

INN BETWEEN

Episode: Season 5, Episode 2, "The Misfire"

Transcript provided by Ria Couoh.

(00:00) INTRO:

HANNAH Hi, everyone! Hannah, here.

Stick around after the show to hear a trailer from a podcast we love!

The Lucky Die is an actual play, and you know how we love actual plays, that takes place at what might be the end of the world. Or is it?

(delighted)

Maybe!

Watch as some pretty messed up people try to stop the apocalypse and become better themselves!

I mean, honestly, did they just make this show for me?

(chuckles)

That's *The Lucky Die*, spelled D-I-E. Go check them out!

But first, let's go to the Inn!

(00:28): PREVIOUSLY ON...

TESSA Previously on Inn Between...

AUDIO (00:30): INN BETWEEN THEME PLAYS IN THE BACKGROUND.

LARKIN Explosives make me kind of nervous!

PHOEBE I know what I'm doing.

YAK Something wrong with your canon, Phoebe?

PHOEBE I don't think so... It's just—

(loud, high-pitched with worry)

Larkin, look out!

SFX (00:43): A LOUD BOOM.

AUDIO (01:26): INN BETWEEN THEME FADES.

(01:29) THE MISFIRE.

SFX (01:30): DOOR CREAKS OPEN.

AUDIO (01:34): BACKGROUND SOUNDS OF A TAVERN.

SFX (01:35): SEVERAL SETS OF FOOTSTEPS. CRUTCHES ON WOODEN FLOOR.

LARKIN I'm okay. I think.

YAK You sure? It was a pretty impressive fireball.

RUKES Does that mean you don't need a potion?

SFX (01:45): CHAIRS SCRAPE AGAINST WOODEN FLOOR.

LARKIN I don't think so. Can someone check my neck?

MAX Check for what?

LARKIN Feels like it might be burned.

SFX (01:51): CHAIR SCRAPES AGAINST WOODEN FLOOR.

PHOEBE I'll check.

SFX (01:53): FOOTSTEPS. CRUTCHES CLACK AGAINST THE FLOOR.

LARKIN *(sullen)*

Thank you.

AUDIO (01:55): PAUSE.

PHOEBE What am I looking for?

LARKIN Does... does my skin look unusually red or blistered or...?

PHOEBE *(apologetic)*

I... can't tell...?

LARKIN *(glumly)*

Well, it's probably fine. It doesn't hurt much.

PHOEBE Okay.

SFX (02:12): CHAIR SCRAPES AGAINST WOODEN FLOOR.

MAX You're a lucky guy, Larkin. Not to be burned by an explosion that impressive.

LARKIN *(humorous)*

I don't burn easily.

(quietly, unhappily)

Benefit of being a *tiefling*.

YAK You ever see another explosion that big, Max?

MAX Mm. Here and there. Cybilene can really blow things up if it suits her.

LARKIN Who's Cybilene?

YAK A wizard we used to run around with. *Incredibly* skilled.

MAX *(bitterly)*
Too bad she's also incredibly gullible.

YAK Can you do magic like that?

LARKIN *(nervously)*
Me? I... Theoretically, sure, but I try to be more controlled than that!

RUKES Could do to be a bit *less* controlled.

LARKIN What do you mean?

RUKES You fight like you're afraid.

LARKIN It pays to be cautious!

RUKES *(sarcastic)*
Oh, pays well, does it?

LARKIN I... Uhm—

RUKES *(cutting him off)*
It's all well and good to talk about magical explosions. *Everyone* has seen a good magical explosion.

MAX So... we're talking *non-arcane*?

YAK Oh, *that* is a more interesting question.

MAX Alright, yeah!
(amused)
What about that time you collapsed that wall and started a landslide?

YAK A landslide's not an explosion.

MAX Come on!

LARKIN Why did you cause a landslide?

RUKES I'm with the lizard on this one. Doesn't count.

YAK I'm a dragon, Rukes, not a lizard. Get it right.

MAX *(giddy)*

What about the time Killiker blew those devices with just his voice and took out a guard tower? When we were down south?

LARKIN A guard tower?

YAK Ooh! What was the rigger's name?

(dubious)

Shail?

MAX *(on the border of laughter)*

Shoal! Like a school of fish!

YAK Right! The Kuo-toa!

