

JRATW EP21 Wandering Hermits
Fresh veggies cultivated by
Jack Pevyhouse and Shannon Sawyer

JRATW EP21 WANDERING HERMITS

Scene: 1 EXT. WARSHIP BADLANDS -

Day

1 SOUND: WIND OVER SAND, THE CONSTANT SHIFT OF THE DUNES
BREAKING SILENCE. IN THE DISTANCE, THERE IS THE ROAR OF A
MOTORCYCLE ENGINE.

2 SOUND: THE MOTORCYCLE ENGINE COMES CLOSER AND CLOSER
Nothing but sand, and the remains of wooden vessels,
their red wind sails flying in the air, like-

3 NARRATOR:
(DRAMATIC DISTRESS)
Oh no. No. Kinghorn is still on the lookout for our
heroes. Coming closer and closer to his revenge.

Scene: 2 WARSHIP BADLANDS - Day

4 SOUND: MOTORCYCLE ENGINE CONSISTANT UNTIL NOTED

5 KINGHORN:
(ANGRY GRUMBLING)
Couldn't have gotten far. They can't outrun a machine.
They can't outrun ME. The moment I find those- those,
troublemakers AND their radio friend.

6 KINGHORN: (cont'd)
(CONTINUED ANGRY RANT)
But of COURSE that stupid cricket can't help me. He can
give me a town filled with darkness, give me a new
life, but for all of his horrible, disgusting power, he
can't give me the means to track down **those** three. Not
even blackout curtains could keep **that** sun from beating
me down.

7 SOUND: DEEP BREATH

8 KINGHORN: (cont'd)
(MORE OPTIMISTIC AS HE GOES ON)
Calm down, Kinghorn. Easy. Just... Just think. Once
this is all over, you go back. You have a **home**. You
have **friends**... More than friends... Just- just find
that nice, blood-red lining. Yeah. Maybe even expand
the casino with a-

9 SOUND: A SUDDEN GUST OF WIND HITS THE MOTORCYCLE.

10 SOUND: KINGHORN SCREAMS AS THE BIKE SWERVES OUT OF CONTROL
ON THE CREST OF A DUNE. THE BIKE HITS THE GROUND, BROKEN,
ENGINE SPUTTERING.

- 11 KINGHORN: (cont'd)
 (SPITTING OUT SAND/GROANING IN PAIN)
 Ughhh, wha- where did that gust... (BEAT/HORROR SETTING
 IN) Oh no. No. No. No. **No. No. NO! NO!** MY BIKE!
- 12 SOUND: KINGHORN SCRAMBLES TO HIS FEET AND STUMBLES OVER.
 PIECES OF HIS BIKE GROAN AS HE TRIES TO ADJUST IT AND FIND
 EVERYTHING
- 13 KINGHORN: (cont'd)
 (FEARFUL)
 NO! NO! I can't DIE OUT HERE! NOT NOW! COME ON, JUST-
- 14 SOUND: MORE METAL GROANING AS HE TRIES TO MAKE IMPROVISED
 REPAIRS. THE ENGINE GIVES ANOTHER WEAK SPUTTER
- 15 KINGHORN: (cont'd)
 I- I- I'LL BEAT THE SUN! I'll get out of here, where-
 (BEAT) Where's my flask?
- 16 SOUND: KINGHORN FISHES AROUND IN THE SAND FOR A FEW MINUTES
- 17 KINGHORN: (cont'd)
 Ah, there you are! Oh, I'm not going to starve to death
 before I burn-
- 18 SOUND: THE SAND RUSTLES, AND AS KINGHORN GRABS HIS FLASK, A
 CLAW SHOOTS OUT OF THE SAND AND GRABS IT TOO
- 19 KINGHORN:
 No, No! No! (Grunts) No! No that's mine, give it back!
 What are you?

Scene: 3 EXT. WARSHIP BADLANDS -

Day

- 20 SOUND: DIGGING NOISES, SAND SHUFFLING AROUND
- 21 KINGHORN:
 AHH!
- 22 HERMIT:
 (CONFUSED)
 Eh? Eh? Who are you?!
- 23 KINGHORN:
 (ANGRILY)
 The guy who's about to cook up some crab legs, you
 freak! Give me back my flask!
- 24 HERMIT:
 Hey hey hey! You leave me leggies be! Then you get yer
 booze back!

