

SECOND SHIFT

Episode #2.10 (RECORDING DRAFT v.2) Revolution, Part I

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CONFIDENTIAL

Written:

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with

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Cast

Dita

Assorted Cityfolk

Townsperson A

Mike

Arkahn

Katherine

Jareth

Fesmer

Zana

Targonone

Alganostrou

Aldo

Sevri

Hunters 1-3

Assorted Hunters

Scene List

Teaser

- Dita, Assorted Cityfolk, Townsperson A, Mike, Arkahn, Katherine, Jareth, Fesmer, Zana

Scene 1

- Mike, Arkahn, Katherine, Jareth, Fesmer, Zana, and Dita

Scene 2

- Jareth, Fesmer, Arkahn, Zana, Mike, Katherine, Dita

Scene 3

- Zana, Fesmer, Arakhn

Scene 4

- Mike, Katherine

Scene 5

- Targonone, Alganostrou, Aldo, Jareth

Scene 6

- Mike, Katherine

Scene 7

- Dita, Hunters 1-3, Arkahn, Zana, Fesmer, Aldo, Sevri, Assorted Hunters

Teaser

•Dita, Assorted Cityfolk, Townsperson A, Mike, Arkahn,
Katherine, Jareth, Fesmer, Zana
—Kaltarok, moments before the explosion

SFX: Same chiming as heard with Fesmer

DITA

But, Fesmer, what of you—?

SFX: Chime

DITA

Yes! Of course!

(softer)

Cha dokiluna fai.

SFX: Running on dirt (continuous); Knocking on wooden doors.

DITA

Charen saben! Ra! [“A warning for you!” Hello!] You must all leave now! The refinery is moments from exploding! *Ra!*
Charen taka fai! [Hello! Listen!]

SFX: Doors and window banging open.

SFX: Confused murmurings. “A jest?” someone says.

DITA

Senjen, this is no jest! Gather your loved ones and run quickly; there is no knowing when this will occur.

SFX: Crowd becoming agitated, “What is happening?” and “Run” and “Explosion?” can be heard.

DITA

Rercorae [You idiots], flee now and query later!

TOWNSPERSON A

So you and your fellow *pullavin* can rob us? You should know we have nothing of worth.

DITA

If your lives are of any worth to you, heed my alert and run! Houses can be rebuilt, possessions reacquired, but your lives, the lives of your—

SFX: Same explosion as in 2.08, but distant.

SFX: Exclamations of fear and shock; Stampede-like running.

DITA

—children.

TOWNSPERSON A

Heed your own words and move on! The fires spread with great haste!

DITA

I—there is someone I must find!

TOWNSPERSON A

As you say!

DITA

(to herself)

Oh Fesmer, I have not given you permission to die...

SFX: Dita races to the remains of the refinery: heavy breathing, quick and hard footsteps

SFX: Frightened people passing by

SFX: The moaning of shifting steel girders threatening to collapse

SFX: Low, hissing flames

MIKE

(from a distance)

Guys? Guys? Oh man...

SFX: Frantic digging, increases in volume as Dita approaches.

SFX: Dita stops running as she reaches Mike.

DITA

(winded)

Parado fai! Are there... other survivors?

MIKE

God I hope so. Help me move this. One, two...!

MIKE & DITA

Urgh!

SFX: Rubble shifts noisily

MIKE

Katherine! Hey... Hey, wake up. Katherine?

KATHERINE

(choking cough)

Mike...?

MIKE

Oh thank God.

DITA

Where are the others?

MIKE

I...don't know. This place just fell down on top of us. I don't recognize anything.

SFX: Rubble shifting nearby

JARETH

(groans)

MIKE
Jareth!

JARETH
(cough)
That was... bracing. Where...
(cough)
Where are the others?

KATHERINE
Mike, help me up. We have to find them!

MIKE
(as he helps her up)
Sorry, not with those hands. Jareth, can you heal her while I
and... Wait, who are you again?

DITA
Me? I am—

KATHERINE
We don't have time to waste! Let's move!

SFX: She stumbles off, coughing

JARETH
Kath is correct, Mike.

MIKE
...Yeah. Okay.

KATHERINE
Over here! I found Zana!

ZANA
(moans)

MIKE
I'm coming!

SFX: Mike jogs over

MIKE (cont.)
(shouting back as he runs)
Jareth, find Arkahn and Fesmer!

KATHERINE
Help me lift this plank.

MIKE
Let me. I've got it. Rgggh!

SFX: Plank being lifted / rubble shifting

KATHERINE
Zana, are you *ra-na*?

ZANA
Oh, Kath...your hands...

KATHERINE
...We can talk about it later.

SFX: Rubble shifting

ARKAHN
(coughing)

JARETH
I found her! Breathe, Arkahn, it is *ra-na*.

ARKAHN
(breathless)
Did you... get the license plate?

JARETH
What?

ARKAHN
Of the bus that hit me.
(coughing laugh)

DITA
(frustrated and concerned)
Where is Fesmer?

MIKE
The rest of us'll look for him. Jareth, you've gotta heal
Katherine's hands now.

KATHERINE
Mike, I'm fine. Fesmer may not be....

ARKHAN
You are not "fine." Your hands are shattered.

JARETH
Kath, we must act with haste to reconstruct any mobility—

KATHERINE
No. We find Fesmer first.

