

SECOND SHIFT

Episode #2: "Everything to Everyone, Part II"

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Scene One – Bringing in the Legionnaire

SFX

Hoverbike. Low intensity.

Jareth

I want to thank you for helping me bring the Legionnaire and his *waa-loar* to University, Katherine.

Katherine

I just wanted to make sure you didn't blow him up too.

Jareth

I would do no such—

Katherine

Joke. Sorry...

Jareth

I do not relish violence Katherine. But I stand by decision.

<awkward silence>

Jareth

How is it that you operate that *waa-loar* so well?

Katherine

It handles a lot like a motorcycle. Handlebars. Pedals. All these gauges and engine lights. No speedometer though. <chuckles> My ex-boyfriend had a Harley and we'd tear down the I-5 to LA. Made my parents so mad... Good times.

Jareth

I have no idea what you just said.

Katherine

This thing is really cool up close. It's kind of like a work of art. All these etchings on the fins...

Jareth

We believe those are part of the steering mechanism. The Legion's technology is most difficult to understand. We suspect they use *tae-oden* to power the *remoina-dox cor-poroñya gamen* [reverse flux gravitational core], which of course would account for *aiłeñya* [lift], but not *zoluñya* [thrust]...

Katherine

I have no idea what you just said.

<beat>

Hey, Jareth.

Jareth

Yes Katherine?

Katherine

I want to apologize for snapping at you earlier. I... judged you by my own standards. I don't really know what's going on around here. I'm sorry if I offended you.

Jareth

No apologies needed Katherine. I did not realize just how strange this situation must be for you. I have no idea how Fesmer did what he did.

Katherine

Any chance you can find information at the University?

Jareth

I will do some research. Unfortunately, due to the illegal nature of Fesmer's magic, we will not be able to get any help directly. Still, with University's resources, we have a chance. And maybe Zana will think of something.

Katherine

You all think very highly of Zana, don't you?

Jareth

She has been a friend and mentor to all three of us, and is the wisest person I have ever known. In fact, long ago, she was--... Of course. Why did I not think of that sooner? Draenpeño.

KATHERINE

What?

JARETH

...I think I know how you three might get home. We will go to Draenmer.

KATHERINE

Go to... whom? What are you talking about?

JARETH

Ah. It is an old word. The... Pool of Truth? I will explain back at Zana's.

KATHERINE

Well, sure, if— (sharp intake of breath) Oh, wow. Is that... your university?

JARETH

Pleasing to the eye, is it not?

KATHERINE

Amazing. It looks like a German Cathedral I saw in Cologne once. Very... formidable.

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JARETH

It is the greatest center for Odi studies in all of Baela. There are other schools, but none more influential in the creation and governance of our world than Proolau wo Tarentenodi.

KATHERINE

And you go to school there?

JARETH

(short laugh) No, I graduated some time ago. I am a task mage now.

KATHERINE

Task mage?

JARETH

We do various important duties for University. We assist University Inquisitors in handling crimes related to misuse of Odi. Our Legion friend, with his forbidden technology, falls under our jurisdiction rather than that of the Public Guard. In emergencies we support the town militia. Mostly, I assign value to student projects, and lecture during review sessions.

KATHERINE

Sounds... good. Jareth, if it's not too much trouble, I'd love to see the interior...

JARETH

Absolutely not!

SFX: Hoverbike noise ceases.

KATHERINE

Oh, um, sorry—

JARETH

Outsiders are forbidden to enter University. Allowing you to follow me in would be an unacceptable risk. I am taking enough liberties with the common law by not reporting all of today's events outright, never mind the reports I'm about to falsify concerning the nature of this Legionnaire's abduction. <*sigh*> Fesmer's recklessness will be the death of me one day, I swear.

KATHERINE

I didn't mean to—

JARETH

I apologize for my harsh words, Katherine, but we have an old saying here in Laundi: "Caution is more advisable than regret."

KATHERINE

"Better safe than sorry"?

JARETH

That is what I said.

KATHERINE

...Right.

JARETH

Hide here, behind these bushes. Make certain that you are not noticed. I will return shortly.

SFX: Jareth walking away with hoverthingie.

KATHERINE

Ah, good. More hiding. In bushes. (*sigh*) What a weird day.

Scene Two – Fixing the Fence

SFX

Hammering

Mike

Well, at least this is better than a fetch quest. Or killing rats in a basement.

Fesmer

What?

Mike

<sigh> Never mind. Hey, that lady—Zana?—didn't seem too mad about that hoverthingie wrecking her fence.

Fesmer

Zana does not get mad.

Mike

Everyone gets mad sometimes.

<A few seconds of silence and tool sounds>

Fesmer

The way in which you knocked down that Legionnaire was incredible, Mike. But risky. You could have been hurt. Their weapons are deadly!

Mike

<a hint of Mike's obstinate side> Don't like running away.
<beat> What's for dinner, again?

Fesmer

Hopefully Zana's famous pig pie.

Mike

Yeah, about that. "Pig pie"?

Fesmer

Yes. It is her specialty. Everyone should try it.

Mike

Well... I guess I'll try anything once. I'm just relieved that you guys don't eat bugs or worms.

Fesmer

Certainly not for dinner! Delicacies are best saved for dessert.

Mike

What! Are you—

Fesmer

[laughing] It is a joke, Mike.

Mike

[laughs] Oh man. You can fix your own fence, "Fes."

SHAUNA

What's so funny?

MIKE

Hey, Shauna. Where've you been?

SHAUNA

Around. Thinking.

MIKE

Thinking?? That's crazy-talk.

FESMER

Hello again, Shauna.

SHAUNA

Hi, Fesmer. Fence looks good.

FESMER

Yes. Mike has been very helpful. With his aid, it should survive many more Legionnaire collisions.

SHAUNA

Well don't get too used to having him around.

ZANA

(in distance) Dinner is ready, children!

MIKE

Hallelujah! Praise the lord!

SHAUNA

Someone's hungry...

MIKE

Aren't you?

ZANA

(in distance) Dinner will not eat itself, children!

MIKE

We're on our way! Don't start without us! Dear God, I'd eat pig-anything right about now.

SHAUNA makes a small disgusted noise and **FESMER** chuckles.

Scene Three - Dinner

ZANA

Dinner is served, children.

FESMER

Pig Pie! Finally!

MIKE

...Fesmer, are you sure I'm gonna like this?

