

EPISODE 9  
The Trail of Three Wizards  
ACT 1

FADE IN:

INT. THE SHRINE

The Spectral Knights stand before Merklynn.

MERKLYN

I am troubled. It seems that, as  
the result of a misadventure involving the  
Darkling Lords --

FLASHBACK TO EPISODE 6 - THE WIZARDS' GAOL

We see Falkama, Weazaskweaza and Bogavax slipping out the door as  
Merklynn talks to Darkstorm.

MERKLYNN (V.O.)(CON'TD)

-- three potentially dangerous Wizards  
escaped the Wizards' Gaol and are on the loose.

ANGLE ON THE SPECTRAL KNIGHTS AS THEY STAND BEFORE MERKLYN

Magical fish float around the room, and Magical birds swim in the sacred  
pool as they talk. The light flickers on the Spectral Knights.

LEORIC

Please accept my sympathies...

ARZON

W.Q. — But what does it have to do with us?  
We didn't release them.

ECTAR

I think it should be fairly obvious that  
he wants us to track them down.

MERKLYNN

looks at Ectar.

ECTAR

Your mother did not raise a fool, Ectar.

ON ARZON

He turns to the others.

ARZON

But it isn't fair. The Darkling Lords caused the problem, they should clean it up.

PAN OVER TO ECTAR

ECTAR

Would you trust the Darkling Lords to clean up a problem ~~that~~ they caused.

ARZON

I guess not.

ON MERKLYNN

MERKLYNN

The fact of the matter is that I could make it worth your while to track them down.

LEORIC

shrugs and smiles.

LEORIC

Not this time, Merklynn. I can't risk my men on a Wizard Hunt. Besides, we don't need anything. Our magic is ~~charged~~ up and the cities are ~~doing~~ *fine.* *Strong* *throwing*

(He turns)

Sorry we couldn't help you.

ON MERKLYNN

The Wizard isn't used to having his deals refused.

MERKLYNN

The status of your cities could change.

THE SPECTRAL KNIGHTS

who were half way out of the Shrine, turn around.

ARZON

That's not fair.

*We have behaved loyally.*

MERKLYNN

looks down on them.

MERKLYNN

I am not fair!

ANGLE ON THE SPECTRAL KNIGHTS

CRYOTEK

One has to respect ~~a man who is honest about~~  
~~his alignment.~~

*his honesty.*

MERKLYNN

glowers down.

MERKLYNN

I do not want respect, I want bounty hunters.  
Now how much gold will it take.

ON THE SPECTRAL KNIGHTS

ARZON

Gold. We would not take gold. We're Spectral  
Knights.

*Gold is for greedy...*

*Reality escapes you Arzon...*

ECTAR

Nevertheless, we ~~do~~ have a precarious balance  
of trade.

CRYOTEK

And fortifications that need building.

ARZON

But...

MERKLYNN

glowers down on them.

MERKLYNN

But nothing. If you do as I ask you gain gold,  
and your cities prosper. If you do not...

ON LEORIC

LEORIC

Okay. Who do you want us to bring in?

*are these wizards.*

ON MERKLYNN

He conjures images of the Three Wizards out of the Sacred Pool as he talks.

MERKLYNN

*Three more varied creatures you are not*  
likely to meet. ~~This is the treacherous~~  
*Falkama* FALKAMA, has already caused a great deal of  
trouble for me, and you should know, was  
once allied with the Darkling Lords. However,  
Darkstorm betrayed him, so their alliance is  
on shaky ground. He is the one I fear most.  
Do not fail to bring him in.

Weazaskweaza appears in the flame.

MERKLYNN

The Lying WEAZASKWEAZA, is a magician of  
great power who is cursed never to tell the  
truth. You can identify him easily enough by  
simply asking him any question. He will lie.  
Anything.

Bogavas appears.

*MISSING  
PAGE 5.*

in this mess...

# ANGLE ON THE CROWD

we SEE a street scene where (if we can think of enough things) nobody is doing anything legal. We should see a hold-up in broad daylight with somebody pick-pocketing the hold up man. Police should run to the pick-pocket, and they should be bribed as they run along by some confederate, and as this is going on, the tires of their vehicle are stolen.

CRYOTEK

This place is in serious need of ~~some~~ *low subculture* civilization.

ON ARZON

He steps through the crowd...

ARZON

True... It seems that they need the correct philosophical underpinning.

FERYL

looks at him.

FERYL

Either that, or a serious dictator.

(looks over)

What's Ectar doing?

# ANGLE ON ECTAR

He is holding a Dwarf-Like character upside down, and the wolf in his chest is growing.

DWARF-LIKE CHARACTER

I ain't done nothin'. You got no right to hassal me after all these years.

ECTAR

You did plenty back when there were laws to scrape off crust like you. Now talk, or the critter chows down.

## DWARF-LIKE CHARACTER

Okay, there's been some talk about Wizards.  
They say one got busted in Deadbark for selling  
Snake Oil.

ECTAR

What else?

DWARF

That's it..

ECTAR

You said there was talk about wizards, plural.

Ectar shakes the guy, scaring him.

DWARF

Another one bought some kind of a monk  
disguise..

ECTAR

hands him some gold.

ECTAR

This coin says you know about a third wizard.

THE DWARF

eyes the shiny coin.

DWARF

Be careful. He still has some magic powder.  
Headed towards Mount Bellacost with  
some hired slaves.

## ANOTHER ANGLE - ECTAR AND THE DWARF

Ectar tosses a coin high in the air. The dwarf catches it. Ectar kicks  
him in the pants, sending him flying into a horse's watering trough.

ECTAR

... Now keep your yap shut...

ANGLE ON CRYOTEK AND ARZON

Watching the scene.

CRYOTEK

It's funny how the whole world can change  
on it's axis, and yet Ectar is still a cop, and the  
Dwarf is still a stoolie.

ANGLE ON LEORIC

He stands before the Spectral Knights.

LEORIC

All right, Spectral Knights, I have a plan -

Then he looks around, ala, a Merrill Lynch add and sees that every spy in  
the realm is listening in.

LEORIC

Maybe we'll go somewhere a little more private.

ANGLE ON LEORIC

He stands before the Spectral Knights.

LEORIC

All right, Spectral Knights, I have a plan -

Then he looks around, ala, a Merrill Lynch add and sees that every spy in  
the realm is listening in.

LEORIC

Maybe we'll go somewhere a little more private.

DISSOLVE TO:

EXT. "DEADBARK" - LATER

Cryotek and Arzon search for Weazaskweaza in an old west-type town. As this is the only time in this series that we'll be able to do "old west", let's make the most of it.

ARZON

I don't believe this place really exist.