- 25 KINGHORN:
It's not -!
- 26 HERMIT:
Ooh, some wine would go nice with me leggyoomes.
- 27 KINGHORN:
Oh, shut up! And give it back!
- 28 HERMIT:
No.
- 29 SOUND: LIQUID SPLOSHING AS HE PUTS IT IN HIS SHELL
- 30 KINGHORN:
(FRUSTRATED)
Rrrgh, what are you doing out here in the desert?!
- 31 HERMIT:
I live here!! (BEAT) Eh, lookit this mess you made!
Always strangers coming up with their transportations
and their hats and their metal arms, confasturblamme
it, get off my lawn!
- 32 KINGHORN:
Yeah, yeah, great, now can I get out of the sun? I'm
(BEAT) allergic.
- 33 HERMIT:
Eh? Sun?! Ah! That sneak! (GRUMBLING) Dangflanggin'
burnt me legumes!
- 34 SOUND: SIZZLING FACE SOUNDS
- 35 KINGHORN:
Agh! Indoors! Now!
- 36 HERMIT:
Oh-Kay!!
- 37 SOUND: DIGGING AND DRAGGING SOUNDS, UNTIL THEY FADE AWAY,
- Scene: 4 INT. CRAB'S DOME
- 38 SOUND: THEN THE DIGGING FADES BACK IN, KINGHORN'S THROWN
INTO A PATCH OF GRASS. A WINDMILL QUIETLY HUMS IN THE
BACKGROUND, AND WIND CAN BE HEARD
- 39 KINGHORN:
Aah, you stupid crab! There's still sunlight! There-
(BEAT/ALMOST SURPRISED) I'm... I'm not burning?

- 40 HERMIT:
Nah! We be good! The dome's made with sunglass!
- 41 KINGHORN:
(UNSURE)
Sunglass?
- 42 HERMIT:
Ye. I found it out in the desert. It was all orangey
and glowing. The plants love it, and it keeps me house
all warm in the night.
- 43 KINGHORN:
Sunglass? That stuff is a myth! Glass that fell from
the sun, that- it can only be made during daytime
lightning strikes. Those NEVER happen.
- 44 HERMIT:
Ye!
- 45 KINGHORN:
(BEAT/FLATLY)
And... you melted a bunch of the rarest minerals down
to make a dome to live in?
- 46 HERMIT:
Ye!
- 47 KINGHORN:
(BEAT)
... You're an idiot.
- 48 HERMIT:
Ah, shut up! You're the one dumb enough to let wind get
the best of ya'! 'Sides, you got one arm!
Statisititallalaly, I'm smarter.
- 49 KINGHORN:
(SARCASTICALLY)
Yes, you absolute genius, you. Just go and get my bike.
- 50 SOUND: BEAT OF SILENCE AS THE HERMIT DOESN'T RESPOND. WIND
CONTINUED.
- 51 KINGHORN: (cont'd)
(CONFUSED AND PERTURBED)
What?
- 52 SOUND: THE HERMIT'S ARMS CLACK AS HE CROSSES HIS ARMS

- 53 KINGHORN: (cont'd)
(GROANING)
Please?
- 54 HERMIT:
(BRIGHTLY)
Okie doke!
- 55 SOUND: SCUTTling AND DIGGING SOUNDS
- 56 KINGHORN:
(HEAVY SIGH)
Oh boy. Well, I'm not dead. That's fun. I'm stuck with
this freak until the sun dies down... But I do get my
bike back.
- 57 SOUND: HE DROPS DOWN INTO THE GRASS
- 58 KINGHORN: (cont'd)
I'm not burning, though. But there's the sun, through
that glass. Is that what it looks like without
sunglasses or a hat? It looks... different than how I
remember it.
- 59 KINGHORN: (cont'd)
(HEAVY TIRED SIGH)
I should just go home. This has been going on too long.
Go back to the casino, see Emily and Bruce.
- 60 KINGHORN: (cont'd)
(BEAT, AND ANGRIER AS HE GOES ALONG)
Those three ruined my life. I **had** a good life in
Beexton. I **had** a home. Friends, a good job. And humans
come and go. I'll live forever. They'll wear down on
this chase **long** before I do. I've come this far.
- 61 SOUND: HE STRETCHES. HIS METAL ARM CLINKS AS HIS BACK POPS
- 62 KINGHORN: (cont'd)
(DEEP BREATH)
Easy. Easy... Revenge is sweeter the longer you wait,
and I can't go anywhere without my bike. Just... Relax.
- 63 SOUND: THE WIND BLOWS THROUGH A FEW HOLES IN THE GLASS AND
THE RUSTLING OF FLOWERS AND PLANTS IS HEARD AS HE YAWNS,
THEN LAYS OUT IN THE GRASS.