FESMER

Come, Mike, you were so eager a moment ago.

MIKE

Eeeyeah, but now I'm here, and it really is pig pie. Hoo boy. Here goes nothin'.

SFX: bite, chew chew chew, gulp

ZANA

Well, what do you think?

MIKE

It's... pretty good, actually.

FESMER

"Pretty good?"

MIKE

I like it – it's just weird. I've never tasted potato like that before.

SFX: chew-chew-chew

ZANA

<background> What is "poe-tay-toe"?

ARKAHN

Shauna, help yourself. Placate your angry stomach.

SHAUNA

Mmmhmhmhm.

ZANA

Shauna will eat when she is ready, Arkahn.

MIKE

Shauna, I want to get home too, but while we're here, we should at least be comfortable.

SHAUNA

We don't have time to get comfortable, Mike. We shouldn't be enjoying this; we should be thinking of a way to get home!

MIKE

(chew-chew mouth full) Well, yeah (chew-chew)
This really is good stuff. (chew-chew)

FESMER

I am thinking while I am eating. (chew-chew-chew)

[Katherine and Jareth enter]

JARETH

Ah, Fesmer, you saved a portion for me. How unlike you.

FESMER

Jareth, I think you mean, "How considerate."

JARETH

Yes, exactly. How unlike you.

KATHERINE

Good news guys: Jareth knows a way for us to get home.

SHAUNA

Oh thank God...

JARETH

Well, Maybe.

KATHERINE

Maybe. But I have a good feeling about this.

ARKAHN

About what?

JARETH

Draenpeño.

ZANA

Of course!

MIKE

Of course - what?

ZANA

Draenpeño - the Seekers of Truth - they are a monastic order dedicated to the search for truth above all else. They dedicate their lives to seeking and understanding the knowledge of Draenmer.

FESMER

(blurting out) Zana was once one of them. Erm, I mean... sorry.

ZANA

It is quite alright, Fesmer. It is no secret that I was once Draenpeño.

KATHERINE

Oh? Is it like a religion?

MIKE

Not that we don't all want to hear Katherine talk on about religion... but I don't. So what's a Drain-mer?

JARETH

It is a holy place. A thin point between the world of the living and the dead where, to some degree, the two may interact.

SHAUNA

Like... Ghosts?

MIKE

I see dead people...

ZANA

It is a place of wisdom and peace. Where those in need may seek answers from the departed.

ARKAHN

Of course! You have never tried to access Odi! You can ask a question!

JARETH

You echo my thoughts faithfully.

(MIKE snickers a little)

ZANA

One may ask a question of Draenmer and receive the absolute truthful answer, culled from the knowledge of the deceased.

SHAUNA

So you ask and... a ghost answers? So it's haunted?

Fesmer

Not exactly. It is not haunted, merely a place of communion.

JARETH

When a person dies, they take their knowledge with them. At Draenmer, the dead can share their knowledge.

KATHERINE

So these Truth Seekers, they worship the dead?

FESMER

All people honor ancestors and departed friends, Katherine. We pray to those who came before for guidance and protection. Draenpeño use the wisdom of the departed to find the truth. Therefore, they honor all those who have passed.

ZANA

That is correct Fesmer.

KATHERINE

But what about God?

FESMER

God? What is God?

MIKE

This is all fascinating and stuff. But if I'm hearing this right, we go there and hope they know how to get us home?

JARETH

Something like that, yes.

SHAUNA

Well, that's great! Why didn't you mention this before?

ARKAHN

You can only ask one question, and only if you are an adult who has never tried to access Odi before.

SHAUNA

Okay. So?

ZANA

Shauna, you need to understand; most children begin casting their first spells around the age of 9 or so. Seekers of Truth choose a different path. They have not attempted to cast a spell even once. They must sacrifice all claim to Odi for the right to ask. They spend their days in study, learning as much as they can so they can pose the ultimate question.

MIKE

Oh, well I know the answer to that. 42.

SHAUNA

Quiet Mike. I know what I want to ask - what are we standing around here for? Let's go!

JARETH

We cannot go up there tonight, Shauna.

SHAUNA

Why not?

ZANA

It is many hours away. Additionally, today is *laereio*. They worship all night there, from dusk until dawn. And the sun is already setting. Even if you did arrive tonight, you would be denied entry.

MIKE

We could be sneaky. Ask our questions very quietly. I bet they wouldn't mind.

KATHERINE

Mike, that would be like walking through the middle of someone else's sermon at church! Or maybe even like walking through a wake!

SHAUNA

ANYWAY -- so I guess we're stuck here for the night.

FESMER

"Stuck here?" No one is keeping you here.

KATHERINE

No, she didn't mean -- (cut off)

FESMER

Yes, she did. *Qin* [look], Shauna, I am very sorry if I had any hand in causing you three to be here. I will try to fix it, *nur draen fai* [I promise].

ARKAHN

Cha waan [Take it easy] Fezz, it has just been a lot for them to take in at once, that is all.

SHAUNA

I'm - look, I'm sorry, OK? This isn't about -you-, Fesmer. I'm hanging on by a thread or two here, and if I just accept this as "normal," I might let go.

KATHERINE

The three of us really appreciate what you've done. All four of you. We're complete strangers and you've welcomed us with open arms. I appreciate it, and so do Shauna and Mike. Right guys?

SHAUNA

Right.

<pause>

KATHERINE

Right, Mike?

MIKE

(chew chew) Huh? Oh, sorry, I couldn't hear you over my pig pie. What were you saying?

ZANA

That is good enough for me.

KATHERINE

So, now what do we do?

JARETH

Tomorrow is a day of rest. Businesses are closed and I have no duties at University. I can meet all of you here in the morning and we can begin the journey. Before we leave, however, it may be prudent to give our new friends some combat training.

MIKE

Sweet!

KATHERINE

Combat - training?

SHAUNA

Why?

JARETH

"Caution is more advisable than regret."

ZANA

Well, we need to clean up...

MIKE

Hold up. Where are we going to sleep?

ZANA

For this night, the three of you are welcome to sleep in my guest room. There are plenty of spare mattresses.

KATHERINE

All of us in one room, hey...

ZANA

It is a large room. During festivals, this shop also serves as a boarding house. *Turen* [Well], I cooked the dinner, so who is cleaning?

KATHERINE

I can do it. Wait - how do - do you even have running water?

FESMER

There is a brook behind Zana's. But why do you need it to clean?

