLES Ah, that'll do it.

SFX (03:32): HEAVY FOOTSTEPS APPROACHING SLOWLY.

ZARA There he is.

KNOWLES And how are we doing?

CASTOR Oh, you know.

SFX (03:38): FOOTSTEPS STOP.

CASTOR Did I... get the rune of?

ZARA Not completely.

TODE It doesn't exactly look like a rune anymore, does it?

ROSIE Looks... kind of like a horseshoe.

CASTOR (*dully*)

Great.

PRIEST Terribly sorry about that.

TODE Excuse me, can you tell me a bit about this window?

PRIEST Oh, lovely, isn't it? It's the only one of its kind in the kingdom!

KNOWLES Not to interrupt, but...

PRIEST Ah, yes.

Mister Acroterion, is there anything you'd like me *not* to mention?

CASTOR No, it's okay. They know everything.

PRIEST Very well.

The best news is that I can detect no demonic influence on your friend.

TODE Oh, that *is* good news.

(*relieved sigh*)

ZARA You're sure?

PRIEST Quite sure.

There's the barest impression, true, but it's more like... like the smell of yesterday's dinner, if you get my meaning. A sense of prolonged contact that is now gone.

KNOWLES Then, what is it? Why can he still do magic?

CASTOR That's the bad news.

PRIEST Well, I'm really not sure. There is power there, that is easy enough to place but...

(baffled)

It's not like anything I've felt before!

ZARA So, what? It's not wizardry or sorcery?

PRIEST Well, those things don't tend to spontaneously manifest!

ZARA *(offended, sharp)*

I *know* they don't spontaneously manifest! What do you *think*? I don't know anything about—

PRIEST I'm saying that sorcery and wizardry both feel... specific. Defined, you know. Fitting into a paradigm. This is... oddly nebulous. I'd almost say it's divine but... it's distinctly *unclerical*.

(sincerely)

I'm sorry, I don't know how else to explain it.

KNOWLES *(defeated)*

Of course not.

ROSIE You okay, Castor?

CASTOR *(sigh)*

I mean, I don't...

(takes in a breath)

Physically, I feel fine, and, even mentally, I don't feel like the Grey One's just... you know... *there* anymore.

(emphatically)

But I *hate* not knowing.

PRIEST Sometimes things are not explained. Sometimes they just are.

ZARA *(annoyed, factually)*

Not in *magic*. Magic is *energy*. It has a source, and its usage follows rules.

PRIEST I'm surprised to hear such things from a sorcerer!

ZARA *(angrily)*

Look, you don't know me, alright? Sorcery is unpredictable, but at least it has the good sense to not pretend to be something it's not!

PRIEST It's funny you should anthropomorphize sorcery like that—

ZARA *(cuttingly)*

I will "anthropomorphize" whatever I like!

KNOWLES *(gently)*

Zara, can you take a breather?

PRIEST It's just that this power that Castor has... It almost feels as if it has a... a personality.

ROSIE *(dubious)*

Oh... he's not possessed again.

(louder)

You're not possessed again?

CASTOR *(doubtful)*

I don't... think so?

PRIEST Oh, no. That's not what I meant. The power is yours! It just has a particular flavor to it.

CASTOR I mean, that's... That doesn't answer the real question, does it? Why is it mine? Where did it come from?

PRIEST I wish I could say. I only know for certain that the demon that troubled you is no more.

(beat)

The demon that troubled all of us, really.

AUDIO (06:52): A PAUSE.

ROSIE *(hesitant)*

So, what do we do now?

AUDIO (06:59): ANOTHER, LONGER PAUSE.

TODE About this window...

PRIEST Ah, yes! It portrays one of the most sacred stories of Pelor.

(dramatically, with great emphasis)

Here you see his daughter, the demigoddess Yvar. Furious she was at the injustice of the world and the inaction of her father to correct it! And so, she crafted the Gem of Fortune.

TODE This green gem here?

PRIEST The very one!

TODE What was its function?

PRIEST Yvar observed that injustices were sometimes cultivated by the unjust, and that such things can be prevented through ordinary means. Difficult, but ordinary.

