

# JURANGO

## Casting Call



**Grock**

## 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:

Grock was once a great Sorcerer, highly regarded within his league. But when he commits a particular heinous crime, he is found guilty, excommunicated by the league, turned undead, and banished to live an eternity in torment beyond the borders of the empire. For years, he traveled about, surviving only using his magical abilities. The torment he experiences only heightens his desires to exact revenge on his league and on the empire, until it becomes a feared pitch.

While roaming the lands west of Jurango, Grock stumbles upon a device and immediately recognizes it has great powers, though he cannot figure out how to access them. In time, he comes to believe that the device would be everything he needs to exact his revenge—if he can figure out how to use it.

Grock is able to convince the demon Kackonel-Kahn that, with the device's powers, and an army of goblins and orcs, he could successfully invade Krell. Grock's burning desire to destroy Krell is so great that he willing signs a pact with the demon lord. The demon lord gives Grock command over a sizable army of orcs and goblins (what the demon considers his play-things).

Grock believes he has time to figure out how to access the device's powers while he and his commanders plot their strategy for invasion. For a while, Grock is able to quell the orc commander's (Kofu's) hunger for battle while a strategy is worked out, and even convince the goblins he is a god (who call him, "Grock the Magnificent"). But after nearly a year of failed attempts to unlock the Hesplad's magic, Kofu grows impatient with Grock's lack of progress. And Kofu is beginning to see through Grock's thin veil of capability to lead his warriors into glorious victory over Krell.

Discovery of an entrance to catacombs under Jurango pushes his plan for invasion forward. But all attempts to navigate the maze of underground tunnels and rooms have been slow and costly. Grock convinces Spy 1 within the citadel to sell him a map of the catacombs. Spy 1 (who actually worships the Demon Lord Kackonel-Kahn) agrees. But distrustful of Grock, Spy 1 sends the Sorcerer the map in pieces, forcing Grock to send a large purse of coin back with each delivery. This buys Grock some time.

But what Grock needs the assistance of a Cleric to help decipher the writings and unlock the device's magic. Grock's desperation wins out. He leaks news that the device has been unearthed to the Clerics League, knowing that they would not want the device to be wielded against the faltering Jurango or the empire at large, and so, will send a Cleric to investigate, someone who might know how to use the device.

Grock now waits to get the last two pieces of the map, and for the Clerics League to send him a savior.

## Audition Script:

Setting: The map is now complete, and though news has reached him that the Cleric he was expecting has arrived at Jurango, the Cleric (Erik) is not in his possession. But his army grows impatient by the day. Time is running out.

INT. GROCK'S THRONE ROOM - NIGHT

SCENE 21. SET 9.

Grock's throne room is lit only by a few candles over Grock's head. Alone, Grock intently studies the cylindrical device, the Hesplad, in his hand. He rotates a few of the gears and the device pulses a soft blue. An occasional spark jets out, zapping flies into dust that stray too close.

Kofu struts down the hall and shuffles to a stop at the base of the throne. The orc commander's AIDE hovers in the dark shadows at the back of the hall, watching.

KOFU

Why have you not given the order to  
attack the citadel? You have the map  
of the catacombs. My army stands  
ready.

Kofu waits while Grock plays with his device, seemingly not having been heard. He squares his feet.

KOFU

We have destroyed every patrol we  
encountered. These humans are weak....  
It is time to crush their pathetic  
fortress. The end of their feeble  
empire is long overdue.

Still, Grock looks enthralled with his metallic device.

KOFU

(snarling)

Grock.

Grock stiffens, then slowly lifts his head. He starts to reply, but settles back in his throne instead, the Hesplad in his lap, waving away an inrush of flies.

Grock gestures with glowing hands. Fire erupts in the braziers along the sides of the room near where Kofu stands.

Kofu snarls back at Grock.

GROCK

This is not the time to be cocksure or reckless. We have waited this long, a few more days is a small levy to ensure my success.

KOFU

My army has an overwhelming advantage...

GROCK

Which shows how little you understand military stratagem.

A deep growl echoes about the room. Kofu's muscles bulge, fists clench, back arches.

Grock pats the air before him.

GROCK

Yes, my friend. My armies are powerful enough to take Jurango. But at what cost? Destroy the citadel only to lose the ability to wage war on Krell? I think not.

KOFU

I grow weary of your games, Grock. Long have I waited to bathe in human blood, to hear their screams of agony, to crush their throats in my hands.... Send the goblins before us if you must. Let them deplete the citadel's supplies. Then they will be ripe for my orc army.

Grock cringes.

GROCK

I will not sacrifice anyone needlessly.

KOFU

(snorts)

How quickly you forget your zealot waiting inside Jurango's walls.

GROCK

I forget no one. He volunteered for

that assignment. And he will not make his move until I signal that the time is right.

KOFU

Then let us use their human traitor against them.

Grock taps his fingers on the armrest, his annoyance growing. Kofu notices, but does not back down.

GROCK

A human's hunger for coin will only get us so far. Selling us seemingly frivolous information is one thing; bringing about their own destruction is another.

Grock raises his hand to silence Kofu before he can reply.

GROCK

Even all those assets are not enough to guarantee our success.

Grock strokes the magical device in his lap, ignoring the swarm of flies about him. He holds it up.

GROCK

I need the power of the Hesplad. This device holds the key. Once the Cleric has come to me,... this Erik,... he will show me how to access its full potential.

Kofu grunts his lack of enthusiasm.

KOFU

Such trinkets will not sway our campaign. The outcome of a battle is measured by the will and might of those wielding sharp steel.

GROCK

(shouting)

Do not vex me anymore with your foolish thoughts. Your Demon Lord put ME in charge of this enterprise, and gave YOU specific orders to follow MY commands.

Grock sinks back into his throne eying the large orc standing

undaunted before him. The flies swirling about Grock seem just as angry.

GROCK

It is evident we do not see eye-to-eye on this. You cannot turn me from my plan. Once this Cleric has enlightened me on the Hesplad, I will demonstrate just how mistaken you are. Now get a message to our friend inside the fortress that the Cleric is to be brought to me. Tell her to do whatever is necessary... as long as this Erik is delivered to me ALIVE.

Kofu wheels about and marches from Grock's presence, not bothering with a ceremonial bow of respect.

At the back of the throne room, Kofu storms past his silent Aide, who hitches his stride to his commander's.