KATHERINE

No, I mean, never mind.

ZANA

Fesmer, make yourself useful and help Katherine clean up, would you?

FESMER

Yes, *shi-schwa*.

Scene Four – Sleep Over

SFX

Loud snoring. For a few seconds.

Mike

<grumbling> Sweet, dripping unholy mother of God I can not deal with this anymore.

<whispering> Hey, Shauna. Hey. Shauna.

Shauna

Muuh... What Mike.

Mike

Are you hearing this?

Shauna

Hearing what?

<A couple seconds of snoring>

Mike

That!

Shuana

Oh. Yeah. She does that. Sleeping now.

<A couple seconds of snoring>

Mike

Easy for you to say. You roomed with her. Shauna?

Shauna

What Mike?

Mike

How did you deal with it?

Shauna

Fall asleep before her. 'Sides she only snores when she's really tired.

<A couple seconds of snoring>

Mike

Psst Shauna.

Shauna

<irritated> What Mike?

Mike

How you doin'? You seemed freaked earlier.

Shauna

Not now Mike. I'm trying to sleep. Gimme some quiet.

Mike

That's not going to happen with the band saw going...

Shauna

Mike!

Mike

Never mind. I'm hungry. Gonna get a snack.

SFX

Getting out of sheets, standing up. Footsteps. Door opens and closes as Mike exits.

<A couple seconds of snoring>

Shauna

<sigh> Now I can't sleep. Thanks Mike. I'm gonna get some air.

SFX

Getting out of sheets, standing up. Footsteps. Door opens and closes as Shauna exits. Snoring continues unabated.

Scene Five – Midnight Snack

AMBIENT: Frying sounds. Occasional clinking of dishware.

Shauna

Mike, what are you doing?

Mike

Cooking a snack.

Shauna

Are you frying sausage?

Mike

Yep. And some other stuff. Don't know what it is, but...

Shauna

You can't just go into people's kitchens and raid their fridge. Is there even a fridge? Where did you get that stuff?

Mike

Dunno. Around.

Shauna

<sigh> Could you at least turn some lights on?

Mike

There's plenty of light from the moons. *Moons* Shauna! There's two of them! Course one's pretty small...

Shauna

That's great Mike. Lights?

Mike

Alright. "Key-NA!"

Shauna

How did you remember all that? What Zana said before we went to bed passed through one ear and out the other.

Mike

Yeah, these games do have a lot of exposition. It's easy, though. "Odi," the magic stuff, not the dog, comes out of that cube thing you're standing next to.

SHAUNA

Oh. It's warm.

MIKE

Yeah, that's what Katherine said. "Weeeeird!" It's the "Hearth," and it powers these "Active Items." You make 'em work with a key word like the lights or by twiddling a knob like the stove here. Figured that one out myself. They buy all their "Active Items" from University. Lights, appliances, wards for the doors. Katherine ranted about monopolies like she does. There you go.

Shuana

I wanted to go outside for some air. But I couldn't remember how to open the door.

Mike

Oh, I don't know. Zana didn't tell us. It's warded, so I wouldn't try and open it. In D'n'D wards can explode and stuff. Sausage?

Shauna

No. Just talking to you wears me out. I'm going back to bed.

Mike

Well any time you need wearing out, you know where to find me.

Shauna

Funny. Just don't eat everything.

Scene Six - Combat Training

AMBIENT: Distant daytime Laundi sounds.

Zana

Mike, wake up!

MIKE

Mugh?

ZANA

I cannot believe you ate so much! I have heard of a healthy appetite, but this is absurd.

MIKE

Erm, uh, Sorry Zana. S' just a snack.

Zana

Do you realize that you ate enough food to feed a family of six?
For a snack?

Mike

I'll, um, make it up to you?

Zana

Yes, you certainly will. After you come back from Draenmer.
Now out. I need to clean.

Mike

Yes'm.

SFX: Door, walking downstairs.

MIKE

"Zana doesn't get mad," huh? [more muttering (ad lib)]

SFX: another door.

AMBIENT: Daytime Laundi sounds.

FESMER

Biu-bui [Heya] Mike.

Katherine and Shauna

<groggy> Morning Mike.

MIKE

Hey guys.

Fesmer

You slept through breakfast Mike. You look horrible! Did you sleep at all?

Mike

A little. No thanks to Snorri McSnorrleson over here.

Katherine

<sheepish> Sorry 'bout that. I was more tired than I thought.

MIKE

Fes, what's your excuse? You look hung-over.

FESMER

Hung over what?

KATHERINE

He means "sick."

FESMER

Ah, yes. I am not accustomed to casting so many spells in one day. It takes a toll on my body, which is not in optimal shape to begin with...

Mike

Huh. Good Morning, Shauna.

Shauna

Good Morning? There's nothing good about it.

Mike

What's wrong?

Shuana

There is no coffee Mike. Why are we in a world without coffee?
What god would make a coffee-less world?

Mike

The same god that made Katherine snore louder than my old man.

Katherine

I said sorry...

Arkahn

Oli yuung everyone.

FESMER

Biu-biu Arkahn... any sight of Jareth? He is bringing the practice weapons.

MIKE

Practice weapons?

FESMER

The first time you pick up a sword, Mike, you want it to be wooden and not steel. Actually, your sword does not matter too much; it is your opponent's you should worry about.

MIKE

I beg to differ.

Shauna

Do we really have to do this first thing?

Fesmer

It will be fun.

Shauna

I doubt that.

ARKAHN

Here they come...

SFX: Jareth enter through the yard's gate.

JARETH

Oli yuung. [Good morning.]

Arkahn and Fesmer

Oli young.

KATHERINE

I learned that one today from Zana. They just said "good morning."

MIKE

'Sup.

FESMER

Soup?

KATHERINE

No, he means "what's up." Which really means "what is going on?" Well, "hello" I guess.

ARKAHN

Your translate spell needs some work, Fezz.

FESMER

I am just happy it worked at all!

Shauna

So, Jareth, tell me again exactly why we are doing this?

Jareth

The journey to Dreaumer is long. There may be bandits. It is good to be prepared.

Fesmer

Not to mention the Legion and Undying.

Katherine

Hold on. Undying?

Mike

Ooh, that's new. Zombies?

Katherine

What... what are Undying?

Fesmer

Just what it sounds like.

