

## **SECOND SHIFT**

Episode #4: "Come Down"

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### **Scene One – Fesmer Has Issues**

**AMBIENT:** Zana's kitchen, midday

**SFX:** Door opening and closing

**KATHERINE**

Order up for, um, whatever this says... Well hello, Jareth. Come to help out?

**JARETH** grunts.

**SFX:** Door opening and closing

**FESMER**

Jareth, *senjen ma-ra* (please, friend).

**JARETH**

"*Ma-ra?*" Do not "*ma-ra*" me, Fesmer. This has been long in coming. Your abuse of Odi is criminal. You should be held captive in University with the Legionnaire we dispatched two days ago.

**KATHERINE**

Hoo boy. Guys—

**FESMER**

The Legionnaire that Mike dispatched, you mean.

**JARETH**

*Teku Aryan* (fair enough), the Legionnaire that Mike dispatched... with uncommon ease. How do you know that Mike does not dabble in magicks worse than yours?

**KATHERINE**

Hey! All this testosterone is making me dizzy! Could you guys keep it down?

**FESMER**

Mike does not dabble in magic at all. He plays a militaristic game called "Foot-ball." He is merely stronger and faster than most. His abilities are hardly unnatural. Surely you can see that.

**KATHERINE**

<Talking to herself over Fesmer> Okay. Ignore me. I'll just keep working.

**JARETH**

My point, Fesmer, is that we cannot know that these people are everything they say. We should not risk ourselves any more than duty requires. Look to your work here at Zana's. You have been neglecting it since they arrived. And keep your illegal spellcasting to yourself, as you once did. Surely you recall your first spell?

**FESMER**

Of course, Jareth. How could I forget?

**JARETH**

You killed the neighbor's cat by turning its blood to poison.

**FESMER**

I thought it was a different spell. I meant no malice.

**JARETH**

Of course you did not, but still, the cat died. And even then, I shielded you from suspicion, as I continue to do. If my friendship means anything to you, please, Fesmer, do not teach any more of your magic to Shauna. Ancestors only know the trouble you've wrought for us already...

**FESMER**

But she is attuned, Jareth. Moreso than Arkahn. More than I have ever seen. She could be a great ally.

**JARETH**

Or a powerful foe. There is no knowing!

**FESMER**

University has made you cold, *ma-ra*. These are good folk. They do not sneak around or intend us harm.

**SFX:** Door opening and closing

**KATHERINE**

Mike, where have you—

**MIKE**

They fighting?

**KATHERINE**

Keep it down... Hey, I'm doing all I can to hold things together in here. Don't just stand there.

**MIKE**

Naw, it's between them. There's nothing we can—

**KATHERINE**

I meant in the kitchen. Remember how we're working here now?

**MIKE**

Oh. Eh, yeah. My bad.

**JARETH**

I do not object to their being here. I object to how quickly you have taken to them, specifically Mike. He is reckless, not to be trusted.

**FESMER**

He is a capable warrior, as you have witnessed!

**JARETH**

He is unpredictable, rash, and, to be honest, I am not sure he is entirely sane. His careless actions endanger us!

**MIKE**

Hey—!

**KATHERINE**

--Shh!

**FESMER**

Yes, ancestors forbid that we take *action*. Let us simply sit around and *complain* about Oren's injustices.

**JARETH**

That is not what I—

**FESMER**

Someone needs to act. If you will not help me avenge the ones who have fallen—

**JARETH**

You cannot bring them back, Fesmer—

**FESMER**

<very upset> I know this, Jareth! Of course I know this! Do not patronize me!

**JARETH**

It was never my intent to do so, Fesmer. *Boxen wo fai, ma-ra (I'm sorry, friend)*. I would urge more caution, is all. The Legion has been extremely active these past few weeks, and there are rumors of Undying on the move. Something is happening and I am certain our new friends have a role in it, willing or not. Caution, *senjen*, until we know the lay of the land. It is all I ask. No one has forgotten about your father and brother. In due time, we will deliver vengeance upon Oren's Legion.

**FESMER**

I believe that the time is due. When I cast Summon, I asked Odi for the means to—

**SFX**

Dropping pan.

**MIKE**

Oops...

**JARETH**

Oh. *Biu-Biu (hello)* Mike.

**MIKE**

Yo... J-dawg.

**JARETH**

How long have you been standing there?

**KATHERINE**

Oh, um, he just got here.

**MIKE**

Yeah, just got here not very long ago at all. From outside. Where I was before. What's up?

**FESMER**

Nothing is up.

**MIKE**

Just talking, huh? That's cool. Anyway, I was just heading back outside, to, um... enjoy the outside.

**KATHERINE**

What! But—

**JARETH**

Do not trouble yourself. I am leaving. The midday deliveries are late already.

**FESMER**

*Zurem (crap)*, the deliveries.

**JARETH**

Look to your tasks, Fesmer.

**MIKE**

I could help.

**FESMER**

*Cha tra-am fai (thank you)* Mike, but Zana wished for Jareth and I to—

**MIKE**

Have to start pulling my weight around here at some point.

<A short, derisive laugh from **KATHERINE**.>

**MIKE**

I'll come with you guys.

**JARETH**

If you have Mike's aid, then you do not need mine. Finals approach at University, and I might as well be preparing reviews for Targonne's students.

**FESMER**

But—

**JARETH**

Do not forget our new client: Folstropos at the windmills. Six pies.

**FESMER**

Plus nine to the fiber mill, as usual. I remember. *<sighs>*  
Come then, Mike. Let us hitch up the goat cart.

**MIKE**

Goats. Heh.

**SFX:** Door opening and closing.

**FESMER**

*<leaving, voices fading>*

You must promise not to speak to anyone while on delivery, Mike. It would only bring confusion and possibly trouble.

**MIKE**

Okie doke.

<They're gone.>

**JARETH**

You possess a keen intellect, Katherine.

**KATHERINE**

...Thanks, Jareth.

**JARETH**

But you are an awful liar.

**KATHERINE**

I'm really sorry about that. Mike heard most of it, but I'm not sure how much of it he *heard*, if you get my meaning...

**JARETH**

Fesmer and I should not have had our discussion in Zana's kitchen, where anyone could hear. It is entirely my fault.

**KATHERINE**

You're right, though, about Mike. He can be a bit of a child sometimes.

