

TRANSCRIPT – Smoke & Mirrors Vol. 1 – Chapter 6 – *Voyage to Solnec*

RECAP

LILLIAN: Previously on Smoke & Mirrors...

CULTIST #6: Everyone has the breaking point, Blackwater! Go to the city of the dead if you want your damn-ed book! (alternates between screaming and laughing as he burns)

OCTAVIUS: It's an island?

NERO: Yeah, Ock. Right in the middle of the bay, which means we need to get a boat.

OZZY: Ock, relax. There's a ferry that goes there twice a day.

NERO: I'm really glad they left some usable suitcases in the costume closet.

OCTAVIUS: Nero, I don't even know what to pack for this journey.

OCTAVIUS/ED/MACKENZIE/OZZY/YOURIE:
SURPRISE!

LILLIAN: Oh... my... God.

FX: Music – *Impenitent* by Jason Luka

OCTAVIUS: We're Smoke & Mirrors...

NERO: A troupe of stage magicians...

ED: Lost in another world...

LILLIAN: Trying to stay alive...

OCTAVIUS: With an evil wizard chasing us...

ED: We have to use our wits in order to survive...

NERO: When all we want is to find our way home.

OCTAVIUS: Home.

ED: Home

LILLIAN: Home.

FX: Music fades

NARRATOR: Smoke and Mirrors, volume 1. Chapter six – Voyage to Solnec

SCENE 1

INT. THEATRE GREEN ROOM. MORNING

ED: (to himself) Ugggh... how much did I have to drink last night? (yawns and stretches) Okay, so I'm in my room, don't remember how I got back here and... Mackenzie looks comfortable. We're both fully dressed so nothing too weird happened. I wonder if it'd be creepy if I played with her hair?

MACKENZIE: (sleepily) Ed... shut up.

ED: Or... I won't.

MACKENZIE: I didn't say stop, nitwit.

ED: Oh. Okay.

MACKENZIE: (moans contentedly)

ED: So I take it you had fun last night?

MACKENZIE: Mm hmm.

ED: Hm. You know, at some point, we do have to get up and start heading to the docks, right?

MACKENZIE: Noooooooooo...

ED: Well, okay. I can sit for a little while.

MACKENZIE: No, you need to start getting ready and... (licks her lips) I need to get some water.

ED: Yeah, you and me both.

MACKENZIE: Remember though, you promised. You get that book, you have to see me before you leave.

ED: I will. I promise.

MACKENZIE: You're not just saying that right?

ED: Of course not. I mean it. (pause) Well, c'mon. I have to go and wake up the others.

FX: Couch creaking, footsteps

MACKENZIE: Weird. I'm not used to seeing things from this side of the stage.

ED: It's definitely a different experience.

FX: Footsteps

FX: Knocking, door opening

ED: Hey, Nero.

NERO: Hey.

ED: You know, I can wait for you get dressed, if you want. As a matter of fact, I kind of... insist.

NERO: Oh... yeah. Sorry about that.

ED: We need to get up and start getting ready for the... oh, hi Clara.

CLARA: (weak laughs) Hey, Ed.

ED: Um... you know, I can come back once you're both, um, a little less naked.

NERO: Sure, can you give us, like, five minutes or so?

ED: Eeyeah, sorry to interrupt.

FX: Door closing

CLARA: (muffled behind the door) Only five minutes?

NERO: (muffled behind the door) I have no idea what you're talking about.

CLARA: (muffled behind the door) (giggles)

ED: That was more of Nero than I ever wanted to see.

MACKENZIE: You and me both. (quietly to herself) Clara though.

ED: What?

ED: (quickly) Nothing.

FX: Knocking

ED: Ock, you up?

OCTAVIUS: Yeah, I just have to get my shoes on.

ED: Is Lillian with you?

OCTAVIUS: No, she went back to the costume closet.

ED: Alright. (low to Mackenzie) I was hoping he got him some last night so I wouldn't have to cross the whole theater to wake her up.