Jareth

They are bodies of those who have had their life stolen from them. They rise and, in turn, seek to steal the life of the living.

Mike

Sounds like zombies to me.

Katherine

You are joking right?

Jareth

I assure you, I am not. They are a grave threat. **[MIKE snickers]** Random attacks on travelers are hardly unheard of, though the greatest threat they pose is as a weapon of the Legion.

MIKE

Sure sure. So, if we're going to have to fight wandering monsters, we better start practicing. Can I see one of those swords?

JARETH

Here you are; take one of these shields as well.

MIKE

Sweeeeet. "Red Warrior is armed." So, um ... how do we do this?

JARETH

The most important thing to learn first is defense. It is much easier to learn to defend yourself well than it is to learn how to attack.

KATHERINE

That makes sense.

MIKE

Pft. Pansies -- I always thought that the best DEE-FENSE was a good OH-FENSE.

JARETH

Well, let me put this another way. Come at me with your best attack.

MIKE

What?

JARETH

Step towards me and try and make contact with your sword. I will defend with only my sword, I will leave the arm shield on the ground for now.

FESMER

Uh-oh.

MIKE

Yeah, "uh oh" is right. Mike activates ability: Holy Smite! [sound effect]

KATHERINE

Ugh, Good God...

SFX: Step step, lurch, BIG SWING, easy block

MIKE

Huh.

FESMER

[calls] I made the same mistake, Mike.

JARETH

Try again, and this time do not stop until you hit me.

MIKE

Are you sure?

JARETH (confident)

Oh, I am certain.

MIKE

Mike, um, enchants his weapon. It is now a wooden sword of kicking ass +1, +5 vs. Jareth. Raaaaagh!

Katherine

<exasperated> Mike...

SFX: [Step step, yeaarrgh, swing, block, swing, block, overhand swing, block, swing block swing block]

MIKE (panting)

So - do you give up yet?

(laughter)

JARETH

You are doing well for your first time.

MIKE

I didn't even hit you once!

KATHERINE

It is not an axe Mike! You'll never hit that way. Take shorter swings. You won't hurt him as much but you are much more likely to actually, you know, hit him.

Fesmer

Perhaps he would do better with an axe. Or a big stick.

Mike

Axes are cool. Can I have an axe? I could hit him with an axe. I took Weapon Focus in axes a few levels ago.

Shauna

Sometimes I worry about you Mike.

Mike

Why?

JARETH

<sounding a little impressed> Katherine, your advice was sound. Are you skilled in swordsmanship?

KATHERINE

A bit - fencing. Not with épées or sabres, but with thin ones called "foils."

MIKE

Enough of this banter! Let's get it on Jareth.

JARETH

Whenever you are ready.

SFX: [Step step, grunt swing block faster swing block, fastest swing hit in the gut with the edge of the sword]

JARETH

Oomph!

MIKE

Ha! I hit you! Five damage!

JARETH

Yes, you did. Try that one more time.

FESMER (*quietly, as an aside*)

Uh oh.

SHAUNA

What, Fesmer?

FESMER

Jareth has been embarrassed. He does not like that...

MIKE

Critical hit...!

SFX: [swing, block, trip - Mike lands on his backside]

MIKE

Hey! Ow!

JARETH

That was better, but still you left yourself wide open to a counter attack. That will need to be lesson two.

MIKE

OK, I get it. I show you up, and you drop me on my ass.

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JARETH

An apt assessment. Who is next?

KATHERINE (*anticipating*)

I am.

JARETH

Certainly.

MIKE

Here you go. (hands the sword and buckler) See if you can do better.

KATHERINE

Thanks – but I don't want the shield.

MIKE

What??

JARETH

Oh?

KATHERINE

We don't use shields in fencing.

JARETH

I have never had a beginner try to face me without a shield before.

ARKAHN

Wey zyzyy sma? [Is she crazy?]

FESMER

Zyzyy. [Crazy.]

KATHERINE

What was that?

FESMER

Oh, nothing Katherine. Fortunate trials!

KATHERINE

OK - I think I'm ready, Jareth.

JARETH

Go ahead.

SFX: [step, circle, step, LUNGE poke, deflected]

SHAUNA (aside to Arkahn)

She's fast --

ARKAHN

Hmmm.

Mike

Bet she's never been called that before.

SFX: [step, poke to the shoulder]

JARETH

You hit me!

KATHERINE

Yep, on the shoulder.

JARETH

But I barely felt it. Go again.

SFX: [step, step, swing block, poke]

JARETH

You hit me again.

KATHERINE

If you want to try to hit me, I think I'm ready for that.

JARETH

Oh, really...

KATHERINE

Yep.

MIKE

Hide in shadows, Katherine! Use your sneak attack!

SHAUNA

Shh, let her concentrate, Mike.

JARETH

Now --

SFX: [stepping from both, swing block (Kath reacts), swing block (Jareth reacts), step step step, kath pokes, Jareth feels it ("Ow!") and swings back but is blocked again and again.]

JARETH

Hold, Katherine, hold -- very nicely done.

MIKE

Yeah yeah. Jareth was clearly holding back.

JARETH

Very little, actually. Katherine is quick with the blade.

KATHERINE

Well, the wooden blade, perhaps. Speed is almost everything in fencing. I didn't seem to hurt you at all.

JARETH

...and thank you very much for that, Katherine. It is your turn, Shauna.

MIKE

Shauna enters the arena! Now will we see the fury of the gods unleashed!

SHAUNA

Mike, would you please shut up?

MIKE

...sorry.

SHAUNA

Okay, so hold the shield like this?

JARETH

Up and forward more. You must anticipate the attack and be unafraid to meet it.

SHAUNA

Is this really necessary? I've never hit anyone in my life.

JARETH

But there are those here who would hit you. You must be ready.

SHAUNA

Super.

JARETH

Attack me first. I will parry.

SHAUNA

I'm sure you will.

SFX: [weak swing, block]

MIKE

Just like that, Shauna! Wear him down and then land the fatal blow!

KATHERINE

Mike! She asked you to shut up.

MIKE

She totally didn't mean it.

SHAUNA

I can't do this!

MIKE

Fesmer, whip up a morale boost or something. Even war gods sometimes doubt themselves, Shauna!

SHAUNA

MIKESHUTTHEHELLUP!

MIKE

...Ok then. Maybe she did mean it.

KATHERINE

I'm always right, Mike. Haven't you figured that out yet?

