

Audition Scripts

Izara

One of the main characters, Izara is the one who drives the story forward. She tries to be optimistic about everything and keep Kelia in check, who is her younger sister. She really wants to save her village, and throughout the story she shows that she has a big heart.

Personality: Optimistic, introvert, conflicted by doing a lot of things that drain her but feels like she has to do, feels like she always has to be optimistic

Skills/Interests: Music, really likes memorizing old songs, singing

Backstory: Lost her mother (probably not super long ago, but not very recently?) let's say 5 years ago

Fears: Afraid of losing her sister (Kelia), taking her and life for granted

Voice: Softer/Sweet, sort of musical voice?

KELIA

Oh, man- we're really high up. I bet these boards'll break and we'll all fall down to our deaths.

IZARA

No they won't. Look at the vendors- they wouldn't be up here if that were true. (gasp of awe) Handmade wooden flutes? I would love to have one of those. (dreamy) Imagine the songs I could play!

KELIA

Flutes are overrated. Check out those cats with *wings!*
Running sounds.

IZARA

I'm going to go look at the flutes if that's okay with Arrol and Trowan.

Next scene bit:

ARROL

Izara! Where's Aria?

IZARA

Aria's probably still inside, finishing up her dinner. The monks were kind enough to share their food with us. Did you know the monks grow almost twenty different kinds of fruits here?

ARROL

They do- no wait, of course they would. But look, we need to get going.

IZARA

Now? Everyone here is so friendly.

ARROL

Yeah, I noticed. But we gotta go. You have the seed, don't you?

IZARA

Well, yes, but-

ARROL

The sooner we leave, the better it is for everyone back in Arovae, right?

IZARA

Why are you in a hurry to go all of a sudden? It's- nice, friendly, and safe here.

ARROL

I- I just have things to do. Aria needs to get home.

IZARA

I see. You're worried about her. Yeah- I'm worried about Kelia too. I'm guessing this last part of the trip is going to be the hardest.

ARROL

(pause; softly) Yeah, it probably will.

IZARA

(stops humming)

(thoughtful) I hope Kelia will be happier after this.

ARROL (awkward)

Mmm-hmm. So can we go?

IZARA

Arrol, what's happened? You were more cheerful before.

ARROL

I guess things change.

IZARA

People change too. For the worse and for the better. I hope for Kelia's sake it's the latter. For you too- I don't want you to be sad either.

The next excerpt:

Kelia

Kelia is Izara's main ally. While she may seem overly grumpy and distant she does care. Her crazy pessimistic predictions are often more close to the truth than she realizes.

Personality: Pessimistic, extroverted, kind of bubbly in a grey way, still happy though, knows a lot of people, not responsible, conflicted because she wants to be around people, likes helping out people but in a secret way

Skills/Interests: really likes animals, knows a lot of little things, good at noticing little things, good at quickly problem solving

Backstory: Same as Izara

Fears: Afraid of being disappointed, being hurt by knowing people well, and caring about them and then losing them

Voice: Flat/bland, but becomes animated when she gets excited, especially in relation to animals

KELIA

I'm sick of spiders and I'm sick of trains and I'm sick of Jara and how far are we from Fonvit, Arrol?

ARROL

Be quiet, I have a headache.

KELIA

Well, my whole body aches from spending three days on this thing. I can complain if I want to.

IZARA

(strained)

Only one more day, Kelia. Then we'll be there.

KELIA

If we all survive one more day on this awful train.

- next scene bit:

KELIA

You're telling me that a giant tree was somehow powerful enough to keep soldiers away? That's crazy! There's nothing special about The Tree, except that it's big.

IZARA

Yes, but the oasis beside it- well, it must be special. Right?

KELIA

I don't know and I don't care. I don't want to be here, and I just want Dad to come back.

IZARA

Kelia, it's okay.

KELIA

No, it's not. Our village is under attack. Dad's away fighting the invaders. The Tree is dead. Gone. So unless your special song has something about resurrecting it-

IZARA

(excitement) The seed! The song has a seed in it!

KELIA

What?

IZARA

The song talks about a golden seed laid by the brothers brave. Where do we find these Brothers?

Next bit:

IZARA

Ok, Kelia, what do you think? We should go, right?

KELIA

Sure. You and I can go, alone, across an entire country, through the forests and the swamps, to Fonvit, to find some legendary seed that *maybe* exists, come back, avoid all the soldiers, plant it, wait for it to grow, and *maybe* it will keep our soldiers safe after this.

