

## **INN BETWEEN**

*Episode: Season 4 episode 6, "The Rival"*

Audio length: 13:04

Transcript provided by Ria Couoh.

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### **(00:00) INTRO:**

### **(00:00) PREVIOUSLY ON...**

TESSA      Previously on Inn Between...

AUDIO (00:02): INN BETWEEN THEME PLAYS IN THE BACKGROUND.

ADVENTURER The Gem of Fortune will be ours!

ADVENTURER 2 None can keep us away from this legendary prize!

ADVENTURER 3 (*excitedly*)

Our fates will never be the same!

ROSIE      If we're going to get to the Gem first, we have our work cut out for us.

AUDIO (00:59): INN BETWEEN THEME FADES.

### **(01:01) THE RIVALS.**

AUDIO (01:02): BACKGROUND SOUNDS OF A TAVERN.

TODE      Cybilene says her friends will be meeting her any day now.

ROSIE      Just what we need! Another crew trying to horn in on our take.

KNOWLES Do I need to remind you that this is almost the complete opposite of a take?

ROSIE       *(defensive)*

The principle is the same! Either way, it's more competition!

ZARA        What is this? The sixth party?

CASTOR     Seventh, counting us. But we have fortune on our side.

ZARA        Well, we *did*.

*(bitterly)*

Until Knowles made her promise not to help!

KNOWLES   Do we have to go over this again?

CASTOR     Just because she's not helping us doesn't mean she's *not* hurting them, right?

KNOWLES   *(sigh)*

*(tiredly)*

I wouldn't put it past her.

ROSIE       Well, don't act so disappointed. We *need* to weed some of them out.

ZARA        Never thought I'd see the day when *you* were acting so coldblooded.

TODE        I don't know why you'd use the word "coldblooded" to mean cruel, I know some very kind lizards.

CASTOR     Wait, did you... just understand both the literal definition *and* the connotation of coldblooded?

TODE        You know, I think I did. Perhaps I'm learning Common.

KNOWLES   *(amused)*

Do you think you're picking it up from Cybilene?

TODE I don't seem to be picking it up from you four!

ROSIE She's a bad influence. You have to put some distance between you two, Tode.

TODE *(firmly)*  
I'll do no such thing.

CASTOR That's not a reasonable thing to ask, Rosie.

ROSIE Just don't tell her anything, okay?

ZARA I see we're in thief mode now.

ROSIE Look... you four are really good at what you do, but what you do doesn't include dungeon crawls. That's my department! And it gets *exponentially* harder when that dungeon crawl is also a *race*!

ZARA *(mildly offended)*  
How do *you* know I don't do dungeon crawls?

ROSIE Well, I would if you would tell me anything!

ZARA *(dismissive huff)*

ROSIE But honestly? It's your shoes.

ZARA Wait, what?

ROSIE They're city shoes! You don't wear shoes like *that* to go dungeoning!

ZARA As opposed to *your* shoes?

ROSIE Oh?  
*(quickly, taunting)*  
You mean my custom, soft leather, waterproof, stink-proof, *acid-proof*, sneaking shoes? *Those* shoes?

CASTOR Wow.

KNOWLES Now *that's* impressive.

ZARA Maybe I have *other* shoes for dungeoning!

ROSIE Yeah?

*(daring)*

Where?

AUDIO (03:19): PAUSE.

CASTOR So... why do you need to acid-proof your boots?

ROSIE Oh, do not get me started on gelatinous cubes.

KNOWLES *(dubiously)*

What? Are you *kicking* them?

SFX (03:32): DOOR CREAKS OPEN.

KILLIKER Attention! Attention! Esteemed patrons of the Goblin's Head, I beg a moment of your time to introduce a friend of mine.

AUDIO (03:46): BACKGROUND NOISE FADES AS CROWD GROWS QUIET.

KILLIKER You've heard of their exploits in the deserts of Gaxis. You know how he fought the *horrifying* silver dragon of Mount Byrony in the Claggherns!

And now we... We, lucky few, have the *rare* honor of meeting a true hero in the flesh! May I present...

*(grandly)*

The one, the only...

*(yelling)*

*Maximilian Allerus!*

SFX (04:15): DOOR CREAKS OPEN.

MAX           *(confidently)*

Call me Max.

SFX (04:19): SCATTERED CLAPPING FROM THE CROWD.

TESSA        Do you plan on doing any more entertaining today, sir?

KILLIKER    Well, the night's young.

*(smoothly)*

Unless you're opposed, of course.