MIKE *childishly mimicking*

"I'm always right, Mike..."

JARETH

Try again to strike me. It is very important that you at least learn the fundamentals, Shauna.

SHAUNA

Yuh. Okay, I'm striking you now.

SFX: [swing, deflect]

JARETH

Harder.

SFX: [swing, deflect]

JARETH

Do not cease until you have hit me.

SFX: [swing, deflect, swing, deflect, grunt, swing, deflect]

SHAUNA

Ow!

JARETH

Sometimes there is pain. Again!

SHAUNA

Fine, jerk...

SFX: [a flurry of blows; none of them hit Jareth]

SHAUNA *screams in frustration*

I give up!

JARETH

What will you do when Oren's Legion strikes? Or Undying attack? Give up?

SHAUNA

I'll hide behind the rest of you, obviously.

JARETH

Suppose we are not there to protect you. What then?

SHAUNA

What will be, will be.

JARETH

No, Shauna. You must never resign yourself to a terrible fate. You must fight until you cannot.

SHAUNA *really upset*

Yeah, well, sometimes fighting doesn't help, so I prefer not to, okay? This is over.

SFX: [she drops the practice weapons and stalks away]

MIKE

Shauna, wait up! [runs after her]

JARETH

[Well], that could have gone better.

ARKAHN

She is not adjusting well. Give her time.

KATHERINE

I don't think she plans on adjusting. She plans on getting out of here.

ARKAHN

Well. Not all goes according to plan.

KATHERINE

Yeah, you can say that again...

ARKAHN

...Why would I do that?

Scene Seven - Dreams

SHAUNA

Leave me alone, Mike!

MIKE

I just want to talk to you. Stop, wouldja?

SHAUNA

I don't want to talk!

MIKE

Okay, we won't talk. We'll... admire the landscape. In silence. Will you just stop running?

SHAUNA

(stops) You are really obnoxious sometimes.

MIKE

Well, thanks. I try.

SHAUNA

No one can fault you for that.

MIKE

Oh, har har. You're starting to sound like Katherine.

SHAUNA

Sorry. I'm sorry. (sigh) I just... needed to get away from Jareth and everyone.

MIKE

Yeah, Jareth, huh? Man. What crawled up his ass and laid eggs?

SHAUNA

Ew. But no, I think Jareth's really cool.

MIKE

...Yeah. Oh yeah, me too. Definitely.

SHAUNA

He does come off like a jerk sometimes, but I think he's a good person. Very strong. Dependable.

MIKE

Mhm yeah. Definitely comes off like a jerk sometimes.

SHAUNA

It's just that everyone is so *into* this. Odi and hearths and active items... I mean, I still half-believe that this is all a dream.

MIKE

Oh, it's totally a dream.

SHAUNA

Yeah, I know you think so. You're having the time of your life.

MIKE

It's either a dream or we're experiencing something that no one else ever will. I mean – spell casting? Undying? I play these games all the time, you know.

SHAUNA

...yeah, I know.

MIKE

But who actually gets to be *in* one?

SHAUNA

I never wanted to be in a game. Or a permanent dream. Or whatever this is.

MIKE

Shauna – you finally have a day off from all the things you have to do, and all you can think about is getting back to work?

SHAUNA

...Yeah. Weird, huh?

MIKE

I mean, I thought the reason that you and I... never... y'know... was because of all your responsibilities.

SHAUNA

(getting uncomfortable) Yeah, that sounds familiar...

MIKE

Let's say this is a dream. You know the dreams where you could do something you've always wanted to do, but you don't know you're dreaming, and you'd be too scared to do the thing in real life, so you don't do it in the dream either? And then you wake up, and you're like, Damn! Why didn't I kiss her? Or him, I mean. In your case.

SHAUNA

I guess those aren't the kinds of dreams I have.

MIKE

Says who? You could be having one right now.

KATHERINE

(laughing) Oh, smooth.

MIKE

(kind of harsh – he is embarrassed, which is unusual for him)
Well hello, Katherine. Uninvited as usual. Please, join us.

SHAUNA

Mike, Katherine is a friend. She's always invited.

MIKE

She's your friend. She's my co-worker.

KATHERINE

That's sweet, Mikey.

MIKE

Ugh. Only my grandmother calls me Mikey.

KATHERINE

Not anymore. Mikey Mikey Mikey.

MIKE

Stop! You're embarrassing yourself.

KATHERINE

Oooooh Mikey-poo! I could be your surrogate grandmother. I bet you miss her.

MIKE

Okay that's kinda creepy. I'm going to see what Fesmer's up to. Later, Shauna. (he leaves)

SHAUNA

Thank you.

KATHERINE

What was that all about?

SHAUNA

Nothing important. You came to check up on me, too?

KATHERINE

Looks like it. Are you okay?

SHAUNA

Yeah. I'm just not cut out for this. I'm not strong like Mike or graceful like you. Jareth's right. I'm weak.

KATHERINE

You are not weak! And Jareth never said that. He's being tough because he cares about you.

SHAUNA

You think so?

KATHERINE

Yeah. He kinda comes off like a jerk, but—

SHAUNA

(laughing) Yeah. Are you and he like, y'know...?

KATHERINE

What?

SHAUNA

I dunno. You two talk a lot. And you were pretty eager to help him with the *waa-loar* hoverthingie whatever-it's-called...

KATHERINE

Ohhh no no no. Well... no. Not my type.

SHAUNA

What is your type? I don't think I've ever seen you with anyone.

KATHERINE

I'm way too busy for that freshman nonsense. It's not worth the trouble. Anyway, you should talk. At least I've had a boyfriend.

SHAUNA

What?

KATHERINE

Who was your last boyfriend?

SHAUNA

...Billy Boyd?

KATHERINE

Yes, your torrid long-distance love affair with a hobbit notwithstanding, you ought to put yourself out there more. If you don't act, I might have to. Out of principle, you understand. Jareth *is* cute...

SHAUNA

Oh, he's cute, huh? I'll tell you what else "Jareth" is: NOT REAL!! None of them are!

KATHERINE

Shauna, love...

SHAUNA

They can't be! None of this is, and I don't know why you're all adjusting so well to it!

KATHERINE

So then you're dreaming. What's the big hurry to wake up? You'll wake up when your alarm goes off, at 7am.

SHAUNA

5:30, actually.

KATHERINE

Crazy woman.

SHAUNA

That's not it, though. It's that...

