INN BETWEEN – THE INN BETWEEN – THE INN AT THE EDGE OF GREENWOOD

Episode: Bonus episode, "Beyond the Greenwood"

Transcript provided by Ria Couoh.

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INTRO:

AUDIO: THE INN AT THE EGDE OF GREENWOOD THEME PLAYS IN THE BACKGROUND.

HANNAH Uh… Tell me about the potion Henry was given.

ANDREW So, the potion Henry was given was given to him by a… traveler to the Inn, uhm, who was a very interesting person, ah, with stars that were tattooed across their arms that actually moved and were translucent and created this, like, galaxy pattern across.

AUDIO: MUSIC FADES.

AUDIO: SOFT CRACKLING OF A FIREPLACE IN THE BACKGROUND.

ANDREW They had arrived via a potion they had concocted and whipped up another one for themselves to get home. And after having a conversation with Henry about his dreams, uh, of travel one day, gave him an extra, uhm, so that at such time he decides to go on an adventure, he has the means.

HANNAH Then why does he choose now to use the potion?

ANDREW Henry had one other encounter after that, uhm, with a—a fellow innkeeper by the name of Quincy who had come across, uh, his Inn. And Quincy and he talked quite a bit about… just… the beauty about having a space like an inn, but also the need to go out and see other things.

And, uhm, Quincy gave Henry a wax coin that if he flipped it, he would end up at Quincy's tavern. Uhm, so he knows he has at least

a way to get back to a friendly face, and I think that the itch just finally gets to Henry.

And, you know, you have a…

(chuckles)

You have something sitting on the shelf that you look at every day and eventually you've got to… You've got to pop the cork and try it!

That's where he finds himself.

HANNAH And that's exactly what you do.

So, this is the day that you've decided to drink the potion, what do you take with you?

ANDREW Goodness.

HANNAH *(laughs)*

ANDREW Uhm…

(through laughter)

Henry would overprepare, for sure!

He's got a… kind of a rucksack or, or a knapsack of sorts that is just *bulging,* uhm, with various supplies.

SFX: RUSTLING OF SEVERAL FABRICS.

ANDREW He's trying to be practical. He's trying to bring, uhm, you know, dried goods with him, things that won't spoil, but he's –uh, as far as food goes. But he's also got, you know, ropes and climbing equipment. Uhm… He's got a dagger stuck in his belt. Uhm… Although… not much of one to use a weapon.

HANNAH (chuckles)

ANDREW He's got some other tools like a… You know, he's got flint and steel, he's got himself an axe.

SFX: METALLING SWISH.

ANDREW Bedroll.

(amused)

Uhm, a lot of the standard stuff, but then he's also got with him a lot of cooking supplies?

HANNAH *(chuckles)*

SFX: SOFT CLICK-CLACKING OF WOODEN MATERIALS AND BOWLS.

ANDREW And brought a lot of, uh, things for collecting samples or, uhm, you know, spices or whatever that he might find out and about, and, uh, so it's… It's very Samwise Gamgee in the… way everything is clattering and clanking as he goes.

SFX: CLATTER OF CERAMIC PIECES.

ANDREW He does strap his, uh, knee brace on.

SFX: RUSTLING OF THICK FABRIC.

ANDREW Uhm, and tighten that down before doing anything else. And puts on a… Puts on a thick pair of gloves.

SFX: RUSTLING OF FABRIC.

ANDREW And a hat that comes down over his ears, just in case he ends up somewhere cold.

SFX: MORE RUSTLING, SOFT PATS OF THE FABRIC, AS IF SMOOTHING IT DOWN.

ANDREW Gives a wink to Mr. Boots, the cat.

SFX: CAT MEOWS.

ANDREW And then…

Pops the cork.

SFX: CORK POPS.

HANNAH Okay. What does it taste like, this potion? I'm going to be straight with you, I'm imagining that Starlight Coke stuff.

(chuckles)

ANDREW Yeah, yeah. I… I think it's…

(thoughtfully)

I think it's almost tasteless at first. That surprises him. He expected something bitter, and something… repugnant, almost, uh, having never drank a magical potion before.

But I think that after it goes down –I mean, he almost does that thing where he like, holds his breath as he drinks it, right? So, you don't get the flavor on your tongue?

HANNAH Mhm.

ANDREW But as, as he kind of… settles in, uhm, and gets the taste there's, uhm, a citrus to it.

HANNAH Ooh.

ANDREW Almost… almost like a lemon zest.

HANNAH You blink when you taste that. You're like, "Oh!"

And, when you open your eyes again, you're no longer inside the Inn at the edge of Greenwood.

HENRY Oh! Oh goodness!

HANNAH You are… elsewhere.

AUDIO: FIRE FADES AWAY.

HENRY *(harsh huff)*

HANNAH So, you find yourself on a road that is carved into the side of a cliff.

AUDIO: LOUD, STRONG WINDS.

HANNAH It is… rather cold, so you're very grateful for the hat. Uhm, you actually do find yourself prepared for the weather, which is blowing snow and bitter cold. It doesn't look like it's storming, uhm, but it's also hard to say. You don't necessarily know what a blizzard looks like coming through here, so…

It is… dusk *or* possibly dawn. You're not entirely sure, but either the light is failing or just starting. The sky is gray.

Uhm… And, uh, luckily, just around the corner you see some twinkling lights in amongst the snow.

ANDREW Is the… the path that I'm on a fairly thin and treacherous one? You said it's on the side of a mountain, is there a sheer drop off or anything?

HANNAH *(laughs)*

There is. There is a sheer drop off to your left.

ANDREW Okay, he *immediately,* like, plasters himself…

SFX: HEAVY FOOTSTEPS CRUNCHING IN THE SNOW.

ANDREW *(continued)*

…as best as he can with the massive backpack behind him.

HANNAH *(giggles)*

ANDREW He—he actually goes back first to the wall, and realizes that the backpack is keeping him, and he flips around…

SFX: A FEW MORE FOOTSTEPS IN THE SNOW.

