



## *Horatio's Philosophy*

*Story and Audioplay by Jim Caswell*

### Episode Summary

As Geist prepares to start his quest for the truth about his parents' disappearance, he is summoned to England to learn facts previously hidden, gain new allies and begin the adventure of a lifetime.

### Starring

Derrick Geist

Ryan Gilbert

Ajit Singh

Doug Zeitlin

Lindsey Capparelli

April Sadowski

### *and Featuring*

Jeremy

Oscar Hopeful

Walter M. Wechsler

Lee Sands

Reporter #1

Jim Caswell

Reporter #2

Ken Hallaron

Photographer #1

Haley Whiting

Reporter #3

Allison Burns

Photographer #2

Sam Smyth

Heinrich Geist

Steve Cain

Anchorman

Matt Gulliver

Rowans

Louise Frances

Atkins

Erick Greeva

English Bobbie

Pete Nottit

## PROLOGUE

**SCENE 1** – *ENTER INT.: Derrick's College House*

SOUND: Suitcase closes. Cell phone stylized ring. Flip phone opens.

GEIST

Hello?

*AJIT (heavy accent)*

*Derrick Geist?*

GEIST

Yes.

*AJIT*

*Mister Derrick?*

GEIST

Speaking.

*AJIT*

*Mister Derrick. Your grandfather is wishing to see you.*

GEIST

I beg your pardon?

*AJIT*

*Humble apologies. Mister Heinrich has wanting to see you.*

GEIST

Is this Ajit?

*AJIT*

*Yes. Ajit.*

GEIST

Is grandfather okay?

*AJIT*

*Yes, as I am saying he is wanting to see Mr. Derrick Geist.*

GEIST

Is he okay?

*AJIT*

*He is fine and wanting to see you.*

GEIST

He does know that today is my graduation, right?

*AJIT*

*Yes. Many happy wishings on this momentous graduation day. Elder Mr. Geist is wishing to see younger Mr. Geist. You are understanding?*

GEIST

He wants me to fly out to England after the ceremony?

*AJIT*

*That is what I said.*

GEIST

No it.... alright, I'll see what I can do.

*AJIT*

*Not to see. Do. Is very important.*

GEIST

But he's in good health?

*AJIT*

*Correct. You come right away.*

GEIST

Right after the ceremony. I'll be there.

*AJIT*

*Good.*

SOUND: Line disconnects. Flip phone shuts.

GEIST

Nice talking to you, too.

SOUND: Cue Intro music.

## ACT I

**SCENE 1** – *ENTER INT.: Hallway Leading to Exit – Auditorium*

SOUND: Footfalls walking by. Doors open and shut to a crowd outside.

JEREMY

Congratulations, sir.

GEIST

Jeremy, you've known me all my life, and you've been my closest friend and confidant since ...

JEREMY

... Since the master and mistress disappeared.

GEIST

I've told you thousands of times to call me Derrick. Why do you insist on continuing to call me sir and, worse yet, master?

JEREMY

It is only proper for a servant to show due respect.

GEIST

That's so nineteenth century, Jeremy. Join us in the new millennium.

JEREMY

I'll program that into my blackberry, sir.

GEIST

What's it like out th....

SOUND: Cell phone stylized ring.

GEIST (frustrated)

Oh, what now?

JEREMY

You know you can shut that off, correct?

SOUND: Cell phone stylized ring.

GEIST

No need to get desperate.

SOUND: Flip phone opens.

GEIST

Geist.

WALTER

*Derrick?*

GEIST

Speaking. That you, Walter?

WALTER

*Hello, Mr. CEO.*

GEIST

I beg your pardon?

WALTER

*You just graduated, correct?*

GEIST

Yeah. I'm getting ready to leave the auditorium now.

WALTER

*The Board of Directors wants to know when you're coming to New York to take over the business.*

GEIST

So nice of them to let me settle in first. *<beat>* We've been through this, Walter. I'm not interested in taking over TBC. You do a fine job at running things. Why would I want to mess up a good thing?

WALTER

*It's not about what you want, or what I want. It's about what the board wants.*

GEIST

I don't think so. Remember: they may be the board, but I'm the owner. And this owner appoints you to continue as the CEO and to continue making us money.

WALTER

*That you can then spend.*

GEIST

That I can then spend.

WALTER

*You're sure you want to take this stand? They're not going to be happy.*

GEIST

I'm not happy about a lot of things. I learned to adapt. So can they.