**JARETH**

I am not certain that it is Mike I object to, exactly. I cannot say. It is just... everything is changing with such speed. And not for the better.

**KATHERINE**

*<with ulterior purpose>* We'll be gone soon.

**JARETH**

I am sorry, I did not mean—

**KATHERINE**

No, it's okay. We're anxious to leave, too. The thing is, the only way that's possible is if Shauna learns magic. Both kinds.

**JARETH**

Yes, so Fesmer tells me. *<beat> Graem (wait)*, are you implying that *I* must teach—

**KATHERINE**

I'm not necessarily implying anything. Just give it some thought. Good luck with your classes.

**JARETH**

...Thank you. I will see you tomorrow, most likely.

**SFX:** Door opening and closing.

**KATHERINE**

Sure. Later.

**JARETH**

...yes, "later." Oh, hello Zana.

**ZANA**

Ah, Jareth. Help me carry these— Wait, you are leaving?

**JARETH**

Yes.

**ZANA**

You only just arrived. Have you and Fesmer completed your deliveries so soon?

**JARETH**

Mike is aiding Fesmer today. I must deliver my mind to University's general education requirements.

**ZANA**

Well, I suppose. But do not expect to be paid for today's labors.

**JARETH**

I am never paid for my labors.

**ZANA**

And that is only because you never allow me to pay you.

**JARETH**

Absolutely not. Therefore, you cannot chide me for shirking my duties. Victory is mine. Good day, ladies.

**SFX:** Door opening and closing.

**KATHERINE**

Jareth works here for free?

**ZANA**

I am an old friend of Jareth's family. He possesses a very strong sense of duty and honor.

**KATHERINE**

Plus you helped Fesmer out after his father and brother were...?

**ZANA**

Yes, there is that, as well. They have been great friends for many years. Help me lift these pails, Kath.

**KATHERINE**

*<uneasy>* What's in them? It looks like... milk?

**ZANA**

And it is, of course. What did you expect?

**KATHERINE**

*<small laugh>* One never knows around here. Frog mucous?

**ZANA**

<laughs> Kath! That is disgusting! It is ordinary sow's milk, for my pig pies.

**KATHERINE**

<queasy> Sow's milk? Ugh, it's official. I'm going back to being a vegetarian.

**SFX:** Door opening and closing.

**ZANA**

That is your choice, but you would be depriving yourself of a Laundrean delicacy. *Biu-Biu (hello)*, Arkahn.

**ARKAHN**

Fesmer has departed?

**ZANA**

Yes, to his deliveries. Would you watch the counter? Kath and I will return shortly.

**ARKAHN**

Yes, shi-schwa. When will you return?

**ZANA**

Soon enough, Arkahn.  
After we carry these to the cellar, Kath, I want to show you something.

**KATHERINE**

<still queasy> Sure thing... <lifts, begins walking, to self:> Oh God... it's sloshing... smells funny... pig milk... unghhh...

**ZANA**

<good natured> Come, Kath! Keep up! You are being outpaced by an old woman.

**KATHERINE**

Yes, shi-schwa...

## Scene Two – Katherine, Live-Action Dweeb

**AMBIENT:** Outside noises, midday

**FESMER**

I am serious about what I said before, Mike. You cannot speak at all while we are making deliveries.

**MIKE**

I guess. I don't see what the big deal is.

**FESMER**

We must not draw undue attention to you, Shauna, or Katherine. Unless I cast another Translate spell, no one will be able to understand a word you say.

**MIKE**

Well, that could be interesting...

**FESMER**

Mike, no.

**SFX:** Irate goat sound.

**FESMER**

And hold this goat still, please. I need to attach the harness.

**MIKE**

Yup. *<holds the goat>* He looks more like an overgrown—

**SFX:** Goat bucking, more irate sounds.

**MIKE**

—whoa! Hold still!—overgrown possum with a spiky head than a goat. Funny that we have the same words for things that are completely different.

**FESMER**

Are goats extremely bad-tempered in your land?

**MIKE**

Yeah, I guess so.

**FESMER**

Then they are not so different.

**SFX:** Surly goat sound.

**FESMER**

You shall remain near the cart while I deliver the pies. Your job is to keep Umbra here happy. Or, at least, “not angry.”

**MIKE**

Umbra, huh? How am I supposed to do that, exactly?

**FESMER**

She enjoys having her nose tickled.

**MIKE**

...Seriously?

**FESMER**

Is that strange?

**MIKE**

Nope. Not at all. I'll just pick her nose when she's upset. Ooo-wee!

**FESMER**

If that is what you call it. Let me just load these pig pies into the cart, and we will be ready to go.

<in this next bit, FESMER is walking back and forth with pies>

**MIKE**

Cool. I used to work for a delivery service, you know. In Boston?

**FESMER**

Yes. Antonopo's?

**MIKE**

"Antonio's Pizza and Subs, Commonwealth Ave, proudly serving the MSU area since 1995, this is Mike speaking, will this be pickup or delivery?" We were supposed to say that crap whenever we answered the phone. Or, what did Zana call it? *Char-pu-fai (magiphone)*.

**FESMER**

I see. So you did not answer the *charepuenofai* in that way?

**MIKE**

Naw, it was more like "Antonio's, holla' back," or "Antonio's, you kill 'em we grill 'em." Kind of amazing I never got fired, actually.

**FESMER**

You do seem to thwart expectation somewhat.

**MIKE**

<*proudly*> And how! There was this one time, I had an afternoon shift by myself, so I decided to bake a football-sized calzone. I tossed it into the oven and, um, kind of forgot about it. Some kid thought he smelled something burning, and without thinking, I screamed "Oh crap, my football!" <*laughing*> Shauna really covered my ass on that one. I had to call the fire department and everything, and the boss never found out. But the best part was that the kid thought I was cooking a football in a pizza restaurant. Hoo-boy.

**FESMER**

Yes, well, none of that here, please?

**MIKE**

Obviously not. I rarely make the same mistake more than twice.

**FESMER**

I am ready. Let us go.

**MIKE**

Hi-ho Umbra, away! Hyah!

**SFX:** Mike slapping goat's flank, goat surprised and takes off with cart.

**MIKE**

Crap. Sorry, Fes! Come back, Umbra! I didn't mean it...

**FESMER**

<*calling*> *Oli trao (good day)*, Katherine, Zana.