MACKENZIE: Yeah, well, you'll live.

ED: As much as I'd love to see it happen, I don't wanna be annoying about it.

MACKENZIE: Yeah, nothing ruins a potential relationship like everyone deciding for you ahead of time. (to herself) Including your mother.

ED: What?

MACKENZIE: Nothing.

FX: Footsteps, door opening

ED: Hey, Lillian, what's all this?

LILLIAN: Oh, good morning Ed, your highness. Yourie arranged it so our ferry ride is free if we do a show on the boat. I only have the really portable stuff packed though.

ED: Oh cool. I'll have to remind myself to thank her for that later. (pause) You heard anything from Vivian?

LILLIAN: The Ouija board hasn't moved in a few days. I... I wish I could tell her where we're going but... it's not a precise science, if it's a science at all.

MACKENZIE: Well, if you show me what to do, I could help you, you know.

LILLIAN: Oh okay, um. I don't know why I didn't think of that.

MACKENZIE: You're not the first person who's been too polite to ask.

LILLIAN: Well, and obviously you don't owe us any favors. Um, it actually comes with a set of printed instructions. Don't worry about any of this calling the dead stuff.

MACKENZIE: Wait, what?

LILLIAN: It's just a marketing thing. If the planchette moves to 'Hello' on its own, just hold your fingers to it and talk to it and whoever is speaking, it will spell out what they're saying.

MACKENZIE: So I have to leave it unfolded with the... what's-it-called on it?

LILLIAN: Planchette.

MACKENZIE: Planchette, got it. That doesn't seem terribly difficult at all. I will handle this then.

LILLIAN: Thank you. Well, let's get these bags on the coach and we'll be on our way.

SCENE 2

EXT. CARRIAGE. DAYTIME

FX: Horse galloping, with carriage, carriage window opening.

LILLIAN: (speaking to the carriage driver, who would have trouble hearing her) Hold up, hold up.

FX: Horse stopping

NERO: What's going on?

LILLIAN: I was just looking at the um... house...

NERO: (reading the sign) Quarantine.

LILLIAN: Look at that. They have the whole house covered in canvas. Did he just throw a piece of fruit over the fence?

NERO: They have to eat somehow. C'mon. I know we're at a safe distance now but whatever plague they have, I don't want to roll the dice on whether we're immune to it or not.

LILLIAN: Yeah.

FX: Carriage window

LILLIAN: You can keep going now, thank you!

SCENE 3

EXT. DOCKS. DAYTIME

FX: Seagulls, ocean water, dock bell ringing

ED: Mackenzie, before we go, there's a favor I want to ask of you.

MACKENZIE: Between you and Lillian, your group is really starting to rack up the favors, Ed.

ED: I want to help you with your first magic trick.

MACKENZIE: You want me to do magic?

ED: Only if you want.

MACKENZIE: Sure. Show me then.

ED: It's called the French Drop. You hold the coin between your thumb and your first finger like so.

MACKENZIE: Okay.

ED: Then, the idea is that you snatch it out of your own hand but then you turn your right hand so that, it rolls back into the first hand just as you're closing your grip. You do it all in one fluid motion and it looks like this.

MACKENZIE: I will work on it until I get it right. It looks like the crew is starting to get ready to launch. You need to get going.

ED: Okay, I'll see you when I get back.

MACKENZIE: You better!

CLARA: I wish I could come with you, Nero.

NERO: I know, but seriously, who would run the bar without you there?

CLARA: They'd survive. (pause) Okay, that's probably a lie. A half-truth at best.

NERO: If I found out you skipped work and the bar burned down...

CLARA: Oh hush! Find me when you get back, okay?

NERO: I will. I promise.

LILLIAN: Hey, Ock. This is going to be a first.

OCTAVIUS: Our first what?

LILLIAN: The first time we've had a gig and we weren't scrambling at the last minute to put it together and get our props in.

OCTAVIUS: I mean, we just stick with the script for our last show, minus the recliner trick.

