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PROD. #400-07

DUNGEONS & DRAGONS

"The Prison Without Walls"

By

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First Draft:
9/22/83

Revised:
10/11/83

MARVEL PRODUCTIONS, LTD.

DUNGEONS & DRAGONS

"The Prison Without Walls"

ACT ONE

FADE IN:

EXT. MIST-ENSHROUDED MOUNTAINS - WIDE SHOT - PANNING
- DAY

These are old mountains, not unlike the Appalachians. Except: the trees on the slopes grow in contorted, vaguely demonic shapes, and their foliage is an unnatural profusion of violet and gold with not a hint of green.

CAMERA PANS this bizarre landscape to pick up the tiny figures of HANK, ERIC, SHEILA, PRESTO, BOBBY, DIANA, and UNI. They are trekking toward two buttresses that
X form the entrance to a pass. The pass is shrouded in
X mist. We HEAR the DISTANT SOUNDS of HAMMERS POUNDING ROCKS and BALEFUL MOANING from within.

SHEILA

(worried)

X Are you sure Dungeon Master said
X to come this way, Hank?

HANK

The scenery is pretty bleak,
isn't it?

CLOSER - THE KIDS

X CAMERA MOVES IN on Eric and Presto.

PRESTO

X We haven't seen a village all
X day.

ERIC

(annoyed)

X Or anything to eat, either --
X unless you're into rockburgers.

X THE ENTRANCE TO THE PASS

X Hank and the others walk toward it. More HAMMERING SOUNDS
and another BALEFUL MOAN escape from within. Diana shivers.

DIANA

(apprehensive)

I wonder what's in there...!

SFX: ANOTHER HAMMER BLOW, ANOTHER MOAN.

PRESTO

(jittery)

Something that moans a lot.

✕ ERIC

✕ turns and starts back the way they came.

ERIC

✕ Yeah -- and probably something
bigger and uglier that makes
✕ it moan. There's no way home
through there.

DUNGEON MASTER (O.S.)

Quite correct, Cavalier.

✕ Eric halts in his tracks, whirling around and looking
✕ back toward...

✕ THE ENTRANCE TO THE PASS

✕ Dungeon Master comes strolling out of the mist, smiling
✕ enigmatically.

ERIC (O.S.)

Dungeon Master...?!

QUICK CUT - THE OTHERS

react, startled.

✕

UNI

(Startled BLEAT!)

✕ ANGLE - PAST ERIC TO DUNGEON MASTER

Dungeon Master nods.

DUNGEON MASTER

✕ A heartless dragon dwells in
the Vale of Mists...

PUSH IN closer on Dungeon Master.

DUNGEON MASTER (CONT.)

✕ ...and there is no portal to
your world.

✕ ANGLE - ERIC

✕ folds his arms over his chest, gives an I-told-you-so
✕ smirk.

ERIC

✕ Hah! What'd I tell you? Even
✕ he agrees with me!

✕ DUNGEON MASTER

✕ lifts a hand INTO FRAME, index finger upraised.

✕ DUNGEON MASTER
✕ However...

QUICK CUT - ERIC

His smirk evaporates.

BACK TO PREVIOUS ANGLE

✕ DUNGEON MASTER (CONT.)
✕ ...when the dragon's heart is
✕ in the right place, it may show
✕ you the way home!

✕ ANGLE - PAST DUNGEON MASTER TO ERIC

✕ The others ENTER FRAME to one side of Eric. PUSH IN
✕ as they exchange puzzled looks.

✕ DIANA
✕ What in the world does that mean?

✕ UNI
(dubious little BLEAT)

✕ HANK

turns to look back at Dungeon Master.

✕ HANK
✕ Yeah, Dungeon Master, what --
(breaks off as:)

✕ CAMERA PULLS BACK to reveal that Dungeon Master is gone.

✕ HANK (CONT.)
Oh, no...he's gone!

ERIC - TRACKING

He turns on his heel and marches off.

✕ ERIC
✕ I think we should follow his
example.

CAMERA HOLDS as Eric glances back over his shoulder,
reacts annoyed at:

WHAT HE SEES - THE ENTRANCE TO THE PASS

Hank, Diana, Sheila, Presto, Bobby, and Uni move warily
toward the mists.