ANDREW *(continued)*

… and pins himself like… chest first to the wall.

HANNAH *(chuckles)*

ANDREW And his legs begin *shaking*.

HANNAH *(sigh)*

It doesn't take long to you to realize that *probably* you could walk along this path relatively safely? It's, uh, it's about six feet wide.

HENRY *(relieved)*

Okay…

HANNAH So, it would be tricky to pass someone, but at the moment you are okay.

HENRY (rushed, panicked)

I… Okay, uh… That was unexpected.

SFX: FOOTSTEPS START UP AGAIN, THIS TIME CONTINUOUSLY.

HENRY I'm glad I didn't find myself six feet that direction. Okay… Or really six feet the other direction either. Uhm... Oof, alright. We're just going to… we're just going to scoot…

ANDREW And he just scoots along the path, like…

(through laughter)

Holding to the wall. He's taking no chances.

HANNAH Uh, it takes a long time but eventually the, uh, the path along the side of the cliff widens into, uh, something like a…

Have you ever been to Mesa Verde?

ANDREW I have not!

HANNAH Okay, so what you see is…

These twinkling lights are coming from the rock itself. The place is carved into this rock. There are alcoves. Uhm… Some of them contain buildings that you would find recognizable but some of

them are buildings in and of themselves. Uhm, and, you know, they—they have a…

SFX: TWINKLING, AS IF BY BIG CRYSTALS OR METALLIC CHIMES.

HANNAH Open windows that are occasionally paned but usually just covered with things like cloth. It looks like this place has battened down the hatches for a winter's night.

One thing does look pretty out of place though.

And it is that, on the edge of the cliff, uhm, at one side of an open area that looks like it might be a courtyard…

SFX: METAL HINGES CREAK SLOWLY, AS IF CARRYING AN OBJECT THAT SWINGS BACK AND FORTH UNDER THE WIND.

HANNAH *(continued)*

There is a very, very old building. Uhm, the sign above the door creaks in the wind and it says… "The Goblin's Head".

HENRY *(relieved, sing-song)*

Oh, that looks like a tavern if I've ever seen one, I'm going there…

HANNAH *(laughs)*

ANDREW And he just like, like, continues to scoot until he gets to the point where he feels safe enough and then like…

"Aaah!"

His feet carry him as fast as he can that direction.

SFX: HEAVY METALLIC SOUND AS DOOR THUDS OPEN.

SFX: FOOTSTEPS STOP.

HANNAH And there you go! With a gust of cold —of warm air, you enter this building.

AUDIO: BACKGROUND SOUNDS OF DISTANT CONVERSATION INSIDE A TAVERN.

HANNAH Now, you know inns. You know inns pretty well.

ANDREW Pretty well.

HANNAH And, so, just looking at this… Uhm, you're very polite and, of course, thoughtful, so you close the door behind you.

SFX: DOOR THUDS CLOSED.

HANNAH Uh… Your grandfather built your inn.

ANDREW Mhm.

HANNAH But looking around this building you get the impression that it was *old* when your grandfather was a boy.

ANDREW Mm.

HANNAH It is… has got timbers that are blackened into stone hardness and, along one wall is, uh, a wall that is… riddled with holes as if it's been eaten away by woodpeckers on which are hung, uh, notices! Things like, uh… "wagon guard wanted" or, uh, "lost–," uh, "lost werewolf, please advise", or, uh, "adventurers wanted for dragon slaying quest."

ANDREW He rubs his hands together, kind of reading this from afar. He's like…

HENRY *(breathy)*

Oh, all the classics.

(sigh)

HANNAH *(chuckles)*

The folks in here are, uh… Probably they would stand out in your village as being sort of suspicious characters. They all look proof against the weather or are in various states of having peeled off

layers, enjoying themselves, uh, but they look like… dangerous people.

You get the sense here that…

(amused)

This… This is not the village that you've come from. This isn't even maybe the surrounding lands.

ANDREW Yeah.

HANNAH On the back wall is a bar. There's a door that you would imagine leads to a kitchen area. Behind the bar is –somewhat alarmingly, because you have friends that are goblins– the taxidermized head of a goblin.

There is a woman behind the bar. She's human. She's… eh, somewhere between mother and grandmother age. You feel like that, you know, she'd get along with your mom. She is pretty short for a human. Uh, rather plump. Uhm, has a… has an apron that looks like it has seen better days.

She is picking up glasses and putting them in a bucket when you arrive.

<u>SFX: CLINKING OF GLASSES.</u>

ANDREW I look at that taxidermized goblin's head in the wall and just kind of mutter to myself…

HENRY Oof… Good thing Dragga is not here…

HANNAH *(chuckles)*

ANDREW I'll kind of look left and right. Is there, uhm, is there a place like, like, like… We have a coat hanger at *my* inn, is there a place for my coat and my bag or have people kind of kept their possessions with them?

HANNAH You do see a series of pegs along the wall.

ANDREW Okay.

HANNAH But it looks like it's mostly outer coats that have been there. Uhm…

ANDREW Sure.

HANNAH Backpacks seem to be sticking with people.

ANDREW Okay.

So, I will be very noisily just…

(strained noise)

Pull off the massive sack.

HANNAH *(chuckles)*

ANDREW It *thuds* to the ground!

SFX: THUD.

ANDREW Uh…. Pull off my coat, my hat, my gloves.

SFX: RUSTLE.

ANDREW Hang those up and then *hoist*–

SFX: RUSTLE.

ANDREW *(continued)*

The backpack back up on top of my shoulder.

(laughing)

It's very heavy on his slight frame. Uh, and then carry that over to…

SFX: SOFT FOOTSTEPS.

ANDREW I think I'm going to go to the bar. I think I'm going to find a spot, uhm, preferably at one end or the other, uhm, where I can kind of

like slam the backpack down at the end of the bar, kind of on the floor.

