

[Mage and Machine theme plays.]

Announcer: **Mage and Machine. Season Two, Episode Five: "Pay No Attention ..."**

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[Inside a helijet flying across Hallamere. It's like a helicopter, but cooler.]

LADY CHANDLEY: (looking over some reports) These readings could be from three hundred feet down. There's just too much interference from the wiring. We'll need to assess it from much closer. (beat) (sternly) Kailira, are you listening?

KAILIRA: (to herself, with quiet anger) *Inimus*.

LADY CHANDLEY: *We* call it Mount Aramus, remember?

KAILIRA: I hate seeing it.

LADY CHANDLEY: It's completely dormant now.

KAILIRA: (sigh) I don't care.

LADY CHANDLEY: Well, it will be harder to see from the dig site, so it shouldn't distract you from the task at hand.

HELIJET PILOT: We've got landing clearance, my lady. Bringing her down now.

[The helijet lands. The doors open, and Chandley and Kai step down to the ground.]

BREELEY: (nervous) Lady Chandley! We're honored to have such an important visitor.

LADY CHANDLEY: Senexia is my area of expertise, Supervisor Breeley. If you think I'm merely a 'visitor', then you don't understand the significance of what you've found.

BREELEY: Oh no, my lady, I assure you we're taking it very seriously. The entire

site is on lockdown until the find is confirmed and secured.

LADY CHANDLEY: Good.

BREELEY: As a matter of fact, there's a minor ... security issue to deal with. Here -- you'll need this badge to access anything here. That includes the bathrooms.

LADY CHANDLEY: Understood.

BREELEY: But I wasn't told you would be ... accompanied.

LADY CHANDLEY: This is Apprentice Kailira. She'll be assisting me while I'm here.

BREELEY: Oh! Of course! Um, sorry for the inconvenience, Apprentice, but ... you'll need to get a badge from our tech. We would've put you in the system already, but ...

KAILIRA: That's okay. Where do I go?

BREELEY: (looking around) Not sure where he got to ... Ah! He's over there putting some artifacts into the database.

KAILIRA: I see him.

LADY CHANDLEY: (very quietly) Remember what I told you.

KAILIRA: (with some resentment) Yes, Cassia.

[Breeley and Chandley continue talking as Kai walks away.]

BREELEY: I've got the latest readings from the subsurface sensors if you'd like to take a look.

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[Another part of the digsite. Hawthorn is typing and talking to himself as Kai approaches.]

HAWTHORN: (under his breath as he types) Small box ... no contents ...

inscription on lid *milis tr ... tra ... ?*

KAILIRA: *Milis forokori.*

HAWTHORN: *Forokori*, thank you. I'm glad someone can read Professor Hanfield's handwriting.

KAILIRA: Actually, I read it off the box.

HAWTHORN: (startled) You -- Oh! I'm sorry, I thought you were another intern! (beat) Wait, h-how does that say *forokori*? Doesn't this thing here mean *ga*?

KAILIRA: No, see, when you have *this* after it, the sound changes. (pointing at each symbol) *Fo-ro-ko-ri.*

HAWTHORN: I always forget the diacritics! Sorry, I've been practicing reading Senexian but the words on the artifacts never look like the ones in the textbook.

KAILIRA: Hallameran textbooks *are* pretty terrible.

HAWTHORN: A-are you from the Hall of Magic? I know there's been a lot of interest in our humble digsite.

KAILIRA: Yep, that's why I'm here. (correcting herself) Well, I mean, I'm here to assist Lady Chandley.

HAWTHORN: (mental facepalm as he realizes) Oh! Yeah! You need a badge! Heh. And I've been rambling on about inscriptions.

[Hawthorn pulls up the security program and starts typing much faster.]

HAWTHORN: I'm so sorry, where are my manners? My name's Hawthorn.

KAILIRA: (trying to remember) That's ... a kind of tree?

HAWTHORN: (chuckles) I was going through a dramatic phase when I picked it. Now I need *your* name, for the records.

KAILIRA: Kailira. With an A-I, not a Y.

HAWTHORN: Got it. And last name?

KAILIRA: ("soh-lah-NEH-ree-ah") Solaneria. One N, one R.

HAWTHORN: Huh. Interesting name.

KAILIRA: I don't use it much.

HAWTHORN: And your job title?

KAILIRA: Apprentice.