WALTER

*Are you enjoying the new jet we paid for?*

GEIST

*I* paid for it with the profits from my company. And no, I haven't gotten the chance to take it up yet.

WALTER

*You're going in search of your parents, aren't you?*

GEIST

You betcha.

WALTER

*The seven years have passed, Derrick.*

GEIST

There's no statute of limitations on this one, Walter.

WALTER

*Do me a favor, Derrick?*

GEIST

I'll try.

WALTER

*Be careful. I want you to find your mom and dad, not join them.*

GEIST

I'll do my best. I've got to get going. We have a stop to make before hitting Paris.

WALTER

*Okay. Just so long as you know this isn't over.*

GEIST

It rarely is, Walter. It rarely is. I'll talk with you later.

WALTER

*Goodbye.*

SOUND: Flip phone shuts.

JEREMY

Where are we going, sir?

GEIST

Out those doors and through that crowd for starters.

JEREMY

We could find another exit.

GEIST

No. If I know them, they've got every exit covered. With a little luck, though, we can fall off their radar once we're in the air.

JEREMY

They have better surveillance than most countries.

GEIST

Let's go.

SOUND: Doors open.

**SCENE 2 – CUT TO EXT.:** *Parking Lot – Auditorium*

SOUND: Crowds of people begin yelling and snapping pictures. Background voices intermingle with voice actors.

REPORTER #1

Derrick!

REPORTER #2

Over here!

PHOTOGRAPHER #1

Look over here!

LINDSEY

Over here!

REPORTER #3

Is it true that you and Nikki are a couple?

REPORTER #1

How was graduation?

GEIST

Went as planned.

REPORTER #2

What's next?

GEIST

Hopefully leaving the building.

LINDSEY

Is it true you're costarring in a movie with Paris?

GEIST

No.

PHOTOGRAPHER #2

Were you out late partying last night to celebrate?

REPORTER #3

Did Nikki get drunk at your party last night?

PHOTOGRAPHER #1

Over here, Derrick!

GEIST

Don't you people have anything more important to cover?

REPORTERS #1, #3 and PHOTOGRAPHER #2

No.

LINDSEY

One of you actually finished college. That's newsworthy.

JEREMY

You want me to make the move, sir?

GEIST

No. No sense in giving them a reason to sue.

REPORTER #3

Whoa there, big guy.

JEREMY

Out of my way.

GEIST

Jeremy.

JEREMY

Please.

REPORTER #1

Is it true you and Justin aren't speaking to each other anymore?

GEIST

That would have meant we talked before.

REPORTER #2

What do you say to the rumors that your parents' disappearance is just a publicity stunt?

GEIST

I say this is over. Jeremy?

JEREMY (commanding and threatening)

Outta the way!

SOUND: Yelling and snapping stops. Everything is quiet except for footfalls on cement. Car door opens.

JEREMY

Sir.

SOUND: Derrick climbs inside. Door closes. Another door opens and Jeremy enters the car, closing the door behind him. Conversation buzz starts again.

PHOTOGRAPHER #2

Hey Lens Cap. Did ya get any good shots?

LINDSEY

I've told you, don't call me that.

PHOTOGRAPHER #1

Don't let him get to ya, Lens.

LINDSEY

Shhhh. Hang on a sec.

JEREMY (from inside car)

Where to, sir?

GEIST (from inside car)

Back to the house to pick up my things, then to the airport.

PHOTOGRAPHER #2

What was that? I didn't hear.

LINDSEY

Your loss is my gain. See ya later.

SOUND: Engine starts and car pulls away while footfalls run off.

REPORTER #2

Should we follow her?

REPORTER #3

Not the way she drives. She's nuts, even by our standards.

SOUND: Transition music.

**SCENE 3 – CUT TO EXT.:** *Hangar 7 – Airport*

SOUND: Planes coming and going can be heard in background. Car door slams shut.

LINDSEY

OK, Lindsey. Hangar seven. This is the place, if the guard earned his fifty.

SOUND: Sports car approaching from a distance.

LINDSEY

Looks like him. Got to hide.

SOUND: Footfalls fade as car approaches. Car pulls to a stop and a door opens.

GEIST

Hang on a sec, and I'll get the door.

SOUND: Door closes, footsteps, then large warehouse door opens.

Hydraulic hatch begins to open. Car door opens.

JEREMY (in awe)

It's.... big.

