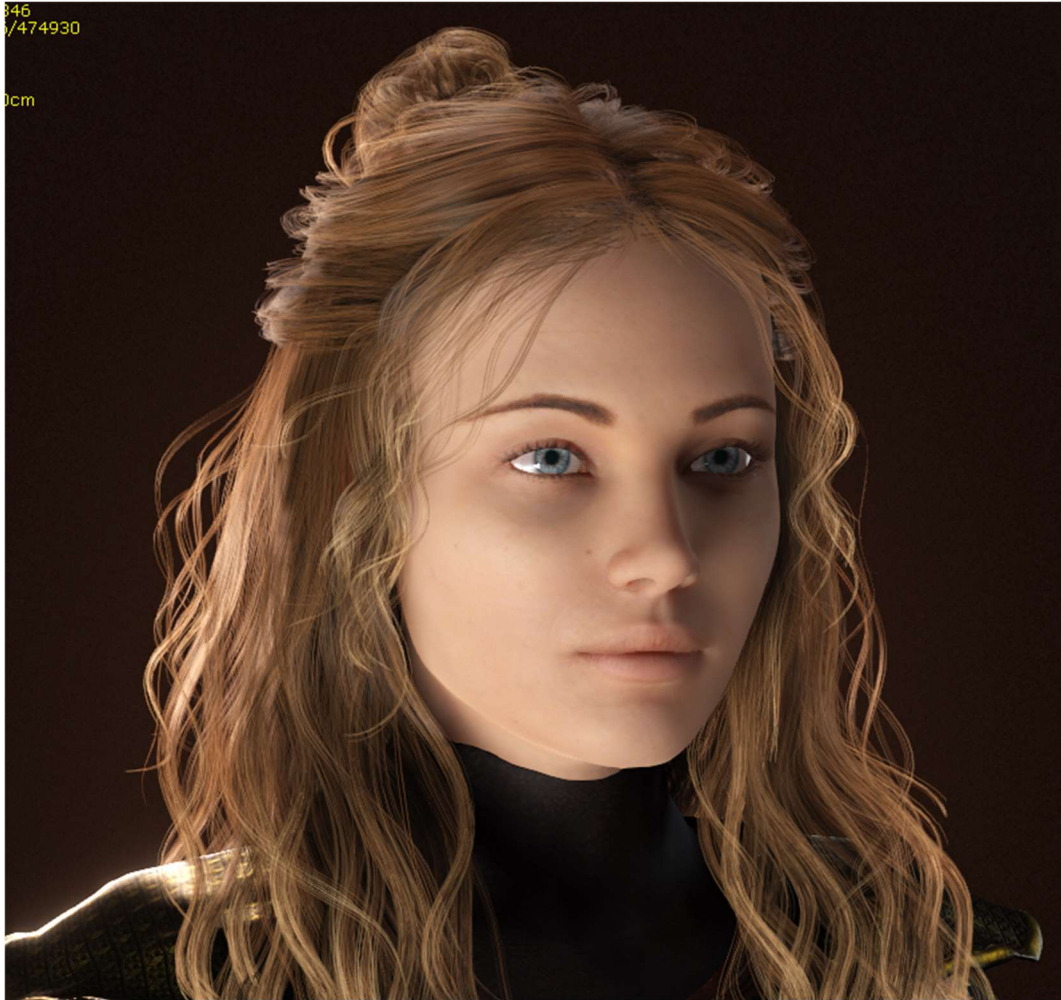


# JURANGO

## Casting Call



**Guard 2**

## 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:

Guard 2, a town guardsman, sees her job as just that: a job. And it is one that keeps her busy most days (with all the crime in town). She finds herself often assigned to work with Guard 1. And she is often annoyed by his bulldoggedness.

**Total # of Scenes: 1**

**Total # of Lines: 2**

## Audition Script:

### Setting:

Guard 2 and her partner, Guard 1, have been tasked to return to the dead Wizard's (Aldritch's) quarters to retrieve a missing ruby ring. When they arrive, they discover there is already a new occupant: a Cleric, a lieutenant in the Imperial Forces. But this small fact doesn't seem to deter her partner from his mission. She has to act quickly or they might find themselves working some meaningless task for the remainder of the year!

INT. ERIK'S QUARTERS - EVENING

SCENE 8a. Set 5.

### *<Initial part of the scene>*

After a few moments staring at the door, Erik begins unpacking and stowing away his few belongings. Walking past his desk, a flicker of red light on the floor draws his attention. He bends down and picks up a gold ring set with a large well-cut ruby.

As he studies the ring, there is a hard rap on the door. Closing the ring into his palm, Erik answers to find two guards in the hall.

GUARD 1 seems surprised, but pushes his head through the portal.

GUARD 1

(eyes flicking about the  
room)

Sorry to disturb you, m'lord. We were here earlier collecting the wizard's affairs. But the comptroller says there's a ruby ring still unaccounted for. Might we inconvenience you by giving the room a quick once-over?

Erik slips his fisted hand behind his back.

ERIK

If you didn't find the ring earlier, what makes you think you'll find it now?

The guards exchange nervous glances as Erik toys with the ring behind his back.

ERIK

Or maybe you're suggesting your first search of the room was not so thorough?

GUARD 1

(looking ruffled)

We scoured the premises quite thoroughly, m'lord. We only need a few minutes to verify the ring's not here.

ERIK

Well, I would prefer not having strangers rifling through my belongings.

The two guards seem uncertain as to what to do.

ERIK

Molly just left and she didn't mention any ring. If the ring was here, we would have found it.

Guard 1 starts to argue, but Guard 2 punches him in the arm.

GUARD 2

Don't be a dolt. Don't ya see he's an officer of the Clerics League. If he says there's no ring, then there's no ring.

Guard 2 rolls his eyes, grumbles something, and marches back up the hall.

GUARD 2 (O.C.)

Come along and leave the Lieutenant be. We'll mark the item as lost.

Guard 1 hesitates, then gives the quarters one last glance. Reluctantly, he nods.

GUARD 1

(unconvincingly)

Glory to the empire, m'lord. And welcome to Jurango.

Erik nods.

ERIK

Blessings to our empress.

Guard 1 draws the door closed behind him.