HAWTHORN: (oh god) ... I can't believe I just wasted the time of an Apprentice to the Royal Sorceress. Please accept my deepest apologies. And please don't get me fired.

KAILIRA: No no, I wouldn't --

[Hawthorn finishes typing and swipes a badge. Green light.]

HAWTHORN: And here you go. This will let you in most of the doors and gates around here. I'm sorry for the delay, Apprentice.

KAILIRA: You can call me Kai.

HAWTHORN: I'm just an intern. I'm pretty sure an Apprentice's first name is *way* above my pay grade.

KAILIRA: Well, I won't tell the name police if you won't.

LADY CHANDLEY: (in the distance) Kailira!

KAILIRA: I gotta go. Thanks for the badge.

[Kai starts to leave, then stops.]

KAILIRA: Oh, if you were wondering -- *milis forokori* is a kind of candy. That's what was in the box.

[Kai leaves.]

HAWTHORN: (puzzled) In the -- wha ...? Oh! *This* box! (beat) Wait, Hanfield's notes say "translation unknown". H-how did she ... Heh. Right. The Hall. They're on a whole 'nother level, I guess.

## Mage and Machine. Season Two, Episode Five: "Pay No Attention ..."

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[Natterjack's office. They're alone, at their desk, making a phone call.]

[Elinor picks up]

ELINOR: (on phone) (as herself) Go ahead.

NATTERJACK: Elinor. I am *terribly* sorry to bother you again, my dear.

ELINOR: (on phone) (with some annoyance) I'm onsite right now so I've only got a few minutes before they miss me.

NATTERJACK: Yes, yes, I do apologize. However, there is a matter that is ... puzzling me right now. I'm hoping that you can provide some clarification.

ELINOR: (on phone) And that is?

NATTERJACK: You spoke to Mechanimo and Mr. Orellano privately, correct?

ELINOR: (on phone) Mm-hmm, they were in the cybernetics shop. Nobody else was there.

NATTERJACK: Did either of them mention to you *why* exactly Mechanimo is so willing to work on such short notice?

ELINOR: (on phone) To pay off a debt, right?

NATTERJACK: A debt to ...?

ELINOR: (on phone) Is that a trick question? Orellano said they owe you a hell of a lot.

NATTERJACK: (pensive sigh) I see.

ELINOR: (on phone) With respect, Natterjack, I don't have time to dance around. What is this about?

NATTERJACK: Allow me to explain. I was surprised at the sheer alacrity with which Mechanimo's freedom was secured, so I reached out to my contacts on the inside to commend them for their speed and settle our accounts.

ELINOR: (on phone) And?

NATTERJACK: I found I had no accounts to settle. My contacts had done nothing. They hadn't had a chance.

ELINOR: (on phone) I don't understand.

NATTERJACK: Simply put, dear, I was not the one responsible for Mechanimo's jailbreak. (deadly serious) Someone else beat me to it.

ELINOR: (on phone) Not a lot of folks have that kind of pull.

NATTERJACK: But you say Mechanimo thinks he owes *me* for it. So whoever broke him out ...

ELINOR: (on phone) Is letting you take the credit.

NATTERJACK: You understand my concerns.

ELINOR: (on phone) Hmm. That's an awfully big question mark hanging over your head.

NATTERJACK: Indeed. Who else knew where Mechanimo was, and had a reason to let him out as well as the resources to do so? Something deep is being plotted, and I don't like it.

ELINOR: (on phone) Should we take him off this job?

NATTERJACK: No, I don't think that's necessary ... not yet, at least. But please, when you work with him ... keep a careful watch. His mysterious benefactor could show their hand. (beat) I trust your intuition, Elinor. If anything strikes you as odd or concerning, let me know as soon as you can.

[Natterjack hangs up the phone.]

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[An improvised meeting room at the Portreeve dig site. A bunch of people are settling into chairs for a meeting.]

HAWTHORN: Over here, Nora! I saved you a chair.

ELINOR: (as "Nora") Thanks!

BREELEY: All right everyone, settle down!

[People settle down.]

BREELEY: By now all of you have heard about the helijet that arrived today from the capital. Please join me in welcoming the country's foremost expert on Senexia, Royal Sorceress Chandley.

[Polite applause.]

LADY CHANDLEY: (addressing the room at large) I am here because the sensors deployed at Building 58 indicate the possible presence of an archaeological find almost unmatched in any Senexian ruin: an intact, still-functioning power generator. I cannot stress enough that -- if this is indeed what your sensors have discovered -- we have an almost revolutionary piece of ancient spellwork on our hands.