**ZANA**

<*calling back*> *Rex broh-unta (happy trails)*, Fesmer, Mike.

**MIKE**

<*in distance*> Umbra, honey, don't hold a grudge. It was a love tap!

**KATHERINE**

Mike is sweet-talking a hairy creature strapped to a cart, and the creature is running away. Maybe I *could* be happy here.

**ZANA**



I suspect perhaps you could, Kath. Ah, here is my archery range. It is nothing too impressive, I fear, but it should suit our purpose.

**KATHERINE**

What purpose is that?

**ZANA**

Kath, I thought you might have guessed by now. I desire to see your skill with the bow.

**KATHERINE**

Oh, well, it's been a long time since—

**ZANA**

This bow was a gift to me from Targonone, long ago. It is *zac-waen* with the strength of Odi.

**KATHERINE**

Targonone? Where have I heard that name...?

**ZANA**

He is Jareth's mentor at University, and an old friend of mine. A very old friend. *<a wistful beat>*

**KATHERINE**

Oh. So it's magical?

**ZANA**

Yes, but unlike our Active Items, which are fueled by Hearths, Odi is within the bow itself. It is a stronger magic, and I must bind it to you before you can use it.

**KATHERINE**

But, wouldn't that interfere with asking a question at Draenmer? I mean, if that's something I decide to do someday...

**ZANA**

No, it does not interfere. You will not be accessing Odi, the weapon will.

**KATHERINE**

Isn't that a pretty fine distinction?

**ZANA**

It is. But using magical objects has not prevented people from asking their question before.

**KATHERINE**

If you say so...

**ZANA**

This will only take a moment. Give me your hand, *senjen*.

**KATHERINE**

Will this hurt?

**ZANA**

It never has before. Are you ready?

**KATHERINE**

*<tense>* Yes.

**ZANA**

*Kureña (allow)* Katherine. *<beat>* And there. It is bound to you.

**KATHERINE**

*<expels breath>* That's it?

**ZANA**

Well, yes. What were you expecting?

**KATHERINE**

Hard to say, lately. So, what now?

**ZANA**

Now: nock an arrow, take aim at the target, and release.

**KATHERINE**

Okay. What's the magic part do? Is something going to blow up?

**ZANA**

Nothing like that. You will see.

**KATHERINE**

Okay. Here goes.

**SFX:** Bow is drawn, a beat, and then released. Sound of an arrow sinking into a hay-filled target.

**ZANA**

Ah! I had a feeling about you, Kath. A perfect star's heart! Exceptional!

**KATHERINE**

Well, yeah. You can't really miss with magic bows, can you?

**ZANA**

You certainly can. The magic within your bow merely guides the skill you already possess. Think of it as a dear friend who gives you good advice. It is up to you how to use that advice, if you do at all.

**KATHERINE**

Huh.

**ZANA**

You may practice for a while longer, if you wish. With all of your hard work in my kitchen, you have earned a break today. Treasure your bow, and it will not fail you, Kath.

**KATHERINE**

"My" bow? Zana—

**ZANA**

I will not hear any protests, Kath. It is my gift to you, one Seeker of Truth to another. Use it well.

**KATHERINE**

<very moved> Thank you, Zana.

**ZANA**

*Cha lyona fai (You are welcome).* Now I must help Arkahn in the kitchen, provided, of course, that it has not already gone up in flames without me.

## Scene Three – The Opposite of a Fetch Quest

**AMBIENT:** Goat cart and walking.

**MIKE**

And so then I was all like, “Oh no you didn’t just try to sack me. Hope you like eating grass suckah!” And Voom! Like a rocket all the way down to the endzone. If the receiver had caught it we would have totally won the game...

**FESMER**

<Not really caring> Fascinating. *Turen (OK)*, next we have the windmills, where Folstropos requested the remaining six pies.

**MIKE**

<bored> Hoo-hah.

Hey Fes. Question.

Why do I have to goat-sit Umbra while you make deliveries? I mean, can’t I at least come up to the house with you? NPC’s mostly blather on about whatever, but sometimes talking to them is key to finding secret stuff.

**FESMER**

What is not to understand? You are from another world, and your presence here in Laundi is a secret. And must remain so.

**MIKE**

Yeah, but why?

**FESMER**

Because reckless actions have consequences, that is why.

**MIKE**

Geez, Jareth got you good, huh? Look, Fes, I won’t say a thing. <small beat> And even if I did, what would it matter?

**FESMER**

Much would matter. Many in positions of power would want to know how you arrived here, which would lead them to me, and that would lead to Zana’s.

**MIKE**

So?

**FESMER**

*Qin-Mike (Look, Mike)*, whatever you believe that this is, there is real danger here. I will not see harm come to my friends.

**MIKE**

Neither would I. But c’mon, Fes! Did you see what I did to that Legion dude?

**FESMER**

Yes, and we are fortunate that no one else witnessed that.

**MIKE**

But they’re the bad guys! Everyone would be congratulating me.

**FESMER**

I fear that things are not so simple, Mike.

**MIKE**

But you hate the Legionnaires.

**FESMER**

Very much so, yes.

**MIKE**

...sooo, beating them up is a good thing. Yes?

**FESMER**

Let me attempt to explain this. Though Oren's Legion is not the army it once was, their power still derives from a pervasive network of extortion and crime. Those who wish to live do not cross them.

**MIKE**

What about the cops?

**FESMER**

Cops?

**MIKE**

Um, the po-po? The law? The town militia?

**FESMER**

Ah, you mean *lowatuen* (town militia).

**MIKE**

...Sure. What about them?

**FESMER**

Legionnaires have their *waa-loaren* and strange weapons. Mere townsfolk cannot hope to stop armored men who fly about on forbidden machines. And if they dared, the Legion has more dire tools...

**MIKE**

Like what?

**FESMER**

Well, Undying for one.

**MIKE**

They use Undying as a weapon? How's that work?

**FESMER**

They... herd large numbers of them into a town. When this happens in Laundi, University helps protect us somewhat, but... There are complicated alliances. You must understand that there is an uneasy peace with the many forces of Oren. *<thinking to self>* But there must be something. Some key to undoing the whole thing...

**MIKE**

Right, that's why you called us here. With your spell.

**FESMER**

*<busted!>* Erm, I do not understand what you—

**MIKE**

It's kind of obvious, Fes. You want revenge, so you called for someone who would help you, since Jareth won't.