CRYOTEK

There are a lot of things out here that you won't believe exist. Just follow my lead.

He straightens up and walks with the swagger of an old west cowboy.

ANGLE ON A SALOON DOOR

Suddenly, we hear a LOUD CLATTER and a knight comes flying through the door, and bounces in the mud. A bouncer, twice even Cryotek's size looks down on him with contempt.

BOUNCER

And don't come back!

The "Bouncee" gets up and starts running.

ANOTHER ANGLE - CRYOTEK, ARZON AND THE BOUNCER

The Two Spectral Knights look up at this brute.

CRYOTEK

Howdy, Pardner... We're lookin' for a spell-tossin' hustler...

ON THE BOUNCER

He points.

BOUNCER

You better look quick. He ain't gonna be around long...

ANGLE ON SOME STOCKS

Sure enough, Weazaskweaza is there, in the stocks, and the towns people are throwing all sorts of disgusting stuff at him.

TOWNSPEOPLE

(ad lib)

Have some dinner, Wizard!

(a tomato hits)

Bullseye!!!

WEAZASKWEAZA

looks over and sees --

WEAZASKWEEZA

Of all the bum luck!

CRYOTEK AND ARZON

stepping towards him.

WEAZASKWEEZA

stands up.

WEAZASKWEAZA

Spare me, and I will tell you about the  
lost Alurian Gold Shipment!!!

ANGLE ON THE CROWD

They stop in mid throw...

THE CROWD

(AD LIB)

Lost Allurian Gold Shipment!?

ANGLE ON ALL

Weazaskweaza is doing his best to buy time.

WEAZASKWEAZA

Yes... It will make you all rich. I will  
do anything to keep it out of the hands

of these bounty hunters...

# ANGLE ON CRYOTEK AND ARZON

They stop in their tracks.

CRYOTEK

If any o' you are takin' a word he says  
as truth, then you're dumber than you  
look.

# WEAZASKWEAZA

is desperate as Arzon and Cryotek lift him out of the stocks.

WEAZASKWEAZA

Shiniest gold I ever saw. And ours for the  
taking, if you save me from from these two.

# THE TOWNS PEOPLE

who are as fickle as they are gullible, turn in the Spectral Knights --

TOWNSPEOPLE

Stop those drifters!!! String 'em up!

# ANOTHER ANGLE

The towns people close in on the two Spectral Knights and the Wizard.

WEAZASKWEAZA

(to the KNights)

One wrong move and you're going to  
have every yokel in the zone after you.  
Now let me go.

# KNIGHTS' POV - THE CROWD

CRYOTEK

We're not Bounty Hunters, we're lawmen,  
and we're takin' this guy in. I don't want  
nobody getting in my way.

THE TOWN BULLIES

step closer. These guys are a pair of losers from way back.

TOWN BULLY #1

Suppose we don't want you takin' him?

TOWN BULLY #2

Suppose we want him for ourselves!!!

ON CRYOTEK

He looks at them and ROARS! Then...

Transforms into a polar bear and ROARS INTO SHOT.

THE CROWD - QUICK CUTS

They gasp and start running.

THE CROWD

(AD LIB)

Let's get out of here! He's a polar bear.

HIGH ANGLE - ALL

The Crowd clears away.

ON THE TWO KNIGHTS AND THE WIZARD

Cryotek turns back into his knight form.

ARZON

That ought to keep 'em busy long enough  
for me to get us out of here.

He transforms into an eagle..

## ANOTHER ANGLE - THE TOWN

... flies around, picks up Cryotek and the Wizard, and flies off.

DISSOLVE TO:

## EXT. A MONASTARY -- NIGHT

An ancient monastary stands atop a tall hill. We hear the CHANT of a choir (V.O.), and see a long row of devotees making their way slowly up a stone path leading to the monatery, shuffling on their knees.

## ANGLE ON TWO OF THE DEVOTEES

Under the hoods, we see Ectar and Witter Quick as they slowly make their way up the hill on their knees.

## WITTER QUICK

We're not really going to go all the way  
up there on our knees.

## ECTAR

No... In a few minutes, the second sun  
will rise, and all will turn East  
(he points away)  
-- to pray. We will run around behind them,  
then.

## WIDE ANGLE - LONG SHOT - THE MONASTERY

We see the sun rising to the extreme right of the screen and the monastery on the left. PAN TO the monastery and PUSH IN.

DISSOLVE TO:

## INT. THE MONASTERY - SAME TIME

The Wizard Bogavas slinks through the halls of a monastery -- he is moving so quickly, that he bumps into a couple of other monks, sending them sprawling.

## ON THE MONKS

As they pick themselves up.

MONK #1

What is it that disturbs you, my brother.

ON BOGAVAS

He looks down, feigning sadness.

BOGAVAS

In my deep meditations, I have forgotten the location of a certain scroll... It is an ancient map which shows a Lost Shrine of ancient times.

ON THE TWO MONKS

They are now standing.

MONK #2

You shall find what you seek in the fourth chamber -

DISSOLVE TO:

BOGAVAS SEARCHING FOR THE MANUSCRIPT - A SERIES OF SHOTS

Remember the library in the Name of the Rose? Well, this one looks like that if it had been designed by Escher. It's incredibly ornate and complicated.

In a series of shots, we hear the monk (V.O.)

MONK #2 (CONT'D)

- in the third niche behind the fifteenth pillar, atop the catwalk under a bust of Dagalus the third.

Following these instructions, the monk reaches into a deep scroll-holding rack, pulls one out, and opens it up.

ANOTHER ANGLE - BOGAVAS AND THE SCROLL

He opens it up and looks at it. A smile creeps across his face.

BOGAVAS

Ah... This is it.

He starts to roll the scroll up, when two monks appear behind him.

ECTAR

What do you suppose the brothers would do  
if they discovered a Blasphemer was in their  
midst...

ON BOGAVAS

He gasps...

BOGAVAS

I shudder at the thought.

PULL BACK - THE "MONKS"

Show that they are Witter Quick and Ectar.

ECTAR

As do I. Let us depart.

WITTER QUICK

And let's make it soon. This place gives  
me the creeps.

DISSOLVE TO:

EXT. AN OVERGROWN ROAD - DAY

Thunder crashes and rain pours down as a group of shackled slaves lift  
the Wizard Falkama's sedan chair above a gashed, rutted road towards a  
mysterious looking mountain.

WIZARD FALKAMA

Onwards, slaves! I have a shrine to capture!

He CRACKS a whip in the air, and the struggling slaves, many of whom  
are up to their waists in mud, GRUNT with exertion.

SLAVES  
(AD-LIB)  
Grunt with exertion.

Suddenly, Lightning CRASHES in the sky and we become aware of three forms standing before the Chariot.