BACK TO PREVIOUS ANGLE

ERIC

(annoyed; to himself)

But I'm obviously in the minority.

He trudges o.s., back to the others.

ANGLE - THE ENTRANCE TO THE PASS

Hank and Diana are already moving inside, vanishing into the mist. Presto and Sheila are close behind, with Bobby and Uni bringing up the rear. Eric ENTERS SHOT and walks beside Bobby and Uni.

ERIC

(to Bobby)

We're gonna regret this, kid
-- you'll see.

BOBBY

Oh, right, Eric -- I'm sure!

They, too, vanish into the mists. SFX: ANOTHER BALEFUL MOAN.

R THE KIDS - TRACKING

R The mists are so thick we can see neither ahead nor behind
R them. Hank feels his way along the stone wall of the
R pass.

R PRESTO

R Wow. This fog's thicker than
R a double malted!

R HANK

R Shh! Hold it down. You'll just
R attract whatever's in there.

R In tight formation, the kids take a single step forward
-- and fall down OUT OF FRAME!

R KIDS

(startled YELLS!)

ANGLE - A STEEP, ROCKY INCLINE

barely visible through the mist. In rapid succession, Hank, Diana, Presto, Sheila, Bobby, Eric, and Uni tumble THRU FRAME, down the incline!

R KIDS (CONT.)

(YELLS continue)

R

ANGLE - A CLUSTER OF BOULDERS

The mist trails off a few feet back from these boulders.
SFX: MUCH LOUDER HAMMER BLOWS AND MOANS. Suddenly, the kids tumble out of the mist, piling one on top of the other against the boulders.

R KIDS (CONT.)
R (assorted YELPS and GRUNTS)

R ANOTHER ANGLE - THE KIDS

R drag themselves off the pile. PUSH IN on Hank, who'd
R been at the bottom. He grimaces.

R HANK
R (glum)
R So much for secrecy.
R (starts to get up)
R Where are we...?
R

ANGLE - THE TOP OF THE BOULDERS

Hank's hands, then his head, rise into scene. He peers over the top of the boulders and reacts, startled. Sheila and Diana rise into scene on either side of him.

R SHEILA
R (half-whisper)
R Oh, wow...!

R WHAT THEY SEE - THE VALE OF MISTS

R It's reminiscent of the Devil's Punchbowl in the Mojave
R -- a high-walled crater "scooped" out of solid stone.
R CAMERA PANS over the landscape.

R At one end of the crater stands a GIANT WARRIOR STATUE,
R looming twenty feet tall. PAN AWAY from the Statue,
R over the jagged rock walls. They are studded with glit-
R tering purple gems! On creaky scaffolding, GNOMES labor
R with hammers and chisels, chipping the gems out of the
R walls. The Gnomes look deeply fatigued.

R GNOMES
R (MOANS of exertion)

R ANGLE - THE CLUMP OF BOULDERS

R All of the kids are now peering over the top of the boul-
R ders, aghast at the sight.

R SHEILA
R (appalled)
R Those poor gnomes...!
R

BACK TO PREVIOUS ANGLE

PAN DOWN to the floor of the crater, to a GNOME VILLAGE
 of domed huts. GNOME WOMEN and CHILDREN, in dull, tattered
 garments, move hunched-shouldered and silent THRU SCENE.

In the center of the village is a statue of a dragon
 rearing up on its hind legs. There's a noticeable inden-
 tation in the dragon's breast -- as if something had
 been removed from the statue where its heart should be.
 HOLD A BEAT on the dragon statue, as:

R
 R

DIANA (O.S.)

That must be the dragon Dungeon
 Master told us about!

R

Then, CONTINUE PANNING to HOLD on the east end of the
 crater. Here stands another GIANT WARRIOR STATUE, vir-
 tually identical to the first. At the foot of the statue
 stand THREE ORCAN OVERSEERS. FIRST ORC and SECOND ORC
 hold large swords with serrated blades. The third wields
 a nasty-looking black whip and wears a black-and-red
bat-winged helmet. This is the ORC LEADER.

R

ERIC (O.S.)

R

Yeah -- and get a load of them!

R

R ANGLE - HANK

R peering over the top of the boulders.