TESSA       *(dully)*

No, I just wanted to be able to brace myself.

Eh, can I get you two a drink?

MAX           Innkeep! You read my mind.

KILLIKER    Sounds absolutely divine.

KNOWLES    *(unamused)*

Oh, my gods.

CASTOR      What?

ROSIE        You know them?

KNOWLES    The human, yes. I doubt they remember me, though. Max Allerus, the Brigand?

ROSIE        The Brigand, hm?

KNOWLES    I met them when we got called to this tavern brawl. It was mostly soldiers and guards... The Whetstone was one of those places we frequented, you know?

*(small pause)*

But... there he was. In the middle of things, grinning like a cat.

ZARA What? Like he started it?

KNOWLES We couldn't *prove* anything.

*(increasingly frustrated)*

Not enough evidence one way or the other. He was just so smug! I mean, what kind of person calls themselves *The Brigand*?

CASTOR *(snorts)*

Someone pretty cool.

KNOWLES *(dismayed)*

Oh my gods.

ZARA *(mockingly)*

"But crime isn't cool, Castor!"

ROSIE *(laughs under her breath)*

CYBILENE *(from a distance)*

Max! Killiker! You made it!

TODE Cybilene?

ROSIE *Those* are Cybilene's friends?

KNOWLES *(annoyed groan)*

Of *course* they are.

CASTOR Well... The elf seems harmless enough.

ZARA Oh no, he's a bard. He walked in here casting.

CASTOR *(baffled)*

Uh— *seriously?*

TODE (*considering*)

Then they're our competition.

AUDIO (05:57): A PAUSE.

ROSIE Tode!

(*with a fake casual tone*)

Don't you want to go get to know Cybilene's friends?

TODE (*slowly*)

Yes...

(*normal speed, matching Rosie*)

Yes, I do want to do that! Cybilene!

CYBILENE (*from a distance*)

Oh! Tode!

SFX (06:13): SEVERAL SETS OF FOOTSTEPS APPROACHING.

ROSIE (*urgent whisper*)

Size them up! Don't reveal *anything!*

SFX (06:17): FOOTSTEPS STOP.

CYBILENE (*happily*)

Tode, meet my friends. This is Killiker the Fantastic!

KILLIKER (*charmingly*)

At your service.

CYBILENE And I'm sure they did one of their little *entrances* coming in, so you already know that this is Max.

MAX Oh, Cyb! I'm offended!

*(jocose)*

There's nothing little about my entrances.

CYBILENE *(laughs)*

*(warmly)*

You insufferable peacock.

TODE Very pleased to meet you both.

MAX Feeling's mutual, I'm sure. How do you know our Cyb?

CYBILENE Oh, do you remember when I told you about the long-lost brother?

KILLIKER *(delighted)*

This isn't him!

TODE It seems so!

MAX I got the impression you were dead.

TODE Very near to it, were it not for the intervention of some friendly wolves.

KILLIKER *(chuckles)*

What a story this must be!

TODE Please, allow me to introduce my friends: Rosie, Knowles, Castor, and Zara.

ROSIE Charmed!

MAX *(uncertain)*

Castor, is it? *Why* do you have a horseshoe on your head?

CASTOR Uh...

*(sigh)*

Long story.

CYBILENE We've all been traveling the same direction for some time now!

MAX Any friend of Cyb's is a friend of mine. If you all ever need the services of a brigand, just say the word.

KNOWLES *(unimpressed)*

You get away with that often? Calling yourself a brigand?

MAX No law-keeper has caught me yet!

KNOWLES *(strained laughter)*

*Really!*

KILLIKER *(grandiose)*

No walls can hold the three of us!

CYBILENE No challenge too great!

MAX No prize too elusive.

ALL THREE No troubles, no fear!

ZARA *(pained)*

Oh, that's cute! You've got a little... chant... thing.

CASTOR Why don't we have one of those?

ROSIE Listen, we won't keep you. I know you probably have some catching up to do.

CYBILENE We do, but... Oh!

Why don't we all have breakfast together? Get to know each other a little?

ROSIE *(exaggerated cheer)*

Oh, that sounds so nice.

MAX Until then, friends of Cyb.

Shall we?

SFX (08:19): FOOTSTEPS WALKING AWAY.

KILLIKER Something in that kitchen smells incredible.

MAX What's good here, Cyb?

CYBILENE Oh, everything!

KILLIKER *(fading out)*

You know... I could swear I've been here before...

ROSIE Alright, what do we got?

KNOWLES They have been working together for a *long* time.