ON THE WIZARD FALKAMA

He peers into the gloom.

THE WIZARD FALKAMA  
Who blocks my passage foreward!

WHAT HE SEES

are three silhouetted figures.

Then, LIGHTNING CRASHES again, and we see that the knights are Leoric, Gladria and Feryl.

LEORIC  
I am Leoric of New Valarak!

ANGLE ON THE SEDAN CHAIR

The slaves still hold it.

LEORIC  
I hereby release your slaves!

Suddenly, they drop the sedan chair in the mud.

ANOTHER ANGLE

For just a moment, Falkama disappears in the mud, and then, finally, his head pops up.

FALKAMA  
This is an outrage!

He raises his hand.

*and take off running*

FALKAMA

You forget I still possess magic dust!!!

He throws the magic dust in their air.

ANOTHER ANGLE

We see something awe-inspiring and terrible happen. A long snake, that looks like a chinese dragon kite begins to form.

THE SPECTRAL KNIGHTS

draw their weapons, preparing for battle.

THE SNAKE

then drops into the mud, in a lifeless heap, not glowing or anything.

FERYL

It appears that your snake has encountered some difficulties.

FALKAMA

looks in his hand.

FALKAMA

It seems that dampness renders my magic dust useless.

DISSOLVE TO:

EXT. THE GATE TO THE ARNARCHY LANDS

The Spectral Knights leave the gate and head towards the Shrine, the captured wizards in tow. We should note that on the "civilized" side of the gate, there is a town. It doesn't look like a great place to live, but it's an improvement over the stuff on the other side of the gate.

ARZON

Well, that was easy enough!!!

*MDYB6  
KT  
Brush*

WITTER QUICK

These wizards aren't much if they don't have a Shrine to back them up.

ANGLE ON THE GATE

As they pass through the gates into the "civilized" side of the gate, we PAN to one of the guards.

His face is that of Cindarr!

ON THE SPECTRAL KNIGHTS

They step towards their vehicles.

ECTAR

I advise you to be careful! We are not out of this yet.

ANGLE ON FERYL

He gets into the Capture Chariot and tries to start it up!

BOOM!!!

The engine blows out. Smoke pours out of it.

FERYL

What the?

ANGLE ON ECTAR

at the controls of the Lancer Cycle. He turns his key, and -

POP!

Things fly all over the place.

ECTAR

What the?

Suddenly, we hear a LOUD SCREAMING DIVE SOUND AND -

KNIGHT POV - THE SKY CLAW

dives on them, firing FIRESHRIKES!

Then --

THE DAGGAR ASSAULT VEHICLE

rolls out from behind a building, firing more missiles.

ANGLE ON THE SPECTRAL KNIGHTS

As it looks like they are about to be wiped out with their non-functional vehicles we --

FADE OUT:

END ACT 1



## ACT TWO

FADE IN:

EXT. THE GATE TO THE ANARCHY LANDS

SAME AS BEFORE: The Darkling Lords <sup>attack</sup> assault the Spectral Knights, who stand amidst their non-functional vehicles.

Fireshrikes scream in and explode next to the Vehicles.

ON ECTAR AND FERYL

They stand atop the Capture Chariot, trying to get the fireball thrower to work.

ECTAR

The fireball thrower won't work...

FALKAMA

is chained to Bogavas and Weazaskweaza...

FALKAMA

That's because I wasn't out of magic dust all together.

(yelling)

Darkstorm, rescue me. I <sup>need</sup> ~~have~~ you no ill will.

ON DARKSTORM

Standing atop the Daggar Assault vehicle like a rakish pirate.

DARKSTORM

Rubbish!!!

ON ECTAR AND FERYL

They still try and work the weapons. Then, they are bathed in a bright light and dive out of the way an instant before --

A FIRESHRIKE

crashes in on their vehicle...

ON CRYOTEK

He looks up at his power staff.

CRYOTEK  
(Says Hooey)

Then, he draws an arrow and fires on -

THE SKY CLAW

which dives on the Spectral Knights!

BLAMMO!!!

The arrow strikes, sending the Sky Claw into a dive.

THE BURNING SKY CLAW - TRACKING

Inside are Mortdredd and Cravex.

MORTDREDD  
Cravex! Save me!

INT. THE SKY CLAW

Cravex and Mortdredd jump out. Both plummet ~~to their dooms.~~

Then, Cravex turns into a Phylot and -

ANOTHER ANGLE

swoops down, grabs Mortdredd and flies OUT OF SHOT.

ANGLE ON THE SPECTRAL KNIGHTS

They stand amidst their burning vehicles...

LEORIC  
They've got us pinned down.

ECTAR

~~Yes, and there's only one way we're getting out.~~

~~(pause)~~

We have to release one of the Wizards as  
a diversion.

ON THE WIZARDS

They are all chained together.

CRYOTEK

I see your point...

PAN TO FALKAMA

FERYL

Release Falkama... He's getting on my nerves.

LEORIC

The Darkling Lords won't want him.

PAN TO BOGAVAS

WITTER QUICK

I've kind of gotten to like Bogavas.

~~(Put something in there to make us do so)~~

LEORIC

As they are all equally dangerous, we will release  
Weazaskweaza....

ON WEAZASKWEAZA AND LEORIC

Leoric cracks his whip, breaking Weazaskweaza's chains and -

LEORIC

All right... Run for it! You might just get free.

ANOTHER ANGLE - THE BATTLEZONE

We see fireshrikes dropping in.

WEAZASKWEAZA

Surely you jest.

ANGLE ON WEAZASKWEAZA AND CRYOTEK

WEAZASKWEAZA

It is dangerous out there.

CRYOTEK

It's more dangerous in here!

He kicks Weazaskweaza in the pants and -

- the Wizard flies OUT OF SHOT.

ANGLE ON DARKSTORM

He sits atop the Capture Chariot with binoculars.

DARKSTORM

One of the Wizards has escaped. Apprehend him...

ANGLE ON THE DAGGAR DART

Lexor steps over to the Daggar Dart.

LEXOR

(cowardly)

~~Ah, fair~~ Darkstorm. I question whether I should  
be able to navigate this device.

*Perhaps one of the  
others...*

DARKSTORM

looks over with a frown.

DARKSTORM

There is no need for you to navigate!  
Simply hold on for dear life...

ON THE DAGGAR DART

Cindarr pulls the release button and -

THE DAGGAR DART

flies off...

ANGLE ON WITTER QUICK

LEXOR  
(Scries of terror)

he draws his boomerang and...

... Throws it.

THE BOOMERANG

flies through the air and --

THE DAGGAR DART

Lexor looks over in horror.

LEXOR  
(says hooley)

His protection shield grows around the Daggar Dart...

The thing is weighed down....