LILLIAN: And, I'll have a lot of free time since I won't be in makeup trying to look like a china doll. Still, that was one of the better ones we came up with.

FX: Bells ringing

OCTAVIUS: By the time I finished recutting the frame... (pause) I was so done with that recliner. Oh, looks like we're moving now. So... do you wanna do dinner after the show?

LILLIAN: Oh yeah, we were still going to do that when I was mad at you.

OCTAVIUS: Yeah. (decides not to rub it in)

LILLIAN: So... I guess we get dinner and take it back to your room?

OCTAVIUS: It's... a good a plan as any.

LILLIAN: They might not let us take food out of the uh...

OCTAVIUS: Galley?

LILLIAN: I was thinking cafeteria.

OCTAVIUS: Well, either way, if it's a problem, we still have the island.

LILLIAN: Yeah, I guess we should get ready though.

OCTAVIUS: Yeah. I'll help. What do you need?

FX: Fade

SCENE 4
INT. ENTERTAINMENT ROOM. EVENING

ED: So we've asked our audience to help us perform our magic on occasion but this is the part of the show where we use magic to give back to our audience. So what I need is a volunteer... I see we have a brave soul up front BUT I haven't told you what you're volunteering for yet. By a show of hands, how many of you know a couple who are in a relationship... that needs to end? Alright, the small child in the reddish hat. Come on up here. What's your name?

YOURIE B: Yourie.

ED: Yourie. Like the princess?

YOURIE B: Mm hmm.

ED: Nice lady. So Yourie, who is the unhappy couple that we want to break up tonight?

YOURIE B: My uncle and his new wife.

ED: Are they in the audience?

YOURIE B: (laughs) Nooo.

ED: Okay, that's good. Yourie, do you know your uncle and aunt's favorite color?

YOURIE B: Um... his is blue. I think... she wears a lot of green but I don't know if it's her favorite color.

ED: So probably green?

YOURIE B: Yeah.

ED: That's good enough. Hmm... green and blue. I think those are Ock and Lillian's favorite colors too.

FX: Suitcase unlocking

ED: So, we're going to put a blue and a green candle up. Can you put them in the candle holder?

YOURIE B: Okay.

ED: Now, we're going to cut 3 notches on the outside of each of these candles. I'll do that part, Yourie. Mommies don't like it when I give their children knives.

YOURIE B: (laughs) Okay.

ED: I need you to pick three rocks out of the pile.

YOURIE B: Umm... (overthinks it for a moment) this one... this one... and this one.

ED: Alright, now, we tie these rocks to the middle of the string, then put the string in the notches on each candle and voila. Okay, you want to light the candles?

YOURIE B: Uh huh.

FX: Match strike

ED: There ya go. Here at Smoke & Mirrors we let kids play with matches. Now, these candles represent your uncle and your aunt and each rock in between them represents some major issue that they've been refusing to deal with. Now as the wax melts downward, the rocks will get heavier.

OCTAVIUS: (in the background) What did I say?

LILLIAN: (frustrated, also in the background) Nothing! You didn't flat-out *tell* me to shut up, but you were certainly implying it!

OCTAVIUS: How was I implying anything?

LILLIAN: You certainly weren't telling me to keep going! You know, you can just say "You weren't being stupid, Lillian! I'd love to hear what you have to say Lillian! Is it too much to ask for you to listen to me?"

ED: (trying to make a respectable effort to ignore them) Well, the first rock is holding on for dear life.

LILLIAN: And you know what else? You know what's completely infuriating? You have, like, one tone of voice! I can't ever tell if you're mad at me or trying to be funny or smooth. You have one voice. One voice! It's infuriating!

OCTAVIUS: What am I supposed to do? That's my voice!

ED: Well, the candles are bowing over and the third rock is holding them all up now. It's only a matter of time. Sounds like they've calmed down a little bit.

LILLIAN: You know I think it's funny how...

ED: Oh here we go again.

LILLIAN: ...every single time I bring up my sister, you just go quiet. It's like you don't want to talk about her, like I'm just burdening you by making you listen to how much I miss her.