GEIST (shouting over noise)

It's smaller than a 707, which means we can land it on practically any size runway. That'll come in handy in some of the places we'll need to go. But it's also big enough to meet all our needs.

<beat> Pull the car up the ramp and lock it in place. I'm going up front to get the engine started so we can take off ASAP.

JEREMY (also shouting)  
Certainly, sir.

SOUND: Door shuts. Hydraulics end as ramp touches down. Interior plane door opens and closes. Car revs and climbs the ramp. Car shuts off. Door opens again.

JEREMY  
Am I to use the straps or just the wheel locks?

SOUND: Interior plane door opens again.

JEREMY  
Sir?

SOUND: Door closes. Footfalls approach plane and run up the ramp.

LINDSEY  
Whoa! Now *that's* a plane.

SOUND: Trunk opens. Body climbs in and shuts trunk. Interior door opens again.

JEREMY  
Straps. Should have known that, but I've never loaded a car on a plane before.

SOUND: Plane engine starts and leads into transition music.

## ACT II

**SCENE 1** – *ENTER INT.: Main House Foyer – Sutherland Estates*

SOUND: Doorbell. Footsteps walking on marbled floor. Door opens.

AJIT

Mister Derrick! Such goodness in seeing you.

GEIST

It's good to see you too, Ajit. It's been a long time.

SOUND: Door closes.

AJIT

Many much years, yes.

GEIST

How's it going?

SOUND: Trunk closes very quietly in background from outside and goes unnoticed.

AJIT

Time has been a merciful mistress, Mister Derrick.

GEIST

That it has. You're the spitting image of your father – at least from what I remember from when we were kids.

AJIT

Mister Heinrich has been expecting you. I go inform him of your arrival. You stay here.

SOUND: Walking up stairs.

GEIST

That's strange.

JEREMY

What's that, sir?

GEIST

Ajit picked up his father's annoying accent. When I was a kid and came to visit Grandma and Grandpa G., he lived here with his dad. As a kid, his English was as good as mine. After all, he was raised here in Britain. But now ...

JEREMY

... He butchers it.... badly.

GEIST

I was looking for a diplomatic way to put it, but yes.

SOUND: Footsteps returning down stairs.

AJIT

Mister Heinrich will be seeing you now.

GEIST

I know you said he's doing okay, but.... how is he doing, really?

AJIT

Mister Heinrich's good self is very healthy.

GEIST

Is he very healthy, or very healthy for a man his age?

AJIT

Time can be a harsh mistress as well.

GEIST

So he's doing as good as can be expected for a man of his age.

AJIT

This is what I said.

GEIST (Deep Sigh)

When was the last time he saw his doctor?

AJIT

He is very good healthy.

GEIST

But when was the last time he saw a doctor?

AJIT

A single fortnight has passing. He is very good healthy.

GEIST (relenting)

Okay.

AJIT

You see him now.

GEIST

Okay. Come on, Jeremy.

AJIT

With respect sirs, alone you must come.

GEIST

Why?

AJIT

Mister Heinrich wants much to speak with Mister Derrick.

GEIST

I understand, but Jeremy has known my grandfather longer than either of us.

JEREMY

It's fine, sir. It's quite clear that this is meant to be a family moment.

GEIST

Fine.

AJIT

You follow me, please.

SOUND: Footfalls start down a marble hallway.

GEIST

I thought grandfather was upstairs.

AJIT

No. He is in his study.

GEIST

Then why did you.... never mind.

SOUND: TV commercial heard in background – increase in volume on approach.

GEIST

So, how's your dad doing? Did he retire somewhere nice?

AJIT

My father is deceased.

GEIST

I'm sorry. I didn't hear. I would have thought Grandpa would have said something.

AJIT

Why?

GEIST

Well, he'd been working for Grandpa for as long as I've been alive.

AJIT

And longer.

GEIST

Yeah.

AJIT

But it is a matter of little importance.

GEIST

What?!

AJIT

We're here.

SOUND: Knocking on door.

GEIST

But what did you mean...

HEINRICH (from behind the door)

Come in.

SOUND: Door opens.

AJIT

Go in.

GEIST

But...

AJIT

Go in.

HEINRICH

Who's there?

AJIT

Go. IN.

SOUND: Derrick is gently pushed into the room and the door is shut.

**SCENE 2 – CUT TO INT.: Heinrich's Den – Sutherland Estates**

SOUND: Footfalls finish entering the room. Volume on TV is muted.

HEINRICH

Derrick? Is that you?

GEIST

It's me, grandpa.

