

1 SECOND SHIFT  
2 Episode #2.14: Your Mom (Recording)  
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4 CONFIDENTIAL

5  
6 Written by:  
7 Mike Hunter  
8 John Tanzer

9  
10 Edited by:  
11 Myssi Cerebi

12  
13 **Cast :**

14 Porec  
15 Mike  
16 Fesmer  
17 Katherine  
18 Arkahn  
19 Jareth  
20 Dita  
21 Handler A (Old man)  
22 Handler B (Young man)  
23 Ainorem Being (girl)  
24 Guard A, B, C, D, and E  
25 Shauna

26  
27 **Teaser:**

28 • Porec, Mike, Fesmer, Katherine

29 **Scene One:**

30 • Fesmer, Dita, Mike, Katherine

31 **Scene Two:**

32 • Fesmer, Dita, Mike, Arkahn, Porec

33 **Scene Three:**

34 • Fesmer, Porec, Arkahn, Jareth, Mike, Katherine

35 **Scene Four:**

36 • Mike, Fesmer, Katherine

37 **Scene Five:**

38 • Mike, Jareth, Fesmer, Arkahn, Dita, Porec, Katherine

39 **Scene Six:**

40 • Mike, Jareth, Fesmer, Arkahn, Dita, Porec, Katherine

41 **Scene Seven:**

42 • Mike, Fesmer, Arkahn, Dita, Porec, Katherine

43 **Scene Eight:**

44 • Porec, Mike, Katherine, Jareth

45 **Scene Nine:**

46 • Fesmer, Dita, Arkahn

47 **Scene Ten:**

48 • Porec, Mike, Katherine, Jareth, Ainorem, Handler A + B

49 **Scene Eleven:**

50 • Fesmer, Dita, Arkahn, Guard A

51 **Scene Twelve:**

52 • Porec, Mike, Katherine, Jareth

53 **Scene Thirteen:**

54 • Fesmer, Dita, Arkahn

55 **Scene Fourteen:**

56 • Mike, Katherine, Porec, Jareth, Guard B

57 **Scene Fifteen:**

58 • Dita, Fesmer, Arkahn, Guard A

59 **Scene Sixteen:**

60 • Katherine, Jareth

61 **Scene Seventeen:**

62 • Fesmer, Arkahn, Dita

63 **Scene Eighteen:**

64 • Fesmer, Arkahn, Dita, Porec, Katherine, Jareth, Guard B

65 **Scene Nineteen:**

66 • Mike, Shauna, Guards C, D, E

67

67 **Teaser**  
68 • Porec, Mike, Fesmer, Katherine  
69 -outside the inn  
70  
71 SFX: Thud of Porec hitting the wall  
72  
73 POREC  
74 Michael Archer, there is no need for—  
75  
76 SFX: Mike punches Porec in the gut  
77  
78 POREC  
79 Oomph!  
80  
81 MIKE  
82 Where is she, Porec?  
83 (beat)  
84 Where is she?!  
85  
86 SFX: Mike slaps Porec  
87  
88 POREC  
89 (harriedly)  
90 *Senjen*, if you would cease hitting me....  
91  
92 MIKE  
93 Why are you here and where the hell is she?!  
94  
95 POREC  
96 Cease, I mean no harm.  
97  
98 MIKE  
99 Well I do, you mother—  
100  
101 FESMER  
102 Mike! Stop this now. Listen to me.

103 MIKE  
104 Why should I listen to you, Fesmer? Last time we listened to  
105 you, you led us a week off course and got Zana killed!  
106  
107 FESMER  
108 I know Porec, and your attempts to intimidate him will only  
109 make him angry.  
110  
111 POREC  
112 Now if you would—  
113  
114 MIKE  
115 Angry? I'll show you angry! Tell me where she is, or—  
116  
117 SFX: Porec knees Mikes in a bad place  
118  
119 MIKE  
120 (Groans painfully)  
121  
122 SFX: Mike slumps to the ground.  
123  
124 KATHERINE  
125 Mike!  
126  
127 POREC  
128 You should have listened to my brother.  
129  
130 KATHERINE  
131 Mike, are you okay?  
132  
133 MIKE  
134 (through gritted teeth)  
135 Bastard... I'll take his other hand...  
136  
137  
138

139 FESMER  
140 (cold anger)  
141 Why are you here, Porec?  
142  
143 POREC  
144 I believe that Shauna is in great danger.  
145  
146 MIKE  
147 And whose fault is that?  
148  
149 POREC  
150 I fear I may have been wrong... about a great many things.  
151  
152 KATHERINE  
153 What kind of danger?  
154  
155 POREC  
156 I cannot say for certain. Oren has plans for her; that, I have  
157 always known. Yet I fear there are people who have designs of  
158 their own; people who intend use her as a pawn.  
159  
160 KATHERINE  
161 People other than you, you mean?  
162  
163 POREC  
164 (quieter)  
165 She was never a pawn to me.  
166  
167 MIKE  
168 (grunts while getting to his feet)  
169 So what—? You just left her there? To fend for herself?  
170  
171 POREC  
172 I barely escaped with my life. I will need your help saving  
173 Shauna.  
174

175 MIKE  
176 Why should we help you? We know where Sonsa is. We can  
177 save her ourselves.  
178  
179 FESMER  
180 Mike speaks truth. We have needed no assistance thus far.  
181  
182 POREC  
183 You saunter into the heart of your enemy's territory with only  
184 the paltry intelligence your Hunter spies were permitted to  
185 obtain? To think our father sired such a fool.  
186  
187 FESMER  
188 Hunter? How did you...?  
189  
190 POREC  
191 I have known of your organization longer than you have lived.,  
192 little brother Do you believe I placed Arkahn to monitor you  
193 alone? Even after what you have learned of your mentor, Zana?  
194 Now, will you listen to what I have to tell you? The journey to  
195 Sonsa is long and we have little time to waste.  
196

196 **Scene One**  
197 • Fesmer, Dita, Jareth, Porec, Mike, Katherine  
198  
199 SFX: General “nice day” outdoors ambience  
200  
201 SFX: A horse walking  
202  
203 SFX: A second horse approaches, falls in step  
204  
205 FESMER  
206 Dita, are you—?  
207  
208 DITA  
209 I am well, Fesmer. I... I am just tired.  
210  
211 FESMER  
212 You have been “tired” for days.  
213 (beat)  
214 Dita, I know what you must be feeling right now....  
215  
216 DITA  
217 Do you, Fesmer? Do you know what it is to have your whole  
218 life torn down, revealed to be a lie?  
219  
220 FESMER  
221 You know that I do.  
222  
223 DITA  
224 I... you are right. *Ino minem boxen wo fai*. I did not mean to....  
225  
226 FESMER  
227 You supported me in my time of need when I came to you last  
228 year. Allow me to do the same for you.  
229  
230 (Transitionary pause as we move from Fes&D to: )

231 JARETH  
232 Porec.  
233  
234 POREC.  
235 Jareth.  
236  
237 JARETH  
238 (tense and unhappy)  
239 I am at a point where I must ask you for help.  
240  
241 POREC  
242 (confused)  
243 I will assist you however I can. What is it you wish of me?  
244  
245 JARETH  
246 In your time in the legion did you learn of Tae-oden  
247  
248 POREC  
249 As when we were young, my knowledge is yours.  
250  
251 (Transition to: )  
252  
253 MIKE  
254 Well I don’t trust him at all. “Waaah. I didn’t know I was  
255 giving Shauna to the bad guys. I’m a good guy now, honest.  
256 I’m totally not leading you into a trap.” Whatever. He’s full of  
257 crap, and now we’re giving him another chance to kill us.  
258  
259 KATHERINE  
260 God. Could we talk about something else for a change?  
261  
262 (beat)  
263  
264 MIKE  
265 So, about what happened back in Velia...?  
266

267 KATHERINE

268 (Sighs)

269

270 SFX: Katherine spurs her horse ahead.

271

271 **Scene Two**  
272 • Fesmer, Dita, Mike, Arkahn, Porec  
273  
274 SFX: Evening, horses  
275  
276 FESMER  
277 *Aoi*, Dita. Are you well?  
278  
279 DITA  
280 Better. *Cha grendillo fai* for your patience this week past.  
281  
282 FESMER  
283 I have wondered: What did you and Targonone discuss?  
284  
285 DITA  
286 Hmm?  
287  
288 FESMER  
289 Before we left *Velia*, when he took you aside after the service.  
290  
291 DITA  
292 Well, that was... complicated.  
293  
294 (beat, Fesmer's not getting more answers)  
295  
296 FESMER  
297 Tonight we must apprise Arkahn of our plans for *Sonsa*.  
298  
299 DITA  
300 Arkahn solely? The others—  
301  
302 FESMER  
303 Should remain ignorant for the present. It will be best for all.  
304  
305

306 DITA  
307 They are not Hunters, yet they should be told at some point....  
308  
309 SFX: horses ride off, more ride into foreground  
310  
311 MIKE  
312 Are we there yet?  
313  
314 ARKAHN  
315 Does it appear as if we are?  
316  
317 POREC  
318 The village is just over the next hill.  
319  
320 MIKE  
321 I really hope there's an inn. I'd kill for a B&B....  
322  
323 POREC  
324 There are few pilgrims this season. We will have no trouble  
325 finding lodging.  
326  
327 ARKAHN  
328 Praise *Ainorem*.  
329  
330 MIKE  
331 (almost to himself)  
332 Who'd want to pilgrim out here? Geez, I thought Ohio was  
333 depressing....  
334  
335 POREC  
336 (picking up on Mike's comment)  
337 Centuries ago this was verdant, fertile ground. Poets still verse  
338 about the Highlands of *Veraat* as a metaphor for pastoral beauty.  
339  
340 ARKAHN  
341 These are the Highlands of *Veraat*?