SFX: Katherine walking away

KATHERINE (cont.)
Fesmer!

JARETH
Very well. Fesmer!

SFX: Five sets of footsteps pacing around

SFX: Rubble shifting periodically

SFX: "Camera" follows Dita; the others can be heard moving
away

MIKE
Fes, buddy!

ZANA
Fesmer, *lio!*

MIKE
Blast must have thrown him farther than the rest of us...

ARKAHN
Fesmer!

DITA
Fesmer...?
(starting to cry)
Oh, *ainorem*...

SFX: Rubble shifts

FESMER
Not...
(cough)
...of *ainorem* yet, *plaomaluna* [lover.]

DITA
Fesmer!

ARKAHN
(from a distance)
You have found him?

SFX: Footsteps of the others as they approach

DITA
Oh, Fesmer, I had thought...

FESMER
Did I not... command you to flee?

DITA
(wry)
I do not accept orders from you, *plaomaluna*. Not yet, at least.

MIKE
Fes!

ZANA
Oh. Praise *ainorem*.

JARETH
Take my hand, *ma-ra*.

SFX: Jareth heaves Fesmer to his feet

DITA
Some water, *plaoma* [lover]?

FESMER
Senjen, yes.

SFX: He drinks

JARETH
Kath, I will tend to your hands now.

KATHERINE
Thanks, Jareth.

SFX: Jareth bandages Kath's hands as the others talk (Kath can be heard wincing occasionally)

ARKAHN

Well. That was somewhat awful.

FESMER

Our ward held. That, at least, is something. Water, Mike?

MIKE

Thanks.

(drinks)

I cannot believe we all made it out of that one alive. I mean... Seriously, guys. Wow.

KATHERINE

Not all of us made it out...

ARKAHN

Cheanti.

ZANA

Yes. It would appear that Garvin and all of his children perished.

JARETH

They tried to kill us and died in their failure. They conceived their own doom.

ZANA

Speaking in this manner can bring only ill portents, Jareth.

DITA

They might have provided us with answers. The Hunters of Truth were meant to bear responsibility for this night. I would like to know why.

(beat)

MIKE

Sorry, and you are...?

FESMER

Ah, forgive me. Everyone, I would like you to meet Dita, surrogate of Chaka, daughter of Rüngrot, and, most recently, my *dokiluna*.

ALL (except Zana)

(awkward greetings)

DITA

And you must be Coden. It is a great honor.

ZANA

(grave)

Cha... buillana fai, Dita.

FESMER

As to the meaning of this night, we will find our answers in Velia. Come. There is much work yet to be done.

ACT ONE

Scene 1

• Mike, Arkahn, Katherine, Jareth, Fesmer, Zana, and Dita
—The Great Western Road just outside Velia, one week later

SFX: (fade in) All walking on a dirt road

DITA
Velia is over this last hill. Prepare for a wondrous sight!

JARETH
Velia is where you and Fesmer first met?

DITA
Yes, and he brought remarkable letters of referral to my father, Rüngrot. Fesmer has been truly astonishing.

JARETH
Astonishing? Fesmer?

FESMER
What, skepticism Jareth? From you?

DITA
In truth. He may come to be the greatest leader the Hunters of Truth have ever had. Save yourself, Coden, of course.

ZANA
And your father.

DITA
(soft)
Of course.

FESMER
All necessary respect accorded to him, but Rüngrot and I are of... differing minds. I would see the Hunters follow a more measured path than his.

ZANA
I hope that is truth, Fesmer.

(pause)

MIKE
Sounds like we're almost there.

ARKAHN
Praise *ainorem*. Velia cannot come soon enough. A bed, a warm bath...

MIKE
Just remember that we're not here to lounge around. This is too much of a detour already.

ARKAHN
Yes, I know this, Meek.

MIKE
Yeah, well, I wonder if they do. I mean, how're the "Hunters of Truth" going to help us find Shauna?

ARKAHN

You are not alone in your desire to find Shaena.

MIKE

Feels that way lately.

KATHERINE

C'mon guys. It's been two weeks on the road and we're all a little cranky. Let's just— Ow! *Ben-sa wei...*

MIKE

Hey, why don't you let me get your—

KATHERINE

I can carry my own bag. Just hand me an ice pack, ok?

SFX: Rustling

MIKE

Huh. Hey, Arkahn, hand me an ice pack?

ARKHAN

What "ice pack"?

MIKE

You know, blue bag? Crack it and it gets cold?

(pause)

C'mon, I saw you with one. Before Kaltarok.

ARKAHN

You are mistaken.

MIKE

(becoming irritated)

Well, if it's not in my bag, it's either in yours, or maybe the little gremlins that steal—

ARKAHN

I lost it, OK? *Boxen wo fai*, already!

KATHERINE

Don't worry about it. I'll just... walk it off.

MIKE

Attagirl.

KATHERINE

Hmph.

ARKAHN

Your hands will heal in time, Kath.

KATHERINE

That's not really true. Jareth did his best, but...

ARKAHN

At least we are still alive. That is what is important.

MIKE

Yeah, we really dodged a bullet back there.

KATHERINE

This journey...things keep getting worse for us. It... I dunno. It just makes me wonder....

MIKE

Makes you wonder what?

KATHERINE

What if we don't all walk away next time?

FESMER

Aernae lo parnae [Ladies and gentlemen], your attention, *senjen!*

SFX: ALL stop walking.

