

SECOND SHIFT

Episode #2.05: Knowledge Gained

FINAL RECORDING DRAFT

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CONFIDENTIAL

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Cast (in order of appearance):

JARETH

MIKE

ARKAHN

FESMER

KATHERINE

ZANA

SHAUNA

HARPY

Teaser

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

Scene One

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

Scene Two

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

Scene Three

- Mike and Zana

Scene Four

- Jareth and Fesmer

Scene Five

- Arkahn, Katherine, Shauna, and Harpy

Scene Six

- Arkahn and Katherine

Scene Seven

- Mike and Zana

Scene Eight

- Jareth and Fesmer

Scene Nine

- Mike, Arkahn, Katherine, Jareth, Fesmer, Zana, Shauna, and Harpy

Teaser

• Mike, Arkahn, Katherine, Jareth, Fesmer, and Zana
—Laundi. Ext. and Int. Zana's Shop. Night. Day One.

SFX: University alarm bells ringing. The sound of multiple hoof beats slowing.

JARETH
(in hushed tones)
Nai-nai, we should not awaken Zana—

MIKE
Of course we should. She'd want to see us off!

ARKAHN
What? I still cannot hear....

JARETH
We should leave her a note.

MIKE
For Trogdor to find? I don't think so.

KATHERINE
Guys, we don't have time for your pissing contest.

FESMER
Yes, we can all agree on that.

MIKE
So, we all agree that we need to borrow some supplies from Zana.

JARETH
Mike, allow me to handle this—

MIKE
Like the way you handled the jailbreak? What if you blew up Arkahn?
You can't blow up Zana's, you know.

ARKAHN
(loudly)
What is everyone saying?

KATHERINE
Guys, do you hear the bells? We have to leave, like, five minutes ago.

FESMER
Yes, supplies, note—

MIKE
No note. We wake up Zana, tell her good bye. We should also get rid
of anything incriminating...Fesmer?

FESMER
I will see to that. Kath can assist me.

JARETH
I do not think that is a good idea.

MIKE
What is a good idea? Blowing the basement up?

ARKAHN
(loudly)
Why are we still standing around?

JARETH

Arkahn is correct; we should be acting with much more haste.

ARKAHN

What?

MIKE

Fine. Fesmer, Katherine—start with the basement. I'll wake Zana, and then—

JARETH

(blustering)

I do not think—

KATHERINE

Whatever, let's go.

SFX: Zana's door opening.

ZANA

Ah, *oli wan*, children. I had expected you much sooner. Come now! At this pace, we will not elude even the *lowatuen*!

KATHERINE

Zana!

MIKE

See?

JARETH

Zana—you are still awake? At such an hour?

ZANA

Jareth, even an old woman such as I—and even I am not that old—could not sleep until she knew what had become of her *jiralunae* [loved ones].

FESMER

Zana...there are seven packs here.

JARETH

Zana, are... are you accompanying us?

ZANA

Of course—you will need a guide. I have not always run this shop, you know.

ARKAHN

(loudly)

What is going on?

ZANA

What is this? Why is Arkahn shouting?

JARETH

I... uh....

MIKE

Mr. Subtly here fire-bombed her cell.

FESMER

And then he blew up the dungeon.

ZANA

Jareth! Is this true?

JARETH

Uh... well... I....

ZANA

No no no. This will not do. It seems you have more need of me than I thought! Jareth. Mike. Saddle these packs onto the horses. The rest of us will clean up in here. With haste! You have squandered too much time already.

JARETH & MIKE

Yes, *shi-schwa*.

ACT ONE

Scene One — Like the Wind!

• Mike, Arkahn, Katherine, Jareth, Fesmer, and Zana
—The Great Westerly Road. Late night. Day One.

SFX
Crashing through bushes

SFX
A horse whickers

KATHERINE
(softly)
Shh...it's okay girl.

MIKE
How are your ears, Arkahn?

ARKAHN
They still ring, but at least I can hear again.

ZANA
Here! There is a large clearing.

MIKE
Are we far enough from the road?

JARETH
Yes. This should be adequate.

MIKE
(whispering very loudly)
Fesmer!

FESMER
(distant)
Mike?

MIKE
We're ready. Do your stuff.

KATHERINE
Will this work?