HANNAH Okay. There *is* a space at the end near the kitchen door, uh, which…

ANDREW Perfect.

HANNAH I would say is probably not ideal because you get the impression that your backpack might get in the way there, but no one seems to be using that door at the moment. And there's another door behind the bar, so.

ANDREW I'll try to squish it against the bar as much as I can to keep it out of the way.

SFX: RUSTLE.

HANNAH You… You draw some looks, but not as many as you might expect.

SFX: WOODEN CHAIR DRAGS ALONG THE FLOOR AND CREAKS QUIETLY AS HENRY SITS.

ANDREW I try also to kind of–

(sniffs)

Wipe my nose a little bit and put on my best tough face.

HANNAH *(chuckles)*

ANDREW Just kind of looking at… looking at the clientele that's in here. Uh, but… make way too much eye contact.

HANNAH *(wheezes)*

ANDREW And too… way too many, like, nods at people, to prove that I'm tough. It's… It ends up going… the pendulum swings too far in the other direction. For sure, for sure.

HANNAH Ah, people start averting their eyes and…

(laughing)

Maybe wondering if they should stay away from this guy.

ANDREW Yeah, that's right. That's right.

HANNAH Yeah.

ANDREW *(pleased)*

I'm not to be messed with!

HANNAH You don't have a nearest neighbor at the bar, uhm, so it takes a minute for the innkeeper to circle around to you.

ANDREW Yep.

HANNAH She waltzes up to you with her—her—her *bucket* full of spent mugs and says…

TESSA Welcome to the Goblin's Head, young man. What can I get you?

HENRY Oh! Uhm, I would absolutely love a whiskey if you have one, uhm, and also…

(nervously)

Where is this?

TESSA This… T—this is the Goblin's Head, I just said that.

HENRY I… Of course, yes. Don't— I don't mean to make you repeat yourself. Uhm…

(laughs nervously)

E—everything outside… like… I'm not… *Mm.* What—what's the kingdom or the land? This isn't Alçon by any chance, is it?

TESSA Oh, we're far… I—I've never heard of Alçon, I don't know what that is.

HENRY *(to himself)*

Okay, that's what this feels like, to be on this side of the bar.

(to Tessa)

Uhm, yes. A whiskey would be wonderful. Thank you, ma'am.

TESSA *(uncertain)*

Certainly. One moment.

HANNAH Uh… Oh! She, uh… circles around, she goes through the door, back to the kitchen, uh, and then circles back with a couple of bottles and says…

TESSA You didn't clarify what kind, so I just brought a couple.

SFX: SOFT CLINKS.

HENRY Oh! Uh, what's the… what's the difference?

TESSA Well, if you're feeling brave you could try the ogre whiskey, which, uh, I don't know if I would recommend for…

(pointedly)

A beginner.

But if you don't consider yourself a beginner, then you can always try it. Failing that, we have this lovely summer whiskey from, uh, down south in the kingdom. And, uh, there's this one as well. I think it's elvish in origin? Although I can't say it's a favorite, I've had it for awfully long, and no one seems to want to finish it.

HENRY Oh, uhm, all of those sound wonderful. Uhm… Could I try the elvish? And also, you said *the kingdom*… Uhm… what kingdom would that be? I've gotten a little turned around.

HANNAH *(laughing)*

Do you want to know something hilarious, Andrew?

ANDREW *(overlapping)*

Have you never named the kingdom?

HANNAH *(continued)*

I don't have a name for it!

(laughing)

I haven't!

ANDREW *(chuckles)*

(slow claps)

HANNAH Kind of on purpose? It just never came up! I'm terrible at naming things!

ANDREW I refused to name the innkeeper for the longest time!

HANNAH *(laughs)*

ANDREW I didn't know he was Henry until we crossed over with our other show.

HANNAH Oh, there you go!

ANDREW So, yeah.

HANNAH Which, I was like determined to watch if you didn't reveal the name in season two, by the way. I'm like, not a YouTube person much anymore, but I was going to do it!

ANDREW Alright, yeah.

HANNAH Let me see. Uh…

She pours you a glass of the elvish whiskey which unfortunately does smell pretty foul.

<u>SFX: LIQUID BEING POURED INTO GLASS.</u>

HANNAH Uhm, and she says…

<u>SFX: GLASS SLIDING THROUGH THE WOODEN SURFACE OF A TABLE.</u>

TESSA Well, there's only the one.

HENRY Of course.

TESSA It's the human one if that helps.

HENRY *(bewildered)*

The human kingdom. I–I know it well, yes.

TESSA Yeah, well, they've got a human *king*.

HENRY *(even more confused)*

As… a human kingdom should.

TESSA Well, I suppose she's not a king *exactly*. They *did* have a human king. These days it's a… sort of a princess and a… a guardian situation.

HENRY Oh! Well, I'm sure she's doing wonderfully.

TESSA I wouldn't know, I haven't been back in a while.

HENRY Uhm… Thank you.

ANDREW And he takes the drink and sips it.

<u>SFX: SOFT CLINK OF GLASS. SLURP.</u>

ANDREW All right, how bad is the whiskey?

HANNAH It's uhm… It's bad.

ANDREW *(laughs)*

HANNAH It's pretty bad!

(laughs)

ANDREW Okay.

HANNAH It's like…

ANDREW I know we said no dice…

HANNAH Uh… It—it seems like it's not…

ANDREW I know we said no dice…

HANNAH Yeah, go for it!

(dissolves into laughter)

ANDREW *(continued)*

But I'm—I'm just going to roll a D20 because… Henry—Henry can hold his whiskey. That is something about him.

HANNAH Okay.

ANDREW And yet, he's pretty unnerved, so we're going to see where we land.

SFX: DICE ROLLS.

ANDREW Oh, no! He spits it right out!

SFX: HENRY DOES A SPIT TAKE.

HANNAH *(cackles)*

ANDREW He tries, he tries. And he doesn't, like, spit take it but…

(short swallowing noise)

Kind of dribbles out the mouth a little bit. He…

(pained gasp)

Wipes it up.