342 MIKE  
343 Ver-what now?  
344  
345 POREC  
346 The Battle of Mutesellim may be the bloodiest battle Amirand  
347 has ever seen—yet the Battles of Veraat were the most tragic.  
348  
349 MIKE  
350 ‘Cause this used to be an Amish Paradise and now it’s... this?  
351 (beat)  
352 So who won? You guys or the good guys?  
353  
354 POREC  
355 Look about you, Mike. Nobody won.  
356

356 **Scene Three**  
357 •Fesmer, Porec, Arkahn, Jareth, Mike, Katherine  
358 -Camp, night  
359  
360 SFX: Outdoors ambience, night, a small fire crackles  
361  
362 SFX: Footsteps approach  
363  
364 FESMER  
365 It is a cold night....  
366  
367 POREC  
368 It will grow only colder as we venture into the mountains.  
369  
370 (beat)  
371  
372 FESMER  
373 Why are you helping us, Porec?  
374  
375 POREC  
376 I have told you—  
377  
378 FESMER  
379 (interrupting)  
380 —only what you want. I need to know that we can trust you.  
381 Why are you ready to cast aside your life for a single girl?  
382  
383 (beat)  
384  
385 POREC  
386 For her, I have already cast all aside; the life I have known is  
387 forfeit. Though, after experiencing anew the politics of Sonsa, I  
388 am uncertain I have lost anything of value. The order has been  
389 filled by those seeking only to grow their own power; they  
390 corrupt the teachings.  
391

392 FESMER  
393 Do you still believe?  
394  
395 POREC  
396 I believe in the message, yet I have lost faith in the messengers.  
397 In his silence, Oren has allowed his followers to go astray. They  
398 have forgotten The Path.  
399  
400 FESMER  
401 What happened?  
402  
403 POREC  
404 There was an assassination attempt on Shauna—staged, no  
405 doubt. A purge of all those thought to be responsible occurred.  
406 This was not justice, merely a removal of obstacles. All  
407 obstacles.  
408  
409 FESMER  
410 And someone decided you were an obstacle?  
411  
412 POREC  
413 Correct—though this is not about them, or about me. This is  
414 about saving Shauna from those who would treat her as a  
415 weapon, a tool. And, in the process, perhaps I will begin to atone  
416 for leading her into that nest of *grähn*.  
417  
418 SFX: The fire fades as we move over to:  
419  
420 ARKAHN  
421 You seem troubled, Jareth. You have scarcely spoken in days.  
422  
423 JARETH  
424 (absently)  
425 I am troubled.  
426  
427



428 ARKAHN  
429 May I assist you? Perhaps teaching me more of Odi will help to  
430 distract you? I am eager to learn more....  
431  
432 JARETH  
433 That is precisely the problem, Arkahn.  
434  
435 ARKAHN  
436 What do you mean?  
437  
438 JARETH  
439 Ritual magic is... broken. I can no longer use it in clear  
440 conscience.  
441  
442 ARKAHN  
443 Broken? How can ritual magic be broken?  
444  
445 (Fading out)  
446  
447 JARETH  
448 It comes down the nature of *tae-oden*...  
449  
450 MIKE  
451 Hey, Katherine? You awake in there?  
452  
453 KATHERINE  
454 (muffled)  
455 What is it, Mike?  
456  
457 MIKE  
458 Can we talk?  
459  
460 SFX: Tent unflapping.  
461  
462 KATHERINE  
463 What?

464 MIKE  
465 Can I come in?  
466 (beat)  
467 Uh... we need to talk about what happened in Velia.  
468  
469 KATHERINE  
470 What is there to talk about? It was a mistake: we knew it then,  
471 we know it now, and nothing has changed.  
472  
473 MIKE  
474 But what if it wasn't? We've been through so much and—  
475  
476 KATHERINE  
477 (interrupting)  
478 Yeah, and what of it?  
479  
480 MIKE  
481 Huh?  
482  
483 KATHERINE  
484 What happens when we get Shauna back? Answer me that.  
485  
486 MIKE  
487 ...I don't know what you—  
488  
489 KATHERINE  
490 Just leave it. We're friends, okay?  
491  
492 MIKE  
493 (the feeling is new, and confusing)  
494 What if we're more?  
495  
496 KATHERINE  
497 (moved, but not at all convinced)  
498 Go to bed, Mike.  
499 SFX: Tent flapped back up.  
500

500 **Scene Four**  
501 •Mike, Fesmer, Jareth, Katherine  
502  
503 SFX: Cold wind  
504  
505 KATHERINE  
506 Be realistic, Mike. We're never getting the horses through that.  
507 We need to go back.  
508  
509 MIKE  
510 Back is not West, Katherine.  
511  
512 JARETH  
513 It is foolishness to stubbornly—  
514  
515 MIKE  
516 Can't some of you magic types just clear this out?  
517  
518 JARETH  
519 (sigh)  
520 You know that I have ceased using Odi.  
521  
522 FESMER  
523 Even if Jareth were still using Odi, the sheer power needed to  
524 move that much ice and rock would be beyond us.  
525  
526 MIKE  
527 Well then, I guess...  
528  
529 SFX: Mike slides off his horse, landing on the ground.  
530  
531 MIKE (cont)  
532 ...it's time to walk. Take care, Epona.  
533  
534 SFX: His horse whickers.  
535

536 SFX: Mike walks off, his feet crunching on the rocky path.  
537  
538 KATHERINE  
539 Mike? Where do you think you're going?  
540  
541 MIKE  
542 (while walking away)  
543 West.  
544  
545 KATHERINE  
546 Damn it, Mike!  
547  
548 JARETH  
549 He should not go alone.  
550  
551 FESMER  
552 *Bensa wei*. I will go with him. If there is a problem, Dita and I  
553 still have our speaking bells.  
554  
555 SFX: He dismounts.  
556  
557 SFX: Fesmer jogs away, we follow him.  
558  
559 FESMER  
560 Mike! Wait!  
561  
562 MIKE  
563 What do you want?  
564  
565 FESMER  
566 I am accompanying you.  
567  
568 MIKE  
569 Fine.  
570  
571 SFX: They walk as they talk.

572 FESMER  
573 Do you truly believe *Ainorem's* words were so literal?  
574  
575 MIKE  
576 I'm not taking any more chances. I'm not having another Velia.  
577  
578 (Pause)  
579  
580 FESMER  
581 That was not your fault, Mike.  
582  
583 MIKE  
584 (pointedly)  
585 Oh, I know that. I think we all know whose fault that was.  
586  
587 FESMER  
588 You blame me?  
589  
590 SFX: Mike stops walking. Fesmer stops a step later.  
591  
592 MIKE  
593 Shouldn't I?  
594  
595 FESMER  
596 (objecting)  
597 Mike, I—  
598  
599 MIKE  
600 You lied to us, Fesmer! If Katherine and I didn't need you guys,  
601 I'd've been very happy to leave you in Velia!  
602  
603 FESMER  
604 (apologizing)  
605 Mike, I—  
606  
607

608 MIKE  
609 No. I don't want your apologies. You know, this Hunter thing  
610 sounds pretty okay. If you had just told all of us at the  
611 beginning, Zana might still be alive.  
612  
613 (beat)  
614  
615 SFX: Mike starts walking. Fesmer follows.  
616  
617 FESMER  
618 I was trying to protect you.  
619  
620 MIKE  
621 Protect me? Protect yourself more like it.  
622  
623 FESMER  
624 And what would I have to protect myself against?  
625  
626 MIKE  
627 Me. Us. You wanted to play head honcho this time, didn't you?  
628 Bringing us back to help you on your little project.  
629  
630 FESMER  
631 Perhaps I did! I called out for help and what was delivered?  
632 More ruination of my life. Yet I thought—this time— we could  
633 truly work together. I had hoped that you who exist outside this  
634 system might see truth, but no—all you care about is your own  
635 troubles, and damn the consequences.  
636  
637 MIKE  
638 Hey, if you wanted help, you had months to ask. But you never  
639 did, so don't bitch about it now.  
640  
641 FESMER  
642 And would there have been any merit to that request? Would  
643 you ever have given it any honest consideration?

644 SFX: Mike stops walking, then Fesmer  
645  
646 MIKE  
647 Help me with this rock?  
648  
649 SFX: They heave and...  
650  
651 SFX: ...a boulder rumbles and clatters away.  
652  
653  
654 FESMER  
655 When we find Shauna, what are you going to do? What if she  
656 wants to stay?  
657  
658 MIKE  
659 If she really wants to, then that's her right.  
660  
661 SFX: They start walking again.  
662  
663 FESMER  
664 I do not think you understand what it could mean to have  
665 someone of Shauna's power working for the Legion.  
666  
667 MIKE  
668 And I don't think you understand that I don't care. I'm not  
669 trying to keep the Legion from getting a shiny new toy. I'm  
670 trying to save our friend.  
671  
672 FESMER  
673 I want to save Shauna as well, yet the Hunters need—  
674  
675 SFX: Mike stops, so does Fesmer.  
676  
677 MIKE  
678 You need to get your head straight; are you here to save Shauna,  
679 or here for your little revolution?

680 FESMER  
681 Both!  
682  
683 MIKE  
684 But what if you can't do "both," Fesmer? When the chips are  
685 down, whose side will you be on?  
686  
687 FESMER  
688 My own, Mike, as ever.  
689  
690 SFX: Mike starts walking away  
691  
692 MIKE  
693 Just don't be the villain, Fes. If it's you standing in our way, I'll  
694 have no problem taking you down.  
695  
696 FESMER  
697 (to self)  
698 Then we are agreed at last.