JARETH
As much as I may question his methods, I do not doubt Fesmer's skill.
Stay your horses. This will spook them.

FESMER
Fai cthloll odi—

SFX
Horses nervously whickering and prancing.

FESMER
...tack tuss gerrigt own-resha!
[Form seven steeds of wind!]

SFX
A strong wind whips up, rustling branches. (continuous)

SFX
Horses neigh, panicked.

MIKE
Woah, girl!

KATHERINE

Did it work? I can't see anything.

JARETH

Fesmer has created several *gerrigt own-resha* [steeds of wind], horses of wind. There is nothing your eyes can see.

ARKAHN

They are beautiful. And slightly terrifying.

KATHERINE

You can see them?

MIKE

I don't get it. Did he summon spirits or something?

ARKAHN

No. They are creations of air. Brief, ephemeral things; but they will do as he asks.

MIKE

I didn't know Odi could do stuff like that.

ARKAHN

It is complicated.

JARETH

Shh!

FESMER

Gerrigt own-resha! Lead our pursuers astray!

SFX

Ghostly horse neighs.

SFX

Hooves pound along the dirt road away from the party.

SFX

The wind dies.

(beat)

MIKE

Fesmer, you okay?

SFX

Crashing through bushes.

FESMER

(completely tapped, out of breath)

That was more difficult than I had anticipated. When last I cast it, several months ago, I only had to create two. I am exceptionally drained.

ZANA

Come here, Fesmer. Sit on this log. Arkahn, fetch him some water and some *kuna gelek runtora*. [crystallized ginger root].

KATHERINE

Did it work?

FESMER

Yes. *Gerrigt own-resha* will leave a trail for miles. Any who pursue us will follow them instead.

JARETH

You did excellently, Fesmer. That is a difficult spell. Where did you learn it?

FESMER

(a bit wistful)
Far from here.

ARKAHN

Here, Fesmer. Eat this.

FESMER

Grendi.

MIKE

So now wha—

JARETH

(harsh whisper)
Silence!

(pause)

SFX

Several horses race by. (long fade in and out)

(pause)

MIKE

(whispering)
Is that it?

(beat)

JARETH

(not whispering)
For now. A second party will follow in perhaps an hour.

MIKE

So, I guess we—(yawns)—we can settle in for the night.

FESMER

Those are the words I longed to hear.

KATHERINE

How early should we wake up? I brought an alarm clock.

SFX: Winding up clock

(beat)

KATHERINE (cont.)

What? It's just a little one.

FESMER

An “alarm clock”?

ARKAHN

It is like having the cock crow at your bidding.

KATHERINE

Right. So when should I set it to...crow?

JARETH

We must wait for the two parties to return down the road. I suspect that will not occur until late morning.

(beat)

We are fortunate that the sky shimmers still with the last of Silver Night's glow. I would not relish setting camp in the dark.

FESMER

Jareth, do you recall the time, when we were children, that you fell asleep in *kith ireath* [poison ivy]?

JARETH

How could I forget? I itched for weeks.

MIKE

Well, no worries about the dark. Arkahn and I brought these....

SFX

Shaking of magnetic-induction flashlight

SFX

Click

JARETH

Ainorem!

MIKE

(showing off a bit)

Eh? How 'bout that, huh? Mike brought some of his own magic this time. We call this a "flashlight."

KATHERINE

Hey, I got the same one. The guy at the store said they don't need batteries or anything.

JARETH

That is incredible! May I see? How does it work?

KATHERINE

(aside)

Huh. Where did I put that?

MIKE

Well it...um...something to do with magnets.

JARETH

Magnets? That is fascinating. I have long suspected magnets could be harnessed as a power source.

ARKAHN

Meek, shall we assemble our tent?

MIKE

Oh, yeah. That looks like a good spot.

JARETH

A tent... (sigh) I knew I had forgotten something.

ZANA

I am certain we can find room for you somewhere, Jareth. Fesmer?

FESMER

No. Not even if my tent had enough room.

ZANA

Unfortunately, my tent is small as well. And old.

KATHERINE

There it is!

ZANA

Parado fai?

SFX

Click. (beat) Click click click.

KATHERINE

Oh, right....

SFX

Shaking of light

SFX

Click

KATHERINE

There we go.

(beat; defensive:)

What? So I've never used one of these things before....

JARETH

These devices are not common in your world?