HEINRICH

Derrick. It's good to see you, boy. How was graduation?

GEIST

It was fine.

HEINRICH

You know I wanted to be there for you.

GEIST

I know. But it was just as well you didn't make the trip.

HEINRICH

Because I'm an old man and shouldn't be making global jaunts anymore?

GEIST

No. Because there was a swarm of paparazzi lying in wait and you're too old to be punching them out. You could break a knuckle on their hard heads.

SOUND: Heinrich laughs.

HEINRICH

You're probably right.

GEIST

So what was so urgent, Gramps? Ajit made it out as something really important that couldn't wait.

HEINRICH

It couldn't. I wanted to catch you before you begin your search for Reggy and Gwen.

GEIST

Grandpa. You're not going to try to talk me out of it as well, are you?

HEINRICH

No, no, dear boy. I'd never think about trying to stop you from finding your parents. I just want to encourage you to do it smartly and to make sure you have all the facts before you leave.

GEIST

I know the facts, Grandpa. I've known them for years. Mom and Dad were in Paris, conducting a missing person's case for an old friend of theirs. One day, they didn't return to their hotel. Didn't call – didn't write; for all intents and purposes, they fell off the face of the earth.

HEINRICH

Quite possibly.

GEIST

I hired private detectives, you hired private detectives, TBC hired detectives. They all came back with the same answers: Mom and Dad were nowhere to be found.

HEINRICH

With all of those detectives involved, do you really think you're going to be able to find something they missed, after a decade of the trail getting cold?

GEIST

I've got to try, Gramps. I figured I'd start in Paris and work my way out. I know they're no longer in the city, but it's a place to start.

HEINRICH

And you'll scour the globe to find the answers.

GEIST

Would you do any less?

HEINRICH (smirking)

Not at all. In fact, I don't think I'd even let that limit me.

GEIST

What do you mean?

HEINRICH

'There are more things in heaven and earth, Horatio, than are dreamt of in your philosophy.'

GEIST

Shakespeare. *The Tragedy of Hamlet Prince of Denmark*. Act 1, Scene 5, 185<sup>th</sup> and 6<sup>th</sup> stanzas.

HEINRICH

Very good. Nice to see all that money went toward a good education.

GEIST

It's not like you gave me a tough one, gramps. But what does it have to do with anything?

HEINRICH

Actually, I was using it more as a philosophy than a quotation.

GEIST

I'm not following.

HEINRICH

I'm not surprised. Jeremy has done a wonderful job of protecting you from the things that go bump in the night. But now, with you beginning your search, I think its best that I let you know what's really out there, so you can be prepared.

GEIST

OK, grandpa. You're not making a lot of sense at the moment.

HEINRICH

I know, my boy. I've got a lot to tell you, and a very short time to do so.

SOUND: A digital camera shutter goes off outside the closed window (muffled).

GEIST

What was that?

HEINRICH

It looked like a flashbulb.

GEIST

Someone's outside the window.

HEINRICH

Don't worry...

GEIST

Jeremy! Ajit! Come quick!

HEINRICH

It's OK...

SOUND: The door flies open.

JEREMY

What is it, sir?

GEIST

Someone's outside.

HEINRICH

It's probably another photographer. You deal with them all the time.

GEIST

That's me, not you. This is your home. They shouldn't be bothering you here.

AJIT

We will investigate.

GEIST

Thanks.

SOUND: Door shuts.

HEINRICH

May we get back to the matters at hand?

GEIST

I'm sorry, Grandpa, but I don't think we need to get it out that you're, umm...

HEINRICH

A few blintzes shy of a baker's dozen?

GEIST (ashamed)

I wouldn't say that, Gramps.

HEINRICH

Your mouth may not say it, but your eyes are screaming it.

GEIST

But...

HEINRICH

...and I don't blame you, my boy. The first time I encountered a para-dimensional portal, I thought I'd gone off my rocker as well.

GEIST

Your first what?

HEINRICH

Hold on a second.

SOUND: TV volume pops back on to news report.

ANCHORMAN

*We now take you live to Eden Park, where Ashley Rowans is standing by.*

GEIST

What's going on?

HEINRICH

A Child Rescue Alert. I believe you call it an AMBER alert in the States.