FESMER (cont.)

We have arrived!

MIKE

What— Oh.

KATHERINE

Wow.

DITA

Behold! The only home I have known.

ZANA

Velia. It has been...a long time.

DITA

Coden, your return is a joyous occasion. My compatriots will be delighted.

ZANA

Do not presume. I have heard that much has changed. I should like to see with my own eyes this...regeneration.

FESMER

And see it you shall. Let us proceed.

Scene 2 – Not Just Another “Everybody Walking” Scene

• Jareth, Fesmer, Arkahn, Zana, Mike, Katherine, Dita
—The busy streets of Veila, day

SFX: The party is moving through a crowded market. Constant, heavy background noise. Lots of people moving around. Horses and wagons pass by. Merchants hawk their wares. Agitators and prophets lecture nobody in particular. People shout at each other. All this noise is dynamic as the party progresses through the crowd.

JARETH

I admit you were correct—the streets are crowded—but I am uncomfortable leaving Alma in that public stable.

FESMER

The horses will be fine, Jareth. Particularly Alma. I still do not understand why you like that vicious beast.

JARETH

And I still do not understand why you dislike horses so.

(fade out dialog, background noise remains constant)

FESMER

I simply do not. They are large, and they bite and kick. Do you truly need more reason?

(fade in dialog)

ARKAHN

Do you know our destination, *shi-schwa*?

ZANA

This city has changed so much since I was here last. For all the troubles it has had, the years have been prosperous.

ARKAHN

What do you mean?

ZANA

Velia has grown rapidly. Perhaps even violently. But as different as the sights are, it is still the same fractious, loud, vibrantly alive city I once thought I could call home...

(beat; fade in dialog)

MIKE

I'm tellin' you, I don't like her...

KATHERINE

(she's heard this many times before)

I know, Mike.

MIKE

I mean she's been traveling with us for, what, two weeks? And what do we know about her? Her name. That she's Fesmer's "special friend." That she was in Kaltarok for mysterious purposes. That she's part of this whole "Hunters of Truth" thing. Which—might I add—I'm very confused about.

KATHERINE

You're not getting any argument from me.

MIKE

Seriously, who are these "Hunters of Truth"? Everyone else knows what's up, but they're not saying anything.

KATHERINE

I think Fesmer and What's-Her-Name... Dita... are the only ones who know what's going on. Jareth thought they were basically terrorists, but Zana's one of their founding members or something. I don't know. Zana won't talk to me about it.

MIKE

And what's Zana's deal?

KATHERINE

I didn't know two days ago, and I still don't know, Mike. I'm not sure I even want to....

MIKE

It's weird. I mean, take Dita: she looks at Zana like some sort of hero, but Zana barely gives her the time of day!

KATHERINE

I know, Mike. You're not saying anything new.

MIKE

(letting it go)

Whatever. None of this is bringing us closer to Shauna. It seems like we're only here because Fesmer and Dita led us here. If we had just kept going West...

KATHERINE

We would have what? Frozen to death in those "impenetrable" mountains?

(beat)

You're right though; this is a detour. But it's no big surprise. I mean, sure, they all want to find Shauna too, but you and I have just that one goal. They've got their own stuff to deal with. They had lives before we got here. Lives that had nothing to do with any of us. It's easy to forget that sometimes.

(beat)

DITA

Fesmer!

FESMER

Dita?

DITA

I should go ahead. I must inform the others that you approach so that preparations can begin. What great news the return of Coden will be!

FESMER

Hmm...that is wise. In any case, we should replenish our supplies first. Considering my traveling companions, one never knows when a hasty retreat will be required...

DITA

Ah. There is a merchant on the Street of Glass who should sell everything you need. He is sympathetic to us and would likely reduce his prices.

(beat; awkward subject:)

Are...all of you coming?

FESMER

I do not know...

(beat; loudly:)

Friends! A moment?

SFX: Walking stops, as does movement through crowd. The background noise is relatively quiet at the moment.

MIKE

(under breath/skeptical)

Friends?

KATHERINE

Shh.

FESMER

This may be an uncomfortable question, yet I must ask it: What are we doing? I need to meet with my allies here, but....

JARETH

I go to Proolau wo Veliadi. I have questions that must be answered.

MIKE

Fesmer, are these “allies” going to get us any closer to finding Shauna?

FESMER

They...I am uncertain.

DITA

This Shaena is a priority, Mike. But not our first.

MIKE

Then go. You’ve given us the language already, Fes, so I’m going to see what I can find out on my own. Kath?

KATHERINE

I’m going with Mike.

FESMER

Are you certain?

MIKE

We’re here to find Shauna. I don’t have time for your politics. Come on, Kath. Arkahn?

ARKAHN

I...

(beat)

I feel I should accompany Fesmer.

MIKE

Oh.

ARKAHN

Meek, I am....

MIKE

No, that's fine.

ARKAHN

But....

MIKE

You gotta do what you gotta do. We'll meet you all at that inn
Zana pointed out? The Dancing Lion?

FESMER

Of course.

ZANA

Come, Arkahn.

(beat)

Mike....

MIKE

Yeah?

ZANA

(after a beat)

Be cautious.

MIKE

Ain't I always? Wait. Don't answer that.

(beat)

See you guys. Don't do anything I would, apparently....