LARKIN *(horrified)*

You... you were *friends* with a Kuo-toa?

RUKES Good explosion?

YAK I mean, it was okay.

MAX *(with exaggerated offense)*

You're judging Shoal's work? You monster!

YAK *(amused, unimpressed)*

It served its purpose, but mostly just flung a bunch of rock and sand! Wasn't even very loud.

- RUKES Not even close to Phoebe's then.
- MAX Eh. I suppose not.
- YAK What about you then, Rukes? Ever seen a better, non-magical explosion?
- RUKES Once.
- MAX Where?
- RUKES Just last week, actually.
- YAK Well, go on, then. Tell the story.
- RUKES That's the town we started from. Agglomeracion? You hear about that mine accident?
- MAX I heard the accident itself! It was massive!
- LARKIN I wasn't there long enough to get any local gossip. What happened?
- RUKES *(conspiratorially, dramatic)*
All their explosives went off... at once.
- AUDIO (04:51): PAUSE.
- YAK *All of them?*
- RUKES All of them.
- LARKIN Was anyone hurt?
- RUKES *(matter-of-factly)*
Two people died.
- LARKIN Gods.
- MAX And you were there?

- RUKES Just down the tunnel. The mine has these access tunnels that branch off from the entrance to the town. I was passing by one of them when I heard the *boom*.
- YAK I heard the whole mine collapsed.
- RUKES No. Just one of the larger caverns. Almost everyone got out, though, even then. They have some kind of... magical protective equipment? It can teleport you out of a cave-in, I guess, has some fire and impact protection too.
- LARKIN (*concerned*)

 What about the two that died?
- RUKES One was at the center of the explosion. Only so much magic can do. The other one... I don't know. Never heard exactly what happened. Some freak accident with the safety equipment, maybe?
- YAK Strange.
- MAX Mm... Back on topic, if you please. Industrial accidents aren't fun.

 (*lightly*)

 I prefer Phoebe's explosion, where no one got hurt.
- LARKIN Wh...? I mean, *I* got hurt—!
- YAK (*cheerily*)

 And had a fireball.
- MAX A *gorgeous* fireball!
- RUKES Good sound, too. Nice *pop* to it.
- LARKIN (*reluctantly, awkward*)

 The... the resonance was impressive.
- PHOEBE (*small, hurt, shaky*)

Okay, I'll go.

SFX (06:08): CHAIR SCRAPES AGAINST WOODEN FLOOR.

YAK What?

PHOEBE I understand. It's fine. I'll leave.

SFX (06:13): A SOFT FOOTSTEP. CRUTCHES HIT WOODEN FLOOR.

MAX *(taken aback)*

Phoebe, hang on!

What is it you understand? I think I'm missing something.

PHOEBE *(growing louder with distress)*

That my cannon blew up? I hurt Larkin, I drew attention! I...

(her voice cracks)

I failed you.

(quietly, heartbroken)

So, I'll... go.

YAK Oh, no. Phoebe.

RUKES *(incredulous)*

What?

(scoffs)

Did you think we were being passive aggressive, really?

PHOEBE *(sharply)*

You don't have to pretend you want me here.

LARKIN We *do* want you here. Come on, don't we?

RUKES *(annoyed)*

Could you sound any less convincing if you really tried?

MAX *(seriously, determined)*

I want you here. I wanted *you* specifically, because I spent weeks looking for the best artificer in these mountains and everyone said to go to *you*.

PHOEBE But the cannon—!

MAX It was an accident.

(softer)

You said it was an accident, didn't you?

PHOEBE Yes, but—

YAK *(soothingly)*

Accidents happen, love.

PHOEBE *(anxiously)*

But Larkin got *hurt* and...!

MAX Hard feelings, Larkin?

LARKIN Uh, no! No, of course not! I'm alright.

MAX You *sure*?

LARKIN Yes, I'm fine. It barely stung.

MAX *(brightly)*

There! See?

PHOEBE *(hesitantly)*

You don't want me to go?

RUKES I mean, we could probably find another artificer.

MAX I don't *want* another artificer. I want her.

(gently)

Please, come sit down. You've been walking on those crutches all day. Give them a break?

SFX (07:39): CHAIR SCRAPES AGAINST WOODEN FLOOR.

YAK Don't worry, Phoebe. Max doesn't kick people to the curb for accidents. If they did, I'd be long gone.