OCTAVIUS: That's not true.

LILLIAN: Every time I bring it up, you just stop talking and it's like you don't even care and half the time I wonder if you even want to go home and I just can't live like this!

ED: (cringes) Well um... what I didn't warn you about this spell is that sometimes, it can backfire. Like, if they just lay everything out that's bothering them and can work through their issues, the spell can actually reverse and make them stronger than ever before. So it might work as intended but if not, you might end up with a cool aunt after all, so all-in-all it's a win-win either way.

NERO: Hey, they've been kinda quiet for a second, you mind if I check on them.

ED: Yeah, go ahead. Thank you Yourie. You've been a great volunt...

LILLIAN: (screams)

NERO: Oh my god, get a room you too!

FX: Audience laughing

FX: Scene fades

SCENE 5

INT. GALLEY. EVENING

FX: Forks clinking, people talking in the background

LILLIAN: The great thing about that trick is, the audience is looking for a plant or someone signaling or a mirror in the background and no one ever suspects... what is it... “set it down” is spades and “in the magic pile” is 3’s because...

ALL: Three is the magic number.

ED: Yeah, there were definitely people checking the back.

LILLIAN: Yeah. That was such a good show. I wish Vivian could be there to see it.

FX: Thud

OCTAVIUS: Oh right I’m supposed to keep talking now.

NERO: You know I kinda felt like some of that wasn’t acting.

LILLIAN: I mean, some of it... (changes her mind) That may be something I wished to convey but I would never be that... volatile in a serious discussion.

OCTAVIUS: Well, your acting was superb.

LILLIAN: Thank you. Well, if we find this book I’ll see her in person and if not, just back to the Ouija board for now.

OCTAVIUS: I wonder if Mackenzie has had any luck with it.

FX: Fade

SCENE 6

INT. CASTLE. EVENING

FX: A classical piece being played on violin

INSTRUCTOR: Stop. Mackenzie, that’s supposed to be a slur right there, not three separate notes.

MACKENZIE: Of course it is. I knew that.

FX: Two notes, then stop

INSTRUCTOR: Start on the down-bow

MACKENZIE: I knew that, too.

FX: Door bursts open

SERVANT GIRL: Your highness, the board is talking.

MACKENZIE: I have to cut this short. I will practice this piece though and I will do it right. Count on it!

INSTRUCTOR: Alright.

FX: Footsteps, running

MACKENZIE: What's it doing?

SERVANT GIRL: It's just circling hello.

MACKENZIE: Okay, here we go. Hello, this... is... Mackenzie. Who... is... this?

FX: A momentary silence before the planchette starts moving again

MACKENZIE: (whispers) Write this down, nitwit! A-N-A-N-N... (suddenly turning serious) Anannon?

FX: A sound as if something is bursting out of the ground.

MACKENZIE: (screams) Let me go! Let me go! Let me go!

SERVANT GIRL: Your highness!

ANANNON: (evil laughter)

SERVANT GIRL: Oh shit!

MACKENZIE: Grab the sword! Grab it! Hurry! I am not! Coming! With! YOU!

FX: Door slams open

YOURIE: What's going on?

OZZY: I know that voice. Square up, you inpenitant cockroach!

ANANNON: (Gasping for air)

OZZY: You touch one hair on my sister's head, I will... (screams in pain)

FX: Thud, sword drawn, steel hits flesh

ANANNON: (yells in pain)

SERVANT GIRL: What do I do?!

MACKENZIE: Throw it in the fire! Burn it! Burn it! Burn it!

FX: The board burst into flames

ANANNON: (stops laughing)

FX: The scene calms, other than the crackling from the fire

MACKENZIE: (catches her breath) Oh, no, nonononono. (tries to put it out) Oh Lillian is going to be FURIOUS.

SCENE 7

INT. GALLEY. EVENING

ED: So, Nero. You and Clara. How's that coming along?

NERO: I dunno, Ed.