SFX: Mike walks away in a hurry.

KATHERINE

(not knowing what else to say)

Hope...everything goes well!

SFX: Katherine walks away.

DITA

What is their ailment?

FESMER

(a little sad, a little relieved)

It is not important. Zana, Arkahn, shall we replenish our
supplies before we meet Dita at...our destination?

ZANA

Yes. We are out of many things. Jareth? You will be well?

Heed Mike's jest as sage advice, and abstain from rash action.

JARETH

...Yes, *shi-schwa*.

Scene 3

• Zana, Fesmer, Arakhn

SFX: City sounds

ZANA

Ah, here it is.

ARKAHN

Have we not already purchased our supplies, *shi-schwa*?

ZANA

We have. But this was once the shop of a friend. I would like to see if he remains here today.

FESMER

We shall wait outside.

SFX: Door opening with shopbell ringing.

ARKAHN

(pause)

I did not expect Meek to give up so easily.

FESMER

He has not given up his search.

ARKAHN

(sighs)

You miss my meaning.

FESMER

Oh, *Boxen wo fai*, your...romance with—

ARKAHN

(quickly)

There was no romance. Perhaps, at one time...but there became too much between us.

FESMER

That is unfortunate.

(beat)

I confess I was surprised by your interest in Mike. He is so different than Jareth.

ARKAHN

Jareth?

FESMER

There is no need to be coy; I know you had feelings for Jareth.

ARKAHN

What you “know” is incorrect. Even if I had, his books were his only love. One girl could not compete with University.

(pause)

Until Shaena.

FESMER

It is almost two years since we called her to us.

(beat)

Did you ever think it would work as I had hoped?

ARKAHN

What did you hope, Fesmer? Was there any more thought to it than impulse? To test your limits? My parents felt there was little reason for true concern.

FESMER

That is right—all that time...you only followed me because—

ARKAHN

My desires were never to be indulged, so I did not voice them. It is true I was with you so often because I had to be, but I had always hoped one day I would be allowed to want to be. Despite my... false pretenses, I have always considered you a friend, Fesmer.

FESMER

It makes sense, after a fashion, when I look back.

(beat)

For the longest time, I thought you were perhaps so often by my side because you were attracted to me.

(pause)

ARKAHN

Tell me of your *dokiluna*. That is quite a secret to have kept, Fesmer.

FESMER

I met her through the Hunters.

ARKAHN

This we all know.

FESMER

She was charged to be my guide. But, over time, she became more to me. A friend. *Nay plaomaluna fai*. [The lover of me.].

ARKAHN

Why did she become a Hunter? Was her family also destroyed by the Legion?

FESMER

The Hunters are her family. Her birth mother abandoned her to the care of her father, Founder Rüngrot, who gave her the name of his deceased sister, Founder Dita. Though he loves his daughter, a fellow Hunter who lost her own child truly raised Dita. I am told this nurse suffered a great loss and left the Hunters, inviting Dita to accompany her, but to ask a child to choose between her blood father and her surrogate mother...

(pause)

Dita and I both understand abandonment and loss and have built a mutual regard on that foundation. Next to Zana, she is the only one I fully trust.

ARKAHN

Meek always trusted me, despite....

FESMER

All you had done?

ARKAHN

And I had no choice but to trust his trust in me. In Laundi, we might have had a chance at more, but in Boston... I was merely his responsibility. Now even those feelings drain from him.

FESMER

He is a reckless fool. The thought of him feeling responsible for you is beyond my comprehension. If anyone should feel responsible for another person it should be you for him.

ARKAHN

Meek could have abandoned me in Boston. Did you know he almost had to go before his world's *sundjae* to account for Shaena's disappearance? Though it was my fault, he never once even considered placing the blame on me.

(beat)

Fesmer, may I confess something to you?

FESMER

Do not tell me Mike and Kath are of the Legion!

ARKAHN

(laughing)

[No, you chowderhead!] No, *cha-gwapiwan!* No.

(beat)

Will you promise to keep the secret?

FESMER

Arkahn, is it as serious as—

ARKAHN

I have been stealing from Meek.

(pause)

Do you recall when Jareth broke apart Meek's flashlight to see what was inside?

FESMER

How could I forget...

ARKAHN

Because of that, Meek and Kath refused to lend Jareth any more of their belongings. Jareth was so forlorn that I took it upon myself to... assist him with his research.

FESMER

Was Jareth aware of this?

ARKAHN

No. I assured him there would not be a problem. If he had suspicions, his curiosity overwhelmed them.

FESMER

Why did you do this?

ARKAHN

I resented Meek; I was helpless in Boston, and he was not. Each day I had to accept his aid for my inabilities, and each day it only rankled more.

(laughs at herself a little)

Can you imagine? He was nothing but kind to me, and the only way I could respond was to steal his treasured “camping gear” and give it to the one person Meek dislikes.

FESMER

Arkahn, everything has shadows—even the way we feel.

ARKAHN

(sighs)

You have not heard the worst of it! There were only some items Jareth could reassemble. Others...others we disposed of. I should have ceased after Jareth failed to repair even one of Meek’s things.

FESMER

Why did you not?

