

INN BETWEEN

Episode: Season 5, Episode 12, "The Artificer"

Transcript provided by Ria Couoh.

(00:00) INTRO:

HANNAH Hi everyone! Hannah here, on this penultimate episode of season five, to thank a patron!

TESSA And I am also here!

We would like to thank Loulouapple for her support on Patreon! Thank you, dear. What an honor to have such a famous bard in our corner.

HANNAH I have never heard of Loulouapple.

TESSA Well I can't be responsible for your media consumption now, can I? That's your job.

HANNAH You know what, I really can't argue with that.

TESSA If you would like to support the show, go to patreon.com/thegoblinshead.

HANNAH And now, let's go to the inn.

(00:32): PREVIOUSLY ON...

TESSA Previously on Inn Between...

AUDIO (00:34): INN BETWEEN THEME PLAYS IN THE BACKGROUND.

RUKES (*grumbling, breathy*)

Oh, mountain travel in the winter is the *pits*.

YAK The cold...

PHOEBE *(miserable)*

 The snow...

LARKIN Oh, if you think *that's* bad—

SFX (00:45): LOUD BOOM OF THUNDER.

RUKES *(raspy)*

 Oh, come on, *what?*

AUDIO (01:30): INN BETWEEN THEME FADES.

(01:35) THE ARTIFICE.

AUDIO (01:36): BACKGROUND SOUNDS OF CONVERSATION WITHIN A TAVERN.

AUDIO (01:37): CONSTANT RAIN IN THE BACKGROUND, DISTANT THUNDER RUMBLING.

RUKES *(flatly)*

 The weather.

LARKIN It means we're getting close.

RUKES You're telling me that a dragon can affect *the weather*.

PHOEBE Yak did say that! That... they're a little more than people.

LARKIN And, Max, you said that Dhoriget is centuries old.

MAX I did. I didn't know about *this*, though.

LARKIN *(sigh)*

So, when a creature *that* magical lives for *that* long, the arcane power at its center collects like... like a snowball rolling downhill. And then, at a certain point, it's impossible for the creature to even... *exist* without affecting the world around them.

YAK I'm... starting to be dubious about our chances fighting this thing.

LARKIN (*incredulous amusement*)

Oh, gods! No, we can't fight them! There's no way!

YAK *What?*

MAX Are you serious, Larkin? It's a dragon! There was always going to be blood!

LARKIN No, it's not about the—

(*frustrated sigh*)

(*increasingly frantic*)

Look, this is an *ancient* dragon! Their size *alone* is beyond anything we can handle! I mean, think of the fact that they can fly! Think of the *breath weapon*! Think of what they could do to something or someone just by *stepping* on them—!

RUKES *Don't* get yourself worked up about it.

LARKIN (*fumbling*)

I'm—I'm not. I just...

You understand, right?

MAX Then what exactly is your plan for getting the Staff and taking the hoard?

LARKIN I figured we'd just sneak in and steal what we could carry.

RUKES I like that plan. Let's do that.

YAK Just what we can *carry*? That's... barely anything when compared to an entire hoard.

PHOEBE (*slowly*)

I had an idea about that.

MAX Do tell.

PHOEBE I've been working on it anyways, but... I could make us a Bag of Holding.

LARKIN *Really?*

YAK Oh, perfect!

MAX Now, *that's* handy. Phoebe, I think you just saved the day.

PHOEBE (*pleased*)

Oh! Good.

MAX Then, it's settled! We will sneak in.

YAK Then what am I even here for if I *don't* get to fight a dragon?

MAX Backup, Yak, backup. You're our last resort.

LARKIN (*nervously*)

Ah—You really shouldn't try to fight a dragon—

MAX *Don't* let him shake your confidence. We all know how good you are!

YAK I am very good.

MAX Perfect for a worst-case scenario.

YAK (*proudly*)

I *am* a worst-case scenario.

LARKIN *(clears his throat)*

(rushed)

Well, let's hope it doesn't come to that! We would almost certainly die.

YAK Well, sure, but what a way to go out, right?

PHOEBE Do we know anything about, uhm, the traps?

(a little excited)

Since the dragon is Dhoriget the Trapper?

MAX Yes, right. What I've heard is that Dhoriget doesn't spend a lot of time mobile unless they're looking for food. They sleep a lot, but if they're not sleeping, they're fiddling with things and shoring up their defenses.

RUKES So, we're breaking into a fortress?

MAX *(annoyed)*

Is that a problem?

RUKES *(unaffected)*

Not for millennium's worth of treasure.

PHOEBE It *would* help to know what kind of traps we can expect.