KATHERINE

... you know you're not dreaming.

SHAUNA

I guess.

KATHERINE

So if it isn't a dream, then you're awake. If you're awake, then how can none of this be real?

SHAUNA

That's the part that worries me.

KATHERINE

We're all freaked out about this, y'know? But we're trying to take it in stride.

SHAUNA

Easy for you, what with your fencing experience and whatever else...

KATHERINE

Horseback riding, archery... oh, God. I've been training all my life to be a live-action dweeb. Somehow even knowing how to ride a motorcycle is useful here.

SHAUNA

And Mike with his football training and video game expertise... well, I'm not so sure the video games are helping him.

KATHERINE

He's acting like an idiot. He's going to get himself – or us – in trouble.

SHAUNA

Maybe. (sigh, beat) You know, I was supposed to open at Antonio's this morning.

KATHERINE

And you still went to the movies with us? For shame.

SHAUNA

I so rarely get out of the house. What's being a little tired? That's what coffee is for.

KATHERINE

Only here—

SHAUNA

--there is no coffee.

KATHERINE

What are we going to do?!

SHAUNA

Maybe I'm not dreaming, but if I don't get caffeine soon, I will be.

KATHERINE

Seriously.

JARETH

(in the distance) Shauna? Katherine?

KATHERINE

Uh oh. Here comes Fabio. Brace yourself.

SHAUNA

Fabio's still a sex symbol? Gross.

KATHERINE

We're over here, Jareth! *[To Shauna]* He's coming – here's some eye shadow. And lipstick. Quickly, girl!

SHAUNA

(laughing) That's okay. Really.

JARETH

Ah, there you are, Shauna. I must apologize for—

SHAUNA

Jareth, it's okay.

JARETH

No, I do not believe it is “oh-kay”. I upset you, and I am sorry.

SHAUNA

Apology accepted.

KATHERINE

So Jareth.

JARETH

Yes, Katherine?

KATHERINE

Do you have a girlfriend?

SHAUNA

KATHERINE!!

JARETH

What is wrong?

SHAUNA

She is being rude.

JARETH

Oh, not at all. I have several girl-friends.

SHAUNA

...you do?

JARETH

Yes, of course. Arkahn, Zana, even my mother, I suppose, as we are very close.

KATHERINE

(snickering quietly) I seeee. That’s not what I—

SHAUNA

We should probably be getting back to the group, huh?

JARETH

Excellent idea, Shauna. We should begin our trip to Draenmer.

SHAUNA

Yes. I couldn’t agree more. And there we’ll find out how to get home?

JARETH

That is the idea...

SHAUNA

Fantastic. (they begin walking)

KATHERINE

Jareth, what do you Laundi people drink in the morning to wake up?

JARETH

Drink to wake up? How strange. We just wake up, and then we are awake. How do people from your world imbibe liquid while they are still unconscious?

SHAUNA

Eagerly...

Scene Eight – Go or Don't Go

Shauna

Not to sound like my brothers, but are we there yet? I'm tired. We've been walking forever. When are we going to get there?

Jareth

We will get there when we get there.

Mike

Sounds like my Dad.

Fesmer

You should have heard my Father. "Fesmer, if you do not stop doing that, you can swim home!"

Mike

Swim?

Fesmer

He was a riverboat pilot.

Mike

My dad would threaten to leave me on the side of the road. And then he would.

JARETH

Would the two of you *rentenah-ma* [jackals] please stop with the endless (interrupted)

ARKAHN

Jareth, everyone, stop walking.

SHAUNA

Wha – what is it?

ARKAHN

I think... *aio qin cha* [check that], I am sure there was just an Odi Drop.

Mike

A what?

JARETH

Where?

FESMER

I do not feel anything.

ARKAHN

I do not think it is a big one – it just happened, otherwise we probably would have walked right past it. It is behind us somewhere.

SHAUNA

Um...

JARETH

Nai nai [OK], we will track it down.

SHAUNA

Wait a minute – I thought we were going to Draenmer ...!
(This is not a yelling exclamation. But we should be able to feel rising tension through this section.)

JARETH

We were, but now we are finding the tae-od.

SHAUNA

The what?

JARETH

I forget how little you know. A tae-od. How do I explain it...

Shauna

I don't really care to tell the truth. I just want to get there.

Katherine

What's going on?

Mike

Something just happened and now we're stopped.

Katherine

Thanks Mike.

JARETH

Shauna, I am bound by duty to go and retrieve that tae-od. You are free to do whatever you want, but we are going to find it. *Liolo nack zan*, Shauna. [There is no further discussion here.] *(He walks off stridently, the others watch for only a beat...)*

Arkahn

I should help him. Hopefully this does not take long.

Katherine

What the heck is a tae-od?

Fesmer

It is a... concentration of negative odi. It forms a concretion around a nonliving object.

Mike

I think I speak for all of us when I say: Wha?

Femer

They are dangerous Mike. If left in one place they can kill plant life, poison the water, make animals sick.

Mike

Okay...

Fesmer

Jareth has to find it so it can be disposed of properly.

Katherine

Does this happen often?

Fesmer

Not often. But in the past years... They can happen pretty much anywhere, so most of them are overlooked. So when someone does find one, it is especially important—

SHAUNA

That's great and all. But I need to go to Draenmer.

KATHERINE

It's OK, Shauna. We'll just get it, then go to Draenmer.

SHAUNA

How do you know it won't be closed by then? Or what if we keep finding "tae-ods" or get chased by Legionnaires every step we take?

KATHERINE

Have faith, Shauna.

SHAUNA

Oh yeah. Because that's worked out real well so far.

MIKE

Come on ladies. Turn those frowns upside down.

SHAUNA

I don't know if it's the air here or what, but I swear you were never this obnoxious before, Mike.

MIKE

It's definitely the air. Oh come on! You both oughta lighten up. Hey, look what I taught Fesmer to say... Hey, Fes! Yo!

FESMER

Yo. Um, 'soup, doug?

MIKE

Well, close enough.

KATHERINE

Mike, he is a human being, not a parrot.

MIKE

Who says he can't be both?

Shuana

I'm going to go see what's taking them so long.

Fesmer

I will go Shauna. Perhaps I can be of assistance. Please, wait here.

Mike

What, not even a chuckle?

<pause>

SFX: Clomping around through underbrush

JARETH

Arkahn, are we close?