HANNAH *(snorts)*

HENRY *(strained, trying to hold back his disgust and keep his polite tone)*

That's, uhm… That's quite a unique bouquet…

TESSA So, I believe that they sold it to me on false pretenses. I think they said something about how it was artisan or something, but…

HENRY *(hums)*

TESSA I think they were just selling me, you know… trash.

HENRY I… Well, no offense, ma'am, but…

TESSA *(amused)*

Would you like to try something else?

HENRY *(fervently)*

Yes, please.

(reigning himself back)

Ab… absolutely.

HANNAH *(chuckles)*

HENRY Uhm… I'll have that summer one, if you don't mind.

HANNAH She pours you that one and it is, uh…

SFX: LIQUID IS POURED INTO GLASS.

HANNAH Already smelling better.

SFX: GLASS SLIDING THROUGH THE WOODEN SURFACE OF A TABLE.

HENRY *(relieved sigh)*

HANNAH She takes your… your glass away.

SFX: SOFT GLASS CLINK.

ANDREW I love it. I… I'd like to think it almost has a little bit of like a, like, like, uh… Jack honey is my personal favorite and, uh, I just… Like a little bit of a honey flavor… honey scent and flavor to it, uh, and that washes the taste right out.

HANNAH It's that and there's something like… sunshine-y about it.

ANDREW *(interested hum)*

HANNAH You would bet that this was probably brewed somewhat with magic?

ANDREW Yeah.

HANNAH If not completely, but it—it's very good.

ANDREW Love that! Delicious!

TESSA Where did you come from, if you didn't come from here?

HENRY Oh! Uhm, I come from…

(mumbles)

This is actually very exciting, uh, if a little nerve-wracking.

(nervous but upbeat)

I come from a kingdom called Alçon. We have a halfling king there! Uh, King Ustomin. But I… I actually run a—an inn! I run a tavern there! Uhm, near a… near a large green pine forest! Uhm, and, well, I just, I… It's—it's a pleasure to be at your establishment and see how things are done here in the, uh…

(snaps his fingers)

The Human Kingdom.

TESSA *(entertained)*

We're not *in* the human kingdom. We're pretty far north of it.

HENRY Right! The—the north of the hu…

(fumbling, increasingly distressed as he goes)

I'm so sorry, I don't know where I am! I'm… I drank a *potion*, and then I *blinked*, and all of the sudden I was on the side of a *mountain*,

and it was blowing, and it was *summertime* where I came from, and that's very disorienting!

And… I walked 'til I saw lights and I came here and I'm *very* disoriented. And, usually, I'm the one…

(two soft gasps for breath)

Calming people down but… Oh goodness!

(nervous laughter)

HANNAH She, uh, she takes all this in pretty nonplussed, and tops off your whiskey.

SFX: LIQUID IS POURED.

HANNAH And says…

TESSA Usually this happens to *us,* not the other way around. Interesting.

HENRY *(despairing)*

That… that seems to be the theme of what's happening today, yes.

ANDREW Drinks the whiskey.

HANNAH *(laughs)*

TESSA Well, you know, I got a feeling about you. When you said you were an innkeeper, it just confirmed my suspicions.

HENRY Oh! Uhm… What suspicions were those?

TESSA You don't have any weapons, boy.

HENRY Oh! Good!

ANDREW He pulls his kind of… under coat back.

SFX: RUSTLING.

ANDREW And then he's got his little dagger stuck in his belt. He's like…

HANNAH *(with delighted amusement)*

I *have* to know, how large is this dagger?

ANDREW Uhm, it is… I'm going to say it's probably standard size? But it's a little bit too ornate. Like, it's very obviously a *tourist* souvenir.

HANNAH Ah.

ANDREW *(continued)*

That he picked up somewhere, that's got like… And it's, like, not well-made.

HANNAH She's like, uhm…

TESSA You mean to say that's not decorative?

HENRY Uh…

(nervous chuckles)

No, no!

ANDREW And he pulls it out.

<u>SFX: METALLIC *CLING* AS DAGGER IS UNSHEATHED.</u>

ANDREW And *immediately* regrets it, as he looks around at all the rough and tumble people with him now holding a…

HANNAH *(laughs)*

ANDREW *(through laughter)*

Unsheathed *knife!* In this place!

HANNAH Yeah, the, uh, the people who were avoiding your gaze before now are now paying you *plenty* of attention.

ANDREW I'll just–I'll just–I'll just put it back… Put it back.

<u>SFX: SLOW DRAG OF METAL AS IT'S SHEATHED.</u>

ANDREW Very gently.

HANNAH She waves a hand at the rest of the patrons and says…

TESSA Don't you worry, I wasn't worried. I wasn't afraid of you. I don't know if that's insulting or not but…

HENRY *(defeated)*

I… At this point, I'm… I'm okay with it. I… I'm not a very threatening person.

HANNAH *(chuckles)*

TESSA Listen, why don't you, uh, take a minute to collect yourself? I have some, uh, drinks to gather, but, uh…

HENRY *(softly)*

Of course, ma'am.

TESSA Please feel free to look about.

HENRY Your work is never done, I know it well. Please don't let me stop you.

TESSA It never is. It's just me in here anyway.

HENRY Oh.

(loudly)

Is there anything I can do? Feel free to put my skills to use.

TESSA *(chuckles)*

I appreciate it but… you're on an adventure, and I feel that's, uh… rude.

HENRY Probably what I should have said to… Yeah, okay.

HANNAH *(laughs under her breath)*

ANDREW He'll just sit and… kind of take things in. Uhm… Yeah, I'm just kind of curious to look around this place and see what's the same, what's different, uhm, you know?

He's been obviously in his own inn, but also lots of inns around the kingdom as he's done, uhm, you know, little bits of traveling to get supplies and what-not.

HANNAH Right.

ANDREW And he's curious what another… what another world's, uh, rest stop looks like.

