

# JURANGO

## Casting Call



**Gate Captain**

## Instructions:

- **DO NOT SHARE THIS DOCUMENT WITH ANYONE.** The screenplay is still in draft and will change before Season 1 recordings begin this Fall.
- Your character's lines for the audition are highlighted in yellow.
- Bring your imagination to the performances. Use the character's backstory below and their appearance to bring the character's voice to life as you envision them.
- Email the resulting audio file to me: [jdhart.author@gmail.com](mailto:jdhart.author@gmail.com).
- Don't forget that you can submit recordings for as many characters as you wish.
- Email me (Jim Hart) with your questions and comments, and I'll get back to you as soon as possible: [jdhart.author@gmail.com](mailto:jdhart.author@gmail.com)
- **The deadline for submitting your audio recordings is September 3<sup>rd</sup>!**

## Character's Backstory:

Gate Captain is a seasoned veteran of the imperial army, and a member of the Wizards League. A decorated soldier, he has risen through the ranks to be placed in charge of securing Jurango's back wall (to Jurango town).

**Total # of Scenes: 4**

**Total # of Lines: 9**

## Audition Script:

### Setting:

The citadel has been overrun and the citadel commander has given the order to fall back to the town gate, where those remaining are to form up for a final defense of the town. Gate Captain takes charge of the situation as our young protagonist arrives to find them sealing off the town.

EXT. JURANGO BACK GATE - DAY

SCENE 83. SET 1A.

Erik dashes around the corner of the last house on Main Street, entering the town square, and coming into sight of the back gatehouse just as the massive iron gate slams down, sealing the town off from the citadel. He pulls up hard, Engris nearly running into him.

Scattered about the town plaza, a large contingent of soldiers shamble about; many more sit slumped, collapsed, exhausted; yet others lie injured, bloodied, being treated by busy medical staff.

ERIK  
(breathlessly)  
No, no, no, no.

Erik stumbles forward, looking around, eyes wide in disbelief. His eyes flick to the top of the gatehouse, where the gate captain is attempting to rally the soldiers loitering in the square.

GATE CAPTAIN  
(shouting harshly)  
Gather all who can wield arms,  
assemble at the ramparts.

ERIK  
Captain. You must raise the gate!

The gate captain looks at Erik, then goes back to giving orders.

GATE CAPTAIN  
All soldiers on the parapet!  
Officers, gather all who can wield  
a sword or draw a bow.

ERIK  
Captain, raise the gate! Please!

GATE CAPTAIN  
(angrily)

Don't be daft, lad! The citadel  
has been lost. Make haste to the  
battlements and stand ready to  
defend the town!

Erik peers through the gate. Squinting, on the bailey amid the smoke and dust, dark orc forms are mustering into squads. Further on, goblins are swarming through the keep.

Erik closes his eyes and raises his arms slowly, his hands radiating violet light. The iron gate shudders, then begins to rise. The sound of metal CLANKING emerges from the gatehouse.

Tomas appears out of the chaos of soldiers near the gate and looks up.

TOMAS

Captain! I said to close the gate.  
Why are you opening it?

Gate Captain starts to yell at the man next to the lift lever, who checks the handle and shrugs his confusion.

Gate Captain looks around the town square until he spies Erik, his violet glowing arms rising. Gate Captain jabs a finger Erik's way.

GATE CAPTAIN

It's the Cleric, commander!

TOMAS

What in the glory of Krell...?

(Scene continues ...)