ARKAHN

In truth? Because it was pleasant. I would sit with Jareth—as we did before Shaena—and talk. I know some of Meek’s world and I could tell the all-knowing Jareth things he did not know. He would take the devices apart as I tried to explain their functionality. And...he confided in me how much he misses University, despite its failings. He misses teaching, Fesmer. He began to share Odi Theory with me, and—together—we would try and apply it to Meek’s technology. I “ditched” Meek for one who had me imprisoned less than three months ago!

FESMER

He taught you Odi Theory?

ARKAHN

Yes, but Meek....

FESMER

Arkahn, listen—with your cunning and talents...I have been thinking about your place for some time now. You are hunted by both the Legion and University.

ARKAHN

Do you think I have forgotten...?

FESMER

Where can you go if both worlds do not accept you? Arkahn, the Hunters of Truth live outside the worlds of both Legion and University. You would be safe with us! And with the base knowledge Jareth has taught you, I could even show you the ways of Natural Magic! Someone with your skills and exceptional talent would find a happy, productive place within our ranks...our family. You would not be joining some cold organization: you would be joining me. And my family.

ARKAHN

(pause)

Fesmer, I—

SFX: Door opening with shopbell ringing.

FESMER

Ah, Zana. Did you enjoy your reminiscence?

ZANA

Indeed. Though I am amazed that he still serves the same... clientele.

FESMER

Then it is time. Arkahn?

ARKAHN

(beat)

Let's get this party started.

END OF ACT ONE

PROMO

DIRECTOR

Thank you for listening to Act One of Episode 23. Act two continues in just one minute.

30-second drop-in ad from Far Point Media partner, probably Slice of Scifi (www.sliceofscifi.com)

DIRECTOR

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And now, Act Two.

ACT TWO

Scene 4

• Mike, Katherine

SFX: Crowded market streets in background

MIKE

Have you seen this woman?

(beat)

Parado fai, have you ever seen this woman?

(beat)

Have you ever seen this woman?

(beat)

(sighs)

You having any luck?

KATHERINE

Nope.

(beat)

Mike...do you really think this is accomplishing anything?

MIKE

Honestly?

KATHERINE

No—jokingly. Of course seriously!

MIKE

(sighs)

We have to try.

KATHERINE

“Do or do not; there is no try.”

MIKE

Rinson!

KATHERINE

Hey—just because I’m not out in the woods hitting boys with foam swords, doesn’t mean I live in a box.

MIKE

Apparently.

(quick)

Sir, if you’ll just look....

(sighs)

If we keep stumping, the odds will eventually have to work in our favor.

KATHERINE

Maybe this would actually work if we had a better drawing.

MIKE

Hey, I don’t see you doing a better job... Sorry.

KATHERINE

You’re better with people. Plus, we only have the one crudely drawn picture.

MIKE

It’s too bad we can’t use the photos.

KATHERINE

We could...if we want to spend more time explaining what they are than actually getting answers. Remember?

(beat)

Maybe we just have to change our strategy.

MIKE

Uh-uh. If there's one thing years of role-playing games have taught me, it's how to get useful information from townsfolk. We're talking to everyone.

KATHERINE

Everyone and their uncles. And their sisters. And their mothers....

MIKE

Yeah...guess the market-square's a bust. The only thing I've learned is that people don't have a high opinion of the Legion, the Hunters, or the University.

KATHERINE

And that's hardly news. Someone did mention a fire in the South side of town.

MIKE

(intrigued)

Sounds promising.

KATHERINE

I assume that's where we're headed next.

MIKE

You know it. Maybe there'll be a tavern and we can really get some info...

Scene 5

• Targonone, Alganostrou, Aldo, Jareth

TARGONONE

—and I hope that is adequate answer to your question.

(beat)

I believe we have time for one more before we complete this discussion.

(beat)

Second section, third row. Yes, you.

(beat)

Would you repeat that into the *renapuen*? A moment, were you not in one of my lectures at Tarentenodi?

SFX: Aldo’s voice comes to the stage amped and a little distorted (similar to the magi-phone, but louder and echoey)

ALDO

Yes, [Dean] *Aindel* Targonone. My name is Aldo; I transferred here to *Veliaodi* several months ago.

(beat)

My question is a slight diversion, but a necessary one. In *Laundi*, a town that is firmly under University’s influence, the rhetoric of power always centered on the claim that our role was to guide with an open hand. Not a closed fist. Yet here, in *Velia*, armed University “guards” patrol the streets enforcing our rules on others with little “guiding detachment.” And simultaneously, none look at our own house. There are charges of corruption and graft directed at the highest levels, yet none are addressed!

SFX: Crowd murmur

TARGONONE

Your question is...?

ALDO

How is this behavior, which is contrary to our own code, justifiable? Particularly if we allow our own corruption to go unnoticed!

TARGONONE

That is a...complex question. I think you would be better equipped to answer it, [Dean] *Aindel* Alganostrou.

ALGANOSTROU

This is a complex issue, and time is limited. Succinctly: your concerns are not exclusively yours. Officially, unlike towns such as *Laundi*, *Velia* is overtly contested. The Legion of *Oren* operates with an openness normally seen only in their regions of control. The Hunters of Truth seek to sow chaos wherever possible for reasons that are their own. Against such actions, how can we not meet force with force?

TARGONONE

Our enemies, our rivals, have turned this city into a battlefield. If we were to retreat from this battle, perhaps our ethics would be intact, but at what cost to the *Velian* people? We have a responsibility to them. Some say it is self-imposed, yet I disagree. Unlike *Laundi*, the town of *Velia* grew around the school. Should we callously turn away when it becomes unpopular and controversial to protect *Velia* from her foes?