**FESMER**

Mike, that is not—

**MIKE**

Dude, don't lie to me. You summoned help and you got us. Well, you got me, anyway. But I'm plenty. Let's pop magical caps into this Oren guy and then this weird dream game thing will be over.

**FESMER**

I would not lie to you. This is the absolute truth, Mike. I believe that I am partially responsible for your presence here, yes. But I alone do not have the ability to pull three people, against their will, to Laundi from another world. I believe that my spell disrupted another; a much greater one.

**MIKE**

So who cast it?

**FESMER**

Someone with vast, terrible power; beyond anything I have seen. Someone who will not be pleased to learn that I interfered with their plans. If my friends or any of you are hurt as a result of my actions, I will never forgive myself. *That* is why we must practice caution, Mike.

**MIKE**

Okay, alright. But I hope you know that this is basically the same thing as being offered a quest and saying no to it over and over again. The story is not going to start unless we start saying yes.

**FESMER**

We are on a quest right now. We are delivering pies.

**MIKE**

Oh right. A fetch quest. Or the opposite of a fetch quest, whatever that's called. I guess this is in line with our level. And being on goat duty sure is a blast.

**FESMER**

As you say. Here we are, at the windmills. *< sigh. A beat >*  
Would you like to help me carry these pies?

**MIKE**

Serious?

**FESMER**

Remember that you are "Meek," a mute friend of the family who is now under Zana's employ. *<beat>* "Mute" means that you cannot speak.

**MIKE**

Yes, I know what mute means.

**FESMER**

I truly hope that you do. Let us go.

## Scene Four – Arkahn Has Issues, Too

**AMBIENT:** Zana’s customer counter.

**SFX:** Door opening and closing.

**SHAUNA**

Hey, Arkahn.

**ARKAHN**

*Oli trao (Good day), Shae.*

**SHAUNA**

Um, where is everyone?

**ARKAHN**

Everyone? What do you mean?

**SHAUNA**

Um, everyone else? Zana, Katherine, Mike, all of them?

**ARKAHN**

Ah, you mean everyone who should be working alongside me right now, yes?

**SHAUNA**

...Suppose so.

**ARKAHN**

Fesmer and Mike are making deliveries. This typically falls to Fesmer and Jareth, but Jareth has decided to take the day for himself. He is at University. As for Zana and Katherine, they are practicing archery behind the shop. Everyone is elsewhere.

**SHAUNA**

Oh, okay. Well I was looking for you, anyway.

**ARKAHN**

For me? Whatever for?

**SHAUNA**

I know how to use magic!

<a pause>

**ARKAHN**

Closer to me, please. *<quieted voice>* You only began learning this morning, Shae. That... is not possible.

**SHAUNA**

Sure it is. Isn’t that hard, actually, once you click into the right mindset. I mean, it did take me a couple of hours of sitting in one place, but I figured it out pretty quickly from there.

**ARKAHN**

A couple of hours. Really. And what spell did you cast?

**SHAUNA**

Push. I sent a rock flying across the pond out back. It was awesome, Arkahn!

**ARKAHN**

There may not be many customers here, but all of them can hear you. Less with the shouting, please.

**SHAUNA**

*<quieter>* Oh, sorry, I’m just so excited! I mean, I’ve always been able to sense little things before they happened, but I’ve never been able to turn that around and actually *make* things happen! But, I guess I never tried, either. Maybe I always could... huh...

**ARKAHN**

Shae... it took me two years of study to cast my first spell. And I am considered to be quite talented.

**SHAUNA**

I thought you said you didn't know very much magic.

**ARKAHN**

<*quickly*> And I do not. Everyone knows some little things. Luck spells and the like. Remember Shae, I tried to enter Univeristy. I was eight when I cast my first spell, which is an exceptional feat, and still they did not accept me...

**SHAUNA**

That makes sense. I'm nineteen, so maybe that's why it's easier for me.

**ARKAHN**

If anything, it takes longer for one your age to begin the process of learning such things. This is absurd.

**SHAUNA**

Dunno what to tell ya, boss.

**ARKAHN**

Prove this to me. Show me your magic.

**SHAUNA**

Well, I only know Push, and I sent that rock pretty far. I wouldn't want to break anything here.

**ARKAHN**

Break any--... foolish girl, even if what you say is true, I refuse to believe that you can move anything farther than a knuckle's width. Lift this *aequish fruit (Laundi fruit)* into the air.

**SHAUNA**

I don't know Lift...

**ARKAHN**

Precisely.

**SHAUNA**

...but it couldn't be too different from Push.

**SFX:** Door opening and closing.

**ARKAHN**

<*nearly sputtering*> It is extremely differ—

**ZANA**

*Oli runa (Good afternoon)* you two.

**ARKAHN**

*Oli runa* Zana. Shae believes that she has already learned to access Odi, Shi-Schwa.

**ZANA**

So soon?

**SHAUNA**

Well, yeah, but it was a very small rock...

**ZANA**

<*enthusiastic*> You moved a rock on your first day?

**SHAUNA**

<*proud, despite herself*> All the way across the pond.

**ZANA**

You are *truly* gifted, Shae. We must celebrate this tonight. You two girls are astonishing! Kath is more skilled than myself with the bow, and you learned to cast magic in hours! What will Meek do, I wonder?

**SHAUNA**

Re-invent the Playstation?

**ARKAHN**

May I speak with you for a moment, Shi-Schwa?

**ZANA**

Certainly, Arkahn.

**ARKAHN**

Alone.

<*awkward beat*>

**SHAUNA**

I'll... be in the kitchen.

**SFX:** Swinging door.

**ZANA**

What is the trouble, Arkahn?

**ARKAHN**

It is difficult to see what is *not* the trouble, Shi-Schwa.

**ZANA**

The lunch rush is ended and all customers have departed, so that cannot be the trouble. You do not share Jareth's concerns about recklessness, so neither is that the trouble. Surely you are not envious of Kath and Shae's achievements?

**ARKAHN**

How can I be envious of what is truly impossible? It has been a mere three days, and already they are a part of things.

**ZANA**

Well, yes. They are no longer guests, Arkahn. They are under my employ.

**ARKAHN**

Moreover, they barely understand the fundamentals of our way, and yet they have excelled beyond comprehension in all matters.

