

Production Title: Bougrim's Backstory

Project Length: A single 30 minute episode

Website: www.theluckydie.com

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Project Description:

Bougrim's past adventures are discovered in this exploration of the spirit plane.

A fantasy world that is going through an apocalypse, where a threat to existence is killing their gods. Primarily we are an actual play D&D podcast that follows convicted criminals (guilty or not). This is an expansion of their world that further builds the characters they have met and not meant to be a stand alone project. Races include elf, dwarf, human, gnome, halfling, drow... - your typical Tolkien races.

Requirements:

Reliable, clear sounding microphone.

1-2 takes of each line. Please feel free to improvise a little.

Please name your files like so: CHARACTERNAME_YOURNAME

If auditioning for multiple parts, please save each file separately.

Save the file as .wav format.

Email the file to theluckydiepodcast@gmail.com

Audition Due:

August 25th 2019

Other:

These are not paid roles, although plenty of social media shout outs and credits on our website and in press kits.

Unless specified, characters will not be reoccurring.

Actors are welcome to audition for more than one role.

We're conscious about representation, so regardless of colour, disability, gender or orientation, feel comfortable to apply for any role you feel comfortable portraying - this is a fantasy world where who you are is the most important thing.

If you require additional support, please feel free to reach out.

Primary Character

Name: Loe'Hir (*low-here*)

Character Description: Loe'hir is an old drow (dark elf) who is about to go on his last adventure. Being an elf, they should have either a UK or American accent.

Character Personality:

Loe'Hir speaks in a harsher voice, is short tempered due to having seen it all, done it all, and he has become cynical through experience. This young Dwarf, Bougrim, seems like a young Dwarf filled with hope, much like yourself when you were younger. Despite how short you are with him, you actually like and have high hopes for this one.

Notes: The accent of Loe'Hir is open to alteration dependant on the successful applicant. The role will also require some panicked shouting.

Lines:

"Every prophecy, every vision, every foresight based ability or spell, all feature dark clouds. We have to find it Bougrim. Even if it costs us our lives - the entire point of this group is to bring this to light, to activate it when it's truly needed. If we don't, everything we've done, all those awful things we've done to people, will have been for nothing..."

"Ssssh! The inhabitants might hear you! Time works differently here. Come let's walk and talk, this place is too cold for my old bones to be doing nothing. Waiting for you did not help."

"We're in the Stalking. The Stalking is only a thin membrane away from the physical plane. So thin, only spirits can pass through. Time is different here too Bougrim, and the colours distorted. Common, sit down for a moment, get your breath back. [*Helps bougrim to the floor*] There we go son."

(Desperate, summarising on the fly, and under fire.)

"Falsa Faceem... a temple deep within the ground... guarded by ancient skeletal guardians.. traps of fire, chair of death, armor stands... ah here... final room..."

Secondary Characters

Name: Komin

Character Description: Komin is a child, a dwarf, who is delivering a message for some copper. Being a dwarf, they should have a Scottish, New York or New Jersey sounding accent.

Character Personality: They are a young child, who spends more time running around pretending to be an adventurer, than they do in school. Komin is a cheerful and curious child.

Notes: The gender of Komin is open to be altered dependant on successful applicant. The accent is also open to being changed.

Lines:

“The really old Drow Man come back, one with the scar on his face and the really long scraggly hair. He told me to tell you to meet him in the sewer under your house.”

“Are you an adventurer? You’re always going away to find treasure, right? My friend Jullian said that there’s treasure in Hearth’s Harth.”

Name: Inquisitor 1 (Dwarf)

Character Description: A lowly dwarven inquisitor. Being a dwarf, they should have a Scottish, New York or New Jersey sounding accent.

Character Personality: These two inquisitors are afraid of the situation. There is supposedly a power necromancer performing dark rituals in the basement of an inn, and these inexperienced detectives, have been sent to investigate these rumors. And low and behold it looks like the rumors were actually true. They are rightly nervous, but determined to do their job.

Notes: The gender and age of the inquisitors are completely open.

Lines:

“[Uncertain, a little scared] I’m sorry sir, but under the laws of the Dusk, we’re to take you and your clients into custody.”

“We’ll need to seize this stuff, have our mages check it for traces of necromancy.”

Name: Inquisitor 2 (Elf)

Character Description: A lowly elven inquisitor. Being an elf, they should have either a UK or American accent, although with a refined manner of speaking.

Character Personality: These two inquisitors are afraid of the situation. There is supposedly a power necromancer performing dark rituals in the basement of an inn, and these inexperienced detectives, have been sent to investigate these rumors. And low and behold it looks like the rumors were actually true. They are rightly nervous, but determined to do their job.

Notes: The gender and age of the inquisitors are completely open.

Lines:

“[Trying to sound braver than they feel] How would you explain all these bottles and... dead things?”

“No way! We’re not taking chances with their sort. Not a chance in Hell.”