HANK

R

Orcs! Then Venger's got something
 to do with this!

R Suddenly, Hank reacts, looking up and o.s., to a LOUD,
 R CREAKING SOUND.

R ANGLE - ONE OF THE SCAFFOLDS

R is tipping. The Gnome on the scaffold (whom we'll call
 R FIRST GNOME) is clinging precariously to the ropes. He
 R looks exhausted, about to collapse. PUSH IN as:

R

R

FIRST GNOME

(weak, gasping)

So...tired...can't work...anymore...

R

R His knees buckle, and he tumbles off the scaffold and
 OUT OF FRAME.

R

FIRST GNOME

(MOAN OF ALARM)

R

R FIRST GNOME - TRACKING

R as he falls, clinging to the scaffolding rope with his
 R hands and ankles. As he nears the ground, his hands

✗ lose their grip. With the rope tangled about his ankles,
✗ he hits the ground on his back with an UGLY THUD.

✗ ANGLE - FIRST AND SECOND ORCS

✗ find this very amusing. They point o.s. at the fallen
✗ gnome, rollicking and laughing.

✗ FIRST ORC
✗ (vastly amused)
✗ Get up, gnome! Slaves not get
✗ afternoon nap!

✗ CLOSE - FIRST GNOME

✗ looks up in fear. Pathetically, he tries to stand, but
✗ trips and falls again on the ropes tangled about his
✗ feet.

✗ FIRST GNOME
✗ (moaning)
...I can't...!

✗ BACK TO PREVIOUS ANGLE

✗ As the Orc Leader CRACKS his whip toward the o.s. First
Gnome, SHOT WIDENS to include First and Second Orcs.

✗ ORC LEADER
✗ (gruff, bellowing)
✗ You not rest until Venger has
✗ all your magic gems!

✗ First Orc and Second Orc start o.s. toward First Gnome,
brandishing their swords!

✗ QUICK CUT - FIRST GNOME

looks up, terrified.

ANGLE - BOBBY AND UNI

peering out from behind the boulders. Bobby blows his
top!

BOBBY
(outraged)
Let him alone, ya big bullies!!

Bobby clambers over the top of the boulder and jumps
✗ OUT OF FRAME, heading for the Gnome!

✗ SHEILA AND HANK

react! Hank's already started to climb over the top
of the boulders, after Bobby.

SHEILA
(cry of alarm)
Bobby!!

✕ LOW ANGLE - FIRST GNOME

First and Second Orcs ENTER FRAME, looming over him.
They turn and react, startled, to:

BOBBY (O.S.)
(BARBARIC BATTLECRY!)

THEIR POV - BOBBY

rushes straight toward the Orcs, his club held overhead!

QUICK CUT - THE ORCS

lift their swords to strike.

QUICK CUT - THE BLADES OF THE SWORDS

slash down INTO FRAME from one direction as the club
swings INTO FRAME from another. The club hits the swords,
breaking them with a METALLIC CRACK!

QUICK CUT - THE ORCS

gape at their broken blades.

BOBBY

strikes the ground with his club. CAMERA-SHAKING CRASH!

BOBBY
Beat it, ya bozos!

THE ORCS

rush OUT OF FRAME in opposite directions.

ANGLE - ORC LEADER

CRACKS his whip in the air, shouts at the top of his
lungs.

ORC LEADER
(bellowing)

✕ Stop him! Stop intruder!

✕ FIRST GNOME

Bobby kneels INTO FRAME beside him, starts to untangle
✕ the ropes around his ankles. The Gnome waves his hand
-- in protest, trying to shoo Bobby away!

X FIRST GNOME
(weakly)
X No...leave me! You...have no
X chance...against all of them!

Bobby looks over his shoulder, reacts in alarm at...

TWO MORE ORCS

known as THIRD and FOURTH, charging straight toward him!

HANK - TRACKING

On the run, he looses two energy-arrows in rapid succession.

BACK TO PREVIOUS ANGLE

On the cut: the energy-arrows fly INTO FRAME, strike the Third and Fourth Orcs square in the chest, and continue their flight, buoying the Orcs UP and OUT OF FRAME.

THIRD & FOURTH ORCS
(YELLS of alarm!)