**ZANA**

Yes, they have. Should we not celebrate this?

**ARKAHN**

No, we should not! They- they are a danger to us. Too much power in novice hands--...

**ZANA**

Arkahn, *voluna* (*love*), this is Jareth's way, not yours. What is the trouble?

**ARKAHN**

I cannot say...

**ZANA**

Surely it is not that they are a part of things?



**ARKAHN**

<emotional> No, Shi-Schwa. They are *everything!* They are your employees and disciples, they are Fesmer's closest friend, they are Jareth's *dokiluna (heartthrob)*, they are even the chosen of Odi. Tell me, *senjen*, what they are *not*.

**ZANA**

They are not you, Arkahn.

**ARKAHN**

But what I am is no longer of use. I am attuned, but Shae is moreso. I am Fesmer's close friend, but Meek is closer, and it is the same for Jareth and Kath. There is no longer a place for me.

**ZANA**

I do understand your discontent, Arkahn. Since University rejected your application, I feel that you have remained here because you do not know where else to go.

**ARKAHN**

No, Shi-Schwa, I have remained because I have chosen to.

**ZANA**

But why?

**ARKAHN**

I do not know. All of my friends are in Laundi.

**ZANA**

As are your parents.

**ARKAHN**

<a touchy issue> ...Yes.

**ZANA**

To become all that we can, we must seek far beyond what we know. University is not your path, so you must find another.

**ARKAHN**

What if this is my path?

**ZANA**

Arkahn, *voluna*, I bake and deliver pig pies. This is not your path.

**ARKAHN**

But I am content here.

**ZANA**

No, you are not. It could be that Meek, Shae and Kath will direct you to your path. Do not despair simply because they can do certain things better than you are able. Just now, I gifted my bow to Kath.

**ARKAHN**

*What?* The bow Targonane gifted to you? Your most treasured possession? That bow?

**ZANA**

Possessions are not what I treasure, Arkahn; and yes, that bow. She is a more competent archer than I. Why should she not also have a superior bow?

**ARKAHN**

But Shi-Schwa, you are the best shot in Laundi.

**ZANA**

Nearly the best in all Baela, in fact. I once competed professionally, long, I suspect, before Kath was born.

**ARKAHN**

And still Kath is a more competent archer?

**ZANA**

Indeed. After only several lessons, which she attended reluctantly.

**ARKAHN**

Does that not vex you?

**ZANA**

She is quickly discovering her way with us, and it is a privilege to behold. I am content to give up my bow, and guide her though this. For you, it may not be so simple, but that is my best advice to you, Arkahn. Dispense with pride. You will find no satisfaction in it.

**ARKAHN**

I will try, Shi-Schwa.

**ZANA**

*<fierce>* And do not again think that you have been replaced. You are as a daughter to me.

**ARKAHN**

*<emotional>* Thank you, Shi-Schwa.

**ZANA**

*<calling>* Shae, have you yet discovered the Lift spell?

**SFX:** Swinging door.

**SHAUNA**

Well, yeah, but I don't think it's working right.

**ZANA**

Show Arkahn and me anyway. Perhaps we can advise you.

**SHAUNA**

Okay... Ahem. Work stupid magic: Lift!

**SFX:** Whish! Splat!

**SHAUNA**

Yeah, you're going to run out of fruit. I keep splatting them against the ceiling. Your kitchen is a bit of a mess. Sorry.

**ZANA**

Still, that is very impressive, Shae.

**ARKAHN**

*<with an edge, still>* You are too powerful.

**SHAUNA**

...What do you mean?

**ARKAHN**

That is why you are lifting them too much without effort. The tone of your mantra channels the force with which you draw upon Odi. You are channeling as much as you can, every time. Try again, but softer, more measured.

**SHAUNA**

Okay. *<softer, but not whispered>* Work stupid magic: Lift. Whoa. Hey, cool!

**ARKAHN**

And you may want to select a different mantra.

**SHAUNA**

I dunno, I kinda like this one.

**ARKAHN**

*<carefully choosing her words>* There are some who might think it disrespectful, that is all.

**SHAUNA**

Oh. Huh. I guess I hadn't thought about that.

**ZANA**

There is much you could learn from Arkahn, Shae. Fesmer will be able to instruct you in ways that are creative and spontaneous, but if you seek to channel Odi with subtlety and finesse, you will find no better teacher than Arkahn.

**SHAUNA**

Great, I'd like that.

**ARKAHN**

As would I.

**ZANA**

Wonderful! Now let us prepare for our dinner rush. Fesmer and Meek ought to be returning shortly, yes?

## **Scene Five – The Fighter Who Cried “Undying”**

**AMBIENT:** Goat cart rolling along.

*<a few moments of walking sounds and nothing else, and then:>*

**MIKE**

Look, I said I was sorry!

**FESMER**

I am choosing not to speak to you at this moment.

**MIKE**

C'mon, Fes! It's not even a big deal.

**FESMER**

I distinctly remember explaining to you exactly *why* it is a great deal of big, Mike!

**MIKE**

Folstropos totally mentioned a quest! You heard him! And he was even dressed differently, like important NPC's always are.

**FESMER**

He mentioned no such thing. And he was dressed differently because he is disgustingly rich.

**MIKE**

Well whatever, but he did mention a quest! He told you that there were rumors of Undying on the move. And Jareth said the same thing earlier, when I... um... wasn't in the kitchen.

**FESMER**

What matter is it? Undying move about. That is a condition of their not remaining dead. They *move*, Mike.

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**MIKE**

Yeah, but he wouldn't just say that unless it was foreshadowing of some kind.

**FESMER**

And though you knew he could not understand you, though I cautioned you about being discovered, you hoped to accomplish *what* by speaking directly to Folstropos?

**MIKE**

Well, you clearly weren't going to follow up on the adventure hook, so I spoke up. I mean, sometimes, when nothing else works, you just have to mash some buttons, you know? See what happens?

**FESMER**

I dearly hope that nothing happens. *<quietly>* Perhaps Jareth was right about you...

**MIKE**

What?

**FESMER**

Nothing, Mike. Please, just cease your talking. I desire silence for the remainder of the journey.

**MIKE**

Fine, man. But I am sorry.

*<beat>*

I just, y'know, got carried away. I've seen nothing but woods, Zana's shop, and the outside of a magical ghost-cave the entire time I've been here. I just got excited.