HANNAH You know, it's weird because this place does have a tenor of danger that you are, uh… you—you're picking up on pretty well, but the… There's something about it that's also… cozy, homey. It doesn't feel that different from your inn in that way.

It feels like… *comforting* to you.

ANDREW Yeah.

HANNAH And—and you don't know why because… there's… there's almost no end to the differences.

Yours is—is wide open and airy, uh, plenty of space. There's space for basically anything to happen if you cleared out some chairs.

ANDREW Yeah.

HANNAH This place, uh, it looks like most of the furniture hasn't been moved in a decade or so.

ANDREW Mm.

HANNAH There's a… a marked hole in one wall, where it looks like someone maybe punched through. Uh, it… There's, you know, scratches on the bar that are, you know, deep and have collected dust and grime to the point where they're black and, you know, no amount of scrubbing would clean them out properly.

And, you know, you can smell all around you not just the… the alcohol, uhm, but the smells of—of leather and metal oil. Uhm, the smells of, uh, magic which you… may not have noticed before but it—it—there's—it permeates this place in a way that almost adds this campfire aroma to the air.

The people here are… if they are together, they are talking quietly. They're not celebrating necessarily, they are… hunkered down. You know, they are finding respite here, just like you.

ANDREW Is the… Are the—are the make-up of the folks similar to what I'm familiar with? Halflings, humans, tieflings? Uhm… Are there species or races that, uh, are—are new to Henry?

HANNAH There are… many fewer people in here.

ANDREW Okay.

HANNAH *(continued)*

Than would fit in your inn.

ANDREW Sure.

HANNAH So, you're not entirely sure if what you're seeing here is a—is a population cross-section or not.

ANDREW Sure, yeah.

HANNAH You do see quite a few dwarves!

ANDREW Okay! That's very prominent.

HANNAH You get the impression… Yeah. There, there's a… yeah.

Along with quite a few dwarves, there are a couple elves that you recognize as drow –uhm, as dark elves. Uh, as well as, you know, a—a standard mix of half-elf, human, halfling.

You don't see anyone who looks terribly unusual?

Uh, you do see someone who like, you know, they look over their shoulder at you at one point and you see that their eyes glint silver. Something about you tells you that that's… probably not a human person!

ANDREW Mhm.

HANNAH Uh, but you couldn't place necessarily what they were.

ANDREW He's super interested in the dwarves, because… I–Henry may have met *one* dwarf in his entire life. They're just almost completely extinct in Alçon.

HANNAH Ah.

ANDREW He tries not to…tries not to stare and be rude, but he's fascinated by a people and a culture that, uh, the bones of his country was built upon but he's never had the chance to experience himself.

HANNAH I see.

ANDREW Uh–

HANNAH Here there are plenty.

(laughs)

ANDREW Yeah, yeah. Uh–

HANNAH They're, uh… they're pretty much all bearded. They are all, uh, you know.

ANDREW Mhm.

HANNAH These people are kitted out in a– with– for adventure but you don't necessarily know if that's… standard for dwarves or… just what these folks are up to because that's what everyone looks like at the moment. Uhm, and, you know…

ANDREW Sure.

HANNAH You do see like—you don't necessarily get a great idea of what the… gender make up is? But you do see that the dwarves tend to be in parties, either with other dwarves or with, you know, o—other folk. You don't see any lone dwarves.

ANDREW Social, yeah.

Uhm, all around the Inn at the Edge of Greenwood, you can find little talismans and tokens of past visitors and past conversations. You know, whether that's a… a coin from another realm that's stuck on a shelf or a drawing that someone made on the fireplace.

Do I see art? Do I see knickknacks and collectibles around? You mentioned the—the head and the, uh, the wall of notices but—but what else decorates the… space here?

HANNAH It looks like, probably over the years, a *bunch* of stuff.

ANDREW Mm.

HANNAH At the moment, some of the, uh… There—there are pictures drawn on the plaster, uhm, but they are old and faded. Uh… yeah. They look like they were probably landscapes at one point, some quite crudely drawn, almost in the style of a child, uhm, but those… even those have faded and those seem to be the newest ones.

As for behind the bar, it is lined with colorful bottles that seem to serve as decoration. Uh, except for the space in the wall where the goblin's head hangs.

You also, like… You—you get the impression that, you know, this place is functional. It is… there to serve a purpose. Uhm…

(sighs)

I know we said no dice rolls, but I'm very tempted.

ANDREW That's okay, go for it.

HANNAH Do you have like a character sheet for Henry?

ANDREW I have a… rough idea of what his stats would be.

HANNAH Okay. Uhm…

I guess I'm looking for… I–I–Okay, we can maybe talk this out. We maybe don't need to roll dice for this, but…

How good is he at sensing magic? After all that he's been learning and after everything and everyone that he's met.

ANDREW Yeah, I think that's such a great question and, like, those little bits of–of kind of sensing the magic around him also prompt him in this moment, and he goes…

HENRY *(whispered)*

Oh, gods! Gods! I didn't even check yet!

ANDREW And he kind of like hunches over himself and attempts to cast Prestidigitation, uhm, just on a little bit of clothing, to see whether or not his magic's even working here?

HANNAH It works great! What does the Prestidigitation look like?

HENRY *(sigh)*

ANDREW Oh, so, just a–just a chunk of his clothing that had kind of gotten dirty being scraped up against the, uh…

(laughs)

HANNAH *(laughs)*

ANDREW The rock walls as he–as he shimmied his way here. Uhm, there's a couple of little rips it cleans up and–and, you know, mends itself a little bit there.

And he just breathes a deep sigh of relief and his shoulders kind of relax a little bit knowing that he's got his abilities about him.

HANNAH Okay.

ANDREW Uhm, but yeah. Then looking around, I mean, he *doesn't* have a lot of experience with, uh, lots of different types of magic. Everything

has been very isolated and very, you know, learning from scrolls and talking to specific individuals.

