

JURANGO

Casting Call



Shoak

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, 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
- **The deadline for submitting your video recordings is April 15th!**

Character's Backstory:

Grock (the main antagonist) has assigned Shoak to infiltrate the citadel by pretending to be one of the goblin fighters that attacks the patrol at the beginning of the season (a kind of "Trojan Horse" scenario). He feigns being knocked unconscious during the battle. Captured, he is taken back to the citadel. In truth, Shoak is a goblin magic user.

Waiting in a cell in Jurango's brig, now he waits for word from "Grock, the Magnificent" for his real assignment to begin.

Audition Script:

Setting: Tru and Erik believe there is someone at Jurango who is collaborating with an enemy beyond the citadel's walls. When Tru gets word that a goblin was captured during the last encounter, she decides to find out what the green devil knows.

PLEASE NOTE: For the audition, read Shoak's lines in English, demonstrating vocal inflections, pauses, and facial expressions. We will work on the goblin language later.

Also, this scene is currently under heavy revision, so the final scene will be different.

INT. CITADEL BRIG - DAY

SCENE 17. SET 8A.

Scene opens to a rusty iron rod door reflecting flickering candlelight, pitch blackness beyond. The distant echo of water dripping into a bucket indicates a massive stone room. Ragged breathing, close. Far-off, a metal bolt SNAPS back. Two gleaming eyes beyond the rods shifting, searching, reflect new light. A door CREAKS. Three pair of hard-sole boots CRUNCH on stone floor, nearing.

Keys JINGLE, fumbling. A latch SNAPS with anger and the iron rod door swings out of view, GROANING like it is being tortured.

DUNGEON GUARD (O.C.)

Get out here.

Two unmoving eyes stare back.

DUNGEON GUARD shifts into view and raises a stick threateningly.

DUNGEON GUARD

I said, out!

The eyes move closer and SHOAK, a squat green goblin, steps cautiously through the doorway and into the dim light.

Late morning rays stream meekly through windows high overhead, revealing a half-buried chamber with a half-dozen prison cells along each side of a wide hallway. Tru and Erik stand in the middle of the hall where three wood stools await.

Dungeon Guard walks over to Tru and offers her a leather-wrapped cudgel.

DUNGEON GUARD

Fear and pain are the only things this brute respects. If fear don't get 'is tongue waggin', this will surely loosen it up.

Shoak glares menacingly at Dungeon Guard, who seems unbothered by the threatening look.

Tru takes the offered weapon.

TRU

Thank you, sergeant. We will take it from here.

Tru waits for the guard to leave, turns to Shoak, and waves her hand at the stools nearby.

TRU

Sit?

Tru and Erik take stools and wait, but Shoak does not move.

Tru points at the empty stool across from them.

Shoak still does not seem to take the hint.

TRU

I am Tru. This is Erik. You?

Shoak stands silently watching them.

Erik sighs, touching Tru's shoulder.

ERIK

May I try?

Tru's eyebrows rise. After a moment, she shrugs and nods.

Erik turns to Shoak.

ERIK

In Goblin: She wants to know your name.

Shoak narrows his eyes suspiciously at Erik.

SHOAK

Shoak.

TRU

(to Erik, surprised)

You speak Goblin?

Erik attempts to look unimpressive.

ERIK

I do.

Tru starts to say something, then changes her mind with a shake of her head.

TRU

Ask Shoak if he is being treated fairly.

ERIK

Tru, I know you're trying to get on his good side, to make him feel comfortable. But he won't understand your gesture of kindness. We should just get to the point. The longer we're here, the more distrustful he will become.

TRU

Very well. Ask him how he knew where the patrol would be.

ERIK

(to Shoak)

In Goblin: Why were you in the desert?

SHOAK

In Goblin: We go; we wait.

ERIK

In Goblin: Wait for what?

SHOAK

(grinning)

In Goblin: Human soldiers.

Tru touches Erik's arm to get his attention.

TRU

And don't forget to ask how they knew when the patrol would get there.

Erik nods, still holding eye contact with the goblin.

ERIK

In Goblin: And who sent you? Who told

you when to go, where to wait?

Shoak raises his arms in glory.

SHOAK

In Goblin: Grock, the Magnificent
command, "Go there; wait; then kill
soldiers."

ERIK

In Goblin: Why? What did Grock want?

SHOAK

In Goblin: Not Grock. Grock, the
Magnificent. He want paper.

TRU

(impatiently)

Does he know if there is a spy?

ERIK

I'm getting there. Just a few more
minutes?

Tru chews on her lip, but snaps a quick nod.

Erik turns back to Shoak.

ERIK

In Goblin: He told you to look for
paper on the soldiers?

Shoak nods, grinning.

ERIK

In Goblin: How does Grock, the
Magnificent, know where to send you?

SHOAK

(reverently)

In Goblin: Grock, the Magnificent,
knows all.

ERIK

In Goblin: He has many who follow him?

SHOAK

In Goblin: Many. He is god.

ERIK

In Goblin: Many goblins?

Shoak nods his head eagerly, smiling.

ERIK

In Goblin: Orcs?

A dark cloud falls over Shoak at the word, but nods his head again.

ERIK

In Goblin: How about undead?

SHOAK

In Goblin: Grock, the Magnificent, not need undead. Grock, the Magnificent, is god.

ERIK

IN GOBLIN: How about humans, Shoak?

Shoak nods his head.

SHOAK

In Goblin: Humans too. Grock, the Magnificent, is god.

ERIK

In Goblin: Men from the citadel?

SHOAK

In Goblin: Yes. Grock, the Magnificent, is...

ERIK

In Goblin: God. Yes, I know.

Shoak nods his head emphatically, smiling at having gotten through to the human of his god's magnificence.

With a sigh, Erik stands.

Shoak turns and walks back into his cell, disappearing into the darkness beyond.

Following Shoak, Erik closes and locks the door. He turns to find

Tru standing waiting impatiently in the middle of the hall.

Erik starts to say something, but Tru raises her hand and glances up the hall where Dungeon Guard sits bored at an old table playing with a knife.

TRU

Outside.