699 **Scene Five**  
700 • Mike, Jareth, Fesmer, Arkahn, Dita, Porec, Katherine  
701 -Campfire, night  
702  
703 SFX: cracking campfire, clatter of dishware.  
704  
705 MIKE  
706 Pass me some more of that mushroom-flavored cardboard.  
707  
708 POREC  
709 It is called *humi* bread, a staple in Sonsa; the flour is made from  
710 a moss that grows on the rocky walls of the valley—  
711  
712 MIKE  
713 (interrupting)  
714 I don't need a lecture, just something to sop up this gravy.  
715  
716 KATHERINE  
717 Mike, don't be rude. The food is fine, Porec. *Cha grendillo fai*.  
718  
719 (Noises of agreement from most of the others.)  
720  
721 SFX: Clink of a bowl being set down hard.  
722  
723 MIKE  
724 Oh for the love of... I can't do this anymore!  
725  
726 ARKAHN  
727 Meek?  
728  
729 MIKE  
730 I'm through pretending to be okay with this. How can you all  
731 just sit here and be like "OoOoh, thank you for dinner, Guy-  
732 Who-Kidnapped-Shauna! Lovely cardboard and glop." What's  
733 wrong with you people?!  
734

735 FESMER  
736 Now is not the time for this.  
737  
738 MIKE  
739 Then when is? When is the time to discuss the fact that he was  
740 going to kill us without a moment's hesitation back during our  
741 first lovely meeting? Or have you all completely glossed over the  
742 fact that he's a murderer?  
743  
744 ARKAHN  
745 Meek... please...  
746  
747 MIKE  
748 No, Arkahn. Or have you forgotten what he made you do?  
749  
750 ARKAHN  
751 What my parents made me do.  
752  
753 MIKE  
754 Yeah—For. Him. Listen, guys: we're almost at Sonsa. You can  
755 see the lights if you climb up those rocks over there. I know. I  
756 looked. And guess what direction it is in? We don't need this  
757 joker. We can't trust him, no matter who he's related to.  
758  
759 JARETH  
760 That is too far, Mike!  
761  
762 KATHERINE  
763 No! *Ainorem* help me, but Mike is right. Whatever you may say,  
764 Porec, you have wronged us, and we cannot trust you.  
765  
766 POREC  
767 (having taken this all in silence, his voice is trembling with rage)  
768 Everything I have done, I have done because I understood it to  
769 be the right thing. Everything.  
770

771 MIKE  
772 And look how well that turned out, Captain Hook.  
773  
774 POREC  
775 You ignorant *tesharnae*! I have tried to be tolerant. I have tried  
776 to be contrite. Now I am beginning to wish I had killed you  
777 when I had the chance!  
778  
779 DITA  
780 (Top of her lungs)  
781 Enough!  
782 (beat)  
783 You—all of you—claim to be after the same thing: saving your  
784 Shauna. Yet all you do is argue and pout and lie to each other. I  
785 have seen stronger friendships amongst feral krell-hounds  
786 fighting over scraps of meat. You!  
787  
788 MIKE  
789 Me?  
790  
791 DITA  
792 You want nothing more than to rescue your friend. You have  
793 trekked for months, endured all manner of hardships, solely to  
794 find this woman.  
795  
796 MIKE  
797 Er... yeah.  
798  
799 DITA  
800 But you will not accept the aid of one with whom you have  
801 grievances, despite the fact that he has been nothing but  
802 forthcoming?  
803  
804 MIKE  
805 But—  
806

807 DITA  
808 —nothing! At this moment, he is not your enemy. When we  
809 find your friend, do what you will to each other, yet—for now—  
810 accept the aid freely given.  
811  
812 POREC  
813 *Cha grendi*—  
814  
815 DITA  
816 (ice cold)  
817 I am not finished. I do not trust you, Porec. I accept your  
818 knowledge because it is privileged, and I accept your intent on  
819 Fesmer's intuition. I will fight alongside you—without  
820 hesitation—as long as you stand with us. Yet you are a traitor,  
821 many times over. If you even consider turning on us, as you  
822 have with everything else in your life, I will not hesitate to slide  
823 my dagger into the base of your skull; you will be dead before  
824 mustering even a glimmer of your fearsome Odi. Am I  
825 understood?  
826 (long beat)  
827 Good. Now we shall all be friends—from this point until we  
828 have left Sonsa safely behind. Whatever the result.  
829 (calm)  
830 Would you pass the *humi* bread?  
831

831 **Scene Six**  
832 • Mike, Jareth, Fesmer, Arkahn, Dita, Porec, Katherine  
833 - Hermetic mountain range (other side). ext. day.  
834  
835 ARKAHN  
836 So this is Sonsa?  
837  
838 KATHERINE  
839 I thought it would be bigger....  
840  
841 POREC  
842 (sighs)  
843 The Legion and Brotherhood are widely distributed. Sonsa is  
844 primarily a symbol. In any case, it would be difficult to fit any  
845 more city into this valley.  
846  
847 KATHERINE  
848 Oh, I didn't mean that in a bad way. It looks... nice.  
849  
850 MIKE  
851 And that big Frankenstein building is where Shauna is?  
852  
853 POREC  
854 No, that is the Citadel. She is likely in *nay Dogorim*. The  
855 building with the dome: there.  
856  
857 MIKE  
858 The other one is further West....  
859  
860 ARKAHN  
861 (fade)  
862 We will have to cease marching "West" at some point, Meek.  
863  
864  
865  
866

867 FESMER  
868 (quietly)  
869 No wonder why none have captured it. So difficult a journey for  
870 so little tactical gain.  
871  
872 DITA  
873 (quietly)  
874 It is good, then, that gain is not our intent.  
875 (beat)  
876 Now that you have seen the city, have you any concerns about  
877 the plan?  
878  
879 FESMER  
880 None. If anything, this will be easier than we thought.  
881  
882 DITA  
883 And you will tell the others?  
884  
885 FESMER  
886 Do not be worried. Here...  
887  
888 SFX: rustling, faint jingling of several small bells.  
889  
890 FESMER  
891 Take these. Contact the others. We proceed as planned.  
892  
893 DITA  
894 Of course....  
895  
896 SFX: Fesmer walks over to the others  
897  
898 MIKE  
899 (fading in)  
900 So how we gonna do this?  
901  
902

903 KATHERINE  
904 We've only been talking about it for days.  
905  
906 MIKE  
907 Exactly. We've been talking about it. But now we have to do  
908 something.  
909  
910 SFX: Fesmer stops walking  
911  
912 FEMSER  
913 Mike is right. We have not truly agreed on a tangible plan. Have  
914 we given any more thought to my proposal?  
915  
916 POREC  
917 As much as I dislike the idea of separating, I believe Femser's  
918 suggestion has merit.  
919  
920 JARETH  
921 As do I: I have been examining his maps, and Porec's avenue of  
922 infiltration should work—yet we will need a means to cover our  
923 escape.  
924  
925 KATHERINE  
926 Well I don't like it at all. What if people get hurt?  
927  
928 ARKAHN  
929 By smoke? It will merely scare people.  
930  
931 JARETH  
932 The substances used in these devices are perfectly natural,  
933 Katherine, and they do not produce heat.  
934  
935 KATHERINE  
936 I know how a smoke bomb works. But I've got a bad feeling  
937 about—  
938

939 MIKE  
940 No! Jeezus do you really want to jinx all of us?  
941  
942 ARKAHN  
943 (laughs)  
944 Yes! As in the moo-vee!  
945  
946 JARETH  
947 The what?  
948  
949 ARKAHN  
950 Oh, it was marvelous. Meek showed it to me many times. There  
951 was a golden jester and a very hairy savage and an evil mage in  
952 black armor and—  
953  
954 POREC  
955 (Clears throat)  
956 We all understand your concern, Katherine. This is a rescue, not  
957 a siege. Correct Fesmer?  
958  
959 FESMER  
960 Yes, of course.



961 **Scene Seven**  
962 • Mike, Fesmer, Arkahn, Dita, Porec, Katherine, Jareth  
963  
964 SFX: Several people walking on a rocky path. They stop.  
965  
966 POREC  
967 Here is where we must part ways.  
968  
969 MIKE  
970 That's where we're going?  
971  
972 POREC  
973 Yes. It will not be entirely pleasant, yet....  
974  
975 MIKE  
976 Hey, it's West and—therefore—the Best.  
977  
978 KATHERINE  
979 I don't think you'll need the rope and all that gear, Jareth.  
980  
981 JARETH  
982 Without my magic... let us simply say that I would prefer to  
983 have it and not need it than the opposite. Are you certain the  
984 horses will be safe back there?  
985  
986 KATHERINE  
987 They have plenty of forage and water. And we should only be  
988 gone a few hours.  
989  
990 JARETH  
991 And if we do not return, I suppose they have little to fear from  
992 the Legion. Horses do not have politics.  
993  
994 POREC  
995 (quietly)  
996 Fesmer, may I speak with you for a moment?

997 FESMER  
998 Of course.  
999  
1000 SFX: They walk a few yards from the others.  
1001  
1002 FESMER  
1003 What is it, Porec?  
1004  
1005 POREC  
1006 If things go wrong anywhere, it will be here and... I have  
1007 enjoyed getting to know you on this journey. *Boxen wo fai.*  
1008  
1009 FESMER  
1010 Porec. Do not feed me your *bensa*.  
1011  
1012 POREC  
1013 What?  
1014  
1015 FESMER  
1016 You have known where I was my entire life and, at any moment,  
1017 you could have revealed yourself to Mother and me. Do you  
1018 have any conception of how thoroughly she was destroyed by  
1019 the "death" of you and Father? And you were content merely to  
1020 spy on me for the Brotherhood? No, Porec: it is too late to  
1021 pretend we are true brothers.  
1022  
1023 POREC  
1024 I never spied on you for the Brotherhood, Fesmer.  
1025  
1026 FESMER  
1027 Fine, then out of a sense of voyeurism.  
1028  
1029 POREC  
1030 I was keeping you safe, Fesmer! The Cult of the Mother would  
1031 never have stood by if they had found someone using their  
1032 magic independently.