IZARA

Well...why not?

KELIA

Did I mention how crazy this sounds?

IZARA

But we could at least try it. If we have a chance to protect our country from invaders, shouldn't we at least try? Even if it doesn't end up working?

KELIA

What if we get hurt? Or *die*?

IZARA

There are soldiers outside fighting the enemies, probably dying. We should be doing our part, too. Be brave like Dad is.

KELIA

(sighs)

Well, maybe you're right.

IZARA

Perfect. Then we'll leave now! Right?

KELIA

Well...fine. Let's try it. I guess if we die then at least we won't have to watch our city get burnt to the ground.

IZARA

Hush, don't say things like that. Come on. We need to get ready to go.

KELIA

We'll probably get eaten, though.

New section:

IZARA

Kelia? Aria? Why do you have the window open?

ARIA

Boo got out onto the roof of the train, and I can't figure out how to make him come back in!

KELIA

He's probably going to get knocked off by a tree branch or something! We need to rescue him!

IZARA

I thought you didn't care about that monkey, Kelia.

KELIA

I mean, he's annoying, but we can't just let him *die*.

Arrol

Arrol is the narrator and arguably the main character of the story.

Personality: Slightly dishonest, easily swayed for money, likes to be pompous and mysterious, tends to be sarcastic, pretends not to care

Skills/Interests: Good with people, words, persuasion, wants to sell things to people along their journey, extrovert

Backstory: has a younger sister, he wants to protect her, he pays for her lodging and care and everything to give her a good life

Fears: Not being able to provide for his sister

Voice: really good with words, friendly, genuine

ARROL

Fine. Like I said, it all began a few weeks ago. I was walking through the streets of the capital village of Arovae. It was midnight, and the weather was pretty awful.

Wind, rain, thunder.

Follow actions as described in the following dialogue.

ARROL

As I neared the edge of town, I started to see the silhouette of a huge tree in the distance. Its leaves fluttered in the wind. A thunder clap shook the ground, and a flash of lightning split the air. The tree in the distance snapped near the base, and it tumbled to the ground. Something in the air seemed to change at that moment.

SCG

Intriguing. How, exactly, did the air change?

ARROL

I don't know. It just sort of shifted, you know? Like, grew darker. I don't know.

Next section (laid-back, chill):

ARROL

Whoah: sounds like a desperate mission. But I've been on plenty of desperate missions before and I know how it goes. I don't have anything to do for a few weeks and I like the idea of your mission: so I'm coming with you.

KELIA

But you don't know the way.

ARROL

No problem! I told you I'd find a guide who can show us the way. Now come on: we better hurry if we want to make Borith'ye by nightfall.

KELIA

What's Borith'ye?

ARROL

The next town. Not very friendly.

Next section:

FELAN

Perhaps. (to Arrol) Arrol- you understand your orders, yes?

ARROL

Yes, I understand them; but I'm not following them.

FELAN

What?!

ARROL

I don't have *time* for all that, Felan, and besides, I really don't think the girls are any kind of threat to you. I mean, are you really going to think that two little girls are a threat to Cacumen's security?

FELAN

Hold your tongue, Bounty Hunter. And I'm sorry, but you have no choice in the matter this time.

ARROL

I always have a choice.

FELAN

Not this time. No, this time, you *will* do as ordered. Because, this time, if you do not obey us, your sister's life will be forfeit.

ARROL (emotional)

What?! But she's only six! Surely the Cacumen army has more decency than that!

GWEN

We do what we have to. Though, if you cooperate, no one will be hurt. I plan to see to it.

ARROL

But- you can't! They-

FELAN

We *can*, Arrol. So now what will it be? Handing over the girls, or having your sister dead?

ARROL (conflicted)

(takes deep breath) So if I give you information and turn the girls over to you, you won't hurt my sister, right?

GWEN

Or the two other girls, as much as we can avoid it, yes.

ARROL

All-all right. I'll do it. But you *better* not hurt her, Felan. If you do, I'll kill you.

Next section (he's going to betray his friends):

ARROL (Narrating)

I came to a gravel path beyond the garden. It led to a building near some sort of chapel. The building wasn't like the inns we'd stayed in; more of a hut. Kelia was talking with those two monks in the doorway. Izara was there too, sitting on a bench outside.

ARROL

Izara! Where's Aria?