So, I don't know how much he would pick up here. Not a ton.

HANNAH Hm…

He may not have a lot of experience with magic, but the thing that he does know is an inn.

ANDREW Mhm.

HANNAH And you get the oddest sense. Like… It—it's almost an intrusive thought, you know? A passing fancy.

You get the idea that the inn is *alive*.

SFX: A PAUSE.

HENRY *(softly)*

Just very carefully… pat the bar…

SFX: SOFT, DULL PATS.

HANNAH *(laughs)*

HENRY Hello, uhm…

HANNAH Uh…

HENRY Uh… do you… do you talk at all?

HANNAH And you hear… a sound that sounds different than this building being buffeted by the wind. You hear the rafters creaking.

SFX: THE WOOD CREAKS SLOWLY.

HENRY *(awed)*

Wow, that's something.

(laughs quietly)

That *is* an adventure.

ANDREW And he, like… Any sense of danger, like, he's been trying to hold himself kind of on edge, right? Like he wants to be safe. He knows this is… This…

He's gone, man.

HANNAH *(laughs)*

ANDREW This is… This is the coolest… *coolest* thing he's ever seen in his entire life! He's just like… looking about, this bright smile, and just like…

HENRY *(still quiet, but full of excitement and admiration)*

My name's Henry! Uh, I'm—I'm an innkeeper! I run an inn in a different… plane of existence! I—I'm so pleased to meet you! What…?

(beat)

My goodness! What a remarkable thing you are!

HANNAH The Inn creaks again.

SFX: A SLIGHTLY LONGER CREAK.

HENRY *(impressed, wondrous laughter)*

I—I don't know if you can spell out your name or anything, but I'll have to ask your inn keep! Wow, the stories you must have seen come through here! Must be incredible!

HANNAH Uh, the, uh… The innkeeper comes back. Uh, she's been serving drinks and, the last time that you say that, after you say the word "incredible" and the rafters creak once more, she, like, you see her looking up.

And she comes back to you.

HENRY It's… It's *alive!*

TESSA You've been talking to it?

HENRY A… a little bit!

(laughs)

It just… It just creaks back at me but this… this is…

This is the most remarkable thing I think I've seen in my entire life!

HANNAH *(laughs)*

It creaks very markedly at that point.

SFX: INN CREAKS.

HANNAH Uh, and she's like…

TESSA Oh, it liked that.

HENRY *(glad laughter)*

Has it… has it always been this way?

TESSA As long as I can remember.

HENRY Goodness!

How long have… have *you* been working here?

TESSA Oh, decades. I've been here since I was old enough to be on my own, and it's always been like this as far as I can remember.

HENRY I'm incredibly… apologetic, I never introduced myself! My—my name is Henry!

TESSA Tessa. Nice to meet you, young man.

HENRY Tessa… Wonderful to meet you, ma'am! So, you work at a…

(fumbles)

At–at an *inn* that's alive! That is…! They…! We always talk about our places being alive! *This actually is!*

TESSA *(warmly)*

You know, I have a friend who can understand what the inn says, and he told me that the inn… *loved* the people who lived in it so much that it decided to follow them.

HENRY *(starstruck)*

So, does it *move?*

TESSA It does!

HENRY Can it… get up on legs and walk?

TESSA No… Nothing's so fanciful! I… I think that that would… Well, that would put my kitchen in absolute disarray! No, no… It, uh…

HENRY Yeah.

TESSA It, it… I suppose *teleports* is the right word?

HENRY Hm!

TESSA I don't know, I've never really seen it happen, it just…

I'm at the window washing dishes and I turn away to put something away and then I turn back…

HENRY And you blink.

TESSA Exactly!

HENRY Yeah… yeah. Huh!

ANDREW He pulls out this paper, uhm…

<u>SFX: RUSTLE OF PAPER.</u>

ANDREW *(continued)*

That he was given a long time ago, and it has all of these sketches on it of the different planes of existence and the way that they kind of folded over top of each other and… and laid out, and he just kind of starts like doodling…

SFX: SOFT SCRATCHES OF PEN AGAINST PAPER.

ANDREW And, like, adding another spot to the list.

HANNAH *(laughs quietly)*

ANDREW Uhm, and he kind of makes a little *note,* he's like… "The Goblin's Head" and everything. Just… just wrapped up in the idea of–of an inn that jumps planes.

TESSA Are–are you a scholar as well as an innkeeper?

HENRY Uh, that would be a… *very,* very high honor to–to receive such a title. I would never accept that. Uhm, I *dabble* in information, uhm, and in learning, uhm, and in a–a small amount of magic. Uhm, but, uh, I–I'm certainly interested.

TESSA Well, I might be a simple old innkeeper but, personally, I don't see the difference.

HENRY Between…?

TESSA Between being a scholar and whatever it is you're doing right now.

HENRY Oh! Well, it's, well… We'll say I'm a student.

(laughs)

TESSA That makes sense. That's wrong, though. We don't, *well,* we don't typically jump planes. We did once.

HENRY So you just move from place to place within the… *human* kingdom areas?

TESSA Well, around the continent, yes. I don't know if we've ever been *off* the continent. Then again, I don't know that I would… be able to tell the difference.

HENRY Huh.

Yeah, it's interesting because some of the people who come visit my inn who find themselves… Mm, well, let's say, in a similar position as I find myself now, some of them it's very obvious and some of them it's not. Some of them are convinced that they are still home for a while until a little thing gives it away.

TESSA Well, I don't know much about… planar teleportation, or whatever it is you're studying, but I do happen to know that home is more a state of mind than anything else.

Or sometimes it's a sentient creature that teleports.

HENRY *(fumbles)*

(taken off-guard)

I… You know, I'll have to add that to the, uh, to the phrase.

HANNAH *(laughs)*

HENRY For certain.

(nervous, bewildered chuckle)

TESSA The Inn, uhm, it chooses adventurers that it thinks is—are interesting or have interesting stories to tell and it follows them around.