ANGLE - ANOTHER SCAFFOLD ON THE WALL OF THE CRATER

X On the cut: the Gnomes on the scaffold comically duck,
X as Third and Fourth Orcs, propelled by the energy-arrows,
X fly backward INTO FRAME and CRASH against the wall over
X the Gnomes' heads. The energy-arrows instantly dissolve
X and the Orcs drop to a one-point landing on the scaffold.
X SFX: THWUNK!

THIRD & FOURTH ORCS
(MOANS and GROANS)

HANK

continues toward...

X BOBBY AND FIRST GNOME

Bobby, still fumbling with the harness, looks in Hank's direction, reacts with alarm!

BOBBY
Hank! Look out!

X HANK

stops, looks behind him, sees...

A FIFTH AND SIXTH ORC

charging at him, swords held overhead.

DIANA - TRACKING

As she runs, she plants her javelin like a vaulting pole. CAMERA HOLDS as she vaults UP and OUT OF FRAME, toward...

FIFTH AND SIXTH ORCS

still charging toward Hank. Diana descends INTO FRAME, legs apart, planting a foot on the back of each Orc! The impact sends them sprawling to the ground with a CRASH!

DIANA

All clear, Hank!

SEVENTH ORC (O.S.)

(ANGRY ORCAN ROAR!)

Diana whirls to see...

A SEVENTH ORC

charging at her, sword poised to strike.

ANGLE - DIANA

Seventh Orc is already ENTERING FRAME, swinging his sword, when Eric lunges INTO SCENE, holding up his shield in front of Diana! The sword strikes the shield with a LOUD CLANG!

R

ERIC

(yelling)

Presto!!

ANOTHER ANGLE

The sword CLANGS down on the shield again, as a nervous Presto ENTERS FRAME behind the Orc. He waves to Eric.

PRESTO

Here!

BACK TO PREVIOUS ANGLE

The Orc brings the sword down on the shield again (CLANG!) and again (CLANG!) and again (CLANG!), driving Eric and Diana further back. Over this:

ERIC

(yelling)

I'm not taking attendance, you
dwoorp! I need help!

ANOTHER ANGLE - PRESTO

☒ nods, takes off his hat, points it at the Orc.

PRESTO

☒ Uh...right!
 ☒ (improvising)
 ☒ Kabibble, kazip...send that Orc
 on a trip!

SEVENTH ORC

☒ As he starts to bring the sword down on the shield again,
 ☒ a BURST OF LIGHT envelops him! (SFX: BANG!) Suddenly,
 ☒ he's wearing a flowered Hawaiian shirt, bermuda shorts,
 and leis around his neck! His sword has turned into
 a ukelele! (NOTE: All of this should happen on screen
 ☒ in under a second.)

☒ QUICK CUT - CLOSEUP - THE SHIELD

☒ On the cut: the uke hits it and shatters with a C-SHARP-
 DIMINISHED CHORD and a CRUNCH!

SEVENTH ORC

lifts the broken uke INTO FRAME and stares at it, almost
 comically. He trudges OUT OF FRAME, shaking his head,
 bewildered.

PRESTO

☒
 ☒ PRESTO
 ☒ (shrugs)
 ☒ Oh, well. Close enough.

ANGLE - ORC LEADER

is furious! He raises his whip, bellows at the top of
 ☒ his lungs.

☒ ORC LEADER
 ☒ (furious)
 ☒ Stop them -- or Venger be very
 ☒ angry --
 ☒ (breaks off as:)

The whip suddenly winds itself around him, binding his
 ☒ arms to his sides!

ORC LEADER
 (FURIOUS ORCAN ROAR!)

Sheila SHIMMERS INTO VIEW beside him, lowering her cowl.
 She wags a finger at the Orc Leader.

SHEILA

Now, now -- temper, temper!

She EXITS FRAME.

WIDE ANGLE - THE CLUSTER OF BOULDERS

where our kids came out of the mist. Eric, Diana, Presto, and Uni have regrouped there. Sheila ENTERS FRAME from one direction. Bobby and Hank -- who has the First Gnome slung over his shoulder -- ENTER FRAME from another direction.

HANK

C'mon -- let's get out of here!