ALDO

It is not simply a matter of public opinion, respected *Aindelaë*; it is a matter of violating the very tenets we—

ALGANOSTROU

Discussion of this nature could continue indefinitely. No doubt students a hundred years from now will still debate the merit of our actions today. Regarding corruption within our system—I can only say this: Accusations like these are never taken lightly.

(beat)

With that, I am afraid we must draw this evening to a close. My colleague from Tarentenodi and I would like to thank you all for attending tonight. Now, return to your schoolwork!

SFX: Light crowd laughter

SFX: Room full of people applauding, fades out to the left as Targo and Alnag leave the stage.

ALGANOSTROU

That last question was... an irksome one.

TARGONONE

Indeed. There must always be one student who tries to divert the discussion to his own interests.

ALGANOSTROU

(chuckles)

To be certain. Remind me to share a question a student asked me in my Applications of Moral Philosophy seminar a week past.

(beat)

I am afraid here we must part ways, as my afternoon courses await elucidation. Do you desire a guide to lead you around campus?

TARGONONE

No, it has not been so long since I was here last.

ALGANOSTROU

Very well, old friend. Be safe! We will speak further of obnoxious students.

SFX: Walking away.

TARGONONE

I am certain we shall. Enjoy your classes!

(beat)

(aside, with humor)

Some people do not change....

SFX: Targonone walks along, starts humming Zana's song.

SFX: A creak of a floorboard.

SFX: Targonone stops walking

TARGONONE

Uhn—

SFX: Brief sound of scuffle.

JARETH

(cold, whispering)

Hold very still, *paren-schwa*. The knife I hold to your neck is quite sharp.

TARGONONE

By *Aniorem*! Jareth?

JARETH

Quietly, *paren-schwa*. You are alone?

TARGONONE

(quietly)

Jareth, what are you doing here?

JARETH

I desire answers. You will give them to me.

TARGONONE

O... Of course. Let me go, Jareth.

JARETH

(still cold and whispering)

Swear that you will not raise an alarm, and I shall do just that.

TARGONONE

You know that I would not even consider it.

SFX: Rustle as they separate.

TARGONONE (CONT)

Ainorem, you gave me a fright. What are you doing here? What happened to you? You look terrible.

JARETH

This is not important.

TARGONONE

How did you get here? The entire campus is closed under ward and key. And there are armed guards everywhere. You did not harm anyone, did you?

JARETH

(dismissive)

Hmph. If these things were to be obstacles, it is no surprise Veliaodi has such security problems. And no. None are hurt so badly they will not recover by the morrow.

TARGONONE

(disappointed)

I had always hoped you would become more of a scholar than a warrior, but you are indeed your grandfather's heir.

JARETH

Enough prattle! What do you know of tae-oden? How high do these lies go?

TARGONONE

I am afraid I do not unders—

JARETH

No evasions, “*paren-schwa*.” I know of the lies we tell our students. I would have the truth here and now.

TARGONONE

Jareth—

JARETH

Were you aware that your “friend,” [Dean] *Aindel* Alganostrou, was implicated in a plot against a University-owned facility in Kaltarok? A facility that is supposed to destroy tae-oden but, in truth, refines them?

TARGONONE

Jareth! Calm yourself immediately. Your presence here could cause greater complications than you could imagine. Leave this place quietly. Tomorrow we may—

JARETH

No! I will not depart without answers!

TARGONONE

(sighs)

[Very well.] *Turen*. However, none of this should be discussed here. Return with me to my quarters, and we shall discuss this at length and leisure. There is much you do not understand.

Scene 6

• Mike, Katherine

SFX: Walking

KATHERINE

Huh. You know, I'd never thought about it like that before. It really doesn't make sense that Goofy would have a pet dog.

MIKE

I know, right?

KATHERINE

So are you sure we're going in the right direction? These streets are like a maze.

MIKE

We're going South, that's for sure.

KATHERINE

Are you? I don't see that compass you usually have glued to your palm.

MIKE

After all this time going West, I think I'm developing an internal compass. Like a passenger pigeon.

SFX: Fade in background noise: aftermath of huge fire (people speaking somberly, someone yelling to someone else, a beam collapsing, etc.)

KATHERINE

Homing pigeon. Passenger pigeons are (sees something distracting) the...extinct...ones.

SFX: They stop walking

MIKE

(low whistle)

Wow. I guess there was a fire. Looks almost like an explosion, actually.

KATHERINE

We must've just missed it. Everything's still smoking. I hope no one was hurt.

MIKE

Well, shall we get to work?

KATHERINE

Yeah. I'm gonna go ask those old guys what happened.

SFX: Departing footsteps

MIKE

Cool...

(beat)

Excuse me, *valo* [sir]?

(beat)

[M'am] *Pzona*, could I ask you...

(beat)

If I could just...

MIKE (cont.)
(beat)
Wow. Real helpful people around here.

SFX: approaching footsteps

KATHERINE
Hey. So those guys were pretty helpful.

MIKE
(a little annoyed)
Yeah?

KATHERINE
Yeah. There was some sort of fighting in the streets a little while ago and that got the fire started. It spread fast.

MIKE
Fighting? Like a riot?