IZARA

Aria's probably still inside, finishing up her dinner. The monks were kind enough to share their food with us. Did you know the monks grow almost twenty different kinds of fruits here?

ARROL

They do- no wait, of course they would. But look, we need to get going.

IZARA

Now? Everyone here is so friendly.

ARROL

Yeah, I noticed. But we gotta go. You have the seed, don't you?

IZARA

Well, yes, but-

ARROL

The sooner we leave, the better it is for everyone back in Arovae, right?

IZARA

Why are you in a hurry to go all of a sudden? It's- nice, friendly, and safe here.

ARROL

I- I just have things to do. Aria needs to get home.

Next Section:

ARROL (narrating)

So, she went to go get him, I got myself back together, and when they returned, we started on our way back to the border. Pretty soon we arrived.

TROWAN

Come on, let's get to the station.

ARROL

Wait- Trowan. I need to- uh, I need to do something.

TROWAN

Such as?

ARROL

I think I left something in the town. I'll only be a second.

TROWAN

(suspicious)

What did you leave behind?

ARROL

Um, one of my knives. I'll be back real quick. Get the tickets without me if you need.

ARROL (narrating)

I left before I could hear his response. As much as I hated it, I had to report to Felan and Gwen. My sister's life depended on it.

Trowan

Trowan was supposed to be the mentor, but he's not. He's the girls guide but stays distant and grumpy for most of the adventure. He's seen a lot, he used to be a monk, but now he's a seasoned bounty hunter. He doesn't want to be on this adventure at all.

Personality: He's very serious and kind of grumpy, avoids certain topics, prickly about what happened to him, he rejected his faith, but believes it deep down, he's angry about something that happened with the monks

Skills/Interests: Very good with nature things, and has travelled for a long time

Backstory: Travelling around a lot and picked up wrong beliefs and was just questioning things in the wrong way and caused conflict

Fears: Tarrik, other animals, going back to monks, afraid that what he's renounced might actually be true, afraid of becoming like the monks

Voice: Maybe an accent, gruff

Trowan Grumpy/regular-

ARROL (as if he's continuing a story)

... So now that I finally got them off my back I'm free to just roam for a while.

TROWAN (unenthusiastic: maybe slight bit of jealousy)

Sounds nice.

ARROL

It is. And anyways, I- (pause)

ARROL (whispering)

I need your help with something.

TROWAN

You've got to be kidding me.

ARROL (whispering)

No, seriously. I'm traveling with these two little girls, and they-

Arrol pauses and looks around again.

ARROL

They want to get to *Fonvit*.

TROWAN

So they need me to get them there.

ARROL

Exactly.

TROWAN

Forget it.

ARROL

Trowan!

TROWAN (slightly angry; whispering)

I left Fonvit fifteen years ago and I'm *not* goin' back. I'm not sorry, I'm not helping you, *forget* it.

next scene bit *Trowan Angry*:

TROWAN (voice raised a bit)

I've told you a hundred times already, Arrol, I'm *not* going to help you and your little friends!

ARROL

Oh, so you're suddenly so busy you don't have time to help a friend out?

TROWAN

Wait, since when are we friends?

ARROL

That's not what I meant and you know it.

TROWAN (angry)

You know what: I don't really *care* what you meant. I'm not going with you to Fonvit, and no amount of arguing is gonna get me to change my mind.

ARROL (mocking)

Oh, so it's *Fonvit* you're scared of. Do you mean to tell me that *Trowan Weyholar*, the biggest bounty hunter of the East, is *scared* to go back to his homeland?

TROWAN (angry)

Shut up. I'm not scared, I'm keeping a promise.

ARROL

No, Trowan- you're *scared*; I can smell it. What are you hiding?

TROWAN

Shut. Up. Now.

--- next scene bit -Trowan happy:

TROWAN (to Aria on his back)

So Aria: how do you like it back there?

ARIA

Great, Mister Trowan! I love piggy-back rides. Boo loves them too.

BOO

Boo loves them too.

TROWAN

Good. I'm glad you like it.

KELIA

Wait: did you just *smile*?

TROWAN

Nope. There was a bug on the edge of my beard. I was flicking it off.

KELIA

By grinning?

TROWAN (still in his slightly happy mood)

Of course.

(calls back to Arrol, sounding annoyed) Arrol! Pick up the pace! We don't have all the time in the world, you know.