1033 FESMER  
1034 What a way to keep your family safe! How noble it was of you  
1035 to keep secrets!  
1036  
1037 POREC  
1038 It was the only way, Fesmer. You are alive today solely by virtue  
1039 of my silence. You were the secret.  
1040  
1041 (pause)  
1042  
1043 (cross to...)  
1044  
1045 SFX: Approaching footsteps (two sets) One stops.  
1046  
1047 MIKE  
1048 (grunts)  
1049  
1050 SFX: Fwump as a bundle of stuff is dropped on the ground.  
1051  
1052 SFX: The second footsteps stop  
1053  
1054 SFX: A smaller bundle is set on the ground.  
1055  
1056 MIKE  
1057 Thanks for giving me a hand with this stuff, Arkahn.  
1058  
1059 ARKAHN  
1060 Someone in each group should know where these supplies are.  
1061  
1062 MIKE  
1063 Yeah, we can't really mark this spot. I mean we don't want the  
1064 Legionnaires noticing these. This is enough stuff to keep us  
1065 alive in the mountains for days. It'll be pretty suspicious if they  
1066 find it. We can't risk our safety net in case things go pear-  
1067 shaped.  
1068

1069 ARKAHN  
1070 I wish you would not describe things as looking like a pear  
1071 when they are bad. I like pears.  
1072  
1073 MIKE  
1074 Heh. Oh, wait... I almost forgot something.  
1075  
1076 SFX: Mike rifles through his pack.  
1077  
1078 MIKE  
1079 There we are.  
1080  
1081 ARKAHN  
1082 What did you just put in your pockets?  
1083  
1084 MIKE  
1085 It's a "surprise." Alright, let's head back.  
1086  
1087 SFX: They start walking.  
1088  
1089 ARKAHN  
1090 Would pears have grown here if I had brought some back?  
1091  
1092 MIKE  
1093 They probably would've wound up like kudzu. Pears growing  
1094 everywhere! Choking all the poor little *bazda* and *knipeh*!  
1095  
1096 (beat)  
1097  
1098 ARKAHN  
1099 (seriously)  
1100 Meek?  
1101  
1102 MIKE  
1103 (guessing)  
1104 What happens when we find Shauna?

1105 ARKAHN  
1106 Yes.  
1107  
1108 MIKE  
1109 That depends on her, really. The important thing is that we get to  
1110 her. We need to be sure she has a choice.  
1111  
1112 ARKAHN  
1113 None of us have had very much choice in this, have we?  
1114  
1115 MIKE  
1116 No....  
1117  
1118 (beat)  
1119  
1120 ARKAHN  
1121 Will you return to Boz-ton with Shaena?  
1122  
1123 MIKE  
1124 I don't really know, to tell the truth. I just... I don't know.  
1125 (beat)  
1126 I don't really have anything there, but I don't have anything here  
1127 either. I mean all of you have a cause or something. Even  
1128 Katherine seems to have really taken a shine to this place. I just  
1129 don't fit in either world.  
1130  
1131 ARKAHN  
1132 You have friends.  
1133  
1134 (beat)  
1135  
1136 MIKE  
1137 I don't wanna sound cynical, but I'm starting to wonder. Jareth  
1138 and I have never gotten along. Fesmer's pretty much a totally  
1139 different person. Katherine and I have never been friends and  
1140 now things have gotten really awkward. And Zana....

1141 (beat)  
1142  
1143 ARKAHN  
1144 What of me?  
1145  
1146 MIKE  
1147 What?  
1148  
1149 ARKAHN  
1150 Are we still friends?  
1151  
1152 MIKE  
1153 What? Of course we are! ...Aren't we?  
1154 (beat)  
1155 I mean, I know westarted had something going a while ago, but  
1156 going back to Earth... well I didn't think that you....  
1157  
1158 ARKAHN  
1159 We could not have had that sort of relationship under those  
1160 circumstances. By the time I began to adapt... well... as is said,  
1161 the instance had passed. But since we returned, I think I have not  
1162 behaved as a very good friend.  
1163  
1164 MIKE  
1165 It's okay, Arkahn. It's been a weird, trying time for all of us.  
1166  
1167 ARKAHN  
1168 No, it is not okay. You took care of me for months. You did  
1169 not have to do so, yet you did.  
1170  
1171 MIKE  
1172 Hey, just returning the favor.  
1173  
1174

1175 ARKAHN  
1176 Was that truly all?  
1177  
1178 MIKE  
1179 What? No! I mean... that's what friends do. They help each  
1180 other when they're in a bind. That's what all this is about.  
1181 Now Shauna's the one in a bind, and she at least deserves a  
1182 choice—and to know she has friends.  
1183  
1184 ARKAHN  
1185 A choice....  
1186  
1187 KATHERINE  
1188 There you guys are! Come on, we're ready to go.  
1189  
1190 MIKE  
1191 Awesome. Time for some sewer spelunking.  
1192  
1193 DITA  
1194 Are you prepared, Arkahn?  
1195  
1196 ARKAHN  
1197 I am.  
1198  
1199 DITA  
1200 Very well. I hope to meet the rest of you as planned.  
1201  
1202 SFX: Dita and Kath start walking away  
1203  
1204 MIKE  
1205 Okay: go time.

1206 ARKAHN  
1207 One more thing. Before this all begins.  
1208  
1209 MIKE  
1210 Yeah?  
1211  
1212 ARKAHN  
1213 Thank you for being my friend... Mike.  
1214  
1215 MIKE  
1216 My pleasure.  
1217  
1218 SFX: We follow Arkahn as she catches up to Dita.  
1219  
1220 ARKAHN  
1221 Dita, you are bringing Zana's bow? You think you will need  
1222 it?  
1223  
1224 DITA  
1225 I am bringing my bow, and yes.  
1226 (beat)  
1227 There is still time to turn back, Arkahn.  
1228  
1229 ARKAHN  
1230 No. This is my choice.  
1231  
1232 DITA  
1233 Good.  
1234

1234 **Scene Eight**  
1235 • Porec, Mike, Katherine, Jareth  
1236 —In a sewer tunnel  
1237  
1238 SFX: Background: Water slowly flowing, dripping, echoey.  
1239 SFX: Several footsteps echoing on stone.  
1240  
1241 MIKE  
1242 Ugh.... It is ripe in here.  
1243  
1244 KATHERINE  
1245 (muffled voice)  
1246 Hold something over your mouth, Mike.  
1247  
1248 MIKE  
1249 (muffled voice)  
1250 Well that is a very minor improvement....  
1251  
1252 JARETH  
1253 Fascinating. The entirety of Sonsa sits on this under-city?  
1254  
1255 POREC  
1256 Yes. When the old city was built, Oren excavated a network of  
1257 pits and ditches over which the roads and buildings grew.  
1258 (beat)  
1259 Sonsa has the most complete sewer system in the known  
1260 world, not to mention the hundreds of store-rooms, work-  
1261 houses, and so forth that make up for the limited space above.  
1262 (beat)  
1263 There are even channels and reservoirs for the hot springs  
1264 which keep the city from freezing in the winter.

1265 JARETH  
1266 I had wondered, but I suspected it was done with passive  
1267 magic of some sort.  
1268  
1269 MIKE  
1270 (muffled)  
1271 And we will be walking through the sewers the entire way?  
1272  
1273 POREC  
1274 No. In fact...  
1275  
1276 SFX: He stops walking. The others come to a stop.  
1277  
1278 POREC (cont)  
1279 ...we exit here. This door...  
1280 (groans as he pulls on the door)  
1281  
1282 SFX: The door opens with a screech or rusty metal.  
1283  
1284 POREC (cont)  
1285 ...leads into the under-chambers.  
1286  
1287 MIKE  
1288 Good, because we were starting to go too north-west.  
1289  
1290 KATHERINE  
1291 (Sighs)  
1292  
1293 SFX: They walk into the room.  
1294  
1295 SFX: The sewer ambiance fades to: susurrus. The echo gone.

1296 KATHERINE  
1297 Ah, that's—  
1298 (starts coughing)  
1299 —not much better.  
1300  
1301 MIKE  
1302 Ugh, everything is moldy....  
1303  
1304 POREC  
1305 I do not think anyone has been down here for decades, save for  
1306 me. Through here....  
1307  
1308 SFX: Another door creaks open and the group goes through it.  
1309 They shut the door behind them.  
1310  
1311 SFX: The sewer ambiance is gone.  
1312  
1313 MIKE  
1314 Well that's a little better. So we're just going to stroll through  
1315 all this?  
1316  
1317 POREC  
1318 This area of the under-city is almost entirely unused and  
1319 unmonitored. It is a maze of storerooms.  
1320  
1321 JARETH  
1322 And you escaped Sonsa through this maze?  
1323  
1324 POREC  
1325 It was easy for me to hide down here until they stopped  
1326 looking for me.

1327 JARETH  
1328 They gave up?  
1329  
1330 POREC  
1331 No, they assumed I had already escaped and began to search  
1332 the paths around the city. When I did leave, they were so  
1333 dispersed that it was easy to evade them. It allowed me time to  
1334 heal my injuries as well. Running quickly is not the only way  
1335 to escape pursuers. Running thoughtfully is much better.  
1336 (beat)  
1337 Come, through here is a hallway; stay quiet and keep your  
1338 senses wide....  
1339

1339 **Scene Nine**  
1340 • Fesmer, Dita, Arkahn  
1341  
1342 NOTE: All speak quietly until otherwise noted.  
1343  
1344 ARKAHN  
1345 Are those... heads?  
1346  
1347 DITA  
1348 What?  
1349  
1350 ARKAHN  
1351 Up along the walls. On the spikes.  
1352  
1353 DITA  
1354 How barbaric....  
1355  
1356 FESMER  
1357 If you required any further proof that these are people who must  
1358 be stopped....  
1359  
1360 (beat)  
1361  
1362 DITA  
1363 There it is: The Beggar's Port.  
1364 (beat)  
1365 I thought it was not supposed to be guarded.  
1366  
1367 ARKAHN  
1368 He doesn't look like much of a guard. He looks like he is a day  
1369 away from retirement.  
1370 (beat)  
1371 Hoo... I have been around Mike for too long.  
1372  
1373 FESMER  
1374 He appears to be falling asleep.

