

# A STUDY IN HAPHAZARD MAGIC

1.05 | THE NEIGHBOURHOOD SORCERER

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FADE IN:

**INT. CLOTHING BUILDING - GROUND FLOOR - MORNING**

MILES stands alone in the center of the room.

His arms are crossed, one foot tapping on the concrete floor. The muffled sound of RAIN can be heard.

The door to the building opens and LINK and ASHER hurry in. The rain is bucketing down outside.

ASHER

Sorry, traffic is hell out there.  
I swear people forget how to  
drive when it rains.

LINK

Seconded. And thanks for the lift  
too, man. Glad I didn't have to  
catch the bus in this.

MILES

Where is Evelyn?

LINK

On her way I think. Couldn't get  
a hold of her.

MILES

No matter, we can catch her up  
later.

LINK

Speaking of, since when are  
morning meetings a thing?

MILES

Since I needed to meet you in the  
morning.

The door opens again, allowing the roar of the rain to  
become louder.

Evie enters wearing a bright green raincoat, the hood  
pulled up over her head.

EVIE

I'm here, I'm here.

She closes the door behind her. When she pushes the hood  
of her coat back she reveals damp hair.

EVIE

What did I miss?

(CONTINUED)

MILES

Nothing, we were just about to get started.

EVIE

Sweet. Why are we here in the morning again?

Miles sighs loudly.

MILES

You're here to run errands.

All three look put out.

ASHER

What kind of errands?

MILES

Errands that will expose you to Bearport's wonderful magic community. I'm sure word is already spreading of you three, why not embrace the curiosity of others and get them on side while we're at it.

Miles beckons them over and reaches into a cardboard box by his feet. He pulls out a number of JARS filled with flowers and other plants.

He hands the jars over to Asher who struggles to balance them all in his arms.

MILES (CONT'D)

These are for you to deliver to Bearport Reserve. Be careful with those jars too, some of those plants are not easy to come by.

ASHER

Bearport Reserve?

MILES

It's the furthest away and you're the only one with a car.

ASHER

Well, that part makes sense, but why the reserve?

MILES

Because that's where the person you need to deliver those to lives.

(CONTINUED)

ASHER

They live in the reserve?

MILES

They live in the reserve.

ASHER

O-kay...

MILES

I'll text the directions to you.  
Once you get there ask for  
Elharr.

Miles reaches into the box again, pulls out three ancient looking BOOKS. He hands these to Link.

MILES (CONT'D)

Your job is a bit easier. These  
need to go to a Ms. Belladonna,  
she lives in East Bearport.

LINK

Oh, yeah, that is easy.

MILES

And for Evelyn, this.

He reaches into the box and pulls out a dark leather SATCHEL. Something inside clinks lightly as he hands it over.

Immediately Evie opens the satchel to peer inside.

MILES (CONT'D)

Oi! Stop that. Your delivery is  
to St. Andrew's Church in West  
Bearport. Do you know where that  
is?

EVIE

Mmm-hmm, I ride past it on my way  
to and from work.

MILES

Perfect. Just head inside and  
make your way to the top of the  
bell tower.

The trio stand to attention.

MILES

(beat)

So? What are you waiting for?

(CONTINUED)

ASHER

Uh, I have class, I won't be able to head out until later.

LINK

I've got work, but I can deliver the books after that.

EVIE

I also have work, but I guess I can drop this off on the way home. This, by the way, is why we don't have morning meetings.

Link and Asher murmur their assent.

Miles frowns.

MILES

I don't believe any of these are a rush order so I suppose they can wait. As long as it's some time today.

EVIE

Is there a reason you're being so vague about this?

LINK

This isn't some kind of test, is it?

MILES

It's not *not* a test.

There is a beat of silence.

EVIE

Alright, well, I have work.

She turns and heads back towards the door, tugging up her hood with one hand.

LINK

(to Asher)

Do you think you might be able to drop me by work too?

ASHER

Not a problem.

The pair turn and follow Evie.

Miles is left standing alone in the center of the room once again.

(CONTINUED)

MILES  
Kids these days.

He shakes his head.