Next section (in which Trowan has emotions and is his lowest part of the story):

TROWAN

(clears throat)

Izara. Hi.

IZARA (confused)

Um, hi. Trowan, we've already met.

TROWAN

Oh, yes, of course. I just, um. (pauses) Nice weather, isn't it?

IZARA

Actually, not really. There's too many bugs. Um.. did you want to ask me something? Or is something wrong? I don't remember seeing you much in the garden.

TROWAN

Nothing's wrong. I was just...talking with the Father.

IZARA

Is he nice? (a little happier) I wish I was able to talk to him.

TROWAN

Nice? I guess. He told me a little about the seed...do you still have it safe, by the way?

IZARA

Yep.

TROWAN

Just...making sure. We wouldn't want anything to happen to it. (pauses) You know, since I was talking with the Father, I didn't get to see the seed.

THE FATHER

I see. At one time I was like you- roaming, bitter, unwilling to accept the help of others. I truly want to help you, Brother Trowan. Will you tell me what made you leave?

TROWAN

(gruff)

I don't need any help.

THE FATHER

We all need help, Trowan- even me! I need help from the Maker every day. I'm no angel either, you know.

TROWAN

(annoyed)

Do you know why I came up here? To chaperone those girls. If that's not kind, generous and responsible, I don't know what is. I'm leaving now.

THE FATHER

Trowan, please. I need to know what went wrong. From you.

TROWAN

Ask Brother Philemon.

THE FATHER

When you left he told me nothing except that you were angry and unable to be reasoned with. He said nothing about what you had fought about, and he's never spoken of you since.

TROWAN

Fine. I told him I was tired of being a monk and wanted to leave, and he tried to convince me to stay. *He* was the one who got angry.

THE FATHER

I see. That's all there is to it?

TROWAN

Yes.

THE FATHER

Ah. So why were you tired of being a monk? Were the robes too itchy?

TROWAN

You know what? Fine. I'll tell you. I was tired of all the music, and all the songs, and all the rules. Some of the monks were so wrapped up in all of it, and I never was. I never understood the point of all of it, and whenever I tried to ask questions, no one answered. I got sick of it, and when I tried to talk about my feelings people got upset. So I left. (pause) Happy now?

SCG

A villain, maybe? He's the leader of Cacumen's army. He's very brilliant, though also very unpredictable. History and exact details are very important to him. He interrogates Arrol so he can record what happened in one of his many record books.

Voice: sophisticated

GUARD 1

The prisoner is yours, Supreme Commander General.

SUPREME COMMANDER GENERAL

Excellent. Goodness, he looks awful. What's wrong, Arrol Ontol?

ARROL

Nothing. Leave me alone.

SCG

Don't worry, I will. Eventually. But first of all, tell me what happened.

ARROL

What are you talking about?

SCG

I want to hear your story. Come on, tell me how you ended up with three girls and a crazy old man trying to find a seed that somehow defeated my army. I want every detail.

New section:

SCG

(disappointed)

Wait, wait. You mean you didn't arm wrestle?

ARROL

How could that possibly matter?

SCG

I just wanted to know which of you was stronger. That might be useful information.

ARROL

Oh, well if that's all you want to know I can tell you right now: *I* was obviously the stronger one. If we would've had that arm wrestling match, I would've creamed him.

SCG

I'm looking for facts. Stop flattering yourself and continue with the story.

The next section:

Aria

Arrol's little sister. She's very sweet and innocent. Likes animals, owns a pet mimic monkey called Boo.

ARIA

Haven't you seen a monkey before?

KELIA

Never a green one.

ARIA

His name is Boo. I have lots of pets, cause animals are my favorite.

KELIA

I like the animals we have back in Arovae. Here you only have giant spiders and tarrik-monsters.

ARIA

Nuh-uh! We have the *best* animals here. Wanna see my pets?

New section:

ARIA

(squeals)

Are those giant *spiders*?

KELIA

You've never ridden a Glanger train before?

ARIA

No!

IZARA

If you're scared of them, maybe we can find another way to—

ARIA

I'm not scared. I like spiders. And these are fuzzy!
Can I touch them?

ARROL

No, we're here to ride the *train*, not pet the spiders.

Gwen

A villain of sorts, but not really. She's a spy for Cacumen's army. She's worked with Arrol many times.

Personality: intelligent, well learned, femine but still a soldier, she likes her work, is more willing to show emotions than Felan, really loves her family, compassionate.