KATHERINE

Well, not these specific ones. I bought it right before I came here.

And this other stuff.

(beat)

KATHERINE (cont)

Anyways, Zana, you can stay with me, and Jareth can use your tent. There should be enough room in mine.

ZANA

If I am not inconveniencing you.

KATHERINE

Not at all.

ZANA

Very well. Jareth, I loan my tent to you.

JARETH

Cha grendi, Zana, Kath. I will impose on you only until I am able to acquire my own.

ZANA

So where is your tent, Kath?

KATHERINE

Oh! Right here....

ZANA

What...what is this?

KATHERINE

It's a self-erecting tent. We just go like this—

SFX

Tent unfolding with a loud fabric-y flopping.

ZANA
Ainorem!

KATHERINE
Neat huh?

MIKE
You did it wrong.

KATHERINE
What? I did not!

MIKE
You need to put down a tarp first.

KATHERINE
Oh. Is that what this is for....

MIKE
(Sighs) No, that goes on top of it.

KATHERINE
Don't you have your own tent to prepare?

MIKE
We're all done. Arkahn's laying out her sleeping bag.

KATHERINE
Well good for you.

MIKE
Why'dja get this thing? These are no good—they're heavy and get messed up easily.

KATHERINE
The guy said these were inexperienced camper-friendly.

MIKE
Right, because they'll make money off you when you have to buy a new one. Our tent's gonna last forever if we take care of it.

ARKAHN
(distant)
Meek! Cease pestering Kath.

MIKE
Fine. But I want to see how badly Katherine got ripped off. I hope you at least got the ten essentials.

KATHERINE
I have everything I need.
(beat)
Hey, stay away from my bag!

MIKE
Wow, this is all top-notch stuff, Kath. Granted, some of it's way more than you need, like this overpriced water filter. You must've racked up quite a bill. Huh. A whisper-light stove? It's a good one, but what are you gonna do when you run out of fuel?

KATHERINE
It's just for emergencies. Better than nothing.
(unsure)
Right?

MIKE

You should've looked harder. I got a good deal on a sierra stove. It burns wood. Just needs batteries to power a little fan.

KATHERINE

And what are you gonna do when you run out of batteries?

MIKE

(mocking)

Uhh...solar-powered battery charger? Can you refill your MSR bottles with the sun? I don't think so.

KATHERINE

Shut up, Mike.

MIKE

Ah, I'm just teasing.

ARKAHN

(has joined them)

I believe that is the problem, Meek. Come, leave her be.

(pause)

ZANA

Kath, may I ask you a question?

KATHERINE

Of course. Here—help me spread this tarp.

SFX

Rusling of tarp.

ZANA

Kath, it is not my way to pry, yet... should I be concerned about Mike and Arkahn?

KATHERINE

What? Oh. Do you mean are they...

(unsure)

I don't think so. I mean, we all know they had a thing for each other even before Boston. Okay, that's set. Here's some stakes for the corners. But, once we got back, Arkahn couldn't speak or do anything really without relying on Mike; I think that pretty much eliminated any romantic possibilities. Mike may be a lot of things, but he wouldn't take advantage of a situation like that, if you know what I mean.

ZANA

That is good to learn.

(pause)

And there is also Shaena.

KATHERINE

Yeah...in a sad way he's still hung up on her. I don't think he'll be able to move on until we find her.

ZANA

We all wish to find her, Kath.

KATHERINE

Yeah. But you don't have to be here, Zana. I mean it's great to have you, but University people will be hunting us. Or at least hunting Arkahn. The Legion too. There could be danger.

ZANA

Hush. I am older than you and entitled to make my own decisions, no matter how outlandish. I have been in one place for too long and my shop can care for itself now.

(beat)

It seems we are finished. Come, let us use your diminutive stove and warm the soup. I am certain we could all use some food.

Scene Two — Zana Pawns All

• Mike, Arkahn, Katherine, Jareth, Fesmer, and Zana
—Ext. Legion Outpost. Late afternoon. Day Two.

JARETH

Well, here we are. The Legion trading post.

MIKE

So that's what the outside of it looks like.

ZANA

Curious. Undying are still about.

KATHERINE

I hate those things.

MIKE

You and me both. At least you didn't wind up in a coma.

ARKAHN

No one likes Undying.