ARKAHN

Yes, I just... it is here. It is very small. I cannot seem to... hmm. Help me search.

JARETH

You are attuned. I am not.

ARKAHN

Ben-sa wai! [Laundi curse akin to "dammit"] It is no mystery now that University would not accept me. Cannot even locate--

JARETH

Arkahn, you are more attuned than anyone at University. It is their loss. I have faith in you. We will wait until you find the taedod.

ARKAHN

[searching, rustling leaves] Shauna will be very unhappy if we do not proceed soon.

Fesmer

Have you found it yet?

ARKAHN

(irritated) No, Fesmer, I have not.

JARETH

Give her time, Fes.

FESMER

No hurry. Except that Shauna may kill us all if we delay a second longer.

ARKAHN

And whose fault would that be? YOU brought them here.

FESMER

I suppose I did. I just wish I knew how...

JARETH

But you do know why. And now that you have them...

FESMER

I cannot. They are not what I asked for. They are good folk, but useless for my cause.

JARETH

Fesmer, perhaps you should abandon your “cause.” *Ainorem* only know why I have not already turned you over to University for frequent and deliberate abuse of Odi...

FESMER

Jareth, you of all people should understand why—

MIKE

(yelling) You guys find it yet?

JARETH

Arkahn is searching. It will take a moment. Patience, please.

MIKE

‘Kay. We’ll just wait here, then. La la la...

ARKAHN

This is extremely frustrating. I can sense it, but I cannot find it.

SHAUNA

It’s right there.

[Jareth, Fesmer, and Arkahn startle]

SHAUNA

You’re stepping on it, Arkahn.

ARKAHN

...This pebble? Of course.

SHAUNA

Yep, the pebble. Very impressive, isn’t it? Can we go now?

FESMER

Shauna, how did you...?

SHAUNA

What?

FESMER

Even Arkahn could not sense it.

SHAUNA

So?

ARKAHN

So you are attuned. Which means that you have great potential, Shauna. Greater than Fesmer’s... or my own.

SHAUNA

Back home, I’ve always been able to sense little things like that, but it’s sort of a moot point, guys. Can we go?

JARETH

Yes. We have the tae-od now. We must return it to Tarentenodi [University].

SHAUNA

We must... what??

JARETH

Um, return it to—

SHAUNA

No, Jareth, we must continue on to Draenmer like you promised we would. You must pocket the magical pebble, do an about-face, and lead us to the Pool of Truth, where I can ask my one question so that we can go home. You must do this now.

JARETH

But, University demands that—

SHAUNA

Demands? I demand that you take us where you said you would take us RIGHT NOW, Jareth. Are you hearing me? Is the translate spell working correctly? I said now and I mean NOW!

(silence)

ARKAHN

I will return the tae-od, Jareth. You all continue on.

JARETH

Are you certain?

ARKHAN

[a touch of humor here]

Yes. Shauna demands a guide, and I think she should be obeyed. Do you not agree?

JARETH

I would be afraid not to. Take this pouch. It will protect you from the tae-od. Come then, Shauna. To Draenmer. Fortuitous trails, Arkahn.

ARKAHN

Thank you, Jareth. May you find the truth you seek, Shauna.

SHAUNA

Thanks, Arkahn. I'm sorry I yelled.

ARKAHN

Do not be regretful. It is sometimes the only language Jareth understands. Farewell, Fesmer, Mike, Katherine.

FESMER

Travel safely, Arkhan.

MIKE

Peace out.

KATHERINE

Later.

SHAUNA

Let's go. Jareth's already ahead of us.

FESMER

I understand now why Shauna prefers not to fight.

MIKE

Huh?

FESMER

She does not need to.

KATHERINE

Are you alright, Shauna?

SHAUNA

Yeah. Sorry about that.

KATHERINE

I've never seen you like that before. Wow.

SHAUNA

Hopefully you won't have to see it again...

JARETH

Quicken your pace! We are still hours away. And be silenced. The way is not completely safe...

SHAUNA

...yes, "sir."

(Katherine snickers)

Scene Nine – Approaching Draenmer

JARETH

Here we are. Draenmer.

KATHERINE *(soft, stage whisper)*

Oh – my -- *(leaving out the word God.)* It feels so... pure. So peaceful.

JARETH

Yes. Never has a harsh word been spoken here, nor an ill thought conceived.

KATHERINE

Maybe you should stay outside, Mike.

MIKE

Har har. Who is that walking out of the cave?

JARETH

Almost certainly, Draenpeño. A Seeker of Truth. They keep torches lit inside the cave at all hours.

SHAUNA *(slight hint of impatience)*

So – can we go inside now?

JARETH

I need to ask permission first. Please wait here.

SHAUNA

But –

FESMER

It is a formality. Remo surii. [Don't worry.] When you go to Draenmer, the oldest person in the family speaks with the Seekers and asks permission to enter. When many different families are represented, the person of highest standing asks.

MIKE

Well, he is the tallest. Get it? “Standing?” (beat, shifting away from them) What, you’re not even going to groan?

(shift over to Jareth and Truth Seeker near the cave entrance. I want the voice actress for the Seeker to sound very similar to Summer Glau's character "River" from Serenity, except more lucid and less spacey.)

JARETH

Draenpeño, I seek permission to visit Draenmer.

SEEKER

For what purpose do you bring four others with you?

JARETH

Three of us are very far from home. One of us will be invoking her right to find her truth.

SEEKER

Yes, that she will. Your group may enter. Lay ken draen wair cha. [May you find the truth you seek.]

JARETH

Lay ken draen wair cha, jola mteneren, Draenpeño. Cha grendillo fai. [I am full of thanks.]

(Jareth motions to the rest of the group to come forward. They do so.

We hear them walk across the stones and dirt into the entrance of the cave. Jareth stops first, the other five pairs of footsteps stop a moment later as they are behind him a little bit.)

AMBIENT: Cave sounds

MIKE

Now what?

FESMER

Jareth has asked permission of the Seeker. Now he will ask *ainorem*.

MIKE

What if they say no?

FESMER

I do not know; I doubt that has ever happened.

JARETH

We humbly ask permission to enter. We respect this place and what it represents, and know the sacrifices you make by abiding our entry. We are honored by your indulgence.

KATHERINE

<whispered, overcome> ...wow...

SHAUNA

What, Katherine?

KATHERINE

Been awhile since church. I forgot how—

JARETH

Everyone, follow me.