*<beat>*

Which is no excuse, I know.

*<beat>*

But still. Can you really blame me?

**FESMER**

Yes I can. Now silence. For once in your life. *Sen-jen*.

**MIKE**

I'm just going to assume that *senjen* isn't a bad word.

<long beat>

It isn't, right?

<a longer beat>

Right?

<the walking sounds continue. **MIKE** sighs, then starts sniffing suspiciously>

**MIKE**

Hey, Fes, do you smell that?

**FESMER**

My name has not been Fes for many years. It is Fesmer.

**MIKE**

Hey, FesMER, do you smell that.

**FESMER**

I do not smell anything.

**MIKE**

It's like... rotting something.

**FESMER**

I am not in the mood for jests concerning flatulence.

**SFX:** Goat startled.

**MIKE**

See, Umbra smells it too. God, that's nasty. I'm gonna go see what it is. Be right back.

**SFX:** MIKE trotting away.

**FESMER**

Mike, no! Stay on the path! *Ben-sa wai!* (*Dammit!*) Idiot boy.

Mike!

**SFX:** Goat very uneasy, snorting and bucking.

**FESMER**

I have a bad feeling regarding this...

**MIKE**

<from a distance> Fes, there's like a whole army of zombies just over this hill! They look totally real! You've gotta see this!

**FESMER**

Undying. Merciful *ainorem*--... Mike! Return immediately!

MIKE!

**MIKE**

<distance> Whoa. Uh-oh. Coming!

**SFX:** MIKE running back.

**MIKE**

Dude, there's hundreds of them; looks like they're heading back towards town. Beef us up with some of that magic and we can hold them off! Is that sword magical?

**FESMER**

No, it is not magical.

**MIKE**

Well make it magical! C'mon, man! Combat! Experience points!

**FESMER**

If there are as many as you say, we cannot hope to fight them. We must run and warn others.

**MIKE**

Steve Archer's boy doesn't run away! What about that is so hard to understand?

**FESMER**

All of it!

**MIKE**

Zombies are slow as hell. We can take 'em. You've got your sword and magic and I've got... umm... this big stick.

**FESMER**

Even with a whole tree, Mike, you could not stand against Undying.

**MIKE**

Give me your sword, then. You can take 'em out with ranged spells and I'll fend off any that get too close.

**FESMER**

That sword is not for fighting. We must run, Mike.

**MIKE**

What's wrong with the sword?

**FESMER**

There is nothing wrong with my sword.

**MIKE**

Then what does it do?

**FESMER**

It doesn't *do* anything. It is... more for... erm, appearances, than—

**MIKE**

Is it a fashion statement?? It is, isn't it? *<laughing>* Oh man, that's too funny.

**FESMER**

If ever you are going take a thing seriously, let it be now, I beg of you. We are the only ones who have sighted Undying. We have to warn everybody! Our friends are in danger, Mike. Will you help me?

**MIKE**

Okay. But how?

**FESMER**

The army is nearly between the town and us. In the distance, there, do you see that bell tower?

**MIKE**

Yeah.

**FESMER**

We must alert the *watun (guardsman)* inside, and he will begin ringing the bell. There are other towers, and the warning will pass to each until it reaches University, where, I pray, they have adequate forces for a defensive strike. Our wards cannot hold out forever.

**MIKE**

Okay, so we get the bell ringing, and then we attack?

**FESMER**

No, then we run, and hope that we make it back to Zana's before she raises her ward. I cannot risk safeguarding you anywhere else because you are determined to betray your disguise.

**MIKE**

Ehh, I'd rather try to pick a few off, maybe stall them for awhile.

**FESMER**

Your sacrifice would not be noble, Mike; it would be idiotic.

**MIKE**

Who said anything about sacrifice? I'm like a demi-god here. I beat that Legionnaire—

**FESMER**

<sharply> With surprise and good fortune, nothing else. You will meet no such victory against Undying. Forget what you think you know, and trust what I am telling you.

**MIKE**

What about your goat, Umbra?

**FESMER**

Undying have no interest in animals. She will not encounter harm.

**MIKE**

Huh. That's strange.

**FESMER**

Ben-sa wai, they are coming over the hill! They must have sensed you. With haste, Mike!

**SFX:** They begin running. In the distance, a mournful goat sound.

**MIKE**

Okay, okay. But, Fes... Folstropos? The quest? Undying on the move? Oh man, I totally called it...

## **Scene Seven – Look Behind You!**

**AMBIENT:** Outside Zana's, late afternoon.

**SFX:** **KATHERINE** shooting at targets with her new bow. Door opening and closing.

**SHAUNA**

Lo, it is Kath, Live-Action Dweeb!

**KATHERINE**

Har har har.

**SHAUNA**

Things going well?

**KATHERINE**

“Well”? You would not believe how phenomenal I am with Zana's bow. I've shot nothing but 9 and 10 rings since I came out here. Well, approximately 9 and 10. It's hard to tell, since this target has stars instead of rings. Weirdly.

**SHAUNA**

Yeah, I heard a bit about your crazy skills. Overheard, I should say.

**KATHERINE**

Oh yeah?

**SHAUNA**

Apparently, you're “finding your way.”

**KATHERINE**

Y'know, I kind of am. I never liked archery before, but I think that's because it was my parents' thing for me. Now it's just mine, and I love it.

**SFX:** A shot.

**KATHERINE**

And it loves me. Another 10 ring. Olympic archers don't do this well.

**SHAUNA**

Crazy dream world. We're all superstars here.

**KATHERINE**

Thought you were over the dream stuff?

**SFX:** A shot.

**SHAUNA**

Well, as it turns out, I can move things. With my mind. You tell me what's real.

**KATHERINE**

You've already learned magic?

**SHAUNA**

Observe. Work stupid magic: pull. *<a beat>* And here are your arrows.

**KATHERINE**

Huh. “Work stupid magic”?

**SHAUNA**

First thing I thought of. Apparently it's a big deal that I can do this so soon.

**KATHERINE**

Wow. Superstars.



**SHAUNA**

Superstars.

**SFX:** A shot. In distance, a bell tolling.

**KATHERINE**

Yeah, but, “work stupid magic”? Seriously?

**SHAUNA**

*<laughing>* I know, right?

It’s just a mantra to help me focus, so I guess it could be anything. It’s just something I felt very strongly about when I first tried, and now it’s hard to imagine doing it any other way.