KATHERINE

There's not much left here. Everything's broken or burnt. The Undying sure did a number on the place.

FESMER

We sure did a "number" on the place.

MIKE

Don't forget those pesky Legionnaires. They did a pretty good job wrecking their own place as well.

KATHERINE

I wonder why they never rebuilt it?

JARETH

It was likely not worth their coin—revealed as a false business, any replacement would have met scrutiny.

FESMSER

We should divide and begin searching; the sun is starting to set.

JARETH

Right. Arkahn is with me, Mike is with Zana—

MIKE

Now hold on here, Arkahn should go with me, you should go with—

ZANA

Jareth will accompany Fesmer in searching the outpost; Kath and Arkahn will search the barn where Shaena cast her spell; Mike and I will find Porec's office. Use caution when you go inside the buildings. They seem intact, yet do not take unnecessary chances.

(The next three lines said more or less simultaneously.)

JARETH

But—

MIKE

I don't—

FESMER

Must we—

ZANA

You must.

JARETH, MIKE, & FESMER

Yes, *shi-schwa*.

MIKE

(aside)

I hope Zana knows what she's doing.

ARKAHN

She always does.

Scene Three — Dungeon Crawling

• Mike and Zana

—The Legion Outpost: Halls and Porec’s Office. Dusk. Day Two.

SFX: Footsteps echoing down an empty hallway.

ZANA

Mike, be cautious with that!

MIKE

What? Oh, sorry, Zana.

ZANA

Where did you acquire that mattock?

MIKE

On the steps out front.

(beat)

I think it’s just down this hallway.

ZANA

Porec’s office?

MIKE

Yeah. Maybe if we’re lucky his name will be on the door: Porec:

Evil Boss, level seven.

ZANA

Mike, I have not yet expressed my gratitude.

MIKE

For what? Arkhan?

ZANA

Oh—yes, for that as well. Yet also for your mar-ket-ing advice. As you could see, Zana’s Pig Pies practically runs itself. I have opened many “franchises.” I am even considering new mass-cots, in addition to Mister Ham.

MIKE

No problem, Zana. I was glad to help, plus I had to repay my debt. An Archer doesn’t freeload.

(pause)

And, uh, how is my debt?

ZANA

You have repaid your debt many times over. And now I am free to revisit the world and its many changes.

MIKE

Betcha never thought it’d be as a fugitive from justice!

ZANA

As I recall, the six of you are fugitives. I am merely on holiday.

MIKE

(with mirth)

Heh, you really must have friends in high places!

(uncomfortable pause)

MIKE (cont.)

Zana?

ZANA

So, how did Arkahn adjust to life in your Bozton?

MIKE

Between you and me—and Katherine—not too well. I mean, she tried her best: she got pretty good at English and was able to hold down a job. But...she was always sick and run-down. Like us when we first Shifted here, she needed someone to look after her. So, I had her stay with me.

ZANA

Is that what you did? You looked after her?

MIKE

Well...I—hey, did you hear that?

ZANA

Hear what?

MIKE

Shh.

SFX: Nothing.

MIKE

I guess it was nothing. Porec's office should be right about—

ZANA

Meek! *Fena kan!* [Look out]!

SFX: An Undying growl, continuous.

MIKE

Geez!

(beat)

Oh, I'm so totally gonna chop it up into little tiny Undying bits.

ZANA

Mike, they are called Undying for a reason.

MIKE

Yeah, so everyone says. But I'd reeeally like to test that theory. Besides, little Undying bits are easier to fight than one big bit.

ZANA

Wait! I have something that will be of more use.

MIKE

Okay, but if it makes one false move I start chopping.

ZANA

Here. Throw this. As far away from us as possible.

MIKE

Now this I know. We would call this a "long bomb."

SFX: The sound of an item being thrown in the air. It clatters and releases something. The Undying shambles after it with a grunt.

ZANA

Most effective.

MIKE

Yeah, so as I was saying before brain-eater over there tried to go all George A. Romero on us, I believe this is Porec's office. OK, I'll be Shaggy, you be Velma. She really was the brains of the team.

ZANA

I am choosing to believe that was a compliment.

SFX: Door opening.

ZANA
Is this it?

MIKE
I don't know. Hand me my flashlight.

SFX: Shake shake shake. Click.