ED: You're not seriously thinking about ghosting her are you?

NERO: Of course not.

ED: Seriously? (pause) So, what's different this time?

NERO: I don't know. What about you and Mackenzie?

ED: I still don't know what she sees in me. There's dating out of your league and then there's... this.

GUARD: Sir, sir, you can't take any food out of the galley.

OCTAVIUS: Oh well, I thought it was worth a try.

ED: Heh heh

FX: Plates clink on the table

LILLIAN: Well, so much for that idea.

OCTAVIUS: Guess we'll just have to wait until we get into port.

ED: Ya know, you two could just sit down and enjoy the ride instead of stressing yourselves out for something you have *plenty* of time for.

OCTAVIUS: Ed, we're trying.

LILLIAN: It doesn't matter. We'll be in port in a little bit anyways.

OCTAVIUS: Does anyone know anything about "Solnec?" It'd be nice if they had a brochure or something.

LILLIAN: Yeah, something like a full-color brochure is probably a long way off for these people.

OCTAVIUS: I should've read up on things to do in Solnec when I went to the library. Oh wow. I just got it. Solnec, Soleil/Necropolis.

NERO: Are you the only one who didn't realize that? There's Sunnec, Lornec, Noknec.

LILLIAN: Nero, be nice.

NERO: Stiff-neck, broken-neck...

OCTAVIUS: Now I know you're just making this up. I was in the library when we looked at the map.

NERO: Should've been paying attention then.

OCTAVIUS: What do we even know about the other places? I mean, nothing. They're just names on a map. For all we know, Soleil could be the bad guys.

NERO: When was the last time we weren't at war?

OCTAVIUS: I don't know. We haven't lived here all our life so we just have to take it a day-at-a-time.

FX: Bell ringing rapidly in the distance.

FX: People moving rapidly

NERO: What now?

GUARD: Warning bell. Something's going on.

OCTAVIUS: Let's get upstairs.

FX: Footsteps on wood

NERO: What is it?

GUARD: The watchman spotted a pirate vessel to the south.

OCTAVIUS: Are we about to be boarded by pirates?

LILLIAN: I have a sword.

GUARD: Settle down. They're already behind us, we're a lot lighter than them and we don't have anything they want.

OCTAVIUS: Yeah, I can't imagine robbing a public transport would be worth the risk. Do they, um, take people as...

GUARD: Slaves? No, there's nowhere on the bay that'll take slaves except Lorelei. And they aren't flying Lorelei colors.

OCTAVIUS: (takes a moment to think about it) So their warships are the only ones who can take slaves?

GUARD: Yeah, strange code of ethics isn't it?

OCTAVIUS: Hmm. It'd be funny if we had to scare them off with pyrotechnics.

LILLIAN: Ya know that trick isn't going to keep working forever.

OCTAVIUS: Some palm torches and a can of Krylon and we'd become (dramatic) fire mages.

LILLIAN: (laugh/scoffs) Yeah, for the two minutes the palm torch would burn before you have to stop and put in a new wick.

OCTAVIUS: I can dream, can't I?

GUARD: It's not even turning towards us. They should give the 'all-clear' in a minute.

OCTAVIUS: Well, I was somewhat hoping that if I ever had an actual experience with pirates, it'd be slightly less... disappointing.

GUARD: Well, do me a favor. If you see a falling star, wish for something else.

OCTAVIUS: Can do.

SCENE 8
INT. CASTLE. EVENING

CALIGRAPHIST: With all due respect, your Highness, I'm not sure what exactly it is I'm trying to recreate.

MACKENZIE: You're the best calligrapher I have.

CALIGRAPHIST: It doesn't help if I don't know what I'm making.

MACKENZIE: Okay, it looked like, all the letters in two curved rows along the top. A sun in this corner, a moon in this corner. Numbers in a straight line under the letters. "Hello" and "Goodbye" underneath it. Got it?

CALIGRAPHIST: Alright. There's a 'No' next to the moon. Was there a 'Yes' by the sun on the other side?