LEXOR  
Drat! I had not thought of the weight.

It plummets toward the ground.

The boomerang flies over it.

ANOTHER ANGLE - THE DAGGAR DART

it crashes down into a pool of muck.

~~ON~~ DARKSTORM

~~He~~ is livid.

DARKSTORM  
The Wizard must not be allowed to escape!  
Cindarr! Mount the catapult!

ANGLE ON WITTER QUICK

He catches his boomerang.

LEORIC

peers through the smoking fireshrikes!

LEORIC

Okay... Let's make a break for it! Run for  
the city en masse on my word.

ANGLE ON THE DAGGAR ASSAULT VEHICLE

Darkstorm jumps down on the catapult.

CINDARR goes flying.

ANGLE ON WEAZASKWEAZA

He runs along.

Then, he looks up over his shoulder and sees --

WEAZASKWEAZA'S POV - CINDARR

plummeting towards him.

ON THE SPECTRAL KNIGHTS

They are poised behind their vehicles.

LEORIC

Charge!

THE SPECTRAL KNIGHTS

charge out from behind their vehicles and towards the small town.

ANGLE ON WEAZASKWEAZA

He runs along. Suddenly, Cindarr drops INTO SHOT and lands atop him.

CINDARR  
You are captured, foul Wizard!

ON THE SPECTRAL KNIGHTS

They reach the small town.

LEORIC  
Witter Quick... Inform Merklynn that we have  
captured the Wizards, and would like ~~quick~~  
transport to the Shrine...

*immediate*

ON WITTER QUICK

He looks up at his power staff.

WITTER QUICK  
(SAYS HOOEY)

Then he starts running.

ANOTHER ANGLE

Witter Quick streaks into the distance.

He is gone.

Hold a beat.

PAN OVER to the Spectral Knights and two remaining Wizards who stand waiting.

FERYL  
~~This seems to be taking a long time.~~

*Why is he taking  
so long?*

ARZON  
Perhaps he got lost.

CRYOTEK  
Patience, Lads.  
(he looks up)  
If I am not mistaken --

HIS POV - THE SKY

A giant Magical hand reaches down.

CRYOTEK (O.S.) (CONT'D)

-- this is our transport.

ANOTHER ANGLE - THE SPECTRAL KNIGHTS AND THE HAND

The hand reaches down and picks them up.

ARZON

It sure beats having to hike all the way up the mountain.<sup>1</sup>

DISSOLVE TO:

EXT. THE BATTLE SIGHT - SAME TIME

The Darkling Lords stand around Weazaskweaza... Cravex is big honked off.

CRAVEX

How could we have been so stupid as to let them escape? We could have eliminated the Spectral Knights once and for all, and instead, ~~we destroy a couple replacable vehicles, and capture this loser.~~

*wind up with on our hands*  
MORTDREDD AND DARKSTORM

Mortdredd draws his weapon.

MORTDREDD

Your words against our great leader offend me.

ANOTHER ANGLE - ON ALL

CRAVEX

---

<sup>1</sup>We ought to have a gag sometime where one of these guys gets stuck in animal mode.

It is not unlike you to be stung by the  
ring of truth.

WEAZASKWEAZA

looks around sadly.

WEAZASKWEAZA

I can not over-state the sadness it gives me that  
your assessment of me is so accurate.

DARKSTORM

Strange, I don't believe I've seen a Wizard  
with such a low opinion of himself before.

ON WEAZASKWEAZA

WEAZASKWEAZA

Be assured. Mine is well earned. Please accept  
my apologies for being such a bother to you.

He starts to walk away.

Suddenly, Lexor's hand GAINS INTO SHOT and grabs him. PULL OUT TO  
SHOW BOTH WEAZASKWEAZA and Lexor.

LEXOR

As one liar to another, I think you are prevaricating  
with us... As a matter of fact, I believe I have heard  
of you... You are one who is condemned to lie.

WEAZASKWEAZA

That is ridiculous...

LEXOR

What color is snow...

WEWEAZASKWEAZA

Black.

LEXOR

Is ice hot or cold?

WEAZASKWEAZA

Hot, of course.

ANGLE ON ALL

Lexor turns to Darkstorm.

~~LEXOR~~

~~Need I do more to convince you of who he is.~~

~~WEAZASKWEAZA~~

~~This is most unfair.~~

DARKSTORM

Do you know where the Lost Shrine is?

WEAZASKWEAZA

Don't be ridiculous... Of course not.

DARKSTORM

is very pleased with this most recent development.

DARKSTORM

Then where isn't it?

WEAZASKWEAZA

It isn't to the West of here.

DARKSTORM

We head West.

DISSOLVE TO:

EXT. THE SHRINE - LATER

We see a giant hand come out of the sky and "deliver" the Knights into the Shrine.

ARZON

Thanks for the lift..

DISSOLVE TO:

INT. THE SHRINE - SAME TIME

Merklynn watches as the "hand" drops the Spectral Knights, Falkama and Bogavas onto the floor of the Shrine.

CRYOTEK

The method of delivery could be improved.

~~ON~~ MERKLYNN

~~He~~ looks down on them.

MERKLYNN

Please accept my apologies. The hand is new.  
I have not yet trained it to set you down.

(pause)

Congratulations are in order and punishments  
are to be meted out.

(MORE)

ANGLE ON THE WIZARD FALKAMA

He stares up at Merkyynn, still held by Ectar.

MERKYNN (CONT'D)

(to Falkama)

Do you have anything to say in your defense.

FALKAMA

No.

MERKLYNN

Then I banish you to the Wizards' Gaol.

FALKAMA

The hand rudely reaches down and picks him up.

FALKHAMA

(SOUNDS OF SURPRISE)

Then, he is lifted OUT OF SHOT.

ON MERKLYNN

He turns his gaze to -

MERKLYNN

And what of you, Bogavas?

ON BOGAVAS

He looks around nervously.

BOGAVAS

Please do not send me to the Wizard's  
Gaol. You know I am not to be feared.  
I am but a fourth string player in this  
game of Wizardry.

MERKLYNN

(frowns)

But you are a player.

BOGAVAS

No, in truth, I am not. I know no real  
magic. Only illusion.

ON MERKLYNN

He looks down at Bogavas. Maybe their eyes are all that meet.

MERKLYNN

I can test your magic potential. However,  
if you are lying to me, you will burst into  
flames and be forever consumed. Will  
you submit yourself to the test.

ON BOGAVAS

He looks around.

Hesitates.

LEORIC

Do not take the test.

BOGAVAS

I will take the test.

ARZON

Please spare him, Merklynn... He is not an evil wizard. I've gotten to know him.

MERKLYNN

(ignores him)

Will you take the test.