**EXT. DOEWELL UNIVERSITY - PARKING LOT - LATE AFTERNOON**

The rain continues, a steady fall that shows no sign of letting up.

It's through this rain that Asher jogs. He passes parked cars and empty spaces until he reaches a dark blue two-door.

Asher fumbles his keys, drops them in a puddle.

ASHER  
Nice, Asher.

He picks the keys up, unlocks the car, and gets in quickly.

**INT. ASHER'S CAR - CONTINUOUS**

Asher slams the door shut and tosses his messenger bag onto the passenger seat.

ASHER  
Okay, directions...

He pulls his phone out of his pocket. He taps away at the screen while heavy raindrops thud on the windscreen.

PHONE  
*Calculating.*  
(beat)  
*Turn around when possible.*

ASHER  
This better be worth it, Miles.

He drops his phone into one of the cup holders and starts the engine.

**EXT. ABILITY GYM - EVENING**

In the dark of rain and storm clouds, the bright windows of the twenty-four hour gym are like a beacon. Above the entrance in a loud, red font is the name 'ABILITY GYM'.

The glass double doors of the entrance are pushed open and Link steps out. He's in workout clothes, name badge still attached to his shirt and a gym bag slung over one shoulder.

He pauses under the awning, looking out into the rain. He glances at his watch and then back down the street.

(CONTINUED)

LINK

I really hope my bus isn't late.

He pulls up the hood of his hoodie and starts off down the street.

**INT. ASHER'S CAR - EVENING**

Asher sits in his car, in a small gravel clearing, staring out the windshield.

The headlights illuminate a skinny, overgrown path through the trees in front of him.

The windshield wipers intermittently clear the glass of rain water.

Asher sighs, glances at his phone.

ASHER

Sure, send me to some creepy,  
unused forest path to deliver  
mystery herbs to mystery people.  
Well done, Asher, this is how  
you're going to die.

Asher turns off the idling car and the headlights. He reaches for his messenger bag.

**EXT. BEARPORT RESERVE - CONTINUOUS**

Asher steps out of the car, slinging his messenger bag over his shoulder.

He turns on his phone's flashlight before closing the car door and locking the vehicle.

ASHER

When you get there ask for  
Elbarr. Elbarr? No, Elharr. Ask  
for Elharr. Okay, here we go.

Asher sets off down the path, disappearing into the trees.

**INT. SUNCREST APARTMENTS - SEVENTH FLOOR - EVENING**

More than a little wet, Link walks slowly down the hallway of a modest apartment building.

He finally comes to a stop at 712.

Link raises his hand and KNOCKS firmly on the door then steps back to wait.

He's not left for long before the door is opened a couple of inches.

(CONTINUED)

Through the gap in the door an elderly woman can be seen. Her heavily wrinkled face and white hair betray her age, but she holds herself like someone much younger.

This is MS. BELLADONNA.

MS. BELLADONNA  
Can I help you?

LINK  
Hi, I'm Link. Are you Ms. Belladonna? I have some books to give you. From Miles?

The door closes.

Before Link has time to be put out, however, there is the sound of a chain and then the door opens fully.

MS. BELLADONNA  
Link, was it? Come on inside, dear. I've been looking forward to reviewing these books.

LINK  
Thank you.

Link steps inside and Ms. Belladonna closes the door behind him.

#### **INT. INK WEBS TATTOO PARLOUR - EVENING**

The light inside Ink Webs is dimmed, only those in the front section of the tattoo parlour still on.

Evie sits behind the counter, finalising details on the lone computer. The leather pouch from Miles sits next to her.

EVIE  
Hector, you can head home. I'm going to be a few more minutes still.

Hector comes out of the back room, a black backpack held in one hand.

HECTOR  
Have you looked outside, Little Spider? The heavens haven't stopped spitting out rain all day. Let me give you a ride home.

EVIE  
No, I have an errand to run. I don't want to put you out any more than I have to.

(CONTINUED)



HECTOR

I tried. You want to drown out  
there that's your choice as a  
young, independent woman.

Evie snorts loudly.

EVIE

A little rain never hurt anyone.

HECTOR

If you say so.

He pulls her a little closer as he walks past so he can  
plant a kiss on the top of her head.