(Everyone walks in. There should be a soft river sound running in the background. You should be able to hear the torches flame ruffling every now and then.)

MIKE

So.. how does this work?

JARETH

Well, usually the person who is here to ask their question is in here alone. They introduce themselves and ask *(again, cut off)*

MIKE

My name is Mike Archer and I'd like to know what do I need to do to become a professional – *(invisible hand to chest)* hey, what the--?

KATHERINE

What's happening to him?

JARETH

Do not worry – most children who try to ask a question get this as well.

MIKE

I am not a – gah, it feels like I'm being pushed out of the room!

JARETH

Stop pushing back, and stop talking for a moment. It will cease.

MIKE

Um, oh. OK. *(stops sliding backwards)*

JARETH

I guess the ancestors do not feel Mike is ready yet.

FESMER

Well, that is obvious.

MIKE

Hey!

KATHERINE

Shauna, do you want time alone?

SHAUNA

I think I should do this alone, I really do.

JARETH

Shauna, custom dictates that you drink of the spring before you ask your question. Follow your question with the phrase “Speak to me in the words of one who knew truth.” And it helps to be polite. These are the ancestors we are talking about.

SHAUNA

I understand.

Jareth

Good luck Shauna. May you find the truth you seek.

KATHERINE

OK, Mike, let’s give Shauna some personal space.

MIKE

OK, ok, I’m coming – but I am not a child! Why wouldn’t it let me ask about pro football? It’s a valid question!

FESMER

(playful sarcasm) Perfectly valid question. I cannot imagine why the ancestors would not hear you.

JARETH

Good luck, Shauna.

SHAUNA

Thanks.

(We hear the rest of them leave Shauna all alone.)

Scene Ten – Destiny

SHAUNA *(talking aloud, to no one)*

So, I, um, I don't know where to begin. Or even if you will understand me. I'm not speaking your language, you see, because I am not from here. We, are not from here.

sigh I am just gonna assume that you know what I'm saying.

My name is Shauna Brown. I don't know why we're here. We were just going to see a movie. I just wanted a night away from home – I never wanted to leave home forever. And neither did my friends, Michael Archer and Katherine Rinson. We either fell here accidentally or were forced to Laundi against our will. Either way, we don't belong here.

I've spoken with Zana a lot since yesterday, about what you people are. She said you seemingly know everything, that you know anything that can be known. And that you share this knowledge with people who prove themselves worthy through hard work and sacrifice.

I don't fully understand how hard it is to live here without attempting to access Odi for your entire life. I've been here a day and a half. I think I fulfill the technical letter of the law here, to be able to ask my question. But – I get the feeling that if you wanted to, you could just shove me out of the room, like you did to Mike.

deep breath

I need to get my friends home. I need to get home myself. My family depends on me, and they are probably worried sick that I disappeared without a trace last night. The store needs me, Tyler, the twins, Mom and Dad, my study group: everyone depends on me to be there. I belong there.

I guess, this is when I am supposed to drink your water. I haven't touched any food since entering Laundi, because I haven't wanted this to be "real," you know? Nothing. I keep waiting to wake up. But now, I know, that this is real.

(She cups some water in her hand, takes a deep breath, and slurps it into her mouth. She swallows the water – it does not have any taste.)

SHAUNA

To the fallen peoples of Laundi, I humbly ask this favor. Please, show me the way home. I ask you, I pray to you. I am an outsider, just looking to return home.

My question is this: How can Michael Archer, Katherine Rinson and Shauna Brown return to their homes back in Boston?

[Speak to me in the words of one who knew truth.]

(She sighs and breathes for a moment, just a beat long enough to make the listener uncomfortable.)

A voice responds, grounded yet airy. A hollow sound.)

Ghostly Voices

Shauna Brown. You must learn to shape Odi to your will by mastering both methods of spellcasting. Only the ritual that brought you here, a spell you would call Shift, can open the way back to your world.

One who knows the destination must cast the spell and it will fall on you to do this. Michael Archer cannot learn how, and Katherine Rinson will not learn. Shauna Brown, you will become the doorway for Michael and Katherine to return to your world. But you cannot follow them.

This is the last home you will ever know.

SHAUNA

But.. (waits a moment)

But, that can't be all – how will I learn how to do that? And what do you mean, this is my last home? Why can't I go back with them? There's got to be another way! Please, please Draenmer, speak to me again! (*crying*) PLEASE – there has got to be another way! How can I return home with my friends?

(*breathing – but no response.*)

This is not fair. Do you hear me? Huh? I have sacrificed everything all my life for the good of everyone else. I'm sick of it. Sick of it! I want something, just this one thing, and I deserve to have it. I want to go home, too. Can you hear me!! I want. *I* want. Tell me how to get home! I demand that you tell me how to get home!

(*despairs, cries*)

Oh God. Oh God. Oh God. Help me. Help me...

Scene Eleven – Beginnings

AMBIENT: Night sounds

MIKE

She's been in there for a long time. Hours. Maybe I should—

JARETH

No, Mike. We must not intervene.

MIKE

Oh, yeah, 'cause you're the authority on what Shauna needs.

JARETH

I was not speaking of Shauna. The Seekers would not permit us to enter.

MIKE

Let 'em try and stop me...

KATHERINE

Mike, let it go. She'll be okay.

FESMER

She is coming out!

MIKE & JARETH

Shauna!

MIKE

(pushing past him) Get— Shauna! Are you okay?

SHAUNA

Yeah, Mike. I'm okay.

MIKE

You look upset.

SHAUNA

I guess I am a little.

MIKE

What happened in there?

[pause]

KATHERINE

She can tell us when she's ready, Mike.

FESMER

Katherine, would you like to ask Draenmer your question?

KATHERINE

Well...

SHAUNA

[*saying this because she already knows*] She chooses not to.

KATHERINE

<*a surprised beat*> Yeah. I choose not to. I mean, not right now.

MIKE

Could you at least ask my question, since it won't let me?

SHAUNA

Would you really want to know?

MIKE

Huh?

SHAUNA

What if it told you that you'll never make it into the NFL? Would you stop trying?

MIKE

Hell, no!

SHAUNA

Then you already have your answer... And, I guess, so do I.

JARETH

It is late. Are the three of you ready to return to Zana's?

KATHERINE

I'm ready.

MIKE

Me too. Shauna?

SHAUNA

...Yeah, I'm ready. Let's go home.