As the kids move into the mist, the Gnome lifts his head and reacts -- in panic!

As

FIRST GNOME

(wailing)

No-o-o-o!! Let me go-o-o-o!!

ANGLE - HANK AND THE GNOME

As the Gnome wriggles out of Hank's grasp and drops to the ground.

As

FIRST GNOME (CONT.)

Let me go-o-o-o!!

As

THE OTHER KIDS

turn, startled. PUSH IN on Eric and Bobby.

As

BOBBY

As

What's wrong? We just saved your life!

As

ERIC

As

Yeah, you might show a little gratitude.

ANGLE - FIRST GNOME

tottering a little on his still-wobbly legs.

As

FIRST GNOME

(weak, frightened)

As

You...don't understand. The valley...is under Venger's spell.

As

The gnomes cannot leave unless summoned by Venger -- or else

As

they die!

As

SHEILA AND DIANA

react, shocked.

SHEILA

Oh, no!

R
R

DIANA

Maybe Presto's magic can lift
the spell!

PRESTO

R
R
R

PRESTO

("you gotta be kidding")
Oh, right. And maybe you can
lift a Buick. (

R THE GNOME

shakes his head, sadly.

R

FIRST GNOME

(melancholy)

R
R
R

Only our wizard Lukyan might
break the spell. His magic pro-
tected our valley for centuries...

R SHOT WIDENS as Hank crouches INTO FRAME, facing the Gnome.

HANK

R
R

Where can we find this wizard?

ON ERIC

R

ERIC

(appalled)

Haven't we done enough volunteer
work for one day?

BACK TO PREVIOUS ANGLE

R The Gnome steps unsteadily past Hank, back toward the
valley.

R
R

FIRST GNOME

No one can find Lukyan. When
he refused to tell Venger the
secret of the dragon's heart,
Venger imprisoned him -- in the
Swamp of Sorrows!

R

✕ ANGLE - BOBBY AND UNI

BOBBY
✕ "Dragon's heart?" Dungeon Master
✕ said that would show us the way
✕ to get home!

UNI
✕ (BLEAT of assent)

✕ ANGLE - HANK AND GNOME

✕ Hank gently restrains the Gnome.

HANK
✕ You've got to tell us where the
swamp is.

FIRST GNOME
✕ To the south. Beyond the forest.
(beat, then sadly)
✕ And now...I must return to face
✕ my punishment.

He pulls free of Hank's grip and trundles OUT OF FRAME.

✕ BOBBY

✕ waves goodbye to the o.s. Gnome.

BOBBY
We'll be back -- honest!

✕ ANGLE - PAST BOBBY TO GNOME

✕ As the Gnome walks back toward the valley, into the mist...

BOBBY (CONT.)
✕ As soon as we find Lukyan!

...and vanishes from view.

✕ ANGLE - THE KIDS

As they resume their trek toward the entrance to the
pass.

HANK
✕ C'mon. We're going wizard-hunting.
✕
✕ As they EXIT FRAME...

✕

DISSOLVE TO:

✕

EXT. VENGER'S CASTLE - ESTABLISHING SHOT - DAY

✕ As Orc Leader speaks, PUSH IN...

✕ ORC LEADER (VO)
 ...then young ones helped slave
 try to escape!

✕ DISSOLVE THRU TO:

✕ INT. VENGER'S THRONE ROOM - ANGLE ON ORC LEADER AND FIRST
 GNOME

The Gnome is on his knees, near the foot of Venger's
 ✕ throne. Orc Leader stands over him. The Gnome clasps
 ✕ his hands, looks up pleadingly at o.s. Venger.

✕ FIRST GNOME
 ✕ (terrified)
 ✕ Have mercy, great Venger! I
 ✕ returned willingly to serve you!

CAMERA PANS from Orc Leader and First Gnome to FRAME
 ✕ VENGER, seated on his throne. Venger glares at the Gnome.

✕ VENGER
 ✕ What did you tell the young humans?
 ✕ Did you speak of Lukyan -- or
 ✕ the secret of the dragon's heart?