MIKE
Ah, much better.
(beat)
Yep, this is the place.

Scene Four — Awkward Conversation

• Jareth and Fesmer

—The Legion Outpost: Halls. Dusk. Day Two.

SFX

Two sets of footsteps crunching on gravel/debris (continuous)

JARETH

(sighs)

I fear this will be fruitless.

FESMER

Nonetheless, it is a place to start.

(beat)

You found nothing when you were here last?

JARETH

Nothing. Though I was unable to search for long. There were still many Undying about.

FESMER

I wonder where they went?

JARETH

(babbling because he's uncomfortable)

I suspect most of them wandered away and became lost in the forests. As individuals, they are directionless creatures. Most are likely still here. Yet without prey, they will have slipped into a near-catatonic state.

(beat)

Nonetheless, remain cautious.

FESMER

Fret not about that. I would not care to face those things again. The mere memory of fighting them chills me.

JARETH

You were most fortunate Mike was with you.

FESMER

I would not have had to fight them at all if not for Mike. I believe that was the beginning of our noble tradition of losing fights. Or at least of me being injured in them....

(pause)

SFX

Fesmer stops walking

FESMER

Jareth. Hold a moment.

SFX

Jareth stops walking

FESMER (cont.)

We must talk.

JARETH

(resigned)

I suppose you are correct.

FESMER

There is yet time for you to turn back, Jareth. Claim that Arkahn or I coerced you—or controlled your mind. Your bridges have not yet been utterly razed.

JARETH

I may regret my recent choices—all of them—for the rest of my life. But I will not invalidate them by turning back now.

(beat)

Do you wish me to leave, Fesmer? Are you still so wrathful with me?

FESMER

In truth, I do want you to leave. But not for the reasons you believe. Yes, I still cannot trust you, yet...after everything, I remain concerned for you.

(beat)

For all your education, Jareth, your knowledge is limited. Save for your time in *Andawassen*, you have spent most of your life in Laundi. There are many things you have never learned about the world—things your University would never teach you.

JARETH

If you are attempting to discourage me, your efforts are failing, Fesmer. What I cannot learn from books, I desire to know all the more.

FESMER

So you say. But once a thing is learned, it cannot be unlearned. And, to speak truth, I suspect there are things that you would be happier not knowing.

JARETH

Cha grendi for your concern. Yet I am afraid it is misplaced. There are things more important than individual happiness.

FESMER

Teku aryan. Do not claim, however, that I did not caution you....

Scene Five — The Truth

• Arkahn, Katherine, Shauna, and Harpy
—The Legion Outpost: Ruined Shed. Dusk. Day Two.

SFX: Walking through the ruined shed. Undying make passive, weary moans. Unearthly wind.

KATHERINE
(to herself)
This is like one of Dante's levels of hell.

ARKAHN
Woun Ainorem vera faen. [May Ainorem protect us].
(Pronounce "woun" like the word "down".)

KATHERINE
(grief-stricken)
Oh. This is where she....

(beat)

ARKAHN
Yes.

SFX: Kath swiveling around on gravel

KATHERINE
Arkahn, I want to know. I need to know before I can even start thinking about trusting you. What happened to Shauna?

ARKAHN
I do not think I can say....

KATHERINE
You confessed to everything else, why not this? What happened?

ARKHAN
Kath—

KATHERINE
What. Happened.

ARKAHN
(sighs)
If you must....

KATHERINE
I must.

SFX: Flashback to Episode 13, scene 13

SHAUNA
Shift Katherine to Boston!

SFX: Shift spell effect.

SHAUNA
(moans)

ARKAHN
Shaena!

SHAUNA
I'm...I'm OK. Arkahn, you're next. Step inside the circle.

ARKAHN

I will not! You could die if you Shift me.

SHAUNA

If you stay, we might both die. One of us has to make it.

ARKAHN

What of you?

SHAUNA

I was never meant to go back. I know that now.

ARKAHN

But the Undying—

SHAUNA

No! You have to go—even if the Undying don't kill you, the Legion or University will. Please.

SFX: The Undying are getting dangerously close.

SHAUNA

(to Undying)

AWAY!

SFX: Force wave effect. The Undying are forced back, much to their chagrin.

SHAUNA

(heavy breath)

I'm Shifting you now, Arkahn.