ROWANS

*I'm here with Detective Atkins. What information can you give us, detective?*

ATKINS

*We received a call at 4 o'clock this afternoon from the parents of Benjamin Adder, who has been reported missing. Benjamin also answers to the name Beanie. His parents lost track of him along the nature trail here in Eden Park, and when he failed to respond to their calls, they phoned in to alert us.*

ROWANS

*What actions have the police taken at this time?*

ATKINS

*We've shut down both motorways into the park and have begun a manhunt with twenty bobbies through the forestry. We're hoping to find him shortly, but in case he managed to get out of the area before we arrived, we're asking all the citizenry to keep an eye out for the boy.*

ROWANS

*We are currently airing a picture of Beanie. If you see the boy, please contact the police immediately, or call our station at the number on your screen. Back to you, Bob.*

SOUND: TV muted again.

GEIST

Wow. I thought I read somewhere that child abductions were extremely rare here in England.

HEINRICH

They are. But then again, so is his kidnapper.

GEIST

You know who did this?

HEINRICH

Not who. What.

SOUND: A knock at the door.

GEIST

Just a moment.

HEINRICH

Come in.

SOUND: Door opens.

JEREMY

We found her out in the bushes.

LINDSEY

Get your hands off'a me, you damn, dirty....

GEIST

Wait a second. I know you.

LINDSEY

Lindsey Capparelli. The American Voice. Care to comment on the existence of extra-dimensional portals?

HEINRICH

You heard that, but not Derrick sending the boys out to find you?

GEIST

How did you....?

LINDSEY (sounding prideful)

That's a nice plane you have there, Mr. Geist. But the truck of your car leaves a little bit to be desired of in the way of traveling in comfort.

JEREMY

Would you like me to take her to the police? She's here without a passport if she stowed away on the plane.

HEINRICH

That's won't be necessary, Jeremy. You and Derrick have much more important things to deal with. You need to hunt down the troll that kidnapped that little boy before he's able to reopen the portal back to his home dimension.

LINDSEY

Are you kidding?

JEREMY

OK.

GEIST

You're speaking metaphorically, of course.

LINDSEY

What could 'reopen the portal back to his home dimension' possibly be a metaphor for?

GEIST

How do you know?

HEINRICH

I've had an operative of mine tracking the situation. He's the one who told me to expect a kidnapping after they lost the troll's trail. I was just hoping to have a bit more time to explain things before sending you out.

LINDSEY

You want him to go out troll-hunting?

GEIST

Get the car, Jeremy.

JEREMY

Yes sir.

SOUND: Footsteps leaving.

LINDSEY

You believe him? You're actually going?

GEIST

I don't know yet if I completely understand or even believe, but he's my gramps, and I know he wouldn't outright lie to me. Besides, the boy's in trouble. I have to help.

HEINRICH

Check in the northwest quadrant of the park. That's where the tracking team lost him, and he's probably doubling back to his drop-off point.

GEIST

Gotcha.

HEINRICH

And take Ajit with you. He can be helpful in these situations.

GEIST

If you say so.

AJIT

As you wish.

LINDSEY

OK. Let's go.

GEIST

No way. You're staying here.

SOUND: Two sets of footfalls fade down the hall quickly.

LINDSEY

For not wanting to subject you to reporters, he was awfully quick to leave me here alone with you.

HEINRICH

My grandson knows where his priorities lie. It's a trait you may want to pick up for yourself.

LINDSEY

You know, you'd probably have trouble keeping me here if I *really* didn't want you to.

HEINRICH (matter-of-factly)

I have no intention of stopping you.

LINDSEY

You don't?

HEINRICH

None whatsoever.

LINDSEY

Well, in that case....

SOUND: Footfalls fade down the hall, transitioning into music.

## ACT III

**SCENE 1** – *ENTER EXT.: Walk Path – Eden Park*

**SOUND:** Feet crunching on gravel path.

GEIST

OK. Now that we're out here, where should we start?

JEREMY

We don't have a lot of details about our prey. It makes tracking it that much more difficult.

GEIST

Tell me about it. Do you think we have enough hardware?

JEREMY

Between my battle axe, Ajit's sword and your M-16, I think we have the bases covered, sir.

AJIT

Unless you were really in wanting a launcher of rockets.

GEIST

Well, it's my first time troll-hunting.

JEREMY

You get used to it.

AJIT

It is a trait you get used to.

GEIST

I beg your pardon?

**SOUND:** Footfalls running from opposite direction.

BOBBIE (from a distance)

Oye! You there! Stop where you are!

GEIST

Great.

JEREMY

I think it would be best if you concealed your weapon, sir.