BREELEY: Lady Chandley will be in charge of everything relating to Building 58. If she tells you to do something, I expect you do to it without fail. We can't risk damaging the only working example of Senexian power generation we've ever found.

LADY CHANDLEY: Indeed. Other generators have been uncovered before, but they have all been non-functional. It's unclear why exactly that is --

KAILIRA: (can't resist interjecting from the sidelines) They're probably just missing the *beornan*.

LADY CHANDLEY: Yes, of course. And to translate for those less familiar?

KAILIRA: The energy source, I guess you'd call it. Like a river for a hydroelectric plant.

ELINOR: (as "Nora") (whispering to Hawthorn) Who is that?

HAWTHORN: (whispering back) Oh. Yeah. That's one of her ladyship's apprentices. *Really* knows her stuff.

ELINOR: (as "Nora") (whispering) That young? Wow.

LADY CHANDLEY: (pretending Kai said something she already knew) Right. So if this ... energy source ... really is the key element, we must make every effort to preserve it. Careful investigation will be needed to understand the measures necessary to extract the generator and transport it to the Hall of Magic for study.

ELINOR: (as "Nora") (with a touch more confidence than Nora usually has) But isn't it the University of Hallamere running this excavation?

LADY CHANDLEY: (coldly) I beg your pardon?

BREELEY: (disapproving throat-clear) Nora, haven't you been listening? This is too big for the research faculty at Hall U. Only Lady Chandley has the expertise to properly study it.

ELINOR: (as "Nora") Right ... of course ... sorry!

BREELEY: Now, you're all aware that we've tightened security across the entire site. Keep your badge on you at all times and if you've been given security codes make sure you remember them. If you spot anyone who should not be here, raise the alarm immediately.

LADY CHANDLEY: There are those who would see this discovery as merely an opportunity for profit. They may try to steal information -- or worse -- to sell this discovery to the highest bidder. It's everyone's responsibility to be on guard here. Now, if there are no more interruptions ...? (barely waits for an answer) Excellent. You are all dismissed.

[Everyone starts getting up because nobody likes a meeting.]

BREELEY: (taken off-guard by Chandley ending the meeting) (calling out over the noise) Uhh and remember! Get your timecards filled out by the end of the day! (beat) My lady, if you'll come with me, we have got some new maps ...

HAWTHORN: (to "Nora") (a little in awe) Wow. I still can't believe I was just in the same room as Lady Chandley herself.

ELINOR: (as "Nora") (small giggle) Are you gonna ask for her autograph?

HAWTHORN: (laughing) I can't even get Breeley to sign my timecard half the time.

ELINOR: (as "Nora") (thoughtful) That apprentice of hers seems pretty smart too.

HAWTHORN: Oh, she is. I talked to her when she got here -- man, I bet she could teach Professor Hanfield a thing or two.

ELINOR: (as "Nora") I bet you're right. (beat) Hey, while you're here -- could you check the sensor placements I did? I'm still kinda worried I messed them up.

HAWTHORN: Yeah, sure, let's take a look.

[They both walk away.]

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[Oubliette's deep mysterious domain far below the city.]

OUBLIETTE: (reciting another message) Another moment, another message. Listen, and remember. (beat) The thread you pulled is making its way across the weft of the fabric before us. Another thread is making its way across the warp, and it is inevitable the two will cross.

[Some kind of machiney thing in the background for a short beat.]

OUBLIETTE: I will be clearer: there is a piece in play that has been pulled from another game. The young Senexian. It is so interesting to see how she rolls the dice. My instructions to you are simple. Wherever she is, whatever she does, she is to be left alone. By you, and by anyone else who stands in her way. Even if you forget everything else, remember that. It is the most important of your tasks. (beat) I trust your obedience. Do what you must to keep her unhindered. Go forth until I need you again.

[A "message sent" noise.]

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Featuring the voice talents of:

Genny Sherard as Kailira

Emaline Tuck as Lady Chandley

Rukshin Shafer as Elinor

Elliot Jean as Hawthorn

Briar Zachary as Natterjack

Daniel Santoy as Breeley

Alexandra Jameson as Oubliette

Jordan Gottlieb as Helijet Pilot

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Directed by Samantha Reed

Produced by Pendant Productions

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