**SFX:** Another bell tolling, closer. There are now two.

**KATHERINE**

Try something else.

**SHAUNA**

Like what?

**KATHERINE**

Hmm. Something else you feel strongly about?

**SHAUNA**

*<a beat>* I call on you sweet, caffeinated coffee: Push!  
Nothing.

**KATHERINE**

*<laughing>* Summon a pint of Ben & Jerry’s.

**SFX:** Another bell, much closer. There are now three.

**SHAUNA**

Oh, shut up! Look at you. You haven’t touched a spoonful of ice cream in your life.

**KATHERINE**

It’s called “high metabolism.” Look it up, sorceress.

**SHAUNA**

It’s called “full of crap.” By Katherine’s skinny lies: I summon a fattening pint! And nothing.

**KATHERINE**

Ah well. “Work stupid magic” it is. Does have a certain ring to it.

**SFX:** A large, loud bell; now totaling four.

**KATHERINE**

Huh. What’s with all the bells? Some kind of holiday we weren’t told about?

**SHAUNA**

Dunno. If it is, doesn’t sound like a happy holi—

**KATHERINE**

*<cutting off>* Ugh, God. What’s that *smell*? Do you smell that?

**SHAUNA**

Wasn’t me.

**KATHERINE**

I certainly hope not!

**SHAUNA**

What is it?

**KATHERINE**

I don’t know; just got a whiff of something really foul.

**SHAUNA**

Maybe someone's burning pig pies.

**KATHERINE**

Someone ought to.

**SFX:** Another bell; nearer.

**SHAUNA**

Oh, *man*. I smell it, too. Like death warmed over.

**ARKAHN**

<*from a short distance*> Shae! Kath! There you are. Into the cold cellar! Now!

**SHAUNA**

What's wrong?

**ARKAHN**

Undying! Come! We are putting up the ward!

**KATHERINE**

She just said "Undying," didn't she?

**SHAUNA**

Wait, ward? Mike and Fesmer are still out there. Hey! No! Not yet!

**SFX:** **SHAUNA** and **KATHERINE** running. Door opening and closing.

**AMBIENT:** Bells still tolling loudly, but muted a little, as we are now indoors.

**ARKAHN**

They are in, Shi-Schwa.

**ZANA**

Thank *ainorem*. Fesmer and Mike?

**SHAUNA**

I don't know! They're not here!

**ZANA**

The ward barrier takes time to activate, and as University's emergency bell is already ringing, time is not something we have. We cannot wait for them.

**KATHERINE**

But we have to!

**ZANA**

*Nuum waxen pla Undying veremin.*

**SHAUNA**

What??

**ARKAHN**

Every child is taught this: "When the worst happens, go into any house." They will find a safe place. They must.

**ZANA**

*Key-na! (Activate!)* There. Now we must hurry to the cold cellar, and hope that no Undying saw you two outside. Come!

**SFX:** Hurried footsteps across the floor and then downstairs as they talk:

**KATHERINE**

How secure is your ward thing?

**ZANA**

It will repel several Undying, but if any sensed you, more than several will attempt entry. My hearth only contains so much power. You have your bow, Kath?

**KATHERINE**

<nervous> Yeah.

**ZANA**

And Shae, you are not exhausted from today's magic use?

**SHAUNA**

No, I—... I guess not. I don't know.

**ZANA**

Are you in, Arkahn?

**ARKAHN**

Yes; I am bolting the door.

**SFX:** Door being bolted, **ARKAHN** coming downstairs.

**AMBIENT:** Muted bells. Strangely quiet. A lot of tense breathing.

**KATHERINE**

So there's two entrances?

**ZANA**

Yes. But we will be warded in, and the magic that keeps the cellar cold should sufficiently mask our presence. You see, Undying must have cause to attempt violent entry, and we have done nothing to give them cause.

**SHAUNA**

Hopefully.

**ZANA**

Yes, hopefully.

<a moment of tense silence>

**SHAUNA**

God, I hope Mike and Fesmer are okay...

## **Scene Eight – Insanely Awesome**

**AMBIENT:** Bells, full blast. We are in town, and Undying are everywhere.

**SFX:** **MIKE** and **FESMER** running.

**FESMER**

*<significantly winded>* Oh *ainorem*, oh *ainorem*, I cannot run any longer...

**MIKE**

*<barely winded>* Ya got little to no choice in the matter, Fes. Left or right?

**FESMER**

Zana's is this way.

**SFX:** More running.

**MIKE**

Whoops, living dead straight ahead. Detour!

**FESMER**

Mike... I must... slow down...

**MIKE**

Nothin' doing. Crap, rotting hombres up here, too. U-turn!

**FESMER**

Mike... please...

**MIKE**

We can't let ourselves get surrounded. As my father used to say, "You can rest when you're dead."

*<beat>*

**MIKE (cont.)**

Huh. Or maybe you can't...

*<beat>*

Zombie Christ, this way's blocked, too.

**SFX:** They have stopped. Undying moans all around.

**MIKE**

Now I'm all turned around. Can we climb someone's roof?

**FESMER**

Ward... would prevent...

**MIKE**

No, huh? Well, when all else fails, pick a random direction. C'mon!

**SFX:** Running again, but **FESMER** is stumbling.

**FESMER**

*Nuum waxen... pla...* I must... rest... Mike...

**MIKE**

What about impressing the ladies with your ripped bod? Casting crazy savage magic spells with your new, unlimited stamina?

**FESMER**

Not... "savage"... is called... natural... magic...

**MIKE**

Caught not a word of that. Gah, we're cornered! Frig!

**SFX:** They stop. **FESMER** is wheezing.

**AMBIENT:** Undying moaning closing in.

**MIKE**

Well, Fes, I got bad news and... well, I just got bad news.

**FESMER**

I apolo... gize... Mike...

**MIKE**

Apologize? For what?

**FESMER**

That I... did... not believe...

**MIKE**

Oh hell, half the time, I don't believe me either. Ain't a thang.

**FESMER**

Are you really... so unafraid... of death?

**MIKE**

*Death?* You crazy sonofabitch, we're just gathering our strength.

**FESMER**

...strength...?

**MIKE**

Yeah. We're going to attack in a couple of seconds. Let me know when you're ready.