Skills/Interests: Well trained, likes learning, wants to succeed and become better, knows about the myths and believes the sister's mission could be dangerous, has a hard time following orders when they conflict with her heart

Backstory: All her family is alive and well

Fears: Losing what she has to gain, her family

Voice: steady, controlled, more gentle

Normal:

GWEN

Hello, girls. What are you doing here all alone?

IZARA

Oh, we're not alone- don't worry.

GWEN

Very nice. Do you mind if I sit with you?

KELIA

Yes, we do mind.

Next bit (after an awkward pause):

IZARA

Um, miss-

GWEN

Gwen.

IZARA

Um, miss Gwen, are you waiting for something?

GWEN

Yes I am, in fact. I have a message for someone here.

Next bit (Gwen angry/business-like):

FELAN

We'll pay you- ah, how much did Supreme Commander General Curley say again, Gwen?

GWEN

Don't speak about the Supreme Commander that way. Or order murder without enough cause.

FELAN

What are you talking about? That's not what I asked. Tell me how much we're paying the man and then let's be done with it.

GWEN

We stand on equal ground here. I am not going to take orders from you. Our Supreme Commander General demands respect. If you and I can do that, I am satisfied. Arrol, we have 500,000 yingarei for you if you complete this task.

Large clink as Gwen lifts a heavy bag of coins onto the table.

ARROL

So little? What's your *real* offer?

GWEN

Interesting. Well played. This is only the beginning. If your word is good, more will follow.

ARROL

Nice. How much more?

FELAN

That depends on how many monks you assassinate. More monks, more money.

GWEN

More *information*, more money.

Felan

The main actual villain. He's ruthless and focused. Cacumen must win, and he'll do anything to stop any potential threat.

Personality: Hates the monks, sees them as little storytelling fools, they're peaceful gardeners, the opposite of them, thinks they're rather stupid in the way they live, must follow orders, doesn't like working with Gwen

Skills/Interests: Good at getting things done, planning, okay with sword fighting

Backstory: probably proven his skills, trustworthy, didn't want to do the mission but has to because it's an order, sees it as a waste of time

Fears: Afraid to fail, to show weakness

Voice: kind of soft, but can get very angry

Felan happy/business-like:

FELAN

Good to see you could make it.

ARROL

Okay, so what's this all about?

GWEN

The business we wished to discuss earlier.

ARROL

And what is that?

FELAN

I'll take this one, Gwen. Okay, so here's what we want. Currently we are at war with Arovae, and Arovae is on friendly terms with our age-old enemy Fonvit. To prevent Fonvit from aiding the Arovaeans, we need you to 1. Weaken them, and 2. Scout out their defenses.

ARROL

Hmm, very interesting. Care to elaborate? I want to know what I'm getting into.

GWEN

Fonvit is a small community of monks who live peaceful lives. The stories they tell are more harmful than their actions. They give people hope when there is none.

FELAN

Their stories are harmful all right, but I'm convinced that, given the proper provocation, the Fonvit monks may rise up in arms against Cacumen and for Arovae. This would be, obviously, a very tricky and uncomfortable situation.

ARROL

Wouldn't that be a sight to see. But what *exactly* do you want me to do? And how much are you paying?

FELAN

We want you to assassinate the top monks and scout out their weak and strong points: where are the forts, passages, swamps, etc. We'll pay you- ah, how much did Supreme Commander General Curley say again, Gwen?

Felan **angry**:

FELAN

You disobeyed our orders, Arrol. Cacumen doesn't take betrayal lightly.

ARROL

Oh, come on! I didn't betray you! You said make sure the girls don't become a threat- and they aren't a threat- so there.

FELAN

Not according to our sources. No, we've been doing our research, Arrol. It appears that that seed that the girls are

seeking is possibly one of the greatest weapons a nation could possess. It protects a land from invaders; invaders like Cacumen. We are in the middle of a war, Arrol. If Arovae gains that seed they will be immune to our attacks. If this is not a threat, I'm not sure what is.

ARROL

Maybe. But what do you want *me* to do? You've already got me wrapped up in this mission as it is- what more could you possibly want from me?

FELAN

We want you to do your job properly! Gather information on the girls, report back to us every night, and- when the time is right- you'll hand them and the seed over to us.

GWEN

Yes. We'll inform you when it's time, our plans are not finalized yet.

FELAN

Perhaps not to *you*, but in my mind they *are* finalized.