MACKENZIE: Yes. No. I don't know. I think so.

CALIGRAPHIST: The print, well, from the fifth of the board isn't charred, it's very unelegant. Like it was done on a printing press. This part at the bottom. I'll need to make a specialized quill to go that small and if course I'll have to tea-stain the paper. I'll do it but I can't guarantee you a passable forgery of something I've never seen. And what exactly is a 'Salem, Mass' anyway?

MACKENZIE: I have no idea. I know it's not a lot to go on and I'm sorry.

CALIGRAPHIST: I'm on it. I can't promise any miracles but I'll do what I can.

MACKENZIE: Well, hopefully it'll be enough. I don't know. It's... it's magic. For all I know, I might have to sacrifice a goat to make it work. (awkward silence) Right, let's just deal with one issue at a time. Get on it!

CALIGRAPHIST: Alright.

FX: Shoes on wood, fading

CALIGRAPHIST: (yelling) And if I ever meet these "Parker Brothers," I get the first hit in!

MACKENZIE: Don't break your writing hand!

CALIGRAPHIST: Who said I was gonna use my hand? (scoff/laughs)

SCENE 9

EXT. SHIP'S DECK. EVENING

FX: Waves against the hull

LILLIAN: Ock, you gonna stay out here all night?

OCTAVIUS: Oh hey Lillian. It's too dark to see the pirate ship but I feel it's still out there. It's like you know how can feel when something's wrong? Like the air's just heavy or something?

LILLIAN: It's cold and foggy. Of course the air's gonna be heavy.

OCTAVIUS: Oh right. So what do you think Vivian's doing right now?

LILLIAN: (heavy sigh) It's almost time for back to school. She'll be in 4th grade this year.

OCTAVIUS: That's a big year.

LILLIAN: Yeah, I know. It's what? A Friday?

OCTAVIUS: I think so. I haven't gotten acclimated to the new calendar yet.

LILLIAN: She'll probably be fighting to stay up late about now.

OCTAVIUS: I wouldn't doubt it.

LILLIAN: (weak laugh) She has to be responsible for feeding that cat now.

OCTAVIUS: She's gotta be hating that.

LILLIAN: Oh well. (laugh) I never liked that cat anyway. (pause) Okay, not really but I wish you could see the absolutely horrified expression on your face right now.

OCTAVIUS: Be nice. Do you think, if it turns out that there's just no way to ever return home—

LILLIAN: Don't say that.

OCTAVIUS: --just speculating... would you be okay raising a child in Soleil?

LILLIAN: (hesitates) We could do a lot worse for ourselves. I don't know. I don't feel as helpless here. Like, ya know? Our common knowledge is their... mind-blowing discoveries. But, at the same time, it's not home. It's... comfortable but... you know we'd both never be happy here.

OCTAVIUS: I'm glad we feel the same way about it.

LILLIAN: I wanna go home. I just hope this whole trip isn't a dead end.

OCTAVIUS: We're gonna find that book. We're going home... and soon.

LILLIAN: I wish I could believe you. I honestly do. (pause) One time I went on a cruise for a vacation, long time ago.

OCTAVIUS: You did?

LILLIAN: Yeah.

OCTAVIUS: When could your family afford a cruise?

LILLIAN: What made me think of it is... the way this ship is rocking and how I'd really like to get to a lower deck before something bad happens. And this was long before Grandma disowned my mother.

ED: Which is a long story in and off itself.

LILLIAN: Ed, have you been eavesdropping on us?

ED: Oh please. You two aren't that interesting. Anyway, I heard we should be seeing the lighthouse soon.

FX: Bell ringing

ED: Also, I guess it would be easier for us to see it if we were in the front of the boat instead of the back.

LILLIAN: Yeah, but they won't let us near the sails, so we have to go down, across and back up.

OCTAVIUS: I can see it from here anyway.

(long pause)

LILLIAN: Does it look to you like that's less of a proper lighthouse and more of... like, it's actually on fire?

OCTAVIUS: Oh that's not good.