GEIST

Where? Wait, where'd yours go?

AJIT

The art of concealment is a useful skill and a dangerous weapon.

GEIST

Fine. Don't tell me. But stick this wherever you put yours.

SOUND: A gun is tossed through the air as the footfalls become louder and come to a stop.

BOBBIE

The t'ree of you. Put yer 'ands up 'ere I can see 'um.

GEIST

Is there a problem, officer?

BOBBIE

Are ya pullin' my leg, Yank? Don'tcha know not ta be sneakin' around in da woods when a manhunt is on?

JEREMY

We've come to offer our assistance, Constable. To help look for the missing boy.

BOBBIE

Oh have ya, now? And what's ta convince me that ya all aren't the kidnappers, then?

AJIT

The absence of the child should work in our favor.

BOBBIE

A Yank, a fancy-pants and a Hindu, walkin' 'round in the forest together, and I'm suppose ta believe yer here to help? What kinda fool do you take me for?

SOUND: A motorcycle can be heard approaching quickly.

JEREMY (upset)

A fancy pants?

GEIST (mumbling, almost covered by motorcycle)

What kind would you prefer?

JEREMY

Is he calling me a fancy pants?

AJIT

You are quite dapper in your three-piece suit. A true gentleman's gentleman.

JEREMY (mumbling, almost covered up by motorcycle)

I should still rip off his arms.

BOBBIE

Now what kinda bloody fool is dis?

SOUND: Motorcycle skids to a stop on the gravel.

BOBBIE

Off'a the motorbike, real slow like, missy.

LINDSEY

These men are with me, officer.

BOBBIE

Well then. That just fixes up everything then, doesn't it? Except, of course, you know, who the blazes are you.

LINDSEY

Oh, right. Lindsey Capparelli, The American Voice.

BOBBIE

Isn't that special? Exceptin' for two things, little miss.

LINDSEY

Oh?

BOBBIE

One, these wankers didn't say nothin' about being press. Two, this isn't the colonies, so yer '2<sup>nd</sup> amendment' don't hold any weight 'round 'ere. 'ere ya actually haveta prove yer accusations before ya print 'em.

LINDSEY

I wonder if our British counterpart, the Inquisitor, would like to get their hands on that quote?

BOBBIE

The Inquisitor? 'Ow are you associated with that rag? Wait a minute. I remember. Page three girly. Yeah, the little black rubber number. I din' recognize you wit' all the clothes on.

LINDSEY

We're owned by the same company. They have branches all over the world. And, from what I've heard, the Inquisitor has sued the authorities for far less.

BOBBIE

You dunna have enough sway to pull 'at off.

LINDSEY

Are you willing to bet several years salary on that?

GEIST

Especially seeing as we're just here to help?

<*beat*>

BOBBIE

Jus' stay outta the way of the atorities. If ya see anathin' useful, let one a us know right away. Right?

JEREMY

Yes sir.

AJIT

Many thanks for your kindness and understanding.

SOUND: Footfalls fade with distance.

GEIST (once the footfalls have faded completely)

What do you think you're doing here?

LINDSEY

Apparently bailing your butts out of trouble.

GEIST

We could have handled it.

LINDSEY (sarcastically)

Of course you could have.

JEREMY

How did you get away from Master Heinrich?

AJIT

It would be very, very unwise to damage the mister's motorbike.

LINDSEY

That belongs to the old man? <*whistles*> It was the first vehicle I found.

GEIST

You need to go back. If Grandpa's right, this is going to be dangerous.

LINDSEY (sarcastically)

And Mr. Playboy is so much more adept at handling danger than little ol' me?

JEREMY

Master Derrick is trained in six different forms of unarmed combat, twelve armed, and is also a skilled marksman.

LINDSEY (a little shocked)

I didn't read *that* in his bio.

GEIST

Never really saw it as something the press needed to know about. How about you?

LINDSEY

I've pepper-sprayed three muggers and know how to shove my way to the front of a press junket.

JEREMY (snickering)

Not exactly the same.

LINDSEY

That's what you think. <*beat*> Listen. Either I stick around and help, or I go immediately back to my paper and file this story with the information I have .... and what I can make up between here and there.

GEIST

No one will believe it.

LINDSEY

You forget our readership. They thrive on stuff like this.

AJIT

Mister Derrick. I see the creature's trail.

GEIST

Where? I don't see anything.

AJIT

Doesn't matter. I see it. Over here. Come quickly.