Scene: 5 INT. CAVE/NIGHT

64 SOUND: ECHO OF WIND HOWLING OUTSIDE (CONTINUOUS THROUGH SCENE)

65 NARRATOR:

As we leave one dune for the next, same looking pile of dust. And the one after that... And the one after that... And so and so on, the real heroes, plus one, are on the run from the dastardly Kinghorn.

66 SOUND: OUR DYSFUNCTIONAL GROUP WALKS INTO A CAVE, HANDLE OF THE WAGON FALLS TO THE GROUND AND EVERYONE COLLAPSES.

67 CHARLIE:

(HUFFING)

I.. I didn't think, we'd actually find a cave... in the middle of the desert- (STARTLED MID-THOUGHT) WAIT! Wait, there any weird looking rocks? Sharp and pointy ones, you know, uh... Teeth?

68 NICO:

(EQUALLY OUT OF BREATH)

Doesn't look like it. It's too dry out here for stalagmites or stalactites-

69 JIM ROBBIE:

(INTERRUPTING)

Charlie wasn't asking you. Tango, does it look like the cave's gonna... Eat us? I mean, that's - that's crazy. Charlie's probably having war flashbacks to some Great Gray Trout, but... (BEAT OF SILENCE) Tango?

70 TANGO:

(DISTRACTED)

Huh? Uh, um, no, I don't think so? None of the rocks are really pointy.

71 CHARLIE:

Tango? You should probably sit down. Your shoulder-

72 TANGO:

(QUICKLY)

You don't need to sit down to take care of shoulders! That's for legs... (CAUTIOUSLY) Maybe it would be better if, you know, one of us kept watch? Just in case something tries to sneak up on us while we sleep?

73 NICO:

We're in the middle of a desert! It's nothing but open space out there. Nothing's going to see us, and we're not going to see them, so -

- 74 CHARLIE:
(INTERRUPTING)
Except maybe someone would try to run off.
- 75 NICO:
(OFFENDED)
What's that supposed to mean?
- 76 JIM ROBBIE:
Actually, Tango, having a lookout sounds like a good idea. I'll keep an eye out with you. Charlie, you want to take a shift?
- 77 CHARLIE:
Sure.
- 78 NICO:
I could-
- 79 CHARLIE:
(INTERRUPTING)
No, you can't.
- 80 TANGO:
Shhh!
- 81 NICO:
Why do I get the feeling you two are talking about me, instead of the crazed bloodthirsty vampire you guys managed to tick-off?
- 82 JIM ROBBIE:
(BRIGHTLY)
Gee willikers, maybe because- OH YEAH! (DEAD-PAN) We don't trust you. Not like you were willing to stick with us in the bunker.
- 83 NICO:
HEY! I found Ginx, and excuse me if I was trying to make sense out of that clock tower before-
- 84 TANGO:
(YELLING)
QUIET! If you three are going to argue, do it quietly. And when you're a lookout, you're supposed to look OUT.
- 85 SOUND: WIND OUTSIDE, SAND SHIFTING AROUND
- 86 NICO:
I guess we're all staying up then.