SCENE 10
INT. CASTLE. EARLY EVENING

YOURIE: Geez, what did we ever do for fun before the magicians arrived?

OZZY: Sat around trying to figure out the who, where and why of whoever was going to try to kill us next. It was usually your idea, Yourie.

YOURIE: Oh yeah.

MACKENZIE: Well, Ozzy, my current project is fixing the magicians' spirit board that I accidentally threw in the fire.

OZZY: Yeah, sorry about that.

YOURIE: Mackenzie, can I ask you a question?

MACKENZIE: No, because I already know what the question is and I don't feel like explaining. I'm having the calligrapher make a new one, mostly sight-unseen.

YOURIE: You do remember that the spirit board came in a box with a picture of itself on the box, right?

(really long awkward pause)

YOURIE: Right?

MACKENZIE: I just remembered I have a meeting. (chair scooting) I'll be back before dinner. Don't wait up for me. Also, I'm going to borrow your horse. Is that okay? (doesn't wait for an answer) splendid, thank you! I'll be back.

FX: Heels on cobblestone, fading into the background

YOURIE/OZZY: (both bust out laughing at the same time)

OZZY: I was wondering when somebody was going to tell her.

YOURIE: Why are we so mean?

OZZY: I don't know. What else do we have to do?

SCENE 11

INT. BRIDGE. EVENING

GUARD: So what's our next course of action, Captain?

FX: Footsteps, shoes pacing on wood

CAPTAIN: I can't risk mooring the ship right now. I don't know if the lighthouse had a freak accident or if all-out war broke out. But if we head back without checking, I'm going to have a hundred passengers...

GUARD: 112

CAPTAIN: (feel the eyeroll) ...112 passengers going half-a-day without food or fresh water. How many people are needed on the ground to moor the ship?

GUARD: Typically, four but I have a musclehead who can cover both mid-ship ropes in a pinch.

CAPTAIN: No, that won't be necessary. At dawn, we send a scouting party of four on a rowboat. If the supplies aren't on the dock or it all stinks, we head home.

GUARD: Dawn isn't until the 10th hour. If, as you say, it all stinks, that's... 4, 8 and a 14-hour overnight, 26 hours our passengers are going without a meal.

CAPTAIN: If we have to wait 10 hours, we might as well turn back around to Chamali, resupply and serve breakfast on the way back with a proper escort.

GUARD: Is that what you want?

CAPTAIN: I haven't had a mutiny yet. I don't want today to be the first.

GUARD: Alright.

FX: Outside

GUARD: Full reverse, hard-a-port, we're returning to Chamali!

FX: Sails flapping

SCENE 12
INT. GALLEY. MORNING

FX: Bell ringing, sounds of plates and forks throughout

OCTAVIUS: Good morning, Lillian.

LILLIAN: (no energy) Good morning, Ock. Guess who forgot to bring a hairbrush?

OCTAVIUS: I'm guessing you didn't sleep either.

LILLIAN: Meh.

OCTAVIUS: On the bright side, super-fresh seafood for breakfast.

LILLIAN: Yeah. Great. Seafood again.

OCTAVIUS: I was thinking maybe when we're not busy, we should go and actually look around Chamali. It looked pretty interesting.

LILLIAN: (interrupts herself apologizing) Sorry I... Did I sleep through us coming back into port and leaving?

OCTAVIUS: It's okay.

LILLIAN: Hmm. So where's everyone else?

OCTAVIUS: Nero probably slept late... and Ed, of course, never sleeps.

LILLIAN: I'd think, without his mom around, he'd start sleeping as late as he wants.

OCTAVIUS: Old habits die hard, I guess.

LILLIAN: I hope we get there soon. I'm kinda running out of things to do. There's only so long you can watch the ocean.

OCTAVIUS: Yeah, I'm starting to feel the same way.

SCENE 13
EXT. REAR DECK. MORNING

FX: Shoes on wood

ED: Nero! Seriously, seriously, you need to come up here and see this.