BOGAVAS

Yes...

#### ANOTHER ANGLE - MERKLYNN AND BOGAVAS

Merklynn holds up the globe. We might want to see a series of angles as Merklynn says his chant. The Globe, the Spectral Knights, Bogavas, a ray coming out of the globe and swirling around Bogavas' body, concealing it.

MERKLYNN

Oh mighty Mage of truth and lies, give this power to my eyes.

*Let his* Let him tell the truth and clear his name or body erupt in flame.

Magical Energy coils around Bogavas like a hundred snakes. His body is hidden. Then, we hear a POP!

Bogavas stands there unharmed!

THE SPECTRAL KNIGHTS

(AD-LIB: CHEERS)

MERKLYNN

Very well, you have been proven non-magical...

~~No~~ vamoose before I decide to punish you for fraudulance.

ON BOGAVAS

He beats feet out of the Shrine room.<sup>1</sup>

THE SPECTRAL KNIGHTS

turn and start to walk to the door.

LEORIC

Thank you, Merklynn, for your fairness.

CRYOTEK

Please have the hand deliver our gold  
at your earliest convenience.

ECTAR

With interest if there is a delay.

~~ON~~ MERKLYNN

~~He~~ glowers at them.

MERKLYNN

Do not try and deceive me! Your mission  
is still not finished. The Wizard  
Weazaskweaza is still on the loose. In  
fact, in the hands of the Darkling Lords.  
Bring him to me.

~~ON~~ ECTAR

~~He~~ turns to Feryl.

ECTAR

I didn't think we'd get away with it.

FERYL

But it was worth a try.

DISSOLVE TO:

EXT. THE WIZARD'S DISPOSAL

Though a very clever series of lies-within-lies, Weazaskweaza leads the Darkling Lords to the mountain he was heading towards when he was nabbed by the Spectral Knights. It appears to be a Shrine, but, in fact, is the magical equivalent of a Toxic Waste Dump. Here, the results of a

---

<sup>1</sup>I must mention later that he might be a magician of such great power that he deceived the globe.

Bring him to me.

ON ECTAR

He turns to Feryl.

ECTAR

I didn't think we'd get away with it.

FERYL

But it was worth a try.

DISSOLVE TO:

EXT. THE WIZARD'S DISPOSAL

Weazaskweaza leads the Darkling Lords down the same lane he was on when he was nabbed by the Spectral Knights.

DARKSTORM

There isn't a Shrine in sight. Lexor, your  
"lie detector" has failed us.

LEXOR AND FALKAMA

They both look around.

LEXOR

I don't think so.

(to Falkama)

Falkama - Are we near to the Lost Shrine?

FALKAMA

No, we are far away.

PAN THE LANDSCAPE

There are just a bunch of large (twenty foot tall) boulders, and one very odd looking tree.

LEXOR

Is the Lost Shrine in a mountain?

FALKAMA

Yes... In a tall mountain.

CINDARR

cups his hand over his eyes and looks around.

CINDARR

But there are no mountains around.

LEXOR AND FALKAMA

*That's*  
*the point,*  
LEXOR  
~~Just as I was beginning to suspect.~~  
The Lost Shrine isn't in a mountain at all.<sup>1</sup>

DARKSTORM AND MORTDREDD

Darkstorm snaps his fingers and Mordredd reacts in awe of his boss.

DARKSTORM  
Of course... It is underground. That's why it was never found.

MORTDREDD  
As usual, your insightful intellect solved a mystery that plagued all of the others.

~~ANGLE ON~~ REEKON

~~He~~ walks over to a mysteriosu looking tree...

REEKON  
Strange... This tree is most out of place in the landscape...

He pulls on a branch of the tree and --

A LARGE ROCK

near them opens up, revealing a stairway which goes down into a deep hole.

CINDARR  
It must lead to the Lost Shrine?

CRAVEX

steps to the open doorway.

CRAVEX  
~~As usual,~~ your insightfulness astounds me.

DARKSTORM AND LEXOR

Darkstorm turns to Lexor.

---

<sup>1</sup>Jim suggested that I make Falkama like the guy in Saturday Night Live. Upon returning home, I realized that I hadn't seen it nearly enough to do so. However, we can change the dialogue to make it work if that's deemed a good idea.

DARKSTORM

Who knows what traps fill this rotted  
hall. You and I must take on our armore  
personnae.

*animal*

Darkstorm becomes the scary mollusk and Lexor becomes the  
Armadillo.

Then, they head into the cave.

ANGLE ON THE STAIRWAY

It is actually more of a ramp than a stairway.

The two creatures make their way into the darkness. Suddnely...

ANGLE ON THE FLOOR

Lexor triggers a brick in the floor and --

ANGLE ON THE WALL

Spikes pop out of the wall and break against his iron-hard  
shell, and two massive bricks slam together, attempting to crush  
him, but, cracking themselves.

Nevertheless, he's buried in bits of boulders...

ANGLE ON DARKSTORM (SCARY MOLLUSK MODE\_

He crawls along. Suddnely, the floor drops out from under him.

He slips drops in, and for a moment, we think he is gone. Then,  
the mollusk crawls back up, sliming his way.

then, he transforms back to Darktstorm.

DARKSTORM

I think we have diffused the first  
few traps.

ANGLE ON THE OTHER DARKLING LORDS

They slowly come down the stairway, stepping over the shattered  
boulders that are still atop Lexor.

LEXOR (O.S.)

Get me out of here!!!

DARKSTORM

looks over at the rocks that cover Lexor.

DARKSTORM

Strange... I seem to hear a little voice.  
It must be that voice that has spoken  
disloyally about me on so many occasions.

LEXOR (O.S.)

Get me out of here, oh mighty Darkstorm.

DARKSTORM

Oh mighty Darkstorm... I like that. Let  
me hear more.

LEXOR (O.S.)

Mighty Darkstorm, Lord of the Veldt, King  
of Daknaught, Baron of the Netherrealms,  
Major Landholder in --

DARKSTORM

Mortdredd, I see you have had a positive  
influence on some of the other knights.

MORTDREDD

bows and scrapes.

MORTDREDD

How I will cherish your compliment.

DARKSTORM

turns to Cindarr.

DARKSTORM

Cindarr... Lift the fair night from his  
burdens, and let us hope he will be more  
loyal in the future.

CINDARR

starts pulling rocks off of Lexor.

DARKSTORM AND FALKAMA

Darkstorm turns to the lying Wizard.

DARKSTORM

Now, Falkama. Is this indeed the  
Lost Shrine...

FALKAMA

Of course not. What a ridiculous  
concept.

PAN DOWN THE STAIRS to show us what is coming up. We see a terrible stone gargoyle sticking out of the wall. Then, we see it move and lick it's chops.