- 87 CHARLIE:
Looks like it.
- 88 SOUND: AWKWARD SILENCE BETWEEN THE GROUP
- 89 NICO:
So, um... So, uh, the- those computers back at the, uh, bunker, huh?
- 90 CHARLIE:
What about them?
- 91 NICO:
(TENTATIVELY OPTIMISTIC)
Well, you're an engineer, right? We could talk shop! Where'd you learn to handle electronics, was it self-training, or did you have a mentor?
- 92 CHARLIE:
(HAUGHTY)
Please, I was the **head** engineer in Chicago-
- 93 NICO:
(YELLED)
CHICAGO?
- 94 TANGO:
(AGITATED)
What did I say about noise?
- 95 NICO:
Chicago flooded centuries ago! It's all underwater, just like the fabled city-state of Miami and the South Eastern seaboard!
- 96 CHARLIE:
(SARCASTICALLY)
Well, slap a tail on me and call me a mermaid! You want to see if I have gills?
- 97 JIM ROBBIE:
I'd believe it, if you didn't have such horrible people skills. You couldn't sell an underwater condo even if you had gills.
- 98 NICO:
But how do you even live there?
- 99 CHARLIE:
You know, you're not that smart for a mad scientist. (beat) When you run out of land, you build up!

- 100 NICO:
I'm not mad! Just- (DEEP BREATH) So, what kind of stuff did you work on over there? Do you have electricity like in New York, or...?
- 101 CHARLIE:
We have generators. They break down a lot though, so we- um... *repair* them with what we got. (QUICKLY) Don't you know about this stuff?
- 102 JIM ROBBIE:
Probably not. No, definitely not. But he'll tell us anyways. Go ahead, *regale* us with your knowledge, oh big-headed wagon-bearer.
- 103 NICO:
Of COURSE I know! I- (BEAT) Okay, that's uncalled for.
- 104 NICO: (cont'd)
(CLEARING THROAT)
I hooked up my sound systems and had to transport them. Some were wind turbines, but it was always hard to adjust the yaw system from town to town with the different wind currents-
- 105 CHARLIE:
(WHISPERS CONFUSED AFTER "YAW")
Yaw system? What's a yaw?
- 106 NICO:
(CONTINUED RANT)
- BUT I did find an old blueprint for a pitch system that self-adjusted with-
- 107 CHARLIE:
(CONFUSED AND SOMEWHAT ANNOYED)
What in the spark plug is a pitch system?
- 108 NICO:
You know, a- (BEAT/CONFUSED) You-.. You do know what a pitch system is, right? ... Oh, since you're on the, uh... water, you use oscillating wave surge converters, right?
- 109 CHARLIE:
(MORE CONFUSED AND FRUSTRATED)
Yes- no, Ye- I don't- SHUT UP!
- 110 TANGO:
(YELLING)
CHARLIE! ZIP IT! (QUIETER) I mean... (THE QUIETEST) Charlie, just... Shhh... (TRAILING OFF INTO A PAINED HISS) Ow... Ow, ow.

- 111 JIM ROBBIE:
You alright there, Tango?
- 112 TANGO:
(QUICKLY BUT SOFT)
Yeah! ... Yeah, I just... I just need you all to be quiet. Can you, can you save this for the morning?
- 113 NICO:
I just thought, maybe we could-
- 114 CHARLIE:
No, we can't. Hush up. Now.
- 115 SOUND: MORE DISTANT WIND HOWLING, DUST SHIFTING OVER THE DUNES
- Scene: 6 INT. CRAB'S DOME - Night
- 116 SOUND: WRENCH BEING USED
- 117 KINGHORN:
Well, at least the gas tank and engine weren't damaged. (ALMOST PAINED OVER THE STATE OF THE BIKE) Oh, there's so *many* dents. It's going to take months before my bike is back in its prime.
- 118 HERMIT:
Ya' know, ya can walk. Sun's hot, but maybe there's people places round!
- 119 KINGHORN:
(FRUSTRATED)
I'm not a **people** person... Usually.
- 120 HERMIT:
'Cause the sun, right?
- 121 SOUND: KINGHORN DROPS THE WRENCH
- 122 KINGHORN:
The what?
- 123 HERMIT:
Vampires don't like sun. Sun don't like lots of things! Like clouds! And the stars! And my legumes! And-
- 124 KINGHORN:
(QUICKLY)
HOW- How did you-?
- 125 SOUND: HERMIT SHAKES KINGHORN'S FLASK