HECTOR (CONT'D)

Stay safe out there.

EVIE

Always.

Evie continues to type away even after the sound of the  
door closing behind Hector. She hits a final button on the  
keyboard then leans back in her chair.

Evie's arms reach above her head as she stretches and her  
gaze strays towards the leather pouch.

She lets her arms drop, taking a moment just to sit,  
before she hops down from the chair.

She hits the power button for the computer and takes the  
pouch as she heads into the back room.

**EXT. BEARPORT RESERVE - NIGHT**

Asher walks along a barely there path in the forest. His  
phone flashlight is on, illuminating the area in a bright  
white light that shines off the sparse raindrops still  
making it through the canopy.

There is a RUSTLING in the trees to Asher's left.

Asher turns, lights up the area with his phone-

There's nothing.

He waits for a moment, to be sure there really is nothing  
there. When there is no more sound he finally continues  
walking.

More rustling, this time from the right.

Asher's light flashes along the trees. Nothing.

(CONTINUED)

ASHER  
Hello? Is anyone there?

There is an outburst of quiet squeaking- laughter.

ASHER (CONT'D)  
Um, hello? Are you laughing at  
me?

The squeaking continues, along with rustling in the leaves.

Asher glances from side to side, the noise all around him now.

ASHER (CONT'D)  
(nervous)  
I'm here to see Elharr. Can you  
take me to him?

The laughter dies down but doesn't stop completely. Then, into the light, comes a small creature.

It's no taller than 30cm, with buzzing transparent wings. It looks like wood and sticks that have been woven into a humanoid figure. Its eyes are faintly glowing amber.

Asher's eyes are wide as he stares at the creature. It stares back, waiting.

Asher eventually gets the hint and clears his throat.

ASHER (CONT'D)  
Hi, I'm Asher. I need to see  
Elharr, I have something for him.

Asher reaches into his bag and pulls out one of the jars. The creature seems satisfied and beckons him with a small hand to follow.

As Asher follows the creature he notices more of them appearing in the trees. They follow along, watching him and laughing occasionally.

Suddenly the trees open up into a small clearing.

In the center of the clearing, on a tree stump, sits a creature much like those that flutter around. He is large though, three feet tall but made from the same twisted branches as his kin. This is ELHARR.

When Elharr speaks to Asher his voice is raspy.

ELHARR  
The faeries say you asked for me  
by name. Not many ask for me by  
name.

(CONTINUED)

ASHER

I'm here on behalf of Miles Kurr,  
he asked me to deliver this.

Asher carefully pulls out the rest of the jars and shows them to Elharr.

Elharr nods and holds his hands out. Asher deposits the glass jars into his twig like fingers.

Elharr looks the jars over, uncorking some to closer inspect the herbs inside.

ELHARR

You have done us a great service  
by bringing these.

Elharr beckons a faerie over and speaks to it in a language that sounds like the wind and creaking wood.

The small faerie nods and moves to hover by Asher's shoulder.

ELHARR (CONT'D)

This faerie shall be your guide  
home. Stick to the path, follow  
your guide, she will lead you  
true. It is not safe to linger  
long with the fae.

(beat)

Safe travels, Asher.

ASHER

Thank you.

Asher gives Elharr an awkward half bow and turns back to the path, following his small faerie guide.

**INT. SUNCREST APARTMENTS - SEVENTH FLOOR - EVENING**

Door number 712 opens. Link steps out into the hall, then turns back to face Ms. Belladonna in the doorway.

MS. BELLADONNA

Now you tell young Mr. Kurr that  
I'm very thankful for him  
procuring these books for me.  
It's been such a long time since  
I've had the chance to read them.

LINK

It was my pleasure ma'am, and  
thank you for the warm drink.

MS. BELLADONNA

You are most welcome. Next time  
bring your fellow students of

(MORE)

(CONTINUED)

MS. BELLADONNA (CONT'D)  
magic with you. I'm curious to  
see who else Miles has chosen.  
Though if they are anything like  
you I'm sure he's chosen well.

The elevator down the far end of the hall DINGS loudly in the quiet hallway. Ms. Belladonna's warm smile turns to a frown as she glances towards it.