ZARA I don't know if it was just because we were new and he was trying to make an impression, but... I don't think Killiker stopped casting the *whole* time we were talking.

His voice oozes magic.

CASTOR And they're friends! Actual friends! Like... teasing and nicknames... All that stuff!

ROSIE How does Max strike you? One of you... *fighty* types?

KNOWLES Maybe...

*(considering)*

But you don't carry around a longbow like that *unless* you know how to use it. Those things are tough to draw...

CASTOR Longbows have a lot of range, right?

KNOWLES Yes, that's right.

ROSIE So... What do we got? A... a wizard, a bard, and...?

KNOWLES (*dawning realization*)

A ranger! I'd make that bet.

TODE (*seriously*)

I do not like that Max fellow.

CASTOR (*surprised*)

Tode, are you... Are you... *jealous*?

TODE Jealous?

(*beat*)

Is that what this is?

ROSIE Jealous? Why?

ZARA She's *your* sister, but Max has a head start.

TODE That... is exactly it.

(*sigh*)

I wish I had a nickname for my sister.

(*beat*)

(*reasonably*)

But I can hardly fault Max for that, so there's no sense in being upset about it.

KNOWLES So, you're... not upset.

TODE You know, it's funny... But saying that doesn't seem to have helped.

ZARA *(lightly)*

It never does.

ROSIE They seem like they'll be more of a problem than the other crews.

KNOWLES Experience, teamwork...

CASTOR *(emphatically)*

Real friendship.

ZARA Why do you keep bringing that up?

CASTOR It matters, doesn't it?

KNOWLES He's right. It makes a difference.

ROSIE *(defensive)*

We have that!

ZARA *(laughs)*

KNOWLES Let's give ourselves some slack in that department, shall we? We've known each other for... a matter of months. Weeks, really.

ROSIE But we *are* friends, right?

*(beat)*

*(insistent)*

Right?

TODE *(honestly)*

We're friends.

KNOWLES We are friends, yes.

CASTOR Just not... *close* friends.

Uh– Yet.

ROSIE Yet!

KNOWLES Yeah.

AUDIO (10:41): A PAUSE.

ZARA (*annoyed*)

What?

ROSIE How long are you going to pretend that you don't like us?

ZARA (*darkly*)

I *don't* like you.

SFX (10:50): CHAIR DRAGS AGAINST WOODEN FLOOR.

ZARA Are we going to eat or what?

ROSIE I *am* hungry!

CASTOR (*exaggerated surprise*)

Whoa, are you getting us food?

ZARA Shut up!

SFX (10:58): FOOTSTEPS FADING AWAY.

KNOWLES (*chuckles*)

ROSIE (*chuckles*)

She likes us.

AUDIO (11:03): BACKGROUND SOUNDS OF TAVERN FADE AWAY.

**(11:04) OUTRO:****(11:04) NEXT TIME ON...**

AUDIO (11:05): INN BETWEEN THEME PLAYS IN THE BACKGROUND.

TESSA      Next time, on Inn Between...

KNOWLES *(pleased)*

Now *this* is goblin country.

ROSIE      Uh, is this one of those ambush points you told us to be looking for?

ZARA      Do you think your magic's up for this, Castor?

CASTOR    *(strained and anxious)*

Oh... I guess we'll find out...

**(11:25) CREDITS:**

HANNAH    This episode, "The Rivals", 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 Cybilene is Kira Apple. The voice of Killiker is Sam B. Nguyen.

This episode featured the voice of special guest Malcolm Jay as Max. Catch more of Malcolm's work on the podcast *Starfall*.

The voice of Tessa is Hannah Wright. The voices of the adventurers are Kris Allison, Danilo Battistini, and Sam Cavalcanti.

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

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

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If you like the show, develop a fun and flirty friendly rivalry with some super cool adventurers! Or leave us a review.

Thanks for listening!

AUDIO (12:24): 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.

**(12:36) POST-CREDITS:**

AUDIO (12:37) : BACKGROUND SOUNDS OF TAVERN.

TESSA You know, on the one hand, adventurers do tend to be good for business, but on the other hand...

SFX (12:48): ARROW HITS A WOODEN SURFACE, THE SHAFT VIBRATES.

TESSA (*irritated*)

On the other hand, the repair bills very nearly cancel it out!

You! You there! Does this look like an archery range? Put those away now! That is not how you play darts.

AUDIO (13:01): BACKGROUND SOUNDS OF TAVERN FADE AWAY.

EPISODE ENDS.