1375 DITA  
1376 Still. Porec said that this gate is woven with spells that could  
1377 collapse it at a moment's notice. Tread lightly; assume nothing.  
1378  
1379 FESMER  
1380 Perhaps we could sneak up on him...?  
1381  
1382 DITA  
1383 No need. I have the bow....  
1384  
1385 SFX: Creak of the string being pulled back.  
1386  
1387 ARKAHN  
1388 Wait! I have an idea. I am not sure it will work, but... I have  
1389 been practicing with Odi and....  
1390  
1391 DITA  
1392 We should not—  
1393  
1394 FESMER  
1395 No, try it Arkahn.  
1396  
1397 SFX: Dita eases back on the bow.  
1398  
1399 ARKAHN  
1400 Very well...  
1401 (deep, calming breath)  
1402 (starts quietly humming "Hush little baby")  
1403  
1404 DITA  
1405 What is—?  
1406  
1407 FESMER  
1408 Shh!  
1409  
1410

1411 SFX: ARKAHN continues humming and it starts to reverb and  
1412 be backed up by faint soporific music  
1413  
1414 SFX: Arkahn stops humming, there is a slight echo of the music,  
1415 then quiet  
1416  
1417 SFX: The sound of snoring reaches them, faintly  
1418  
1419 DITA  
1420 He sleeps!  
1421  
1422 FESMER  
1423 Remarkable, Arkahn! What was that?  
1424  
1425 ARKAHN  
1426 It is a song from Mike's world—a sort of mother's magic that  
1427 encourages babies to sleep. I just used Odi to... strengthen it.  
1428  
1429 FESMER  
1430 How long will he sleep?  
1431  
1432 ARKAHN  
1433 I do not know. We should hurry.  
1434  
1435 FESMER  
1436 Keep an arrow nocked, Dita.  
1437  
1438 SFX They scabble forward. The snoring grows louder.  
1439  
1440 FESMER  
1441 (whispering)  
1442 This is a heavy door. Watch him, it may—  
1443  
1444 SFX: There is a creak as the gate is opened.  
1445  
1446 SFX: The guard's snore stutters as if he may wake up.

1447 SFX: The bow is drawn quickly and...  
1448  
1449 SFX: "Fwip!" an arrow is loosed which  
1450  
1451 SFX: thunks dully into flesh.  
1452  
1453 SFX: The guard gurgles pathetically and dies.  
1454  
1455 NOTE: They are no longer keeping quiet.  
1456  
1457 ARKAHN  
1458 (horrified)  
1459 You shot him! Why did you do that?!

1460  
1461 DITA  
1462 It had to be done.  
1463  
1464 ARKAHN  
1465 But... but you killed him! He was just one man. An old man!  
1466  
1467 DITA  
1468 We could not take chances. He could have collapsed this gate,  
1469 and then where would we be?  
1470  
1471 ARKAHN  
1472 Are... what? Are you going to kill everyone we encounter to  
1473 remain in hiding?  
1474  
1475 DITA  
1476 What difference would it make?  
1477  
1478 FESMER  
1479 Come now, we should be going. Here, Arkahn: take these.  
1480  
1481  
1482



1483 ARKAHN  
1484 What difference would it make? That... you....  
1485 (beat)  
1486 Fesmer? These are not smoke bombs.  
1487  
1488 (beat)  
1489  
1490 DITA  
1491 You did not tell them?  
1492  
1493 ARKAHN  
1494 Tell us what?  
1495  
1496 FESMER  
1497 Well, I was going to, but....  
1498  
1499 DITA  
1500 You did not tell them!  
1501  
1502 ARKAHN  
1503 (loudly)  
1504 Tell us what?  
1505  
1506 SFX: Dita grabs Fesmer by the collar and pushes him against  
1507 the wall.  
1508  
1509 SFX: Fesmer grunts  
1510  
1511 DITA  
1512 You said you would tell them!  
1513  
1514 FESMER  
1515 Well, I....  
1516  
1517 DITA  
1518 You promised me!

1519 ARKHAN  
1520 (yelling)  
1521 Tell us what!  
1522  
1523 DITA  
1524 If he will not tell you, I will. This is not only a rescue attempt for  
1525 your friend. This is also the beginning to an invasion of Sonsa.  
1526  
1527 **END ACT ONE**  
1528

1528 **ACT TWO**

1529

1530 **Scene Ten**

1531 • Porec, Mike, Katherine, Jareth, Ainorem, Handlers A & B

1532

1533 KATHERINE

1534 So which one is it? Left or right?

1535

1536 MIKE

1537 We're lost, aren't we?

1538

1539 JARETH

1540 We are not lost.

1541 (beat)

1542 Are we?

1543

1544 POREC

1545 Well....

1546

1547 MIKE

1548 Fine. Follow me.

1549

1550 SFX: Mike opens a door and walks through it.

1551

1552 SFX: The others rush to catch up.

1553

1554 POREC

1555 Where are you going?

1556

1557 MIKE

1558 West.

1559 POREC

1560 Mike, you should not blindly—wait, do not—

1561

1562 SFX: Mike opens another door and walks in

1563

1564 POREC (cont)

1565 —open....

1566

1567 MIKE

1568 What. Is. This?

1569

1570 KATHERINE

1571 Look down there.

1572

1573 JARETH

1574 This is... an observation deck for that laboratory.

1575

1576 POREC

1577 It's not a laboratory. Now be quiet and keep—

1578 (loud whisper)

1579 Silence! Go to ground!

1580

1581 KATHERINE

1582 What is—?

1583

1584 POREC

1585 Shh!

1586

1587 HANDLER A

1588 (Fading in; muffled)

1589 Through here is where all happens.

1590 SFX: Door opens.  
1591  
1592 HANDLER A (cont)  
1593 Look on the rest of y'r life.  
1594  
1595 SFX: Two people enter the room.  
1596  
1597 HANDLER B  
1598 Not much for looking, is it?  
1599 (beat)  
1600 That where they...?  
1601  
1602 HANDLER A  
1603 Smart *laah*. Whose *brecht* d'you sully to get tossed here?  
1604  
1605 HANDLER B  
1606 A story if ever....  
1607  
1608 HANDLER A  
1609 Will be time plenty for the telling. Come.  
1610  
1611 SFX: Door opening  
1612  
1613 HANDLER A (cont)  
1614 Through here is the way to the *kreelnit*.  
1615  
1616 SFX: Door closed. A pause then:  
1617  
1618 POREC  
1619 Go! Quickly!  
1620

1621 KATHERINE  
1622 What's wrong?  
1623  
1624 POREC  
1625 This is not a good place to be. Come.  
1626  
1627 SFX: A bell starts jingling, continues  
1628  
1629 POREC  
1630 *Bensa wei*. Down!  
1631  
1632 SFX: The door opens again.  
1633  
1634 SFX: The Handlers rush into the room.  
1635  
1636 HANDLER A  
1637 First day trial! Get a catch-pole.  
1638  
1639 HANDLER B  
1640 How often do they...?  
1641  
1642 HANDLER A  
1643 These days? Hardly at all. Every several weeks.  
1644  
1645 HANDLER B  
1646 Weeks?! Can we stop that noise?  
1647  
1648 HANDLER A  
1649 It will stop.  
1650  
1651

1652 JARETH  
1653 Porec, what—  
1654  
1655 POREC  
1656 (Shh!)  
1657  
1658 SFX: The alarm stops.  
1659  
1660 HANDLER B  
1661 So all we do...?  
1662  
1663 HANDLER A  
1664 I sit about for that bell. There is much sittin' on this post.  
1665 Y'need a thing for doin'.  
1666  
1667 HANDLER B  
1668 I think it comes.  
1669 (beat)  
1670 A thing?  
1671  
1672 SFX: A distant, muffled scream fading in.  
1673  
1674 HANDLER A  
1675 A pass-time. I knit.  
1676  
1677 HANDLER B  
1678 Knit?  
1679  
1680 SFX: The scream grows as something slides down a chute  
1681 towards the room.  
1682

1683 HANDLER B (cont)  
1684 It comes!  
1685  
1686 KATHERINE  
1687 What is going on?  
1688  
1689 POREC  
1690 Keep your head down!  
1691  
1692 MIKE  
1693 They're looking towards that hole in the wall and... Jesus!  
1694  
1695 SFX: The scream peaks—it's in the room now  
1696  
1697 SFX: The whump of a body hitting the ground. It is an  
1698 *Ainorem* appearing as a young girl, gagged, naked, and bound.  
1699  
1700 AINOREM  
1701 (grunts)  
1702  
1703 HANDLER B  
1704 *Ainorem!*  
1705  
1706 HANDLER A  
1707 Exactly. Now grab it 'neath the arm liken.  
1708  
1709 MIKE  
1710 (horrified)  
1711 No....  
1712  
1713

1714 AINOREM  
1715 (whimper)  
1716  
1717 HANDLER B  
1718 But it just a little girl.  
1719  
1720 HANDLER A  
1721 Nay. It only looks like a wee un. Not with yer hand! Never  
1722 touch ‘em.  
1723  
1724 KATHERINE  
1725 What are they doing to that poor girl? Why is she gagged?  
1726  
1727 AINOREM  
1728 (Starts making panicked, sub-verbal noises)  
1729  
1730 JARETH  
1731 We have to—  
1732  
1733 POREC  
1734 We have to do nothing! That is not a little girl. Stay. Down.  
1735  
1736 HANDLER A  
1737 Just so. Now push it onto the rack. We don’ need to be holdin’  
1738 her for the whole change; we got t’rack for a reason.  
1739  
1740 HANDLER B  
1741 It looks so like a... is it really...?  
1742  
1743 HANDLER A  
1744 A deader come back? Well, I never seen my gran’ if you catch.