However, some injustices were the result of chance: sickness, accidents, disasters, death without reason.

KNOWLES *Oof.*

PRIEST The Gem of Fortune was meant to counteract such things! But it came at a terrible cost, and the Gem had to be hidden away.

Yvar herself secured it in the Glacial Caverns, but not before suffering the consequences of the very thing she thought would save us all!

CASTOR *(quietly)*

That's... awful.

ZARA *(flatly)*

Cheery story.

PRIEST *(calm, unaffected)*

It is one of the central fables of our order. Sola shines down on the righteous and the wicked. Some things will always be beyond our control!

TODE Very interesting.

ROSIE Why was the Gem of Fortune so bad?

PRIEST The Gem was crafted in order to change luck, either of the user or for another person on the user's behalf! Every telling of the story is a little different, but the theme is that...

(chuckles)

Well, you can't trust to luck now, can you? Even good luck.

TODE This has been quite educational. Thank you!

PRIEST Always glad to tell the story again!

(cheerful)

This will actually be the fifth time this month!

KNOWLES Wait... *the fifth time*?

PRIEST Why, yes!

(pause)

You know, I—I hadn't thought about it much. They were all groups of adventurers passing through, asking the same questions.

(lightly)

Amazing what you have time to think about when you're not under constant barrage of demonic influence!

TODE Now *that* is interesting.

KNOWLES It... certainly is.

CASTOR Why does everyone want to know about the Gem of Fortune?

PRIEST *(with dawning horror)*

Oh, no! Oh, Gods!

ROSIE What?

(panicking slightly)

What's wrong?

PRIEST Well, you have to understand! As a morality tale, the Gem of Fortune is useful and interesting! But... the reality of the thing...

Yvar was a *demigoddess*! And it completely destroyed her life and the life of... many of the people she loved! And she had *good intentions*! If it fell into the wrong hands...

ZARA Oh, fantastic.

PRIEST *(darkly)*

Only a fool would go after the Gem of Fortune.

KNOWLES And you say you've told this story... five times?

PRIEST *(solemn)*

Pelor preserve us all.

OUTRO (10:08):

AUDIO (10:08): INN BETWEEN THEME PLAYS IN THE BACKGROUND.

TESSA Next time, on Inn Between...

KNOWLES We don't know *anything*.

TODE Why are we still alive?

CASTOR Why can I still do magic?

ZARA Who are all these people after a fable?

CYBILINE Begging your pardon.

ROSIE And who's that?

CREDITS (10:28):

HANNAH This episode, "The Window", 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. The voice of Sadiyah is Arrianna Abraham.

Our theme song is by Eli Hamada McIlveen and our artwork is by Gabrielle Buxman. Our transcriber is Ria Couoh.

This episode featured the voice of our special guest Ray O'Hare as the priest. You can find him all over, but especially on Twitter, [@ray_ohare](#).

Transcripts for this and every episode can be found on our website, [thegoblinshead.com](#).

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If you like the show, accidentally stumble on the quest to end all quests! Or leave us a review.

Thanks for listening!

AUDIO (11:23): MUSIC ENDS.

HANNAH This story was created in the traditional territory of the Arapaho, Cheyenne, and Ute peoples, and edited in the unceded territory of the Salish, Kootenai, and Kalispel peoples.

POST-CREDITS (11:33):

AUDIO (11:34): BACKGROUND SOUNDS OF TAVERN.

TESSA So you came here for a job, did you?

SADIYAH I did, if you're hiring.

TESSA Well, normally I'd say we don't need the help, but, frankly, this ankle of mine will probably take some time to heal up even with magic. I think I could use someone like you.

SADIYAH It would be exactly what I'm meant to do at the moment, I'm sure of that.

TESSA I do have to warn you: this isn't exactly our permanent location. The Inn is magic, see.

SADIYAH Oh, I'm not tied to this town. I don't mind.

TESSA Well, if you're sure.

I'm awfully lucky you showed up when you did, dear.

SADIYAH Always glad to help.

AUDIO (12:14): BACKGROUND SOUNDS OF TAVERN FADE AWAY.

EPISODE ENDS.