**FESMER**

Attack?? Impossible... odds, Mike.

**MIKE**

*<sounding very suave and heroic>* "Yeah, they usually are."  
*<beat>* Naw, actually, this is pretty much the worse thing I've ever faced. But if you can't laugh, then what's the point?

**FESMER**

*<laughs a little>* Mike, you are truly insane.

**MIKE**

Insanely *awesome*.

**FESMER**

Yes, of course that is... what I meant. *<deep breath>* I am ready. What is the plan?

**MIKE**

Well, you know what they say about the best defense...

## **Scene Nine – CRASH!**

**AMBIENT:** Zana’s cellar. Muted bells.

**SHAUNA**

How do we know when they’re gone?

**ZANA**

University’s bell will cease ringing, as will the others.

<a pause>

**SHAUNA**

How long has it been?

**ARKAHN**

It is impossible to know. Moments like this... tend to stretch on...

<a pause>

**KATHERINE**

Well, Shauna, I guess it’s safe to assume that they didn’t notice you or—

**SFX:** Boom! A tremendous force buffets the cellar door from outside.

**SHAUNA**

Oh my God, oh my God...

**ZANA**

Ready your bow, Kath.

**SFX:** Boom!!

**KATHERINE**

That was the entrance that leads directly outside, right?

**ZANA**

Yes, Kath. They must have penetrated my ward barrier. Oh, *ainorem*...

**SHAUNA**

Oh, God...

**SFX:** BOOM!

**ARKAHN**

They are about to break through! Shae, focus! We will require your magic.

**SHAUNA**

I don’t think I can...

**ARKAHN**

You must! I will do what I can, but it will not be enough. We are depending on you, Shae!

**SHAUNA**

<pulling it together> Okay, okay...

**SFX:** CRASH! Splintering wood! Undying moans!

**KATHERINE**

What should I even aim for! Their head?

**ZANA**

It matters not. You can only hope to turn them away.

**KATHERINE**

What! You mean I can’t kill them!

**ARKAHN**

They are called “Undying” for a reason, Kath.

**KATHERINE**

Oh fuc—

**SFX:** Enormous crashing sound as the door is destroyed and knocked off its hinges.

**MIKE**

Raaaaagh! Whew, finally. Hello, ladies!

**ALL**

Mike!

**MIKE**

No time for heroic lovin’ now, I gots me some Zombies to kill. Here, someone take Fesmer. Where’d his box o’ Spellbombs go...

**ARKAHN**

Fesmer! He is unconscious.

**MIKE**

He’ll be fine; took a clobbering, though. Ah, here they are!

**SHAUNA**

Mike, how did you get here? Were you outside this whole time?

**MIKE**

I can answer any and all questions later. Clear the door! Pull and – hike! Hot tamale!

**SFX:** Spellbomb exploding. Bodies knocked backwards. Moaning.

**MIKE**

Sweeeet. Spellbomb! And another for good measure—

**SFX:** Spellbomb exploding.

**MIKE**

That should keep ‘em away long enough for me to get to the roof... *and rain death upon them!* God, I love this game. Back in a bit!

**SFX:** Mike running upstairs, door opening and slamming shut.

**KATHERINE**

*<fading>* Mike, you idiot! Mike! Get back here! Oh, I hate you so much.

## **Scene Ten – Come Down**

### **SFX**

Running on hardwood floors

### **MIKE**

Let's see, around the corner, up the stairs... ooh, Zombie outside! Pull and – go deep! Six feet—

**SFX:** Spellbomb exploding close by, windows also exploding.

### **MIKE**

Yow! Oh, great, as if Zana didn't already own me...

### **KATHERINE**

Mike, you are the biggest idiot in the world. Both worlds.

### **MIKE**

Katherine? Why'd you follow me?

### **KATHERINE**

To make sure you don't do something stupid.

### **MIKE**

Wouldn't dream of it. So how do we get to the roof?

### **KATHERINE**

My room has a roof window. Why do we need to get to the roof?

### **MIKE**

For purposes of smiting the unholy from above, obviously. Hey, you brought a bow. Any good with it?

### **KATHERINE**

You could say that.

### **MIKE**

Here we go.

**SFX:** Window opening, **MIKE** climbing onto roof.

**AMBIENT:** Outside winds and louder bells.

### **MIKE**

Whoa mama, steep roof. And where are my little friends... Ah ha!

### **KATHERINE**

Mike, this is not one of your best ideas... and even your best ideas are pretty awful...

### **MIKE**

Pull and – hike!

**SFX:** Spellbomb exploding, two stories down.

### **MIKE**

Nice, that took out, like, six. Let's try for seven.

### **KATHERINE**

I think maybe this qualifies as "something stupid," Mike. Why don't you come down?

### **MIKE**

Crazy-talk. Hike!

**SFX:** Distant impact; no explosion.

### **MIKE**

What? Man, a dud. Fes did say these things are pretty old... Hey, careful Katherine!



**KATHERINE**

Woah! There are so many of them!

**MIKE**

Yeah, they followed us here. I think they wanted to eat Fesmer. Now less talking and more Zombie busting. Pull and – hike!

**SFX:** Distant spellbomb exploding.

**MIKE**

Well now, that is more like it, except for only nailing two of them. Weak.

**KATHERINE**

One of these days, Mike...

**SFX**

Bow firing.

**MIKE**

Hey, nice shot, actually...

**KATHERINE**

What do you mean, “actually”?

**MIKE**

Nothing. My turn! Pull and – hike!

**SFX:** Distant spellbomb exploding. Arrows flying.

**MIKE**

Wow Katherine, you’re doing awesome!

**KATHERINE**

Well... thanks. But I think we’re only drawing their attention.

**MIKE**

Yes, like zombie moths unto my spellbomb flame!

**KATHERINE**

That... that makes no sense at all.

**MIKE**

Heh. Sure it does. Look, more over this way! I got ‘em...

**KATHERINE**

Mike, hey, you’re too close to the edge!

**MIKE**

Closer to the edge, closer to the action! Pull and—

**KATHERINE**

Mike, be care—

**SFX:** Spellbomb exploding in Mike’s face.

**MIKE**

Urgh--!!

**KATHERINE**

*<falling away from her>* MIKE!! MIKE!!

**SFX:** Wind whistling rapidly, MIKE’s clothes flapping in the wind, distant bells, and then – CRACK!