1745 KATHERINE  
1746 That’s... an *Ainorem*?  
1747  
1748 HANDLER A (cont)  
1749 I think it is just a thing from another place. Looks us-like, but  
1750 not in truth.  
1751  
1752 JARETH  
1753 That is not possible....  
1754  
1755 HANDLER A (cont)  
1756 Jus’ a fake man... that makes interesting noises for a while.  
1757 They listen to it good for a bit, but then it starts t’change  
1758 overemuch, and they toss down t’us.  
1759  
1760 POREC  
1761 You can never un-see what you are about to watch, friends....  
1762  
1763 HANDLER B  
1764 Is it cold here?  
1765  
1766 HANDLER A  
1767 It starts.  
1768  
1769 MIKE  
1770 (whispering)  
1771 What did you say...?  
1772  
1773 AINOREM  
1774 (starts to squeal and whimper and cry into her gag and then...)  
1775

1776 AINOREM (cont)  
1777 (The gag comes loose! She cries out the end of a sentence then  
1778 begins “The Blather” which continues underneath the rest of  
1779 the scene. The Blather takes the form of an amphigory, but is  
1780 actually a prophecy describing the events of 2.16 and beyond.  
1781 Her voice is not the mystical sound we have heard before, but  
1782 a single voice, tinged with panic and literally unable to stop  
1783 speaking.)  
1784  
1785 HANDLER A  
1786 *Tarq.* Some *yart kreelt* the knot of the gag. Now w’re gonn  
1787 have t’hear The Blather.  
1788  
1789 HANDLER B  
1790 Is it... prophesying?  
1791  
1792 HANDLER A  
1793 Nothing of use. Before they send it to us, they, ask it  
1794 questions, get some interesting things for a time, but now it  
1795 just reads whomever is near.  
1796  
1797 HANDLER B  
1798 Us?  
1799  
1800 HANDLER A  
1801 Hah! You are here as you have no future. Ney. It’s people up’n  
1802 the streets, critters, all that. Unfocused blather.  
1803  
1804 KATHERINE  
1805 This is... horrible....  
1806

1807 JARETH  
1808 This is not right. This should not be happening.  
1809  
1810 HANDLER A  
1811 Big heads record The Blather in case. Up there.  
1812  
1813 POREC  
1814 Down!  
1815  
1816 KATHERINE & JARETH  
1817 (make a little startled noise as Porec pulls them down.)  
1818  
1819 HANDLER B  
1820 There? Not much used, is it?  
1821  
1822 HANDLER A  
1823 Ney... These never speak useful by time t’y get here.  
1824  
1825 HANDLER B  
1826 It is getting colder.  
1827  
1828 HANDLER A  
1829 I think The Blather is the last of their world leakin’ out. The  
1830 cold is their try to replace it. Suck all the warmth of a room.  
1831 You touch, and they drain your *taagli*.  
1832  
1833 HANDLER B  
1834 And when they’re done, all’s left is....  
1835  
1836 HANDLER A  
1837 Smart. Like a *wriggligh* on t’beach.

1838 HANDLER B  
1839 A what?  
1840  
1841 HANDLER A  
1842 When I was a wee in Toolan, the *wriggligh*'d swim by every  
1843 year. In t' ocean, they look the prettiest little parasols, puppin'  
1844 about. But, out o' the water, they are nothing but a little goo  
1845 ball; their water leaks out, and they just sad shriveled things.  
1846 But, they a'int dead dead. Y'can throw 'em back in and they  
1847 get better.  
1848 (beat)  
1849 These uns, what your *taagli* is made of, is like water to the  
1850 *wriggligh*. Only these *Ainorem*, they can never get better once  
1851 turn'd into Undying....  
1852  
1853 JARETH & KATHERINE  
1854 WHAT?  
1855  
1856 POREC  
1857 Shh!  
1858  
1859 HANDLER B  
1860 Did y'hear? Sound'd like from there?  
1861  
1862 POREC  
1863 Run!  
1864  
1865 KATHERINE  
1866 Mike? Mike! Come on!  
1867  
1868

1869 SFX: Katherine and background noise fades out to: The  
1870 Blather  
1871  
1872 (Mike listens, trance-like to the pivotal piece of prophecy and:)  
1873  
1874 MIKE  
1875 I understand.  
1876  
1877 SFX: Snap back to the foreground with a *rush* simultaneous to:  
1878  
1879 KATHERINE  
1880 Mike! Move!  
1881  
1882 MIKE  
1883 (coming out of it)  
1884 Wha...?  
1885  
1886 HANDLER B  
1887 Hold!  
1888  
1889 MIKE  
1890 Ahh!  
1891  
1892 SFX: Mike scrambles and starts running.  
1893  
1894 AINOREM  
1895 (wordless, sobbing gibbering)  
1896

1896 **Scene Eleven**  
 1897 • Fesmer, Dita, Arkahn, Guard A  
 1898  
 1899 ARKAHN  
 1900 I thought you learned from Mike’s fall that these “spellbombs”  
 1901 were not a good idea.  
 1902  
 1903 FESMER  
 1904 I learned from Mike’s fall that spellbombs in the hands of Mike  
 1905 were not a good idea. In any case, these are different. Until I  
 1906 activate the detonation spell, these are merely sticky bags of  
 1907 powder; in their current state, they are harmless and  
 1908 undetectable. Do not worry.  
 1909  
 1910 ARKAHN  
 1911 How can I not? Perhaps I would worry less if you had told me  
 1912 before now.  
 1913  
 1914 DITA  
 1915 Agreed, Fesmer was supposed to have done so already.  
 1916  
 1917 FESMER  
 1918 They did not need to know! Why do you feel so strongly about  
 1919 this, Dita? What could they have done to help us?  
 1920  
 1921 DITA  
 1922 I do not appreciate your casual regard of the Truth, Fesmer.  
 1923 (beat)  
 1924 Arkahn, you understand the plan?  
 1925  
 1926 ARKAHN  
 1927 Well... yes, I understand what I have been told....  
 1928  
 1929 DITA  
 1930 But?  
 1931

1932 ARKAHN  
 1933 It seems, well, that we might injure a great deal of innocent  
 1934 people.  
 1935  
 1936 DITA  
 1937 Innocents like those who displayed their victim’s heads on the  
 1938 city walls?  
 1939  
 1940 FESMER  
 1941 There are no innocents in Sonsa, Arkahn; every person here is a  
 1942 servant of Oren.  
 1943  
 1944 ARKAHN  
 1945 I was once of the Legion.  
 1946  
 1947 FESMER  
 1948 And I am glad that you have opened your eyes to Truth.  
 1949  
 1950 DITA  
 1951 We need to move....  
 1952  
 1953 FESMER  
 1954 Tonight we start a new chapter Arkahn. We have been Hunters  
 1955 of Truth, but tonight we are Bringers of Truth. Our actions will  
 1956 force free the grip of Oren on the minds of all people.  
 1957  
 1958 DITA + ARKAHN  
 1959 [The Truth is Freedom]  
 1960  
 1961 SFX They walk through a tunnel, and open a second squeaky  
 1962 gate into...  
 1963  
 1964 SFX: ...background urban noise. Wagons go by, people walk,  
 1965 some walla (not unlike in the less boisterous Velia scenes)  
 1966  
 1967



1968 ARKAHN  
1969 This is Sonsa....  
1970  
1971 DITA  
1972 Relax Arkahn... we are but three unremarkable pilgrims.  
1973 (beat)  
1974 Down this way....  
1975  
1976 SFX: The urban noise fades into the background. The sound of  
1977 the trio's footfalls on cobblestones becomes audible.  
1978  
1979 DITA (cont)  
1980 Our first target is close...  
1981  
1982 SFX: Faint sounds of revelry fades in ("crowded bar"  
1983 ambiance)  
1984  
1985 DITA (cont)  
1986 ...There...  
1987  
1988 ARKAHN  
1989 But... that is a tavern.  
1990  
1991 FESMER  
1992 Dita?  
1993  
1994 DITA  
1995 No. It is a Legion Officer's Club.  
1996  
1997 SFX: They draw closer  
1998  
1999 ARKAHN  
2000 I see many without uniforms.... Are you certain?  
2001  
2002 DITA  
2003 I am.

2004 FESMER  
2005 Arkahn, you go down that alley. If there is a rear entrance, place  
2006 the charge there.  
2007  
2008 SFX Fesmer and Dita walk off.  
2009  
2010 ARKAHN  
2011 (sighs deeply)  
2012 Fesmer is right, Arkahn, these people made their choice... Now  
2013 make yours...  
2014  
2015 SFX: She walks a short distance down an alley and stops.  
2016  
2017 ARKHAN  
2018 Okay... door... so I...  
2019  
2020 SFX: "Shriiip" as parchment is pulled from an adhesive  
2021  
2022 ARKAHN (cont)  
2023 And....  
2024  
2025 SFX: Arkahn sticks the charge to a wall with a faint slap  
2026  
2027 ARKAHN (cont)  
2028 (Sighs)  
2029 *Ainorem* forgive me.  
2030  
2031 SFX Arkahn walks.  
2032  
2033 DITA  
2034 Arkahn, here: the next target is down that street—  
2035  
2036 SFX: Distant alarm bell (like the undying alarm in 1.04)  
2037  
2038 DITA (cont)  
2039 *Bensa wei!*

2040 FESMER

2041 *Ainorem.*

2042

2043 DITA

2044 This changes nothing but our pace. Hurry!

2045

2046 SFX: They run off

2047 **Scene Twelve**  
2048 • Porec, Mike, Katherine, Jareth  
2049  
2050 SFX: An alarm is going off  
2051  
2052 SFX: A door shuts, dampening the alarm (which proceeds to  
2053 fade out under the dialog)  
2054  
2055 MIKE  
2056 (breathing heavily)  
2057 I think we lost them.  
2058  
2059 KATHERINE  
2060 (breathing heavily)  
2061 “Think” or “know”?  
2062  
2063 POREC  
2064 Shh!  
2065  
2066 SFX: Booted feet run by on the other side of the door.  
2067  
2068 JARETH  
2069 Good.  
2070  
2071 POREC  
2072 We must keep moving.  
2073  
2074 KATHERINE  
2075 (still breathing heavily)  
2076 Hold on. Some of us aren’t used to running at this altitude....  
2077  
2078 POREC  
2079 Very well....  
2080  
2081 (beat)

2082 JARETH  
2083 Porec? What did we just see?  
2084  
2085 (beat)  
2086  
2087 POREC  
2088 The death of an *Ainorem*; the birth of an Undying...  
2089  
2090 JARETH  
2091 How is that possible?  
2092  
2093 KATHERINE  
2094 I thought *Ainorem* were ancestor spirits? Not scared little  
2095 girls...?  
2096  
2097 MIKE  
2098 And I thought Undying were zombies, not... whatever.  
2099  
2100 POREC  
2101 Zombie?  
2102  
2103 KATHERINE  
2104 I thought you could only talk to *Ainorem* at Draenmer.  
2105  
2106 POREC  
2107 I do not know much more than you do. The nature of the  
2108 Undying is not discussed.... When I was hiding down here, I  
2109 stumbled across a... transformation just as we did this time.  
2110 After, I snuck into one of the libraries: I had to know more about  
2111 what I saw.  
2112 (beat)  
2113 There is a ritual that allows Oren’s Chosen to reach into the  
2114 world of *Ainorem* and pull one into our world. When that entity  
2115 is summoned, they are able to ask it questions and receive a sort  
2116 of answer before... something happens to them and they break  
2117 down, becoming a shell—an Undying.