GWEN

Plans can always change.

FELAN

Perhaps. (to Arrol) Arrol- you understand your orders, yes?

ARROL

Yes, I understand them; but I'm not following them.

FELAN

What?!

ARROL

I don't have *time* for all that, Felan, and besides, I really don't think the girls are any kind of threat to you. I mean, are you really going to think that two little girls are a threat to Cacumen's security?

FELAN

Hold your tongue, Bounty Hunter. And I'm sorry, but you have no choice in the matter this time.

ARROL

I always have a choice.

FELAN

Not this time. No, this time, you *will* do as ordered. Because, this time, if you do not obey us, your sister's life will be forfeit.

Dad

Not really much to say about him, he's Izara's and Kelia's dad. He deeply cares about them. He sends them off to safety (he doesn't know what they end up doing) while he stays behind to fight.

Basically all of his lines (XD)

DAD

Kelia, Izara, wake up!

KELIA

(annoyed, sleepily)

What? Did the cows all die? Maybe the crops? what?

IZARA

Kelia, no. That can't be it. Um, Dad.. I think I smell smoke. Did you try and make breakfast?

DAD

I don't have time to explain right now. I need you both to get up and come with me.

KELIA

Okay.

IZARA

(concerned)

Wait, why? Can you at least tell me, Dad?

DAD

Just trust me, OK?

IZARA

Ok, Dad. I love you.

Cut to next section.

Footsteps pounding on ground as several people run.

Screams and yelling in background, faint.

DAD

This way, girls! Keep running—we need to get you somewhere safe.

IZARA

(panting/frightened) Ok.

KELIA

(panting/annoyed)

Fine.

Running. Battle sounds fade.

DAD

OK, I need you both to follow this road until you get to the fortress. The guards will let you in, and you'll be safe there. I have something else I need to do.

IZARA

(concerned, but curious)

What is it?

DAD

Cacumen soldiers are attacking, and I need to help fight back.

IZARA

I don't want you to go. Can't you stay with us? Become one of the guards at the fortress?

DAD

I'm sorry, but I need to fight. The Cacumen army is larger than ours, and every man has to help.

IZARA

I understand. Kelia? Come with me?

KELIA

But I'm tired. I don't want to keep running. And anyways, what if we get eaten by something on the way to the fortress?

DAD

The tree will protect you. Go now. I love you.

Boo

Aria's mischievous mimic monkey. Likes to copy sounds, especially those of the very dangerous Tarrik.

Get to mimic sounds/well-known characters/make animal sounds

The Father

The leader of the Hortalan brothers, the Father is wise and kind. He could be considered the actual mentor of the story.

Personality: Kind, gentle, wants to help, humble

Skills/Interests: baking; helping people

Backstory: Jaran; was originally shady like Arrol, possibly a member of the BHU, but turned around, came to Fonvit, and became a monk. He was so kind and good and a natural leader that he was made Father.

Fears: tarriks, that people might fall down the same path he once led

Voice: gentle, sincere, caring; asks lots of sincere questions

THE FATHER

Brother Trowan, it's good to see you again.

TROWAN

I was just leaving.

THE FATHER

May I ask why that is?

TROWAN

I have things I need to do.

THE FATHER

Oh, I see. (pause) May I ask you why you left in the first place? Fifteen years ago I think it was? I was never told.

TROWAN

I'd really rather not talk about it.

THE FATHER

I think that sometimes it's best to talk about the things we don't want to talk about.

TROWAN

Why? So you can be mad at me too?

THE FATHER

(chuckle) Not at all! (pause) I care about you, Trowan- truly, as I care about all people. The Maker has shown so much love to me, and I wish to show the same to others.

TROWAN

That makes no difference to me.

THE FATHER

I see. At one time I was like you- roaming, bitter, unwilling to accept the help of others. I truly want to help you, Brother Trowan. Will you tell me what made you leave?

TROWAN

(gruff)

I don't need any help.

THE FATHER

We all need help, Trowan- even me! I need help from the Maker every day. I'm no angel either, you know.

TROWAN

(annoyed)

Do you know why I came up here? To chaperone those girls. If that's not kind, generous and responsible, I don't know what is. I'm leaving now.

THE FATHER

Trowan, please. I need to know what went wrong. From you.

Brother Noren

One of the hortalan monks.

Personality: Energetic, Enthusiastic; naive

Skills/Interests: Music, being a monk

Backstory: Became a monk because of family tradition; ended up loving it.