KATHERINE
They didn't know who was fighting, only that it was any combination of the Legion, the Hunters, and University "Guards." I guess, between the three of them, they've really been tearing this town apart lately.
(beat)
But I don't know how this is helping us find Shauna.

MIKE
Well, we did go in the wrong direction.... Anyway, something is better than nothing. Which is what I've got so far. Nobody's in the mood to talk.

KATHERINE
Apparently there are bars and stuff down that way. Shall we?

MIKE
Yeah. We're getting low on money though.

KATHERINE
That's alright, I'll just win us some more.

MIKE
In all my life, I would have never pegged you for such a gambler, Kath.

KATHERINE
As my dad would say, "We all have our vices. The lucky ones get to turn them into virtues." So let's go.

MIKE
(sighs)
You're gonna get me in trouble one of these days...

Scene 7

• Dita, Hunters 1-3, Arkahn, Zana, Fesmer, Aldo, Sevri,
Assorted Hunters

SFX: Light conversation; Chairs scraping.

DITA

It was an enormous explosion! Never have I seen such force unleashed. It was fortunate we were able to warn the people.

HUNTER 1

It is always the people who suffer. Imagine, putting a tae-oden refinery in the center of a town.

DITA

The callousness of our enemies will be their undoing.

HUNTER 1

It is an amazing coincidence: Fesmer arriving at the same time you did. And on such different missions!

DITA

Indeed. It is truly a disappointment I was unable to return with any evidence of what was occurring there.

HUNTER 1

Take solace that—though the month ahead will not be easy for them—the scourge plaguing the people of Kaltarok is no more!

DITA

Yes. My mission may have failed, but a great deed was done.
(fade out)
Fesmer! Fesmer! A moment...

ARKAHN

There are so many.

ZANA

All these are Hunters? They are so young.

FESMER

Once, you were also young.

ZANA

I was much older when I was young.

DITA

(Fade in)
Fesmer! I have waited for you.

FESMER

I see you have gathered many.

DITA

As many as were near to Velia.

FESMER

Yet...where is Rüngrot?

DITA

I do not know. Perhaps a task delays him? He would not wish to be late today.

FESMER

Whatever his intentions, I must attend to certain things. Will you introduce Arkahn and Coden to the others?

DITA

I can think of nothing I would rather do!

ZANA

Fesmer—

FESMER

(fading out)

Zana, I have always trusted you. Trust in me. Dita is a capable member.

DITA

Well, Coden, you require little introduction!

(beat)

Aldo, you arrived just in time!

ALDO

(slightly out of breath)

By the small hairs of a gnat. Exposing the lies of academia takes time.

DITA

I would like you to meet—

ZANA

Zana.

DITA

I...yes. This is Aldo of Laundi.

ALDO

You seem familiar...

DITA

Oh, and this is Sevri, of Musqueteen.

SEVRI

Eye alix-jurdo. [Honored]

ZANA

A pleasure...

ALDO

Zana! Of Zana's Pig Pies!

ZANA

Yes, well—

SEVRI

The Zana's Pig Pies? Your restaurant wholly redeemed an otherwise unremarkable visit to Laundi recently. "His name again, is Misterham..."

ZANA
(uncertain)
[Thank you] *Cha grendillo?*

ALDO
Why have you come here? Are you considering opening a restaurant in Velia? Please do; Baelan cuisine in this city is a mere jest.

ARKAHN
(clears throat)

DITA
And this is Arkahn. A friend of Fesmer.

ALDO
[Charming greeting]. *Bui bui*. A friend of Fesmer is a friend to all here.

SEVRI
(background)
Zana? If I may be so bold, I have long wondered how your crust comes out so perfectly every time. I have never succeeded in emulation.

ARKAHN
(charmed)
Cha grendi. You are from Laundi as well?

ZANA
(background, fading out)
Nor shall you. Though I delight in truth, my recipe is a closely guarded secret...

DITA
Well I...

ALDO
Indeed. You seem familiar. I apologize for my failure of memory, but have we met somewhere before?

DITA
(realizing she is ignored)
I am going to get some *vahte*. Anyone else? No...?
[punch (beverage), pron: vah-TAY]

ARKAHN
No, I am afraid not. Though I used to work at Zana's.

ALDO
With Fesmer?

ARKAHN
Yes.

ALDO
You must have many amusing stories.

ARKAHN

I suppose... So why does a Tarentenodi student such as yourself join the Hunters?

ALDO

Out of desire to enact real change on the world. University has talk and study, but all they desire is to preserve their way.

ARKAHN

And you desire to enact change through violence?

ALDO

Merely one tool. And one of last resort. Our true concern is information. As Adebnelo the Sage said, “knowledge is the true power.” The forces of Oren and University alike seek to hold all power. We want to give that great power to the people.

ARKAHN

Well, as Uncle Ben said, “With great power comes great responsibility.”

(Beat)

ALDO

(impressed and enlightened)

Cy nay reyan! Your uncle is a wise man, Arkahn! Forgive me, I seem to have underestimated you. Perhaps we should speak of this further. The Hunters could use people of your intelligence. [By the Seven!, pron: SIGH nay ray-YAHN]

SEVRI

(fading in)

...just like that last mission Fesmer sent us on.

DITA

I do agree. Yet he gathered that information by infiltrating a Legion meeting. Without that tactical knowledge, we would never have been able to capture and ransom those high-ranking University officials.