HENRY Uh…

TESSA It likes to be home for them.

HENRY Fascinating. So, ins—Huh. So, instead of having to travel across the country to get back home, your home comes with you as you go on your adventure.

Well, that sounds… just about as perfect as it could be. You get a little bit of… everything, in that regard.

TESSA That's certainly how I see it.

I hope it's how the Inn sees it too! I think it does, although… it's hard to know how it thinks.

HENRY So, what type of… What type of adventurers do you like to follow, my good Goblin Head?

HANNAH Uhm, there is a… a multitude of tiny creakings up in the rafters.

SFX: SOFT CREAKING.

HANNAH You see Tessa, like, looking up and watching, tracking, like, as—as it's, like, bouncing from place to place up in the ceiling, and she says…

TESSA Well, I can't parse that at all, but I can tell you about who we've followed lately!

HENRY Oh, I would love that!

TESSA The last few… Let's see, they were hired by, uh, a couple of friends in order to investigate a mystery. Very professional, uhm, *acquaintances*, if you will, with lots of disagreements.

But, by the time they'd solved the mystery and discovered that it was a demon in charge, they had decided that not only was the…was the challenge worth facing together, but that their friendship was worth dying for.

HENRY *(sharp breath)*

Mm.

TESSA We followed them for a ways after that, they… subverted an *awful* cataclysm, or so do they claim. I don't know much about it; I just know that… some of my patrons were trying to get the same thing that they were and… were *very upset* about it.

HENRY So, competing adventurers of sorts?

TESSA Yes, although the Inn has its favorites.

HENRY *(warm laughter)*

TESSA This crew that we followed for a while, uh, it—it followed them up until the point where they got a couple more adventurers and then it decided that their story was… as complete as it ever was going to be and, uh…

(softly)

Let them be. Let them go off on their adventures.

HENRY It's always… the hardest challenge of any story is to know when it… is ready to be done.

TESSA It's true. I don't know why, but the Inn does have an instinct for it.

HENRY An inn-stinct.

HANNAH *(laughs)*

ANDREW Chuckles to himself!

TESSA *(humored)*

An inn-stinct.

HENRY Yes. Pardon the pun.

TESSA Say, can I get your opinion on something?

HENRY Uh… Very unqualified, but of course!

TESSA Actually, you're the most qualified person I've met so far! You're an *innkeeper*.

HENRY Oh.

HANNAH She hurries off to this giant keg in the, uh, in the back of the, uh, the bar area.

ANDREW Yeah.

HANNAH Uhm, and, uh…

<u>SFX: LIQUID IS POURED.</u>

HANNAH Pours you out a cup of this golden, uh, *beautiful* liquid. Uh, your money's on cider. Uhm…

ANDREW Okay!

HANNAH And she—she brings it back to you, and she, uh, just puts it in front of you.

SFX: HEAVY GLASS IS SLID ACROSS THE TABLE.

HANNAH And says…

TESSA *(firmly)*

I would like your opinion on this.

ANDREW He takes a polite sip and just kind of gives a—a standard…

HENRY Oh, that's quite lovely! It's, uh, it's wonderful!

HANNAH *(laughing)*

It is pretty good though!

ANDREW Yeah! Uh, doesn't seem to… to really give it his all, though?

HANNAH Okay.

TESSA It's our house specialty, and someone the other day told me I was overcharging for it.

HENRY Oh…

(beat)

Well…

(beat)

No offense, but how honest of an opinion do you want?

HANNAH *(snorts)*

TESSA Well, I asked for one. Go on.

ANDREW He kind of grabs it and this time he sniffs it.

HANNAH *(laughs)*

ANDREW He kind of… takes a sip and swirls it in his mouth a little bit. You see his… brow kind of furrow as he thinks.

HENRY Do you make it yourself?

TESSA I do.

HENRY Okay.

ANDREW Takes another…

TESSA It's the only thing I consistently have here, what with our supply chain changing *literally* every time that we jump.

ANDREW Takes another sip.

SFX: SLURP.

HENRY It's very good, but I *would* say I believe you're using apples that are… about a week too… *too* young. You should let them… You should let them be on the tree for another week before… making this.

TESSA Fascinating. I hadn't thought of that.

HENRY There's just a…

TESSA *(overlapping)*

Thank you.

HENRY *(continued)*

There's a *small* amount of tartness on the end, on the finishing notes that, uhm, some people might like! For me, I… I like the smoothness better.

TESSA This is very valuable. Thank you very much, Henry.

HENRY Certainly, it is… *very,* very good.

TESSA Well, that one's on the house for you then.

HENRY Oh, well, thank you!

TESSA Why did you decide to start adventuring, Henry?

HENRY *Uh*… That's a really large question with a really long answer, uhm… I suppose the short end of it is…

(takes a deep breath)

(sincerely, full of melancholy)

I've spent my… Hah, my entire life listening to stories, listening to… People come through *my* inn's doors and tell of their tales, and I've spent my time comforting them and listening to them and offering what advice I can and… grieving with them, when they need it. Celebrating with them, when there's occasion.

And it's been a full, *full* life… But in some respects, it's been *somebody else's* full life.

And I guess I just suppose that before… before I become my grandfather, ah, in age… I wanted to know first-hand what it was like to go out there and experience something with a little…

(chuckles)

A little uncertainty. A little danger. A little adventure.

TESSA You know what?

HENRY Mm?

TESSA I think you'll succeed!

HENRY *(with good humor)*

Well, I've met an Inn that can *talk*, so…

TESSA *(chuckles softly)*

HENRY I'm doing pretty well so far, I must say!

HANNAH She laughs at that.

HENRY *(soft laugh)*

But, at the same time, uhm…

(wistfully)

There's a lot outside those doors, isn't there?

TESSA A whole world that you haven't explored, I expect.

HENRY *(with a note of fear)*

Part of me wants to say this was enough and just… scurry back home. I found my story about the inn that talks and, uh…call it good.