PHOEBE Really?

YAK Oh, sure.

MAX Now, you're not exactly the accident-prone type, Yak.

YAK No? That landslide I mentioned? Not on purpose! *Completely* my mistake.

LARKIN *(dubiously)*

And how do you start a landslide by mistake?

YAK It's surprisingly easy.

MAX Maybe it is for some of us!

YAK *(proudly)*

Yes, I'm very strong.

LARKIN What happened? Was anyone hurt?

YAK Of course they were.

(flatly)

It was a landslide.

LARKIN That you caused!

YAK Well, it's not like anyone causes a landslide on *purpose!*

RUKES *(flatly)*
Yeah, who would do something like that?

MAX The *point* is if we want you to leave, we'll just tell you so. No games.

PHOEBE No games.

MAX Promise.

PHOEBE *(beat)*
(rushed)
Okay.

RUKES What happened to you?

PHOEBE What do you mean?

YAK *(tiredly)*
Leave her be, Rukes.
Anyway, I have a different question for her.

PHOEBE Okay?

YAK Is that the biggest explosion *you've* ever caused?

PHOEBE Oh! Uhm...
(delighted, proud)
No. Not even close.

MAX *Oho!*

YAK I *have* to know more.

LARKIN *(suspiciously)*

Are you the sort of artificer who... blows things up on purpose?

RUKES Basically, are you a *fun* artificer or a... stuffed shirt like Larkin?

LARKIN Oh...! Come on.

PHOEBE Sometimes you have to guess and see what happens!

YAK *(warmly)*

And sometimes what happens is carnage!

PHOEBE *(chuckles)*

Sometimes.

AUDIO (09:20): BACKGROUND SOUNDS OF TAVERN FADE AWAY.

(09:22) OUTRO:

(09:23) NEXT TIME ON...

AUDIO (09:23) INN BETWEEN THEME PLAYS IN THE BACKGROUND.

TESSA Next time, on Inn Between...

LARKIN I've heard that the woods coming up are infested with bandits!

MAX I'm sure we won't have much trouble with that.

YAK It's not us I'm worried about.

(09:38) CREDITS:

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

The voice of Larkin is Mason Amadeus. The voice of Max is Malcolm Jay. The voice of Phoebe is Soulara Jane Joslin. The voice of Yak is Emma Laslett. The voice of Rukes is CJ Tanuan.

Our theme song is by Eli Hamada McIlveen, and our artwork is by Gabrielle Buxman. Our transcriber is Ria Couoh. Special thanks to Emma Wright for foley assistance.

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

If you like the show, engage in some amateur pyrotechnics. Or leave us a review.

Thanks for listening!

AUDIO (10:38): 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.

(10:51) POST-CREDITS:

AUDIO (10:52): BACKGROUND SOUNDS OF TAVERN.

TESSA The other day someone asked me how much of the Inn I've replaced over the years, and then they asked me if it's still the same Inn after I've replaced every part.

And then a shingle fell on their head, so I think the Inn has a very clear idea of who it is.

AUDIO (11:12): BACKGROUND SOUNDS OF TAVERN FADE AWAY.

(11:15) PROMO: THE LUCKY DICE

AUDIO (11:16): OMINOUS MUSIC LED BY A PIANO.

VOLONDA You see, looking up from the ground, bloodred clouds boiling across the sky.

CALINMOURN You did ask me to bring The Thunder!

(cruel laugh)

SQUASH Daechin! Daechin! Help! I've got the Chalice, please!

DAECHIN Well, if they're following you, then I guess that takes care of a loose end for me.

(dark chuckle)

VOLONDA All of you feel the earth beneath you shake and crack and break.

LAFIAN I feel that I have failed both of you, and I am sorry for that.

ZALTANNA This has nothing to do with you being a bad leader.

VOLONDA Do you want a count down? Oh, I think I want a count down. Three.

RHAL I wanted to help.

VOLONDA Two.

RHAL I always had good intentions.

VOLONDA One.

RHAL I did not deserve to die.

VOLONDA Now!

NEIL *The Lucky Die* podcast is a weekly, 5E Dungeons & Dragons, actual play podcast. Join our adventure every Monday, wherever you download podcasts by searching for: *The Lucky Die*.

EPISODE ENDS.