Fears: Bees, failing, not being perfect

Voice: energetic, descriptive

BROTHER NOREN

All right girls, over here! Brother Welsen and I are going to teach you about the seed, and the song, and The Maker!

BROTHER WELSEN

Yes, and you'll also get to see the trees.

Next bit (a little later):

IZARA

Like the tree in our village.

BROTHER NOREN

Yes: exactly like that! These trees are a gift of The Maker to humanity.

BROTHER WELSEN

(sigh) No one ever came to ask us for the seeds.

BROTHER NOREN

So, a very long time ago, three of our order took it upon themselves to bring seeds to the other lands. Jara and Cacumen both rejected the gift, but a tiny desert country surrounded by mountains accepted it. As a result, it flourished, becoming a rich oasis.

KELIA

Yeah, well, not anymore. It's as parched as burnt flatbread now. All because of Cacumen.

BROTHER WELSEN

What's the state of your Tree?

KELIA

It's dead. It shriveled up and then fell over.

IZARA

Yeah. I think maybe the storm we had destroyed it.

BROTHER WELSEN

Possibly. I'm afraid the both of you are right. From the lack of care your Tree received, it shriveled. The storm was

enough to overpower it. You've done the right thing, looking for a new Tree.

BROTHER NOREN

You see, a Guardian Tree does more than just protect a land: it binds it- pulls it together and brings water to its dry places. It strengthens the people, and keeps conquerors away.

Song as well...

Brother Welsen

One of the Hortalan Monks.

Personality: Reserved, slower, flat, takes things at face value, doesn't question and thinks others shouldn't either. Seemed perfect to Trowan because he was more reserved.

Skills/Interests: Knows how to make plants grow, has a green thumb

Backstory: Has been around since Trowan was a monk. Knowed Trowan fairly well.

Fears: Losing Trowan (or anyone else) entirely down the path he is going

Voice: even, states the facts

BROTHER WELSEN

You see this tree?

IZARA

It's beautiful! I love all the white flowers!

KELIA

It's ok.

BROTHER WELSEN

It's called a *Guardian Tree*. We have quite a few of them in our garden today. Long ago, The Maker gave us a seed to plant

ourselves. He told us that trees meant to protect people and heal lands would come from it.

IZARA

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BROTHER NOREN

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Various Guards + Side Characters

These are some of the various guards that the characters meet along the way.

Arovae Guard (friendly):

AROVAEAN GUARD

Are you two girls alright?

IZARA

Oh, yes. Have you heard of the Brothers, though?

AROVAEAN GUARD

The Brothers? Hmm, yes, I seem to recall talk of some monks- The Hortalan Brothers, I think- who kept a garden up in Fonvit, but that's a *long* way from here: across the Jaran jungle, in fact.

IZARA

Ok. Thank you.

AROVAEAN GUARD

No problem. Let me know if you need anything.

firm:

AROVAEAN GUARD

Forget it.

IZARA

But sir-

AROVAEAN GUARD

I said forget it. It's my duty to keep everyone here safe from the enemy soldiers. I'm sorry girls, but you can't leave.

IZARA

But we're just going for a walk!

KELIA

(quietly, smart-aleck-y)

A very *long* walk.

IZARA

And besides, the attackers came from the North!
We're heading east: where they haven't come.

AROVAEAN GUARD

No. I can't let you pass. If your father comes, maybe we can talk about it. But I can't let two girls

go wandering around in the middle of an invasion- I'm sorry, girls, but I can't let you go.

Jara Guard:

JARAN GUARD (unenthusiastically)

Stop right here in front of this table. Now. In the name of Coranta, Queen of Jara, state your business. (sigh)

IZARA

Yes, sir. We want to cross.

JARAN GUARD

Where is your writ?

IZARA

Our what?

JARAN GUARD

Your paper from the Queen allowing you to cross the border into our country. You can't enter Jara without one.

IZARA

How do we get one?

JARAN GUARD

You write your government, who might write our Queen, and after a time you might receive the writ. Then and only then can you cross.

KELIA

Then how is *that* guy crossing? He doesn't have a paper.

Sounds of some footsteps and talking in the background.

JARAN GUARD

Oh, yes: he is paying his way across. We do accept that method, in special cases. How much money do you have?

KELIA

None.

JARAN GUARD (to the girls)

Then why did you even come here? You're wasting my time. Go back home.