ARKAHN

Shae—

SHAUNA

(weakly)

Shift Arkahn...Shift...I... Oh God...I WILL do this!

SFX: The Undying are getting closer.

ARKAHN

(crying)

Boxen wo fai. Ino boxen wo fai!

SHAUNA & ARKAHN

Shift Arkahn to Boston.

ARKAHN

Good bye....

SFX: Undying are upon then, Shauna screams, Shift effect.

ARKAHN

(crying)

KATHERINE

You...actually did leave her here to die? You abandoned her instead helping her! I...can't believe I'm hearing this. I even convinced Jareth to free you, and now you're telling me that I was right about you the whole time?

ARKAHN

(crying; full of everything unsaid)

Ino minem boxen wo fai...

END OF ACT ONE

ACT TWO

Scene Six — In which Katherine Grows as a Character!

• Arkahn and Katherine

—The Legion Outpost: Ruined Shed. Night. Day Two.

SFX: Rummaging

ARKAHN

(breaking the silence; wavering)

I...I attempted to convince Shaena—

KATHERINE

Yeah, well, you should've tried harder....

ARKAHN

(breaking, finally)

I know! You think I do not know! I told Jareth to leave me in that cell to die. I do deserve to die! I have never asked for anyone's forgiveness. I know I should not have left her! I should have remained and fought off Undying. Perhaps we could have tried Shifting again—but I was scared and if she died I wanted her to know that she had at least sent her friends to safety....

(pause)

KATHERINE

(affected)

You said you helped Shauna Shift you.

ARKHAN

Yes.

KATHERINE

But you don't use Odi.

ARKAHN

I cannot.

KATHERINE

I don't understand. What do you mean, you can't?

ARKAHN

For reasons you now know, I have not had any University training—

KATHERINE

But, neither has Fesmer.

ARKAHN

He at least had resources from which to learn. His family. Even Jareth's books. I have had no training of any sort. Even the Legion did not see fit to teach me. I am attuned, yes, but lacking training I can only...manipulate.

KATHERINE

How come Fesmer never taught you anything, if you're attuned and all?

ARKAHN

The Legion would have never allowed it! I was positioned to watch Fesmer and encourage his path, yes, but my parents were kept close to me to discourage mine.

KATHERINE

I still don't understand your part in Shauna's spell.

ARKHAN

While I cannot work spells myself, I can alter, assist, or block an existing spell. That is how. As Shaena cast her spell I sensed the Odi she called upon and I...channeled it through myself. That is the best way I can describe it. It is difficult to describe a feeling.

KATHERINE

Shauna let you save yourself. Figures.

ARKHAN

I am sorry, Kath.

(beat)

I do not want your forgiveness. I am just tired of lying. Especially to Meek. He has been so....

KATHERINE

Unwavering in his trust of you?

ARKAHN

(her affection for him showing)

Kind. I could never ask for his forgiveness... even if I did desire it.

KATHERINE

(almost tenderly, but not quite)

Arkhan...

(beat)

Well, if there's anyone here who would forgive you, it's Mike.

But—

SFX: Distorted Shift effect. Continuous.

ARKHAN

Kath, I—what is that?

SFX: City crowd noises; warped traffic sounds

KATHERINE

What is—oh. Yeah, what is that?

(pause)

As if this place wasn't creepy enough.

SFX: The Undying react to the weird shift effect.

ARKHAN

Kath, look!

KATHERINE

The Undying are coming toward us! Arkahn, move!

SFX: Undying growl

ARKAHN

Ainorem! Where did they all come from?

SFX: More active Undying shambling

KATHERINE

I don't know, but we should try to get outside!

ARKAHN

Yes, let us depart from here!

Scene Seven — The Office

• Mike and Zana

—The Legion Outpost: Porec’s Office. Dusk. Day Two.

SFX: Papers shuffling; drawers being opened and closed.

MIKE

Have you found anything yet?

ZANA

Not since you inquired but a moment ago.

MIKE

(sighs)

By the contents of his desk, you would think Porec is a very boring guy. Not evil or overlord-y at all. It’s all rosters and inventory reports.

ZANA

That is why it is called “searching,” Mike.

MIKE

Too bad Fesmer couldn’t cast some sort of “find” spell or—hey... Here’s something interesting.

ZANA

What is it?