2118 JARETH  
2119 Were all Undying once *Ainorem*?  
2120  
2121 POREC  
2122 I do not think so. If Undying take hold of a person, they drain  
2123 that person's *taagli*, making them a husk of a being.  
2124  
2125 KATHERINE  
2126 That's so horrible....  
2127  
2128 MIKE  
2129 So what are the *Ainorem*?  
2130  
2131 POREC  
2132 I do not know. I do not think they are the dead, however. Come,  
2133 we have tarried too long.  
2134  
2135 SFX: A door opens. The alarm comes back.  
2136  
2137 POREC (cont)  
2138 The way is clear.  
2139  
2140 SFX: They start walking. Mike catches up with Porec.  
2141  
2142 MIKE  
2143 (quietly)  
2144 The *Ainroem*—this one or the one you saw last time—did it...  
2145 say anything to you?  
2146  
2147 POREC  
2148 How...? Yes. The first one said... something.  
2149  
2150 MIKE  
2151 But, it wasn't what it said. More what it was trying to say?  
2152  
2153

2154 POREC  
2155 Correct....  
2156  
2157 MIKE  
2158 Is that how you found us?  
2159  
2160 (beat)  
2161  
2162 POREC  
2163 After I heard it speak, I knew I had to go to Velia. I do not know  
2164 why—or even how, exactly—yet it did lead me to you.  
2165 (beat)  
2166 I take it you heard something in the *Ainorem*'s words?  
2167  
2168 MIKE  
2169 Yeah....  
2170  
2171 POREC  
2172 But you have no idea what it meant?  
2173  
2174 MIKE  
2175 Just sort of a sense... something I'll have to do, but I'm not  
2176 really sure what or when.  
2177  
2178 POREC  
2179 I suspect, in time, this will become clear for all of us.  
2180  
2181 MIKE  
2182 Man... I hope so. There're still all kinds of loose threads  
2183 here....

2184 **Scene Thirteen**  
2185 • Fesmer, Dita, Arkahn  
2186  
2187 FESMER  
2188 (loud whisper)  
2189 Down!  
2190  
2191 SFX: A *waalor* cruises by  
2192  
2193 DITA  
2194 *Ainorem* curse these patrols.  
2195  
2196 ARKAHN  
2197 They do not seem to know we are here, though.  
2198  
2199 FESMER  
2200 Remind me to “*grendi*” my brother all the same....  
2201  
2202 ARKAHN  
2203 How many more targets?  
2204  
2205 DITA  
2206 Only two.... Come!  
2207  
2208 SFX: They run quietly  
2209  
2210 DITA (cont)  
2211 Here!  
2212  
2213 FESMER  
2214 Got it.  
2215  
2216 SFX: “Shriip... slap” a bomb is planted  
2217  
2218 DITA  
2219 Keep moving....

2220 SFX: They continue running until Dita stops suddenly.  
2221  
2222 DITA  
2223 (loud whisper)  
2224 Hold!  
2225  
2226 SFX: The others stop  
2227  
2228 ARKAHN  
2229 (loud whisper)  
2230 What is it?  
2231  
2232 DITA  
2233 Sentries.  
2234  
2235 (beat)  
2236  
2237 FESMER  
2238 Two of them.  
2239  
2240 ARKAHN  
2241 Can we get around them?  
2242  
2243 FESMER  
2244 I do not think so. They have clear view of our target.  
2245  
2246 ARKAHN  
2247 Perhaps we should abandon this one.  
2248  
2249 DITA  
2250 (hiss)  
2251 No!  
2252  
2253 FESMER  
2254 Arkahn may be right. With all the patrols, I dare not use magic.  
2255

2256 DITA  
2257 We will not abandon this one: My father was adamant.  
2258  
2259 FESMER  
2260 But why? It is merely a residence.  
2261  
2262 DITA  
2263 It is not the residence, but the resident. Trisosaen of the Cult of  
2264 the Mother. The woman who, years ago, signed the order under  
2265 which your father slew my namesake.  
2266  
2267 (beat)  
2268  
2269 ARKAHN  
2270 Revenge? I thought we did not have time for personal matters?  
2271  
2272 FESMER  
2273 Very well, Dita: How do we do this?  
2274  
2275 DITA  
2276 I will deal with the sentries.  
2277  
2278 ARKAHN  
2279 How?  
2280  
2281 DITA  
2282 You forget...  
2283  
2284 SFX: Creak of bow.  
2285  
2286 DITA  
2287 ...my Mother has a grievance with this man as well....  
2288  
2289 SFX: An arrow flies from the bow.  
2290

2290 **Scene Fourteen**  
2291 • Mike, Katherine, Porec, Jareth, Guard B  
2292  
2293 SFX: Urban ambiance  
2294  
2295 MIKE  
2296 Finally, fresh air!  
2297  
2298 POREC  
2299 Stay on your guard. We—  
2300  
2301 GUARD B  
2302 You! Hold!  
2303  
2304 POREC  
2305 Run!  
2306  
2307 SFX: They run  
2308  
2309 GUARD B  
2310 After them!  
2311  
2312 JARETH  
2313 Clear the way!  
2314  
2315 SFX: Urban walla spikes (w/ “Hey!” “What?” etc) and  
2316 quickly fades out  
2317  
2318 KATHERINE  
2319 So tired of running!  
2320  
2321 SFX *Waalors* approaching!  
2322  
2323 MIKE  
2324 Oh, you’re kidding me!  
2325

2326 POREC  
2327 Scatter!  
2328  
2329 SFX Porec and Mike are gone, Jareth and Katherine are running  
2330 as:  
2331  
2332 SFX: A *waalor* pursues in the distance  
2333  
2334 KATHERINE  
2335 Déjà vu!  
2336  
2337 JARETH  
2338 What?  
2339  
2340 KATHERINE  
2341 We’ve done this before!  
2342  
2343 JARETH  
2344 (Ha!) So we have!  
2345  
2346 SFX *Waalor* gains fast  
2347  
2348 KATHERINE  
2349 He’s gaining!  
2350  
2351 JARETH  
2352 I have an idea. Take this end of my rope!  
2353  
2354 KATHERINE  
2355 What? Oh. I get it! But my hands....  
2356  
2357 JARETH  
2358 Ah. Wrap it around your wrists. Quick! On my signal, stop and  
2359 pull hard!  
2360  
2361

2362 SFX: *Waalor* is almost on top of them  
2363  
2364 JARETH  
2365 NOW!  
2366  
2367 JARETH + KATHERINE  
2368 (Grunt)  
2369  
2370 SFX: The Legionnaire crashes to the ground.  
2371  
2372 SFX: The *waalor* veers off (decelerating) and runs into  
2373 something.  
2374  
2375 KATHERINE  
2376 Oww... rope burn....  
2377  
2378 SFX: Another *waalor*, distant, approaches  
2379  
2380 JARETH  
2381 Another one!  
2382  
2383 KATHERINE  
2384 Hey, that *waalor* is intact!  
2385  
2386 SFX: Katherine runs over to it  
2387  
2388 SFX: The *waalor* is making a sort of sickly wooga-wooga  
2389 noise.  
2390  
2391 KATHERINE  
2392 Help me straighten it out.  
2393  
2394 SFX: Shifting debris  
2395  
2396 SFX: The *waalor* is now making a more steady idling noise  
2397

2398 KATHERINE  
2399 Are you thinking what I'm thinking?  
2400  
2401 JARETH  
2402 I hope not....  
2403  
2404 KATHERINE  
2405 Hop on back, pretty boy, and let's show those Legionnaires how  
2406 it's done.  
2407



2407 **Scene Fifteen**  
2408 • Dita, Fesmer, Arkahn, GUARD A  
2409  
2410 SFX: Running full force down the street  
2411  
2412 DITA  
2413 I cannot believe I missed!  
2414  
2415 FESMER  
2416 Dita....  
2417  
2418 SFX: *Waalor* approaching fast!  
2419  
2420 FESMER (cont)  
2421 *Waaloren!*  
2422  
2423 DITA  
2424 The alley!  
2425  
2426 SFX: They flee down the alley and the *waalor* fades.  
2427  
2428 FESMER  
2429 Take this left!  
2430  
2431 GUARD A  
2432 Over here!  
2433  
2434 SFX: Approaching runners  
2435  
2436 FESMER  
2437 Or back that way!  
2438  
2439 DITA  
2440 Through here!  
2441  
2442

2443 ARKAHN  
2444 They are following us! Run!  
2445  
2446 SFX: A *waalor* bears down on them  
2447  
2448 FESMER  
2449 We are cornered, turn and fight! Arkahn support me!  
2450  
2451 FESMER + ARKAHN  
2452 *Fai ctholl odi Xtus wo Paz!*  
2453  
2454 SFX: A rising screech into a *Crackaboom!*  
2455  
2456 FESMER  
2457 HA!  
2458  
2459 DITA  
2460 Run! Run!!!  
2461  
2462 ARKAHN  
2463 (cries out in fear as...)  
2464  
2465 SFX: ...chunks of *waalor* hammer down and...  
2466  
2467 SFX: ...the three run off  
2468