DARKSTORM  
Come all... Supreme power awaits.

DISSOLVE TO:

EXT. THE ANARCHY LANDS - LATER

The Spectral Knights cross through the gate into the Anarchy lands, and find themselves in the Visionary equivalent of old Tijuana.

ANGLE ON ARZON

He steps through the crowd.

Then, a little character approaches him.

LITTLE CHARACTER  
Excuse me great and powerful Knight.  
I have some information for you.

ARZON  
Ah, I knew a respectable citizen would  
emerge at last. What is this information?

THE LITTLE CHARACTER

sticks out his palm.

LITTLE CHARACTER  
First I have some gold.

ARZON

lifts a gold-filled purse from his waist.

ARZON  
Do you not know that the road to evil  
is paved in gold?

He then puts some gold in the little guy's hand.

LITTLE CHARACTER  
All I want is but one brick.

Then, he snatches the purse, turns and runs.

THE CHASE - BLOCK COMEDY

Arzon chases after the little guy.

Though Arzon is much faster, the little guy gets the better of him by -

- running under a ware-laden table causing Arzon to run into the table, sending everything flying.

Arzon lies in a heap.

ARZON  
Drat you wretched little...

Then, we see a swatting BROOM ENTER SHOT.

SENIORITA  
Take that you wretched...

CUT TO:

ANGLE ON ECTAR AND FERYL

They walk along, their keen eyes seeing everything.

ECTAR  
I don't believe it...

WHAT HE SEES

is an incredibly sleazy looking character doing a version of the "shell game," while a bunch of rubes look on.

ECTAR  
That's Benny the con. I tried to throw him into the slammer twenty years ago.

ON ECTAR AND FERYL

They step towards Benny.

FERYL  
The slammer?

ECTAR  
A term we had for jail.

ANGLE ON BENNY

He does his shell stunt.

BENNY  
Now place your bets...

ECTAR (O.S.)  
I'm betting you're going to tell

(PAUSE)  
Attack!!!

ANOTHER ANGLE - THE SPECTRAL KNIGHTS

charge into shot.

THE EYE - QUICK SHOT

blinks and vanishes into the darkness.

EXT. THE BUILDING

The Spectral Knights SPIN through the REVOLVING DOOR of the building and -

CUT TO:

INT. THE BUILDING - SAME TIME

- land on the floor in a heap.

THE "MAGIC EATER" (V.O.)  
Ah... And I thought I might starve  
to death.

ANGLE ON THE DARKLING LORDS

They look up...

ARZON  
Who said that?

DARKLING LORDS' POV - THE MAGIC EATER

He is a giant creature of mixed human and reptile lineage with seven eyes -- one for each arm.

THE MAGIC EATER  
I am a magic eater...

LOERIC  
What is a magic eater?

THE MAGIC EATER  
I eat magic... Therefore, I have  
the same relationship to you that  
you have to the salmon you ate for  
dinner last night...

CRYOTEK

raises his weapon.

CRYOTEK

Perhaps, but the salmon wasn't  
wailing on my teeth as I ate him.

ANOTHER ANGLE

The Monster reaches his scaley hands down towards the  
Visionaries.

As the Seven Hands fill the screen coming at us, and the  
horrible eyes burn with hunger we --

FADE OUT:

END ACT 2

ACT 3

FADE IN:

SAME AS BEFORE:

FADE IN:

INT. THE WAREHOUSE - BATTLE WITH THE SEVEN-HANDED MONSTER

A SERIES OF SHOTS: A hand reaches down for each of the Spectral Knights.

Leoric whips the hand that's after him. There's a nasty crack, but it doesn't stop the hand from picking him up.

LEORIC

My whip didn't work!

Cryotek bangs him with the spiked mace!

But it doesn't stop the monster from lifting him up to -

CRYOTEK

Neither did my mace.

HIS MOUTH

where he first drops Leoric in, then gulps as swallows him..

MAGIC EATER

(GULPS)

Then, he drops Cryotek in, and swallows him.

ON ECTAR

He has no more luck with his weapon...

... And is dropped in.

CUT TO:

INT. THE MONSTER'S STOMACH

It is very dark...

... There is a brief flash of light as the monster's mouth opens, and we see the three knights reclined in the monster's stomach and then see another knight drop in and hear a loud clatter.

CRYOTEK

Ouch!! Who just landed on me?!

Then we see another flash of light, and the other three knights drop in with three loud, sloshy clatters.

ECTAR

I'll light my dagger!

Suddenly, the Dagger starts sizzling, and all of the knights are seen in a pile inside the stomach!!!

ECTAR (CONT'D)

Yes... As we used to say in the crime business.  
This will be an inside job.

CUT TO:

INT. THE EMPTY BUILDING - THE MAGIC EATER

Looks contented. All of the sudden, we hear strange "rubbery" sounds, and see his stomach bouncing around as the Spectral Knights kick at it from inside.

MAGIC EATER

OUCH!!! Stop that or you will give me heartburn.

INTERCUT:

INT. THE MAGIC EATER'S STOMACH

The Spectral Knights keep kicking.

ECTAR

You want heartburn? I'll give you heartburn!

He touches the lightning dagger to the monster's stomach.

THE MAGIC EATER

Shouts, dances a jig, and breaths out some smoke.

MAGIC EATER

(COMICAL BURPS)

All right.. All right... I'll let you out  
of there.

LEORIC (O.S.)

That's not good enough. You'll also  
tell us where the Lost Shrine is?

MAGIC EATER

Follow the rutted road until you come upon  
a scarce jamahwa tree. It is beneath that tree!

LEORIC (O.S.)

Okay, now open wide...

The fire eater opens his mouth. We hear various sounds of  
GRUNTS and EXERTION.

SPECTRAL KNIGHTS

Grunts and exertion.

INT. THE MAGIC EATER

They climb up his throat and into his mouth...

EXT. THE MAGIC EATER

One by one, the Spectral Knights step out of the mouth, and are  
ferried to the ground via the Monster's hand.

As this is going on we -

DISSOLVE TO:

EXT. THE "LOST SHRINE" - MUCH LATER

We see the boulder entrance. Then, we HEAR a terrible hissing,  
and a magical serpent emerges. He slithers out of the door and  
looks around.

Prysmos has another unsavory creature roaming her surface.

DISSOLVE TO;

INT. THE LOST SHRINE - SAME TIME

They walk through the Lost Shrine. It is clear that this was once a zoo..

CRAVEX

I get a bad feeling from this foul place.

REEKON

I do not see why, it is but a simple zoo...

As they talk, we should see the group step towards an enormous door (about four times the height of a regular door) labelled "Zoo Keepers..."