LINDSEY

Let's go, boss man. The game is afoot.

GEIST

You aren't Sherlock Holmes, and I'm certainly not your Watson.

SOUND: Transition music.

**SCENE 2 – CUT TO EXT.:** *Deep Forest – Eden Park*

SOUND: Footfalls crunching through the brush.

AJIT

We are getting closer.

GEIST

How can you tell?

AJIT

The trail, it gets warmer.

GEIST

What trail? I haven't seen a trail yet.

AJIT

There is more to see than what your eyes perceive.

LINDSEY

What the hell is that supposed to mean?

JEREMY

It means that things aren't always as they appear. We're going to get busy quickly, so be ready.

SOUND: Footfalls continue. Grunting can be heard and increases as they approach.

LINDSEY (whispered)

What is *that*?

JEREMY (whispered)

It looks like a third level troll, probably from the fourth realm.

SOUND: Footfalls stop.

LINDSEY (whispered)  
What's that, D&D?

AJIT (whispered)  
What we deal with today was around long before Tolkien and Lewis were exposed to the realms.

LINDSEY (whispered)  
What's it doing?

JEREMY (whispered and disgusted)  
Eating.

GEIST (whispered and worried)  
... the boy?

LINDSEY (whispered)  
I see him. He's tied to one of the trees on the right.

JEREMY (whispered)  
Ajit and I should approach the beast...

GEIST (whispered)  
You three go for the kid...

SOUND: An M-16 slide is pulled, putting a bullet in the chamber.

GEIST (whispered)  
... I'll handle the troll.

SOUND: Two footfalls move away through the brush.

LINDSEY (whispered)  
You're just going to shoot it?

GEIST (whispered)  
What would you prefer, arm wrestling for dominance?

LINDSEY (whispered)  
It's a living creature!

GEIST (whispered)

It's a monster from another dimension that's kidnapped a child. If it were human, I'd make sure it gets its day in court, but a rabid animal gets put down. Period.

LINDSEY (whispered)

But that's not humane.

GEIST (whispered)

I save my humanity for humans. If you don't like it, you know the direction we came from. Go back to the bike and leave. If you want to help, go help with the kid. A friendly face will probably go a lot farther in calming him down than two men with medieval weaponry.

SOUND: Brush gets moved and footfalls start. Troll growls. A single shot rings out. Fade to transition music.

## EPILOGUE

**SCENE 1** – *ENTER INT.: Heinrich's Den – Sutherland Estates*

SOUND: A crackling fire in the background.

HEINRICH

One shot?

GEIST

When a three hundred pound troll is charging you, you make sure the first shot counts.

HEINRICH (amused)

Very true. What happened then?

GEIST

The reporter and Ajit took the kid back to the authorities while Jeremy and I disposed of the body. Then we stopped by the plane for a change of clothes and showers. I didn't think Troll blood would smell so bad or splatter that much. I'm kind of surprised they didn't beat us back here.

HEINRICH

They probably have a lot of questions to answer.

GEIST

I had hoped they'd just drop the kid off where the cops could find him.

HEINRICH

Ajit wouldn't just 'drop him off' if the child was still in a panic.

GEIST

And that doesn't even account for if the kid was actually cognitive enough to talk about what happened.

HEINRICH

Exactly.

GEIST

Are they all going to be like this? Is it always going to be this weird?

HEINRICH

Not all the time, but its going to be something you'll need to deal with on occasion. That's why I've developed the network.

GEIST

The network?

HEINRICH

Throughout my travels, and those of your father's, we've made several enemies, but even more friends. Those friends have made contacts and all of them have agreed to notify me if something .... odd occurs. Now, I'm transferring those contacts to you.

GEIST

I'm not going to sacrifice hunting for Mom and Dad to go ghoulish hunting at the drop of a hat.

HEINRICH

I'm not going to ask you to, my boy. These contacts can also help you in your hunt, letting you know of any sightings or information in the case. Plus, wherever you go and whatever you do, you'll find that you will have a friendly face waiting for you there.

GEIST

How often do you think I'm going to get called in like this?

HEINRICH

More often than you'll like, but not as often as you'll grow to expect. And it's not always going to be as easy as this one. Not all creatures can be handled with a bullet through the brain .... if you can figure out where the brain is. That's why I want you to take Ajit with you.

GEIST

Ajit?

SOUND: Door opens. Two footfalls enter room.

AJIT

You called for me, Mister Derrick?

GEIST

What's she doing here?