- 126 HERMIT:
Blood don't taste good. Lots of iron. Too many
minerals. Get minerals from sand!
- 127 SOUND: KINGHORN GRABS FOR THE FLASK, BUT THE HERMIT HIDES IT
AWAY IN HIS SHELL
- 128 KINGHORN:
YOU DRANK FROM IT? GIVE THAT BACK!
- 129 HERMIT:
Mmhm, no. Ooh, you want some legumes? They better for
you! They stop the owls from reading your thoughts.
- 130 KINGHORN:
Owls? What- **No!**
- 131 HERMIT:
Suit yourself.
- 132 SOUND: LEGUMES BEING EATEN
- 133 HERMIT: (cont'd)
(WITH MOUTHFUL OF FOOD)
So, what are you trying to do out here? Getting to
someplace? Lots of people going places.
- 134 KINGHORN:
I'm... trying to find someone. They... *ruined* my old
life.
- 135 HERMIT:
Well, did they mean to do it?
- 136 KINGHORN:
I... (BEAT) No?... I don't **know**.
- 137 SOUND: CRUNCHING LEGUMES
- 138 HERMIT:
So then why bother?
- 139 KINGHORN:
(ANGRILY)
Because I'm just tired of it all coming back to bite
me! I just want to move on, and I'll be able to once
she's dead! Now leave me be, you insufferable pest!
- 140 SOUND: THE HERMIT SCUTTLES OFF, HIS VOICE FADING

141 HERMIT:
 (GRUMBLING)
 Dang-a-rang stranger comin' in here, yellin at me in me
 own home... (YELLING) I HOPE THE OWLS LEARN ALL YOUR
 SECRETS.

142 SOUND: DOOR SLAMMING

143 KINGHORN:
 (EXASPERATED SIGH)
 You crazy, moronic crab-creature, it's not like YOU
 have to deal with any of this. Running without a home,
 finding one, and having your entire life turned
 upside-down **again...** (DISGUSTED) Ugh, not like you're
 any decent for talking to, anyways.

Scene: 7 EXT. WARSHIP BADLANDS -

Day

144 SOUND: WIND HOWLING/FLAPPING OF TATTERED SAILS

145 NARRATOR:
 All this sand. Nothing but sand. On and on, and into
 the horizon. A graveyard of broken airships are the
 only sign of civilization out here. It seems almost...
 Peaceful.

146 SOUND: DISTANT SOUND OF CHARLIE AND JIM ARGUING WITH NICO

147 NARRATOR: (cont'd)
 Well, it **would** be peaceful.

Scene: 8 EXT. WARSHIP BADLANDS -

Day

148 NICO:
 (CONTINUOUS ARGUING)
 - You used an improvised Taser in that Casino?!? A
TASER?!

149 CHARLIE:
 You KNOW, I could make a Bingo card out of the weird,
 made-up science terms you come up with!

150 NICO:
 IT'S NOT MADE UP! *Tasers* are electrically charged
 weapons.

151 JIM ROBBIE:
Sounds made up.

- 152 NICO:
YOU KNOW WHAT, *JIM*? You're not as advanced as I thought you were. No one probably gave you a processor or data card. You're running on improvised-
- 153 JIM ROBBIE:
(ANGRY)
WHAT'S THAT SUPPOSED TO MEAN?
- 154 CHARLIE:
And **you're** spouting off nonsense again, you-
- 155 TANGO:
(EXHAUSTED FROM LISTENING TO THIS)
Drag Tovares, the sun is up, and you three are still at it? Have you stopped this for the past... How long have you three been fighting?
- 156 SOUND: TANGO HISSES IN PAIN, EVERYONE IS TOO WORKED UP TO NOTICE
- 157 CHARLIE:
We *wouldn't* be fighting, if he didn't start all of this.
- 158 NICO:
WHAT DID I START? I was just **trying** to make conversation. Get to know all of you, talk about engineering, and suddenly, YOU get defensive, and I-
- 159 JIM ROBBIE:
(INTERRUPTING)
And you continue being the worst person we've ever met, but we already know that.
- 160 NICO:
YOU-
- 161 TANGO:
(HUFFING A BIT, CLEARLY TIRED)
Can we- we just rest a bit? Just a few minutes...
(SOMEWHAT UPSET) We still have to keep moving though.
- 162 CHARLIE:
(BITTER)
Fine.
- 163 JIM ROBBIE:
(BITTER THE SECOND)
Fine.