~~CRAVEX~~

~~I have yet to find anything in this new world of Magic that was simple. Why should I believe this place was?~~

ANGLE ON FALKAMA

As they step past the door.

FALKAMA

~~As do I.~~ Olly-Olly-Oxen-Free.

MORTDREDD

turns to Falkama.

MORTDREDD

What idiocy are you babbling?!

LONG SHOT - THE ZOO

Suddenly, we hear an ALARM RING. The lights go on...

ALARM VOICE

Animal escape... Animal escape...  
Alert Park Wardens at once... Set  
traps... Animal escape...

DARKSTORM

Whatever he said, awakened a long-dead security system in this place.

ANGLE ON THE ZOO KEEPER DOOR

Suddenly, the door opens, and a very strange creature that looks like a suit of armor carrying a chair and a whip comes out... This is the Zoo Keeper. He would not be dangerous, were he not four times the height of the knights.

ZOO KEEPER

Converge on sector 7. Escaped creatures here! Mollusk, Phylot, Gorilla, Shark, Beetle, Lizard, Armadillo.

THE DARKLING LORDS

Stand together in combat formation as they see...

LEXOR

These things are coming from everywhere...

THE ZOO KEEPERS AND ANIMAL WARDONS - A SERIES OF SHOTS

We see a bunch of these characters coming around every corner. It seems, however, that each one is suited for a different task.

FALKAMA

turns to the knights...

FALKAMA

Have you never wondered where the magical animals were kept in the old age of magic?

ANOTHER ANGLE - THE ZOO

We see several of the Zoo Keeper characters converge on the Darkling Lords.

DARKSTORM

They are converging upon us!

CUT TO:

EXT. THE LOST SHRINE - SAME TIME

The Spectral Knights stand bay the mysterious tree that we saw the Darkling Lords get into the Lost Shrine with.

ARZON

*Unaware of the battle below*

That seems to be the tree he was  
talking about.

Ectar walks over to it...

ECTAR  
Then obviously, we must manipulate  
it somehow.

He pulls the branch.

Sure enough, the cave opens.

ECTAR  
Pretty obvious opening if you ask me.

They step towards it when they HEAR SOUNDS OF COMBAT!

LEORIC  
It sounds like fighting. Come on,  
knights!

CUT TO:

INT. THE ZOO - SAME TIME

The Darkling Lords bang their weapons into one of the Zoo  
Keepers. Maybe they make a dent or something, but basically  
they are pretty ineffective.

CINDARR  
Our weapons do not do doodly...

ANGLE ON FALKAMA

Seeing the others engaged in combat, he starts running.

REEKON

turns to see this.

REEKON  
The Wizard is escaping!!!

Then he turns into a Lizard and runs after him....

ON A ZOO KEEPER

He runs after the Lizard with amazing agility... Catches him...  
By the scruff of the neck and then...

ANOTHER ANGLE

... carries him over to a large glass cage and drops him in.

ANGLE ON THE CAGE

The Lizard is inside of it. Tehn, in letters that were chiseled there a thousand years ago, we see the word "Lizard..."

ZOO KEEPER

The Lizard has been returned.

ANGLE ON THE DARKLING LORDS AND ZOOKEEPERS

A fierce battle rages, both sides exchange blows. The difference is that the zoo keepers, armed with nets and poles and the like, are not trying to destroy the Darkling Lords. However, they do come with an amazing array of devices for catching the animals.

(NOTE: In all honesty, the specific ways of catching the animals are things that are coming to me in the heat of trying to meet a deadline on this script. They might not be the most brilliant. If a more visually interesting, or amusing idea comes up, by all means use it.)

DARKSTORM

We must escape!!!

CINDARR

turns into Gorilla Mode, and jumps for one of the Cells...

ANGLE ON A ZOO KEEPER

As he does, one of the Zoo Keepers who carries a net, throws it

-

ON CINDARR

- over him.

The Ape gets tangled up.

A moment later the Zoo Keeper steps over, grabs the struggling Gorilla and carries him towards -

ANGLE ON A CAGE

- a cage which reads "Gorilla."

DARKSTORM

runs towards a wall...

A ZOOKEEPER

chases him.

ANOTHER ANGLE

Darkstorm turns into a scary Mollusk as he reaches the wall...

THE ZOO KEEPER

... runs after him...

THE SCARY MOLLUSK

makes his way up the wall.

As it looks like he's almost out of reach...

THE ZOO KEEPER

raises a hand that looks like a Spatula, scrapes him off the wall and steps away.

MORTDREDD

ducks a blow, and -

MORTDREDD

Darkstorm! I will release you before they  
imprison you or cook you in Garlic and Butter  
or something.

- Then he transforms to tiny beetle mode and scuttles away.

A ZOO KEEPER

scurries after him with a whisk broom and dust bin.

ANGLE ON THE REMAINING DARKLING LORDS (Note: For the sake of  
brevity, I have left Galadria and Virulina out. If we really  
need them, I can bring them back in)

THE REMAAINING DARKLING LORDS

Cravex and Lexor are surrounded by the Zoo Keepers.

Who still close in on them.

ANGLE ON THE STAIRS

The Spectral Knights charge down...

LEORIC

It appears that the Darkling Lords have  
run into a spot of trouble.

ECTAR

(sarcastic)  
Oh what great sorrow I feel over this.

CRYOTEK  
What has become of Weazaskweaza?

ANGLE ON LEXOR AND CRAVEX

Cravex turns from his battle with a pair of Zoo Keepers.

CRAVEX  
He has escaped us, and is working his  
way to the Lost Shrine.

ON THE SPECTRAL KINGHTS

They stop at the bottom of the stairs...

LEORIC  
Where is that?

CRAVEX

parries a Zoo Keeper...

CRAVEX  
Why should I tell you?

LEORIC

looks back

LEORIC  
None of us gain if the Wizard takes  
power.

LEXOR

LEXOR  
He went that ~~away~~!

He points in the opposite direction from the Spectral Knights.

ON THE SPECTRAL KNIGHTS

They peer into the direction they are going to have to go.

LEORIC  
We have to make a dash for it. If  
he gets to the Shrine room, this  
world will grow dark and evil.

ARZON

How are we going to get past those things?

ANGLE ON SEVEN ZOO KEEPERS

As they lumber towards the Spectral Knights.

LEORIC

Any way we can.

ON CRAVEX AND LEXOR

The Zoo Keepers step away from them, towards the Spectral Knights.

CRAVEX

Let's use this to our advantage!

Both of them mutate to their animal forms.

ON CRAVEX

However, as he flies away -

A ZOO KEEPER

throws a lasso and -

ON CRAVEX - FLYING

- catches him in mid-air.

LEXOR

meanwhile, tries to scurry away, but is rapidly caught by a following Zoo Keeper.