LINDSEY

In case you forgot you're my ride.

GEIST

Only because you were a stowaway.

LINDSEY

Technicalities.

AJIT

She called her American publishers while I was being questioned.

GEIST

Great. Well, fortunately it's a rag, so it shouldn't do too much harm. The story can go right beside the weekly reporting of the Loch Ness's summer home in the New York sewers.

LINDSEY (insulted)

We're a scandal rag, not some sleazy tabloid.

GEIST

There's a difference?

LINDSEY (angry)

Of course there's a....

SOUND: Cell phone stylized ring. Flip phone opens.

GEIST

Geist.

WALTER

*Derrick. It's Walter.*

GEIST

I know. Caller ID, remember?

WALTER

*Right. Is Ms. Capparelli with you?*

GEIST

Who?

WALTER

*The reporter from the American Voice.*

GEIST

Oh. Her. Yeah, she's here, for the moment. I'm debating what to do with her. Why?

WALTER

*You're going to take her with you on your travels.*

GEIST

I don't think that was anywhere on my list of options, Walt.

WALTER

*It is now. She's your official photographer, as of immediately.*

GEIST

What precisely makes you think that's going to happen?

WALTER

*Because if you want to keep your plane and your travel expenses, they will be keeping tabs on you. When Ms. Capparelli submitted her story to her editors, it shot up the line to us.*

GEIST (unbelieving)

We own The American Voice?

WALTER

*It's one of our subsidiaries, yes.*

GEIST

Did you kill the story?

LINDSEY

What?!

WALTER

*Yes, but she's been assigned to you as your official photographer and liaison.*

GEIST

And if I say no?

WALTER

*Don't. The board is serious on this one.*

LINDSEY

What's this about killing my story?

WALTER

*Put her on the line and I'll bring her up to date.*

GEIST

I'm not happy about this.

WALTER

*You're not happy about a lot of things, but you've learned to adapt.*

GEIST

Here.

LINDSEY

What's going on?

GEIST

He'll explain it to you.

LINDSEY

Hello?

SOUND: Lindsey's conversation moves to background. Footfalls move a short distance away.

LINDSEY

This is she.

HEINRICH

As I was saying, I want you to take Ajit with you. He has many skills that will prove useful to you.

GEIST

Like finding trails where there aren't any?

AJIT (in English accent)

Among many others, my dear chap.

GEIST

Wait, what?

AJIT

As I told you in the park, there is more to see, and to hear, than your senses perceive.

GEIST

What happened to your accent?

AJIT

The way a person speaks can often make him invisible or underwhelming, allowing others to say and do things that they would not normally do in the presence of a peer. <switching back to Hindu accent> Many people make big assumptions when in the presence of a humble servant like Ajit.

GEIST

So, you're encouraging stereotyping and profiling?

AJIT (in English accent)

Sometimes you must use the tools that society hands you.

GEIST

You don't think Jeremy can help me just as well?

HEINRICH

Jeremy is very skilled, both as a helper and as a warrior, but Ajit's skills are of a wider variety.

GEIST

I'm getting a lot of 'no choice' scenarios this evening.

HEINRICH

I'm sorry Derrick, but sometimes the greater good needs to be put first; and sometimes we don't get many choices of how we do that.

GEIST

I don't like the idea of you being left here on your own. I want to ask Jeremy to stay here and take care of you, while Ajit and I are out searching for the evils of the nether-realms.

SOUND: Flip phone closes in distance.

HEINRICH

I'm sure that will be fine.

GEIST

It'll be the first time I've traveled without him in my life, but we only have so much room, and I don't want to leave you without someone to help you.

SOUND: Footfalls approach from short distance away.

HEINRICH

I appreciate that, though I'm not as feeble as many people my age.

SOUND: Footfalls stop in foreground.

LINDSEY

I'm not sure if I'm glad to have met you, or will come to dread it.

GEIST

Why?

LINDSEY

Well, I get to enjoy a raise and travel the world, but most of the stuff I shoot isn't ever going to reach publication, which means my career is gonna go directly into the toilet, if you don't get me killed first.

GEIST

Well, not much either of us can do about that one. Looks like we're stuck with each other, whether we like it or not.

LINDSEY

So, where to next?

GEIST

We rest, regroup, then see where the adventure takes us.

CUT: Ending music and credits.

**© Copyright 2007, 2008 – TimeWell Productions**

**A TimeWell Electronic Recording Production (TWERP) Online presentation.**