- 164 NICO:
 (BITTER THE THIRD)
 Fi-
- 165 CHARLIE:
 (INTERRUPTING)
 - YOU don't get a say in the matter.
- 166 SOUND: THE GROUP WALKS INTO THE SHELTER OF AN OLD
WARSHIP/FLAPPING OF THE SAILS AND THE WOOD CREAKS AS WIND
PUSHES IT TOO AND FRO.
- 167 TANGO:
 (STILL TIRED BUT FASCINATED)
 Whoa, these wood things are-... Really big. Huge.
- 168 NICO:
 Huh, they kind of look like the ships the bandits used.
 Maybe it's a graveyard for them of some kind. But the
 marks on the exterior of them-
- 169 CHARLIE:
 (AGITATED)
 Oh, it's all so *obvious* to you, isn't it?
- 170 TANGO:
 (QUIETLY)
 Not again-
- 171 SOUND: TANGO MAKES ANOTHER PAINED NOISE AS HER ARM ACTS UP
- 172 NICO:
 (AGITATED)
 Well, *maybe*... CHARLIE, it is obvious. *Maybe*, some of
 us are more **qualified** to identify things and know what
 they're doing.
- 173 CHARLIE:
 (ANGRY)
 And **what** are you getting at?
- 174 JIM ROBBIE:
 (GOADING CHARLIE ON)
 Yeah, give it to him good, Charlie!
- 175 CHARLIE:
 (VERY, VERY ANGRY)
 You listen, you **horrible, insufferable, excuse-**
- 176 TANGO:
 (ANGRY)
 ALL OF YOU, **SHUT UP!**

177 SOUND: TANGO GASPS AND HISSES IN PAIN AS HER SHOULDER ACTS UP

178 JIM ROBBIE:
(CONCERNED)
Tango? You okay?

179 TANGO:
(CLEARLY UPSET)
You know what? No, I'm not, because we have really BIGGER things to handle, but you three have been at it for the past TWO DAYS! **TWO DAYS!**

180 TANGO: (cont'd)
(UPSET)
We all know Nico did a really bad thing in the past, and if he wants our trust, he has to **earn** it. But for the sake of my arm- which feels like it's ON FIRE- thank you for pulling the wagon.

181 CHARLIE:
(QUIETLY)
Tango, I didn't-

182 TANGO:
(INTERRUPTING/STILL UPSET)
AND **YOU!** So what if Nico is a smarty McSmart-guy? You're still a part of this team, so why are you feeling threatened? I thought you had your stuff together?

183 TANGO: (cont'd)
(STARTING TO CALM DOWN BUT ONLY A TAD)
And Jim... Yeah, you're upset. I get it, trust me, I really do. But please, for the sake of us *living* for another day, at least pretend to get along? ... Please?

184 JIM ROBBIE:
I'm not-

185 SOUND: BEAT OF SILENCE

186 NICO:
Tango, I- (BEAT/HEAVY SIGHT) Okay... Okay. Yeah.

187 CHARLIE:
(CAUTIOUSLY)
Tango... Is your arm okay?

188 TANGO:
Fine! It's... It's... Fine.

- 189 CHARLIE:
Let me see it.
- 190 TANGO:
My arm is fine. Everything is fine. What ISN'T fine, is you three-
- 191 JIM ROBBIE:
We argue all the time! It's the *charming* aspect about us. Now Tango. **Arm.**
- 192 SOUND: TANGO GRUMBLES AND CHARLIE REMOVES THE BANDAGES
- 193 NICO:
Oh- uh... I'm no doctor, but that looks... Kind of not good?
- 194 TANGO:
I told all of you, my arm is fine! Just got to wait it out, and-
- 195 SOUND: CHARLIE POKES IT AND TANGO YELPS IN PAIN
- 196 CHARLIE:
Healed arms don't hurt when you touch them.
- 197 TANGO:
But it won't take long before-
- 198 CHARLIE:
I'll poke it again.
- 199 JIM ROBBIE:
Are there any doctors nearby? I mean, you humans get hurt all the time. There's got to be somewhere-
- 200 NICO:
(INTERRUPTING)
Where, exactly? That bunker is abandoned, AND dangerous. There were those cultists. What else can we do?
- 201 CHARLIE:
Good Lucky. We're still welcome there... I think? But that means-
- 202 TANGO:
WE CAN'T TURN BACK!
- 203 CHARLIE:
Tango.