2468 **Scene Sixteen**  
2469 • Katherine, Jareth  
2470  
2471 SFX: A *waalor* screams around a corner then roars on in a 6-  
2472 cylinder din.  
2473  
2474 KATHERINE  
2475 Yeeee-HAW!  
2476  
2477 JARETH  
2478 I am going to die!  
2479  
2480 KATHERINE  
2481 Shut it!  
2482  
2483 JARETH  
2484 How can we go this fast? How can anything go this fast?  
2485  
2486 KATHERINE  
2487 Are they still on us?  
2488  
2489 JARETH  
2490 I... yes, but just a bit more and....  
2491  
2492 KATHERINE  
2493 I told you I'd get us away.  
2494  
2495 JARETH  
2496 I am going to fall off!  
2497  
2498

2499 KATHERINE  
2500 [monosyllabic expression of exasperation] Just grab on to my  
2501 waist!  
2502 (beat)  
2503 Jareth! I said "my WAIST!"  
2504  
2505 SFX: The *waalor* roars!  
2506

2506 **Scene Seventeen**  
2507 • Fesmer, Arkahn, Dita  
2508  
2509 SFX: Tired running  
2510  
2511 ARKAHN  
2512 I... think... we lost them.  
2513  
2514 DITA  
2515 Over... here....  
2516  
2517 SFX: They slow down, stop, and collapse to the ground, panting  
2518  
2519 DITA  
2520 *Ainorem....*  
2521  
2522 ARKAHN  
2523 Are you... okay...Fesmer?  
2524  
2525 FESMER  
2526 No....  
2527  
2528 (pause as they all breathe heavily)  
2529  
2530 DITA  
2531 *Boxen wo fai.* I can hardly believe I missed. I have never missed  
2532 with that bow in weeks of practice!  
2533  
2534 ARKAHN  
2535 I could have told you: Zana held no grudge.  
2536  
2537 FESMER  
2538 Are you saying that was Zana's will?  
2539  
2540 ARKAHN  
2541 I am saying precisely that.

2542 DITA  
2543 Nonsense.  
2544  
2545 ARKAHN  
2546 I understand the desire for revenge on the Legion, yet I do not  
2547 think that is what Zana would have wanted of us.  
2548  
2549 FESMER  
2550 Oren needs to be stopped.  
2551  
2552 ARKAHN  
2553 You are correct. The Legion needs to be torn down. Though not  
2554 to satisfy our anger.  
2555  
2556 (beat)  
2557  
2558 SFX: Dita gets up  
2559  
2560 DITA  
2561 Perhaps you are right, Arkahn. Come. We must continue  
2562 towards the others.  
2563

2563 **Scene Eighteen**

2564 • Fesmer, Arkahn, Dita, Porec, Katherine, Jareth

2565  
2566 FESMER  
2567 (loud whisper)  
2568 The area is clear.

2569  
2570 ARKAHN  
2571 (loud whisper)  
2572 Where are the others?

2573  
2574 DITA  
2575 (loud whisper)  
2576 Perhaps they are captured?

2577  
2578 FESMER  
2579 (loud whisper)  
2580 Not my brother... his party may have set off the alarms, yet I am  
2581 sure that [snake] could slip out of any trouble.

2582  
2583 POREC  
2584 (clear, normal voice)  
2585 I shall take that as a compliment.

2586  
2587 ARKAHN  
2588 (eep!)

2589  
2590 SFX: creek as bow is quickly drawn

2591  
2592 FESMER  
2593 Porec! You are safe! Dita. Lower your bow. Porec, where are the  
2594 others?

2595  
2596 POREC  
2597 We were separated.

2598

2599 ARKAHN  
2600 I hope they are *ra-na*....

2601  
2602 FESMER  
2603 What happened, Porec? Why did the alarm go up?

2604  
2605 POREC  
2606 Shh!

2607  
2608 FESMER  
2609 Do not—  
2610 (Porec clamps his hand over Fesmer's mouth)  
2611 (—“ssh” me.)

2612  
2613 SFX: A *waalor* approaches from a distance

2614  
2615 DITA  
2616 Will this never cease?

2617  
2618 POREC  
2619 Get into hiding! I will—

2620  
2621 ARKAHN  
2622 Wait! Listen....

2623  
2624 (Voices faint, but drawing closer along with the sounds of the  
2625 *waalor*)

2626  
2627 JARETH  
2628 Slow down. *Senjen*, slow down!

2629  
2630 KATHERINE  
2631 We are almost there.

2632  
2633 JARETH  
2634 We are going too fast!

2635 KATHERINE  
2636 No one likes a backseat driver, Jareth!  
2637  
2638 JARETH  
2639 There it is!  
2640  
2641 SFX: The *waalor* roars into the foreground and whines to a  
2642 halt! The engine idles, sputters, and then dies. The *waalor* drops  
2643 to the ground with a crash.  
2644  
2645 KATHERINE  
2646 What do you know? I killed it.  
2647  
2648 ARKAHN  
2649 Katherine!  
2650  
2651 FESMER  
2652 Jareth!  
2653  
2654 SFX: Jareth drops to the ground.  
2655  
2656 JARETH  
2657 I... I am alive! Ha!  
2658  
2659 KATHERINE  
2660 (Sighs) We weren't even going that fast, Jareth. Seventy max.  
2661  
2662 ARKAHN  
2663 It is *ra-na*, Jareth... the first time Mike drove me in a car, I  
2664 thought I would die as well....  
2665  
2666 JARETH  
2667 It was... invigorating, to say the least...  
2668  
2669 POREC  
2670 You can pilot a *waalor*? Fascinating.

2671 DITA  
2672 Were you followed?  
2673  
2674 KATHERINE  
2675 I lost them a while ago. I drove around a bit just to be sure.  
2676 Hey — where's Mike?  
2677  
2678 POREC  
2679 We were separated during our flight.  
2680  
2681 ARKAHN  
2682 He probably went West.  
2683  
2684 FESMER  
2685 We are nearly to *nay Dogorim*. We should not wait any longer.  
2686 If Mike is following his own compass....  
2687  
2688 KATHERINE  
2689 Plus, the longer we hang around, the more likely we are to wind  
2690 up deeper in —  
2691  
2692 GUARD B  
2693 Hold [dirtbags]!  
2694  
2695 SFX: Many booted feet tromp in, surrounding them.  
2696  
2697 KATHERINE  
2698 —trouble.  
2699

2699 **Scene Nineteen**  
2700 • Mike, Shauna, Guards C, D, E  
2701 -int Citadel  
2702  
2703 GUARD C  
2704 Halt!  
2705  
2706 MIKE  
2707 Halt this!  
2708  
2709 SFX: Punch; body falls  
2710  
2711 MIKE  
2712 I need to work on my one-liners....  
2713  
2714 SFX: Mike proceeds stealthily.  
2715  
2716 MIKE  
2717 (hums the Mission Impossible theme as he sneaks around)  
2718  
2719 GUARD D  
2720 You! What are you doing here?  
2721  
2722 MIKE  
2723 I... uh... got lost?  
2724  
2725 GUARD D  
2726 Civilians are not allowed in *nay Dogorim*.  
2727  
2728 MIKE  
2729 I know I just... I was looking for Shauna Brown.  
2730  
2731 GUARD D  
2732 The Chosen One? Oren's name... will you people stop this  
2733 foolishness? Every day I have to toss out one of you [jackals].  
2734 The Chosen One does not take visitors.

2735 MIKE  
2736 Uh... *grendi*.  
2737  
2738 GUARD D  
2739 Get out of my sight.  
2740  
2741 MIKE  
2742 Yes, *valo*! I'll be on my way.  
2743  
2744 SFX: Someone comes running up  
2745  
2746 GUARD C  
2747 Stop him!  
2748  
2749 MIKE  
2750 Oh crap!  
2751  
2752 SFX: Sound of scuffle  
2753  
2754 GUARD D  
2755 Give up. I have you.  
2756  
2757 GUARD C  
2758 This [bastard] attacked me!  
2759  
2760 MIKE  
2761 Um... sorry?  
2762  
2763 SFX: Mike is punched  
2764  
2765 MIKE  
2766 (gasping)  
2767 And now we're even, right guys?  
2768  
2769 GUARD D  
2770 Search him.

2771 SFX: Mike is patted down  
2772  
2773 MIKE  
2774 That tickles.  
2775  
2776 GUARD C  
2777 What is this pouch?  
2778  
2779 MIKE  
2780 That? It's a surprise.  
2781  
2782 GUARD C  
2783 ...pebbles?  
2784  
2785 MIKE  
2786 Why don't you take a closer look?  
2787  
2788 (beat)  
2789  
2790 GUARD D  
2791 Wait!  
2792  
2793 SFX: Zap of contact with a tae-od!  
2794  
2795 GUARD C  
2796 Ahh!  
2797  
2798 SFX: Guard 1 drops to his knees.  
2799  
2800 SFX: Mike headbutts Guard D  
2801  
2802 GUARD D  
2803 (grunts)  
2804  
2805 MIKE  
2806 Get offa me....

2807 SFX: Mike knocks down Guard D.  
2808  
2809 GUARD C  
2810 (through gritted teeth)  
2811 You [son of a bitch].  
2812  
2813 MIKE  
2814 And stay down!  
2815  
2816 SFX: Mike kicks Guard 1 in the chin, KO'ing him.  
2817  
2818 MIKE  
2819 Now give me back my bag of *tae-oden*... Ha! Sukahs thought  
2820 they could take me.  
2821  
2822 GUARD E  
2823 (Distant)  
2824 Over there!  
2825  
2826 SFX: many people running  
2827  
2828 MIKE  
2829 Crap.  
2830  
2831 SFX: Mike runs, but the pursuers remain in the distance  
2832  
2833 MIKE  
2834 Game time, Archer. Gotta find Shauna. Can't get caught again.  
2835  
2836 GUARD E  
2837 He went this way!  
2838  
2839 MIKE  
2840 West, west, west... West!  
2841  
2842

2843 SFX: Mike kicks open the nearest door, and quickly closes it  
2844 behind him.  
2845  
2846 (pause)  
2847  
2848 SFX: Legionnaires running past the door  
2849  
2850 MIKE  
2851 (sigh of relief)  
2852  
2853 SFX: Porcelain clattering  
2854  
2855 SHAUNA  
2856 MIKE!?  
2857  
2858 MIKE  
2859 Shauna?