TESSA Now, Henry, what would be the fun of that?

HENRY *(dubious noise)*

(slightly high-pitched with nerves)

Take the safe option!

(quietly)

Sister would definitely want me to take the safe option…

I almost… I almost *fell off a cliff* getting here, you know?

TESSA Did you slip on the path?

HENRY No, no! I *blinked!* No…

(fumbles)

I hugged the wall on the entire way here, but I blinked and found myself on the… path! If I had been standing just a few feet over in my own inn and blinked there, I would have been… *plummeting!*

The odds are not in your favor when you adventure!

TESSA You know, it's funny you should bring up odds.

One of the adventurers the Inn has been following around, uhm… they like odds very much.

HENRY Mm!

TESSA They'll calculate the odds for just about anything.

HENRY Do they win?

TESSA *(fondly)*

Always.

But they're very good at math!

HENRY You can… you can follow the sciences! Makes life a little bit easier, I would imagine.

TESSA But, Henry, they also have a sword and some friends.

HENRY *(agonized whisper)*

Which I don't *have!*

TESSA *(gentle)*

You can call your adventure to an end if you'd like. I'm… sure no one would fault you. I certainly wouldn't. In fact, I've never left here, really. I've gone all sorts of places, but I've always stayed home.

HENRY Sounds familiar.

TESSA That having been said, you said it was a potion that brought you here?

HENRY Uh, yes!

ANDREW And he pulls out the bottle and…

SFX: GLASS CLINKS.

ANDREW One last little drop drips from it, uh…

HENRY Not enough to get back, unfortunately! I've got a… I think I have another way home but… it's a little more roundabout.

TESSA Well, to use up your whole potion on a visit to another inn, that may well exist in your world if you go looking for it…

That seems like a waste.

ANDREW He… pushes back from the bar.

SFX: CHAIR SCRAPES ACROSS THE FLOOR.

ANDREW Stands up and walks over to the message boards.

SFX: FOOTSTEPS.

HANNAH Okay.

ANDREW Starts scanning them, looking for something… that catches his eye.

HANNAH A lot of these are for, uhm, parties, or for career mercenaries.

What are you looking for?

ANDREW I think he's looking for something… where it sounds like someone really needs help. Something that is a little less, for lack of a better term, corporate.

(laughs)

You know, something with a handwritten note that, uh… Although, they're all handwritten. But, you know, a little more—a little more scrawled. Maybe… not desperate, but maybe.

Somebody in real need.

HANNAH Okay.

(beat)

You see a notice that was handwritten. It was not, you know, it—it wasn't calligraphized. Uhm…

It is, uh, a note that says: "Lost cow."

Uhm…

HENRY *(excitedly)*

I have experience with that!

HANNAH *(laughs)*

ANDREW Pulls it off the board.

HANNAH Yeah.

The note says to ask for, uh… Luna Keystone.

ANDREW Okay.

HANNAH And it says that your reward, uh, upon finding either, uh, the cow or… the whereabouts of its last moments, are all the milk you can drink! And… five gold pieces.

HENRY I need gold, and I like milk! So, uhm that sounds… that sounds good to me.

ANDREW I kind of bring it back over… Uhm…Would…? To the innkeeper:

HENRY Would…? Do you know if this is nearby where we currently are or is this from before one of your… your jumps around the kingdom?

TESSA They just put that up today, actually. Uhm… it's… it's that young lady there!

HENRY Oh!

HANNAH Uh, she points to a dwarf in one corner.

HENRY *Thank you very much.*

ANDREW Uh, and he turns and shuffles over that direction. He very awkwardly does the thing where he, like, stands…

HANNAH *(wheezes)*

ANDREW Like… a little too far away and, like, a little bit out of the sightline, like hoping that she'll catch his eye but, like, not wanting to intrude…

But, uhm, yeah. It's just… Yeah, it's very, very awkward!

HANNAH Luna is sitting with, uh, two friends. They are deep in conversation about what sounds like mushroom farming? You are not entirely sure.

ANDREW Okay! Yeah.

HANNAH Uhm, yeah. They, uh… the two friends, it's one of them that sees you first. You—you don't, like…

They—they look at you and acknowledge you and, uh, kind of nudge Luna and say…

FRIEND *(quietly)*

I think he's here for you.

HENRY Oh, uh…

(sheepish chuckle)

So sorry to interrupt your—your conversation.

ANDREW I turn the note around.

HENRY Was this your…? Was this your request?

HANNAH Uh, Luna looks up, and she's like… She—she… leans back on her chair…

<u>SFX: WOODEN CHAIR CREAKS.</u>

HANNAH *(continued)*

And strokes her beard. She looks you up and down, she says…

LUNA You'll do.

Sure, uh, yes. That was my request. I desperately need to know what happened to it, it's… one of my three and we need to get through the winter somehow.

HENRY Say no more!

I am… more than happy to take on this noble quest for you in finding your lost cow.

LUNA You have me on an advantage. What's your name?

HENRY Uh…

ANDREW Sticks his hand out.

HENRY My name is Henry, ma'am.

LUNA *(amused)*

Henry.

<u>SFX: SOFT SLAP AS THEY SHAKE HANDS.</u>

LUNA You're an adventurer, Henry?

HENRY Yes, I am!

OUTRO:

AUDIO: INN BETWEEN THEME PLAYS IN THE BACKGROUND.

CREDITS:

HANNAH This has been a crossover episode between Inn Between and the Inn at the Edge of Greenwood.

Our game master and the voice of Tessa the innkeeper is Hannah Wright. Our player and the voice of Henry the innkeeper is Andrew Coons.

Dialogue editing by Katherine Ayers. Sound design by Melissa Coons.

Music by Jordan Sizemore and Eli Hamada McIlveen.

Transcript by Ria Couoh.

Check out Inn Between and the Inn at the Edge of Greenwood wherever you get your podcasts.

AUDIO: MUSIC ENDS.

EPISODE ENDS.