

1 SECOND SHIFT
2 Episode #2.14: Your Mom (Recording)
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5
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9
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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. Trisoaen 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 Dejá 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?