MAX It all sounded like fairly standard dungeon fare to me. Spike pits, darts, trick floors... The typical...

(dramatically, in a lower pitch than usual)

"No one ever comes back alive" sort of thing.

LARKIN Uhm...!

(clears his throat)

(anxiously)

Uh, beg your pardon?

MAX They always say that, Larkin. The question you should be asking is, "Then why do they know so much about the traps?"

LARKIN *(softly)*

Oh. Uhm...

RUKES Just in case we do end up fighting this thing, aren't dragons almost impossible to hit?

YAK It helps to know where there's a chink in their scales. We'll scout for that.

LARKIN Th—They *are* hard to hit with magic, but... it's not impossible. Actually, god-given magic works pretty well.

RUKES *(dubiously)*

Like... magic projectiles?

LARKIN Yes.

RUKES Huh.

MAX Can you *deign* to do some magic for us, Rukes?

RUKES If it's *my* skin on the line? Of course. I just haven't... done it, in a while. I would need to... practice.

LARKIN We can do that, no problem!

YAK *(pointedly)*

A bit short on practice time, folks.

SFX (05:50) CHAIR DRAGS AGAINST WOODEN FLOOR.

RUKES *(slightly nervous)*

I have... I have time now!

LARKIN O—oh!

SFX (05:53): CHAIR DRAGS AGAINST WOODEN FLOOR.

LARKIN Uh, sure!

RUKES I ought to practice buffs, anyhow.

LARKIN I... I'd rather you not practice on me, uhm...

RUKES Well, *someone* has to be my victim.

YAK (*sighs*)

Why not?

SFX (06:05): CHAIR DRAGS AGAINST WOODEN FLOOR.

LARKIN Oh! A—are you... are you sure?

YAK Well, better now than when we're fighting a dragon.

(*loud exhale*)

You two coming?

PHOEBE I'll stay. I want to rest my legs.

MAX I'll stay, too.

LARKIN Alright, I guess we're practicing!

SFX (06:20): SEVERAL SETS OF FOOTSTEPS FADING AWAY.

LARKIN So, you already know the basic theory of projectile magic, right?

RUKES Remind me.

SFX (06:27): THE STORM GROWS LOUDER AS THE DOOR CREAKS OPEN.
DOOR FALLS SHUT, AND THE RAIN QUIETS DOWN AGAIN.

MAX *(warmly)*

So, you've been working on a Bag of Holding? On top of everything else?

PHOEBE Oh, yes!

MAX Can I see?

PHOEBE You... want to?

MAX Yes, of course! Why would I ask otherwise?

PHOEBE It's just, uhm, Miles always used to say that no one wants to hear all my ramblings.

MAX *(coldly)*

Did he really.

PHOEBE He said, as long as my artifices were functional, it didn't matter how they were made.

MAX *(scoffs)*

I see why you killed him.

(beat)

(awkwardly)

Is... that still too sore a subject? I was just trying to make a joke.

PHOEBE A little sore, yes.

MAX *(chipper)*

If it's ever alright to joke about, let me know!

SFX (07:18): STURDY, THICK FABRIC SHUFFLING.

PHOEBE Here's the bag! Just a bag, so far. I haven't started the enchanting process yet.

MAX This is gorgeous! Can I see?

PHOEBE Yes!

MAX I like this clasp!

SFX (07:30): MORE SHIFTING, A SMALL THUD.

MAX *Oh*, but it goes all the way around the opening. Isn't that going to limit the size of what we can put in there?

PHOEBE That's on purpose. Creating a Bag of Holding means... basically cordoning off a small demi-plane? A pocket dimension. It needs to be confined very carefully.

MAX Or else, what?

PHOEBE (*nervously*)

It'll blow a hole in this plane? Explode, basically.

MAX Well, we don't want that!

PHOEBE (*small chuckle*)

No.

It needs to have firm boundaries, and any damage that breaks those boundaries needs to be avoided.

MAX Can you break the boundaries from inside the bag?

PHOEBE Eh, in theory, but it's hard. I'm more worried about external damage.

MAX So, it can't be any old bag if you want it to last. It's got to be sturdy.

PHOEBE Yes.

MAX Hm! I like the way the leather's tanned, that's nice and robust. Did you dye it yourself?

PHOEBE It's more stained than dyed, but yes.

MAX Good color choices! I like it!

PHOEBE Oh! Well... good!

MAX How is the leather attached to the clasp?

PHOEBE It's got sort of... teeth on the inside? You clip it down to the edge of the leather and it stays.

MAX Clever!

PHOEBE If I line the clasp with something, it should even be airtight!

