

# JURANGO

Casting Call



**"Spy 1"**

## 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, their appearance, and the details in the screenplay to bring the character's voice and movements to life as you envision them.
- Feel free to peruse the Jurango website to glean other information about the story if you wish.
- Upload the resulting video to the cloud where it can be accessed (e.g., YouTube, Vimeo, Google Photos, Apple iCloud). If you set permissions to private, please be sure that I have access to the file! If you don't have a means to upload your performance, send me an email and we'll work out a means to get the video to me.
- Email a link to your video to: [jdhart.author@gmail.com](mailto:jdhart.author@gmail.com), and include a resume of acting experience if you have any.
- 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 video recordings is April 15<sup>th</sup>!**

## Character's Backstory:

Spy 1 is a female subcommander at Jurango who is collaborating with Grock (the story's main antagonist) by selling him pieces of a map that would give Grock and his orc/goblin armies passageway through a maze of tunnels beneath the citadel. Spy 1 has hired the local stable boy, Bryce, to do most of the dirty work in smuggling pieces of the map to Grock.

In reality, Spy 1 is a loyal follower of the Demon Lord Isu-Kitso, who is playing a much more sinister game than what appears to be at play in Season 1 of Jurango. Thus, while this character only has 2 speaking scenes in Season 1, she will play a much greater role in Season 2.

## Audition Script:

Setting: Spy 1 has concluded her work in getting all the map pieces of the underground tunnels to Grock. Now, Grock has requested she complete one more assignment: to lure Erik (the main protagonist) into the tunnels below the village so that he can be captured.

Not wanting to be discovered, she goes to Bryce in hopes that he will, once more, in desperation, do the dirty work.

INT. WASHROOM - NIGHT

SCENE 24. SET 15.

It is late at night. Bryce squats on hands and knees busily scrubbing uniforms against a washboard by candlelight. He dips a soiled uniform into a bucket of water and mumbles something under his breath.

BRYCE

Stop your grumbling.

A soft noise at his back draws his attention. In the doorway just at the edge of the shadows stands SPY 1 in cloak and hood pulled forward.

Bryce lets out a muffled yelp at Spy 1's sudden and unexpected appearance. Eyes wide, he turns and peers nervously through a smudged window onto the dark street outside. Even though he sees no one about, Bryce slinks away from the glass in fear of being discovered with the woman.

BRYCE

Why are you here? Someone could see us talking.

Spy 1 seems unconcerned.

SPY 1

I have another job for you.

Bryce pushes himself further into the room's shadows making a racket of groans and moans.

BRYCE

We agreed there be just five tasks. I finished the last job the other night.

SPY 1

And here I thought you wanted to get away from Jurango. No matter. I'm sure I can find someone eager to handle such a simple assignment as this.

Spy 1 turns to go. The dim light reflects a tattoo of a snake on her right arm.

BRYCE

No, wait.

Bryce whines and glances away as if struggling with some inner demon. He pounds his fist against his forehead. Finally, he shifts from out of the shadows, his fear replaced by a sudden eagerness.

BRYCE

What is the assignment?

SPY 1

The Cleric.

BRYCE

What of him?

SPY 1

You are to lure him down into the catacomb entrance near the stables.

Bryce shakes his head defiantly, then gestures at his foot.

BRYCE

Slipping pieces of paper into uniform pockets is one thing, but that...

SPY 1

(interrupting Bryce)

Don't fret. No harm will come to you. Just get him down the stairs. It's that simple.

Before Bryce can respond, Spy 1 tosses him a small sack of coin.

Bryce pokes a finger into the sack with a smile, listening to the sound of coins JINGLE.

SPY 1 (O.S.)

But Bryce... time is of the utmost importance. Our business is complete when this is done.

When Bryce looks up, the doorway is empty.