204 TANGO:

I MEAN- we... Kinghorn's somewhere out there. That town is nice, but he's... What if he catches up? What if he hurts the town? If he see's us, we KNOW he's going to murder us.

205 NICO:

But what's in front of us? Sand, sand, more sand. Another abandoned... Whatever these big wooden ruins are. What if we just keep wandering, and-

206 TANGO:

That's what we do! Go place to place, it's always been **fine**.

207 NICO:

And you're dang lucky you haven't died of starvation or dehydration out here!

208 JIM ROBBIE:

(FIRMLY)

Tango, your arm will get worse.

209 TANGO:

BUT-

210 CHARLIE:

(INTERRUPTING)

Deep breath, then talk.

211 SOUND: TANGO TAKES A DEEP BREATH WITH AN EDGE OF PAIN

212 JIM ROBBIE:

So?

213 TANGO:

... We go back.

Scene: 9 INT. CRAB'S DOME - Night

214 SOUND: MOTORCYCLE ENGINE STARTING, THEN FINALLY STARTING, AND FADING TO A HUM

215 KINGHORN:

HA! There we go. Sun's down too. Perfect timing.

216 HERMIT:

Ye. Moon'll pass. Another moon will come. Similar, but different.

217 KINGHORN:

Well, I should move while the moonlight's still burning.

- 218 HERMIT:
Mm! Here ya' go!
- 219 SOUND: HERMIT HANDS KINGHORN HIS FLASK BACK, ALONG WITH A FEW BAGS
- 220 KINGHORN:
Wh... What's this?
- 221 HERMIT:
A bag! It's got some legumes, a scarf for your weird head so it don't get burnt, and these eyeglass do-dads!
- 222 KINGHORN:
Sunglasses?
- 223 HERMIT:
Uh-huh! From sunglass!
- 224 KINGHORN:
(CAUTIOUSLY)
That's... awful kind of you, after how I yelled and refused your food. I... Thank you, I suppose.
- 225 HERMIT:
Eh, you were some new kinda company. Everyone's different. Just like them winds. Watch for 'em. Wind moves sand quick. (BEAT/BRIGHTLY) Well, anyways, have fun killing! Just head through that tunnel, and you'll be headed in the right place!
- 226 KINGHORN:
Right place? (BEAT/FLATLY)... Right, like your sense of direction is any better than mine.
- 227 SOUND: BIKE REVVING UP, SPEEDING OFF AND THE NOISE FADING

Scene:10

- 228 NARRATOR:
(DRAMATICALLY)
Kinghorn sets off, still focused on the hunt. But the trail after the desert storm has been all turned about. He's headed back the way he came. Back in the direction... of Good Lucky.
- 229 SOUND: MORE MOTORCYCLE ENGINE NOISES AND WIND SWEEPING OVER SAND

End Credits

230 NARRATOR:

Free will and determinism co-exist in an infinite continuum of cause and effect, action and reaction. We choose the paths that we walk in life with no control over the events that transpire on those paths. It is up to us to find solace in knowing that the world around us is beyond our control.

Jim Robbie and the Wanderers is created by Ileana Sheremet, with tonight's episode, Wandering Hermits, written by Jack Pevyhouse and Shannon Sawyer. Edited by Laura Bramblette, with music by Tom Rory Parsons, and the theme done by John Bradley.

Starring: Gavin Waters as the Narrator and Kinghorn, Eli McIlveen of Alba Salix as the Hermit, Mako Horikoshi as Charlie, Jake Song as Nico, Aleksandr Wilde as Jim Robbie, and Ileana Sheremet as Tango.

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