NERO: Ed, what's so important that... oh... my... god... is that the pirate ship that was tailing us yesterday?

ED: Well, what's left of it.

NERO: Whaaat? That's crazy!

ED: I mean, what did they expect roaming this close to the capital?

NERO: Man, no one back home would ever believe us if we told them we watched a pirate ship go down.

ED: We didn't exactly see it happen.

NERO: I mean, it's a ship. It's burning. It's going down. Eventually. We're allowed to fudge some of the details.

ED: True. It would make for a better story that way.

NERO: Yeah, as long as it doesn't start with "I saw a ship burning five miles away" and turns into "So there I was, sword drawn on the deck of a burning pirate ship."

ED: Don't forget to add in the fair maiden.

NERO: Exactly!

ED: Also, if you think about it, you could steal any detail from any pirate movie ever. Seriously, who's going to call you out on it, other than us?

NERO: You guys.

ED: I got your back. Don't worry. Lillian or Ock may or may not let it slide, but I'll back you up.

NERO: (imitating Lillian) That's a cool story and all but... seriously, that's the plot for Pirates of the Caribbean 4.

ED: Was that the one with the mermaids?

NERO: I think so.

ED: Would people here even have a concept of mermaids?

NERO: Oh I... I don't have a clue..

ED: Maybe that's something we should do when we get back. Read all the Soleian fairy tales.

NERO: That could be a fun project though. Maybe we could put together a sideshow.

ED: Like, P.T. Barnum trying to convince someone that we have an actual mermaid?

NERO: (scoffs) Nobody's gonna stop us.

ED: Hm.

FX: Ship's bell

NERO: Oh finally.

GUARD: Land ho! Everyone off the deck and head down to the exit ramp! No running! No running! This isn't a race! Slow down.

NERO: Alright. C'mon.

FX: Shoes/heels on wood (small crowd)

SCENE 14
INT. SHIP EXIT. DAYTIME

LILLIAN: No shoving! Let me through!

CAPTAIN: Listen up everyone, listen up! So that everyone's been properly warned, last night, Solnec was attacked.

AUDIENCE: (gasps)

CAPTAIN: Reinforcements arrived this morning shortly before us. Soleil is completely in control of the city but the attackers remain at large. Instead of having travelers stay at the inn and leaving at their own discretion, we will leave the ship in port with the cabins available until this time tomorrow. An armed escort will be given to anyone attending a visitation or travelling on to Sunnec. If you do not wish to disembark, you don't have to and no one will blame you. All other questions aside, welcome to Solnec.

FX: Wooden plank dropping

FX: Shoes/heels on wood

LILLIAN: Guys, just a little bit of an observation here. I don't think attacked is the right word for this.

NERO: No, it's really not. Whoever came here, they burned this whole city to the ground.

FX: Footsteps fade.

END

NARRATOR: You have been listening to the Smoke & Mirrors audio program. With Kirsten Kraus as Lillian Carlisle, Ryo Kimball as Octavius Blackwater, Mike Kooistra as Nero Chamberlain, Jason Winstead as Ed Dushane, James Blaisdell as Rowan II, Kim Nelson as Queen Tambri, Marianne Orendorff as Princess Mackenzie, Jason Luka as Prince Oswald and Sarah Luka as Princess Yourie. Additional voices by Emily Buza, Mike Cuellar, Daniel French, Karin Heimdall, James Hicks and Violet Nelson. Written and directed by Jason Luka. Audio mastering by Jason Luka and Fishbonius Sound Design. Support for Smoke & Mirrors is made possible by listeners like you. You can help keep the show going, access episodes a full week before everyone else, along with exclusive bonus content like maps and sheet music for as little as \$3/mo when you become a patron on Patreon. Visit patreon.com/smokeandmirrors, all one word, to check out exclusive awards for patrons and make your pledge. For credits, a full transcript of this episode and other episodes of Smoke & Mirrors, please visit smokeandmirrorsaudio.com. Thank you so much for listening and we hope to see you again soon.

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