✕ VENGER'S POV - THE GNOME

✕ FIRST GNOME
 ✕ (terrified)
 ✕ I do not know the secret, great
 ✕ Venger. I only said that Lukyan
 ✕ is your prisoner --

✕ ANGLE - PAST GNOME TO VENGER

✕ FIRST GNOME (CONT.)
 ✕ -- and that no one could find
 ✕ him!

✕ VENGER
 ✕ Yet they have set out to search
 ✕ for him?

THE GNOME

averts his eyes from Venger, nods silently.

✕ ANGLE - ACROSS VENGER TO ORC LEADER AND FIRST GNOME

✕ Venger makes a gesture of dismissal at the o.s. First
 Gnome.

R
 R
 R VENGER
 R Return the slave to his work.

R Orc Leader gawks at Venger, surprised.

R
 R ORC LEADER
 R (shocked)
 R You not want him punished? And
 R what about young ones?

R CLOSE - VENGER

R smiles cryptically.

R
 R VENGER
 R Shadow Demon!

R ANGLE - VENGER'S THRONE

R As Shadow Demon emerges from the shadows behind it and
 R hovers beside Venger.

R
 R SHADOW DEMON
 R Yes, my lord Venger!

R
 R VENGER
 R You will go to the Swamp of Sorrows
 R and follow the young ones. If
 R they find Lukyan, he may tell
 R them the secret...

ON SHADOW DEMON

R
 R VENGER (O.S.) (CONT.)
 R ...and you will report it to
 R me at once!

Shadow Demon nods in understanding.

R
 R SHADOW DEMON
 R As you wish, my lord Venger.

CAMERA TRACKS with Shadow Demon as he rises toward the
 ceiling, and HOLDS as Shadow Demon passes through it,
 exiting the castle.

R ANGLE - VENGER AND ORC LEADER
 R
 R Orc Leader begins to get the picture, but he's still
 R confused.

R
 R ORC LEADER
 R But what if they don't find wizard?

R
 R
 R

✕ VENGER
 ✕ Then the swamp shall claim their
 ✕ lives --
 ✕
 ✕ CLOSE - ORC LEADER

✕ VENGER (O.S.) (CONT.)
 ✕ -- and you will collect their
 ✕ weapons for me.

✕ Orc Leader, nods and grins stupidly. He taps the side
 ✕ of his head.

✕ ORC LEADER
 ✕ Venger smart! Why Orc not think
 ✕ of that?

✕
 ✕ WIPE TO:

✕ EXT. THE SWAMP OF SORROWS

Deeply dismal. Overgrown with vines and moss; sunlight
 barely penetrates. Weird creatures and insects everywhere.
 CAMERA PANS to find our kids SLOSHING through knee-deep
 water and muck.

✕ ERIC
 ✕ That gnome gave us a bum steer!
 ✕ Not even Venger would build a
 ✕ prison in a mudhole like this!

✕ ANGLE - A PATCH OF DRY GROUND

with a hollow log lying on it. Eric ENTERS FRAME and
 wades up onto the dry ground. As he sits down on the
 hollow log:

ERIC (CONT.)
 It'd sink right into the slime!

CAMERA PANS to the end of the hollow log. Dungeon Master
 crawls out!

DUNGEON MASTER
 Your reasoning is sound, Cavalier.
 No one would build a prison here.

ANGLE - ERIC

Dungeon Master stands INTO FRAME in f.g. The other kids
 ENTER FRAME, stepping up on the dry ground near Eric.

ERIC
 You agree with me -- twice in
 one day?!

DUNGEON MASTER

As he speaks, Dungeon Master strolls toward a clump of bushes.

DUNGEON MASTER

(nods)

Indeed. For Lukyan dwells in the saddest prison of all -- a prison without walls.

ANGLE - THE KIDS

exchange puzzled looks.

DIANA

Huh? What kind of prison doesn't have walls?

They look back toward Dungeon Master.

PRESTO

Yeah, Dungeon Master, that doesn't make any -- aw, rats!

ANGLE - THE CLUMP OF BUSHES

Dungeon Master is nowhere to be seen.

PRESTO (O.S.) (CONT.)

He's gone again!

ERIC

is on his feet again. CAMERA MOVES with him, as he walks to a circle of toadstool-like growths. (VIOLET FUNGI; Monster Manual, page 42.) They're about knee-high to Eric, violet-colored, with branches shooting out from their caps. Eric puts his foot up on one of the plants.