LINK  
Is something wrong?

MS. BELLADONNA  
I don't wish to alarm you,  
Lincoln, but I suggest you  
follow me. Quickly now.

Ms. Belladonna steps out of her apartment and closes the door quietly. She hurries towards the staircase at the opposite end of the hall to the elevator.

She moves like someone half her age.

Link follows. He glances back to see a MAN stepping out of the elevator.

The man locks eyes with Link, then starts up the hallway after them.

LINK  
(to Ms. Belladonna)  
Who is that?

MS. BELLADONNA  
Someone you don't want to engage  
with if given the chance.

She pushes open the door to the stairwell and ushers Link inside.

MS. BELLADONNA (CONT'D)  
Up. The stairs, quickly.

Link turns towards the stairs and starts up them. He pauses when there is a sudden burst of HEAT and LIGHT.

Link turns back to Ms. Belladonna who stands next to the closed stairwell door. The handle is red hot and melted into the edge of the doorframe.

She smiles at him.

MS. BELLADONNA (CONT'D)  
It won't hold him for long. Up we  
go.

Link continues up the stairs, shock clear on his face.

**EXT. SUNCREST APARTMENTS ROOFTOP - CONTINUOUS**

The door on the roof of Suncrest Apartments bursts open and Link races onto the roof. He holds the door open for Ms. Belladonna as a crash is heard in the stairwell below.

MS. BELLADONNA  
Sounds like that was the door.

LINK  
You are *really* spry for your age.

MS. BELLADONNA  
You're kind to say so, dear. Now back up, turn to face the enemy, that's the way.

Ms. Belladonna shoos Link further away from the door then stands protectively in front of him.

**EXT. ST. ANDREW'S CHURCH - NIGHT**

Evie stands next to her bike outside St. Andrew's Church. It's an older stone building, grandiose in design with a tall bell tower jutting out from the roof.

She stares up at the bell tower and the stone gargoyles that jut from its corners. It gives the whole building a menacing feel in the rain.

With a huff, Evie makes her way towards the doors of the church, wheeling her bike alongside.

**EXT. BEARPORT RESERVE - NIGHT**

Asher walks through the forest, the path wider and clearer as he nears his parked car. His faerie guide flitters along in front of him.

ASHER  
Thanks for leading me back. I think I'm good from here though.

The faerie speaks in its strange language. Asher doesn't understand a word.

ASHER (CONT'D)  
Uh, I'll just assume that was 'no problem'?

The faerie laughs. It flies to the side of the path to let Asher pass.

ASHER (CONT'D)  
Thanks, again.

He treks the short distance back to his car-

(CONTINUED)

He finds an unknown woman, a SORCERESS, leaning against the hood.

SORCERESS

I wondered when you would get back.

Asher is instantly on the defensive.

ASHER

Who are you?

SORCERESS

Just someone asked to make sure you aren't going to be a problem in the future.

ASHER

If I promise I'm not, will you get off my car?

SORCERESS

Oh honey, I wish I could, but I was given very specific instructions about what to do with you. Unfortunately they did not include turning around and walking away.

Her grin is wicked as she stares Asher down.

**EXT. ST. ANDREW'S CHURCH - BELL TOWER - NIGHT**

At the top of the open air bell tower a small trapdoor in the floor is pushed up.

From the hole emerges Evie, taking the last few steps up the ladder and climbing up onto the landing.

She looks around but there is no one up there that she can see. Evie begins walking around the large bell.

EVIE

Hello? Anyone here?

She reaches the opposite side of the bell tower.

EVIE (CONT'D)

If you're hiding you can come out. I've just ridden my bike through a literal downpour, the least you could do is be on time.

Evie waits, but nothing happens. She sighs and leans over the small half wall to look down at the road.

(CONTINUED)

SORCERER (O.S.)

Ah, good, you're here already.

Evie turns quickly, startled. She gets a glimpse of a tall, thin SORCERER before he sends out a blast of red energy that smashes into her chest.

Evie's lower back slams into the top of the half wall, she overbalances-

and falls.

**BLACKOUT.**

**END OF EPISODE**