MIKE

I don’t know...I can’t read it, so it’s not Charendraen, maybe it’s code? And what the—ew, I think it’s smudged in blood!

ZANA

Allow me to look.

MIKE

Here, yuck!

ZANA

Ah. It is very old Charendraen. Not many can read this save for scholars.

MIKE

Can you read it?

ZANA

To an extent. The writing is vague and I suspect coded as well. This is a note from Porec to his replacement, who apparently never came. He writes of the Undying attack and how he has left to “open the eyes of the gifted one.”

MIKE

Shauna.

ZANA

You are likely correct.

MIKE

What do you think it means? Is Shauna...?

ZANA

It was written after the Undying attack, which means it was also written after you returned to Bozton. It would seem Porec intended to show Shaena aspects of Legion doctrine.

MIKE

(hopefully)

And he can't do that if she's dead.

ZANA

We must hope, Mike.

(beat)

Come, let us rejoin the others.

Scene Eight – Thin Realities

• Jareth and Fesmer

—The Legion Outpost: Halls and Throne Room. Night. Day Two.

JARETH

This appears to be the main hall.

FESMER

Yes.

(pause)

FESMER

There is a bloodstain on the floor over here. I wonder if this is where Mike took off my brother's hand....

(pause)

FESMER

Jareth?

JARETH

What? Oh, apologies. For a moment....

SFX

Faint traffic noises, etc.

FESMER

What?

JARETH

At the far edge of my vision, I glimpsed through that window...I do not know what. There were tall structures and what looked like a burning red triangle in the sky. But when I looked closer, it was gone.

FESMER

There is a strange atmosphere to this place. I suspect that Shaena's spell may have had unintended consequences. Perhaps the echo of that, combined with the last surge of Silver Night waning....

JARETH

Perhaps.

(beat)

Apologies, you said something about your brother?

FESMER

It is not important.

(beat)

JARETH

Well, there seems to be nothing here. Shall we move on?

FESMER

What did you see that night, Jareth? When you saw my brother take Shaena.

JARETH

I have little to share that I have not imparted already.

FESMER

Tell me all of it. Perhaps there is something we are missing.

JARETH

Very well. Once we stanchd your wound and the chaos outside had calmed, I left to see what had happened. I witnessed a group of armored Legionnaires loading several carriages with supplies, while others waited in the shadows for them to finish. I saw Arkahn's parents among them.

FESMER

Have you told her?

JARETH

I have not. I was unsure that would be wise. And she has not inquired....

FESMER

Tell her, Jareth. She needs to know.

JARETH

I suppose that you are correct...

(beat)

Regardless, full of passengers and supplies, the carriages soon left, save one.

(beat)

Perhaps I should mention that, prior to this, I felt the casting of Shaena's spell.

FESMER

But you are not attuned!

JARETH

Yet it was like a silent thunderclap—so strong even I sensed it. I have never felt such a thing. And I felt it thrice, so, naturally, I assumed Shaena had returned herself, Mike, and Kath to Bozton.

JARETH (cont)

Arkahn's fate was unknown to me, and I had no interest in learning more.

(beat)

So I am certain you can envision my surprise when I saw Shaena approach the carriage with Porec.

FESMER

Did you observe anything further of note?

JARETH

They were both in ill health. Porec was staggering and bloodied. Shaena was so weak that she had to be assisted.

FESMER

Assisted? Not led?

JARETH

Correct.

FESMER

Then that could mean she accompanied him by her own will.

JARETH

At least in part. I do not believe she had options in the matter, yet....

FESMER

Did you inform the others of this?

JARETH

I have not. I feared it would lead only to futile speculation.

FESMER

For once, I agree with you. We should not tell them this unless we must. It would only upset them.

JARETH

It concerns me, nonetheless. If she left with Porec willingly, is she still with him? What have they done over the past year? What has happened to her?

FESMER

(frustrated)

All questions for which we still have no answers.

(beat)

Did you notice anything else about them? As they left?

JARETH

Only that, unlike the other carriages, theirs was not hastily packed—it was definitely outfitted for lengthy travel. Porec had clearly planned on taking her. It seems the events of that night did not even slow his plans....

SFX: Distorted Shift effect and traffic sounds from Scene 6.

FESMER

Do you hear that?

JARETH

I do.

(pause; worried:)

I think it is time we regrouped....