ERIC

Maybe he went home -- to his little dungeon without floors, or something.

CLOSE - ERIC'S FOOT

Without warning, the branches seize it and won't let go! SFX: RUSTLING SOUND!

ERIC (O.S.)

(startled YELL!)

BACK TO PREVIOUS ANGLE

Eric tries to pull his foot free of the branches.

ERIC
(yelling)
Help!!!

SHOT WIDENS as the others rush to Eric's aid. Hank clasps his arms around Eric, tries to pull him back, away from the plant.

ERIC
(really scared)
Pull harder! It won't let go!

ANGLE - BOBBY AND SHEILA

watch in amazement. They don't see another of the Violet Fungi leaving the circle and toddling toward them!

QUICK CUT - THE VIOLET FUNGUS

Its branches elongate outward with a SNAP!

BACK TO PREVIOUS ANGLE

The branches snare Sheila's cloak!

SHEILA
(YELP of alarm!)

BOBBY
Sheila!
But at the very instant he yells, another set of branches SNAPS INTO FRAME, wrapping themselves around his hand and his club!

WIDE ANGLE - INCLUDING ALL

They're encircled by the Violet Fungi, which are moving toward them, hemming them in!

PRESTO
Oh, no! We're surrounded!

QUICK CUT - PRESTO AND A VIOLET FUNGUS

The branches elongate outward SNAPPING around Presto, pinning his arms.

QUICK CUT - HANK AND ERIC

The first fungus still holds Eric's foot. Another has toddled into scene behind Hank. Its branches elongate out, SNAPPING around Hank's chest!

QUICK CUT - DIANA AND ANOTHER VIOLET FUNGUS

The branches SNAP out grasping Diana's javelin!

WIDE SHOT - INCLUDING ALL

As they struggle to free themselves, the kids hear HEAVY FOOTFALLS and a terrible TRUMPETING SOUND from o.s., deep in the swamp.

BOBBY

(scared)

S-something's coming...!

ANGLE - DENSE FOLIAGE

It suddenly parts with a CRASH, and out of the tangle lumbers the most horrifying of all marsh dwellers---a SHAMBLING MOUND (Monster Manual, page 87)!

SHAMBLER

(WEIRD TRUMPETING SOUND)

ANGLE - THE KIDS

gape at the creature in horror. Held fast in the grip of the Violet Fungi, there's no way for them to escape.

THE SHAMBLING MOUND - THEIR POV

The oozing, slimy monstrosity is coming straight toward CAMERA!

SHAMBLER

(WEIRD TRUMPETING SOUND)

✕ REVERSE ANGLE

✕ The Shambler is moving straight for our kids, who are still in the grip of the Violet Fungi.

ERIC

(groaning)

Oh, great! If the toadstools don't get us --

ANGLE - PAST ERIC AND HANK TO SHAMBLER

Now only a couple of yards away and coming closer, hooked hands extended toward Eric and Hank.

ERIC (CONT.)

-- that muck-monster will!

✕

SHAMBLER
 (WEIRD TRUMPETING SOUND)

CLOSEUP - ERIC'S FOOT

snared in the branches of the Violet Fungus. The Shambler's long, gnarled, twisted fingers reach INTO FRAME...

ERIC
 (mewling)
 Oooohhhhhh...

...and seize the branches! With a single, powerful jerk, the Shambler's hand retracts OUT OF FRAME, RIPPING the branches away from Eric's foot, freeing him!

ERIC (CONT.)
 ...hh-HUH?!

ANGLE - SHAMBLER

lifts the Violet Fungus overhead with both hands and hurls it o.s.

SHAMBLER
 (WEIRD TRUMPETING SOUND)

ANGLE - BOBBY AND SHEILA

look o.s. in wonderment at the swamp monster.

BOBBY
 Wow -- neat! He's on our side!

ANGLE - SHAMBLER, ERIC & HANK

But even as Eric speaks, the Shambler RIPS away the branches wrapped around Hank's chest. The monster swings its arm, shoving Hank and Eric OUT OF FRAME.

HANK & ERIC
 (startled YELL!)