ANOTHER ANGLE - THE SPECTRAL KNIGHTS AND ZOO KEEPERS

The knights charge!

The Zoo Keepers bend down and try to stop them. As this happens, most of the Spectral Knights turn into their animal forms in an attempt to get past them...

FERYL

turns into a wolf, attempts to hop over them, but is caught by one of the Zoo Keepers.

EXTAR

does the same, and he too is caught in wolf form.

ARZON

attempts to fly over them, but is caught by a Zoo Keeper  
wielding a bird net.

CRYOTEK

turns into a bear.

Lets out a terrifying ROAR...

Knocks a couple of Zoo Keepers over as he charges.

But nevertheless is caught by two of them holding their arms  
together.

WITTER QUICK

bounds past them as a CHEETAH...

It works.

LEORIC

still in human form, watches him.

LEORIC

Good work...

ON WITTER QUICK

He runs and runs.

ANOTHER ANGLE

... until he has reached a dead end.

Then, he turns.

And a cage falls in front of him.

ANGLE AROUND THE ZOO AREA

Leoric is the only Visionary who is not encaged.

He holds his whip.

He doesn't move.

LEORIC

consults his power staff.

LEORIC

(Says Hooey)

WISDOM CHARACTER

What do you want of me?

LEORIC

I am about to be captured. What do I do?

WISDOM CHARACTER

Resist all temptation to become the lion.

LEORIC

*That's right*  
~~You've got a point.~~ They don't capture knights in human form.

ON LEORIC

He toward the knights in human form. They turn to try and catch him, but can't as he -

- slides between one Zoo Keeper's legs -

- gets up and runs around another one -

- And, as two others are about to grab him, he stops in his tracks, causing them to collide so that he can slide away.

Then, he runs down to the end of the hallway and charges through a portal and comes to -

INT. THE ENTRANCE TO A MAZE

Running into the Maze, he sees that he has two ways he can go. One of them leads to what appears to be an indestructible knight, the other one leads to a door which says ("to Shrine") on it.

He runs towards the door that says "to Shrine" on it.

ANGLE ON THE DOOR

Leoric opens the door, and out fly -

Thousands of bats.

LEORIC

is covered by the bats.

He cracks his whip with one hand and bats them away with the other.

The bats keep biting at him.

LEORIC  
(says hooey)

THE POWER STAFF

lights up and WISDOM comes out.

WISDOM  
What is it that you want so soon.

As he comes out, the light from the Staff glows brightly.

The Bats fly away.

LEORIC  
Actually, just your light. But as long as you're present. What is the way through the maze?

WISDOM  
It appears that since Weazaskweaza makes his way through their so easily, that the signs are deceitful. Always run to the most terrifying option.

ON LEORIC

He starts running.

Wisdom is clearly being jarred around inside the power staff.

ANGLE ON THE TERRIFYING KNIGHT

Leoric runs towards him...

Cracks his whip and -

- the knight falls to pieces.

It was only a prop.

Running down another corridor, he comes upon -

LEORIC'S POV - THE SECOND CHOICE

One doorway is made of flames, the other has a bunch of beautiful women in it.

Leoric runs through the flames.

(MAYBE INSERT ANOTHER CHOICE IN HERE)

CUT TO:

ANOTHER AREA OF THE MAZE

This time, Weazaskweaza walks up to a choice. One doorway is a terrible mouth, the second is smiling mouth.

Weazaskweaza steps through the terrible frowning mouth and enters.

THE SHRINE

There, he sees...

WEAZASKWEAZA  
The Shrine... At last.

WHAT HE SEES

is a beautiful crystal ball just like Merklynn's. Only this one glows a reddish color.

ANOTHER ANGLE

He slowly steps towards it.

WEAZASKWEAZA  
And Merklynn shall grovel at my feet.

LEORIC (O.S.)  
I think not, Weazaskweeza...

WEAZASKWEAZA

runs over to the crystal ball.

LEORIC

runs after him.

ANOTHER ANGLE - THE TWO

Weazaskweaza gets the globe...

WEAZASKWEAZA

turns around, holding the crystal ball.

WEAZASKWEAZA  
Abra!

CRACK!!!

Leoric's whip shatters the crystal ball...

The screen is lit with a blinding light.

Shattered glass is all over the place.

WEAZASKWEAZA

looks at his hands in disbelief.

WEAZASKWEAZA

You destroyed it.

MERKLYNN (V.O.)

Yes, and with it the magic of this Shrine.

(pause)

You have worked well for me Leoric.

INT. THE ZOO - SAME TIME

We start seeing the transform back into human.

Darkstorm stands up with his axe and smashes the lock.

MERKLYNN (V.O.)

The Visionaries shall be released from  
their cells, and you shall be rewarded.

DARKSTORM

This is degrading...

DISSOLVE TO:

INT. THE SHRINE - LATER

All of the Visionaries stand before Merklynn at his throne.

MERKLYNN

And for your crimes, Weazaskweaza, you

will be incarcerate in the Wizard's Gaol.

WEAZASKWEAZA

is transported to the Wizard's Gaol.

THE DARKLING LORDS

stand before hustle Merklynn

DARKSTORM  
Please, Merklynn, accept my apologies.

MERKLYNN

You need not apologize, I know you are  
evil and will treach upon us at first  
oppertunity.

DARKSTORM

Uh yes... May we have our standards

recharged.

MERKLYNN

Of course...

He gestures.

THE DARKLING LORDS

recharge their standard.

MERKLYNN

NOW GET OUT!!! I MAY UNDERSTAND YOU

BUT I DO NOT CHOOSE TO ~~LOOK~~ AT YOU ANY

*SOCIALIZE WITH*

LONGER...

Suddenly, the hand comes out of the roof, picks them up and -

EXT. THE SHRINE - SAME TIME

tosses them off the horizon...

LEXOR

Cravex! Please save me!

CRAVEX

Why should I?!

DISSOLVE TO:

INT. THE SHRINE - SAME TIME

The Spectral Knights stand before Merklynn.

MERKLYNN

And what should I reward you with.

CRYOTEK

Gold.

LEORIC

No, Cryotek, I think we can earn our

own gold. We need not be paid.  
We have benefitted from our

deeds. That is enough.

ARZON

You know, I still wonder about old

Bogavas.

DISSOLVE TO:

EXT. THE ANARCHY ZONE - SAME TIME Meanwhile, far away, we learn that Bogavas isn't quite what he represented himself to be.

MERKLYNN (V.O.)

*As I have*  
Yes... ~~I've wondered~~ myself. Perhaps  
he was powerful enough to elude my

detection, and that would make him

a dangerous wizard indeed.

FADE OUT:

THE END