SEVRI

Do you not mean “Legion Spies”?

DITA

To be most accurate, I should say “the deceased,” since that is what they were after University dealt with them.

ZANA

Oh, you will have to pardon an old woman. I am feeling somewhat ill. It has been a long journey, and I would like to rest my feet. *Parado fai*.

DITA

Sevri, Fesmer asked that I take special care of her. *Parado fai*.

SEVRI

Not at all.

DITA

Arkahn, are you *ra-na* on your own?

ARKAHN

I can care for myself.

SFX: Walking, chair scuffling.

DITA

Can I obtain anything to unburden your spirits?

ZANA

[No thank you]. *Fuo-grendillo*. I was merely overwhelmed for a moment. I will be *ra-na*.

(beat)

DITA

Coden?

ZANA

Mmm?

DITA

(she has wanted to ask this since Kaltork)

Why did you depart the Hunters? My father tells me that you simply left one day.

ZANA

Well—

DITA

Was there another fight to be fought?

ZANA

(purposefully vague and distant)

Childish fancies are best left with youth.

DITA

Oh.

(pause)

What have you been doing since then?

ZANA

I found others who needed my guidance.

DITA

Fesmer! Yes, he was quite lost. I am glad you sent him.

(pause)

Yet... he has found his path and no longer needs your guidance. Will you not take up your path once more?

ZANA

Fesmer is not my only concern.

DITA

(waiting for further explanation)

You have not answered any of my questions—merely reinforced truths I had already surmised for myself.

ZANA

Parado fai. Not all are as astute. I have found it best to state only those facts that are most easily recognized as such.

DITA

You are full of more secrets than most. But at what price do you carry them? We here are your family, why do you—

FESMER

(to group)

Attention! Attention comrades of truth!

SFX: People silencing

ZANA

What is Fesmer...?

DITA

His path.

FESMER

Greetings compatriots!

SFX: Cries of greeting.

FESMER

It is my hope that you all have been well since our last gathering. Our accomplishments have accumulated to staggering heights, and they only continue to rise. I am proud of your efforts—not only as individuals—but as a whole. United we can attain anything we strive for. Divided we will never know victory.

SFX: Murmurs of agreement.

FESMER

Each victory, each successfully completed mission, adds power, resources, and awareness to our cause. I have you, my friends, my people, to thank for our triumphs.

SFX: Convivial chattering.

FESMER

Our time is nigh!

SFX: General cries of assent

ZANA

Ainorem.

(note: This interaction is “call and response,” like a Preacher who waits for his congregation’s “Amen’s”)

FESMER

Old truths made new shall be revealed to the masses. It is time they knew what the world holds!

HUNTER 2

What does it hold!

FESMER

It holds forgotten knowledge that shall now be remembered!

SFX: General cries of assent

HUNTER 3

And how is it going to remember!

FESMER

I have at last succeeded in bringing the “two that left” back to us!

ZANA

Fesmer, no....

DITA

Tell us of that success!

FESMER

I brought them back to be the means of finding the Gifted One, the one that the Legion stole as its prize.

SFX: Boos

FESMER (cont)

But they shall not have possession of their prize for much longer. For the subjugator retains the rewards, but I intend for us, the Hunters of Truth, to be victorious in our search for the Gifted One; she will lead us to new truths!

HUNTER 1

Lead us to victory, Fesmer!

FESMER

With our victory we shall create a world, not new, but as *Ainorem* intended! There will be no University system to hold us back!

HUNTER 2

We will not be held back any longer!

FESMER

No Legion to oppress us!

DITA

We wish to be unfettered from their binds!

SFX: Cheers

HUNTER 3

Tell us how to accomplish this!

FESMER

We have been gained on Shaena for three months and soon we shall have her in our grasp. Soon our hope will be realized!

HUNTER 2

Tell us of our hope!

FESMER

We now know, thanks to the two that left, exactly where Shaena is, and we will make her ours, as we will make Amiram ours.

DITA

And if she cannot be ours?

HUNTER 1

Tell us, what then?

FESMER

If the Gifted One has already become Oren's Chosen, or refuses to aid us, then we must be prepared.

ZANA

(a whisper)

Fesmer....

FESMER

We must be prepared, for the sake of Amirand, to have her death on our hands.

END OF PART ONE

CREDITS

Thank you for listening to Second Shift, a production of Blue Sky Red Entertainment.

Episode 23, "Revolution, Part One", was written by John Tanzer with Myssi Cerebi and edited by Brandon Crose. It was directed by [director].

Note: Myssi Cerebi is pronounced "Sirbee".

The voice actors, in order of audience, are:

[Unknown Person] as Dita

Mike Hunter as Mike

Julia Lunetta as Arkahn

Alexandria Gist as Katherine

Brad Smith as Jareth

Ari Herbstman as Fesmer

Christina Molodowitch as Zana

Paul Harrington-Davis as Targonone

[Unknown Person] as Alganostrou

Additional voices by: [Assorted Hunters], [Assorted Cityfolk] and [Townsperson A].

The audio production team includes [name 1], [name 2], [name 3], [and so on] and members of the Second Shift cast.

Original music composed by Tiven Weinstock.

Second Shift is produced by Brad Smith with assistance from Sequoia Wild.

The creator and executive producer of Second Shift is Andrea Jennifer Shubert.

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