Scene Nine — Revelations

• Mike, Arkahn, Katherine, Jareth, Fesmer, Zana, Shauna, and Harpy

—The Legion Outpost: Ruined Shed. Night. Day Two.

SFX: The mummer of conversation amongst the group. The sound of two people walking through the shed's debris.

KATHERINE

Look, there they are.

ZANA

Jareth. Fesmer. We were beginning to fret. Undying are everywhere.

MIKE

I had a pool going for which of you was going to come back. Two men leave—

KATHERINE

Yes, yes, yes, and one returns, blahblahblah—we need to tell them what happened to Arkahn and me.

MIKE

Well, you didn't have to—

JARETH

(nervously)

Why? What happened?

ARKHAN

There were very strange sounds.

FESMER

Yes. Jareth and I heard them, as well.

JARETH

We have never heard such sounds before.

MIKE

We didn't hear anything.

KATHERINE

Well, they were traffic sounds—as in, from our world. Cars and horns!

ARKHAN

(traumatized)

Cars are very fast. Like... screaming metallic monsters flying past at impossible—

MIKE

Oh, you only got hit that once. It's like a rite of passage in Boston.

ZANA

Kath, what do you mean?

KATHERINE

I mean that the same traffic sounds we hear on a daily basis in Boston, Arkahn and I heard tonight. Here.

ARKAHN

And the Undying began to freak it.

MIKE

I'm pretty sure you mean "freak out."

ARKAHN
(irritated)
Meek....

FESMER
They seem fairly passive right now.

KATHERINE
Well, they weren't. It was beginning to look like trouble for us.
But it just suddenly stopped, and then the Undying reverted back
“fairly passive.”

ARKAHN
It was exceedingly strange.

KATHERINE
(without humor)
It was a relief! I seriously thought it was game over there for a
moment.

MIKE
(overjoyed)
Kath—did you just—

SFX: The shed rumbles. The Undying return to their anxious-
sounding, frenzied state. (Throughout this next part, the Undying
should remain a presence. Their strange howls should be heard
building until the effect ends.)

EVERYONE
(cries of surprise)

SFX: The distorted Shift effect containing Episode 13, scene 13 clips.
This should sound very other-worldly. Not precisely a flashback, but
like fragmented glimpses of something barely understood. Sound
people: go crazy with this.

HARPY
You are attempting to leave us now?

SHAUNA
No. I am leaving.

Cut to:

HARPY
You are more powerful than this.

ZANA
Ainorem!

FESMER
Who was that?

JARETH
That...that sounded like Shaena. Like her and...

SFX: Layered clips.

SHAUNA
Oh my God! Tyler!

SHAUNA
Shift Mike to Boston.

SHAUNA
Shift Katherine to Boston!

SFX: *The doors shatter and collapse. Undying shamble through!*

MIKE
This is crazy! This is....

KATHERINE
...Exactly what happened the last time we were here...

SFX:

HARPY
See what you can do? What you are capable of?

SHAUNA
Yes.

Cut to:

HARPY
...Transcend, *Shauna Brown. Release yourself.*

SHAUNA
<her breath catches> Oh. Oh. God.

ARKAHN
Her Winged Herald!

ZANA
No, it cannot be!

KATHERINE
It was real...?

SFX: Layered Clips.

ARKAHN
Ainorem!

MIKE
I don't know. Shauna—

KATHERINE
Shauna, no—!

TYLER
Shauna? Shauna!

HARPY
Shauna Brown...

MIKE
She was Shifting us....

JARETH
How can this be?

FESMER
More occurs in this world than we choose to see.

SFX: (fading)

SHAUNA
Goodbye...

Cut to:

HARPY

(SFX: Make the listeners *feel* this line. It's this and next episode's working thesis)

...Knowledge gained...is innocence lost.

HARPY

(laughs)

SFX: The sound of Undying, drained, falling to the ground.

EVERYONE startles at this.

(long pause)

KATHERINE

I....

ARKAHN

Then...it was true. The Winged Herald of Oren....

JARETH

We thought it her unorthodox manipulation of Odi. Her overuse of it.

ZANA

Many fables are based in Truth.

FESMER

And much truth is mere fable.

MIKE

Guys...

(beat; utterly spooked)

...where is Shauna?

END OF SHOW