MAX Something like what?

PHOEBE I don't know, but I have some ideas!

MAX You really are the best artificer around!

PHOEBE I don't know about that.

MAX *(warmly)*

I do.

PHOEBE You're not just saying that because...

MAX Because what?

PHOEBE *(small dubious sound)*

Because you're flattering me, or you want something from me, or you feel sorry for me and think I need to feel better, or...

MAX No. I...

(quieter)

Of course not.

PHOEBE *Really?*

MAX I hope I don't come off insincere.

PHOEBE No! You...

(seriously)

I don't think you ever say anything you don't mean.

MAX *(a little surprised)*

That... sounds about right.

And I mean *this*, too.

PHOEBE Well, then...

(warmly)

Thank you.

Can I ask you a question?

MAX Sure.

PHOEBE *(concerned)*

Do you think we'll do it? Get the Staff of Storms and the treasure and get out alive?

MAX Of course, I wouldn't try for the staff if I thought we didn't have a chance.

PHOEBE That makes sense, but... What about the treasure and getting out alive?

MAX Well... You know the staff is my priority.

PHOEBE *(faintly)*

Oh.

MAX I'm not just going to ditch you, Phoebe. I wouldn't do that.

PHOEBE *(a little scared)*

Are you sure?

MAX Listen, if it looks like things are going wrong, you find me. I'll make sure we get out of there safely.

PHOEBE But what about the others?

MAX What about them?

PHOEBE *(hesitant)*

What if... what if *they* need help, too?

MAX Come on, now. Rukes will probably get out at the first sign of real danger. *Larkin* definitely will, he's already halfway there as it is. And Yak can take care of herself! She always has!

PHOEBE But... me?

MAX You seem like you try to stick out problems... and you might need help with running. Accommodations, right?

PHOEBE I guess.

MAX You're not satisfied.

(small pause)

Are you scared?

PHOEBE No, not really.

MAX Then, what's the problem?

PHOEBE *(weakly)*

Nothing! No problem.

MAX Good. This will work. I'm sure of it.

PHOEBE How are you so sure?

MAX I have a mantra! It's foolproof.

PHOEBE A mantra?

MAX *(in a grand, dramatic tone)*

No walls can hold the two of us.

PHOEBE Us two?

MAX Yes. At the moment.

No challenge too great. No prize too elusive.

PHOEBE *(uncertain)*

Okay...

MAX No troubles, no fear.

PHOEBE But what about—

MAX *No, no.* If you have troubles, you must eject them. You don't need those weighing you down!

PHOEBE No troubles, no fear.

MAX *(cheerfully)*

That's the spirit!

SFX (11:40): DOOR CREAKS OPEN IN THE DISTANCE. RAIN GROWS LOUDER. FOOTSTEPS APPROACHING.

YAK *(mumbling)*

Why did I think that was a good idea?

MAX Back so soon?

YAK You know, it's not as if I thought they were *bad* at magic. I've seen them do magic!

SFX (11:50): CHAIR DRAGS AGAINST WOODEN FLOOR.

YAK That, and they have enough spite to fill more than a few buckets.

PHOEBE You look a little...

MAX *(confused)*

Sunburnt?

PHOEBE Yes.

MAX Not sure how that's possible with scales, *and* it's still raining.

YAK Yeah, it's *possible* 'cause Rukes blasted me. And, to be fair, they also healed me, but they were laughing the whole time.

MAX *Insidious.*

YAK Anyway, I think we'll be fine.

MAX Now, *that's* what I like to hear.

AUDIO (12:25): BACKGROUND SOUNDS OF TAVERN AND RAIN FADE AWAY.

(12:28) OUTRO:

(12:29) NEXT TIME ON...

AUDIO (12:29): INN BETWEEN THEME PLAYS IN THE BACKGROUND.

TESSA Next time, on Inn Between...

The season finale.

(12:34) CREDITS:

HANNAH This episode, "The Artifice", 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, start making connections between plot points with red yarn. Or leave us a review.

Thanks for listening!

AUDIO (13:42): 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.

(14:00) POST-CREDITS:

AUDIO (14:01): BACKGROUND SOUNDS OF TAVERN AND VERY LOUD RAIN.

SFX (14:05): THE DOOR CREAKS SHUT. RAIN DECREASES IN VOLUME.

TESSA I swear, if we spend one more season in these mountains, I'm going to have some serious words with the adventurers.

Really, is it so much to ask for something subtropical? Or at least some place with less precipitation! Good grief.

AUDIO (14:23): BACKGROUND SOUNDS FADE AWAY.

EPISODE ENDS.