QUICK CUT - A PATCH OF SWAMP GRASS

On the cut: Hank and Eric reel INTO FRAME and fall into the grass.

BACK TO PREVIOUS ANGLE

Shambler hurls the second Violet Fungus OUT OF FRAME...

SHAMBLER
 (WEIRD TRUMPETING SOUND)

...then slogs o.s. toward...

BOBBY AND SHEILA

Shambler ENTERS FRAME, one of its hooked hands extended toward Sheila, the other toward Bobby.

QUICK CUT - BOBBY'S HANDS AND CLUB

The Shambler's hand RIPS away the branches holding Bobby!

QUICK CUT - SHEILA'S CLOAK

The Shambler's hand RIPS away the branches holding it!

ANGLE - ERIC AND HANK

As Bobby and Sheila come careering INTO FRAME and land in the grass on either side of them. Half-a-beat...then the two Violet Fungi sail THRU FRAME over their heads to CRASH O.S.

SHAMBLER (O.S.)
(WEIRD TRUMPETING SOUND)

ANGLE - PRESTO AND VIOLET FUNGUS

Shambler ENTERS FRAME, RIPS apart the branches holding Presto, and shoves him OUT OF FRAME.

✕ ERIC, HANK, BOBBY & SHEILA

Presto reels INTO FRAME and flops into the grass beside them. Another Violet Fungus sails THRU FRAME above their heads.

ANGLE - DIANA AND VIOLET FUNGUS

As the Shambler, seen from back, ENTERS FRAME, reaching toward her. Without warning...

THE VIOLET FUNGUS

UNSNAPS its branches from around Diana's javelin, swivels, and SNAPS the branches outward toward...

THE SHAMBLER

It stops in its tracks as the branches SNAP INTO FRAME, shooting straight into its murky form, as if sinking into mud!

✕

✕ QUICK CUT - DIANA

✕ DIANA
(GASP of fright!)

BACK TO PREVIOUS ANGLE

As the Violet Fungus branches continue to elongate, lacing in and out of the Shambler's mucky body in a chaotic lattice pattern! The Shambler lifts both arms overhead, shakes its fists.

SHAMBLER
(ANGRY TRUMPETING SOUND!)

ANGLE - HANK, ERIC, BOBBY, SHEILA & PRESTO

now on their feet, watch the spectacle, aghast. Diana ENTERS FRAME, her eyes also riveted on the o.s. Shambler.

ANGLE - SHAMBLER

Now ensnared in a tangle of branches strung in and out of its body. The monster takes a step backward -- followed by another -- and another!

CLOSE - SHAMBLER'S TORSO IN PROFILE - TRACKING

As it steps backward, the branches ooze out of its body -- slipping through the Shambler's muck-encrusted form as if the monster were semi-liquid!

✕ ANOTHER ANGLE - SHAMBLER

As the last of the branches oozes out of its form. Before the branches can snap back to cap of the Violet Fungus, the Shambler seizes them with both hands in a bunch. CAMERA PULLS BACK as the Shambler swings the the branches -- and the Violet Fungus plant -- through the air like an Olympic hammer-thrower!

✕ SHAMBLER
(FIERCE TRUMPETING SOUND!)

QUICK CUT - SHAMBLER'S HANDS

release their grip on the branches!

BACK TO PREVIOUS ANGLE

On the cut: the Violet Fungus goes flying OUT OF FRAME, again like a hammer, to CRASH O.S.! Half-a-beat...then PULL BACK VERY SLOWLY, as the Shambler lets its arms fall to its sides, its shoulders slump, its head hang limply.

X

SHAMBLER
(LOW, GRAVELLY EXHALE)

ANGLE - ERIC AND HANK

stare at the monster in tense silence. They have no idea what to expect next. CAMERA PANS away from them, over the faces of Bobby, Sheila, Presto, and Diana, all awaiting the monster's next move with trepidation.

MEDIUM SHOT - SHAMBLER

Slowly, ominously, it turns...lifts its arms, hooked hands extended toward the kids. The gesture is highly ambiguous -- it could be an awkward greeting, or the first move of an attack.

SHAMBLER
(PLAINTIVE TRUMPETING
SOUND)

It takes a lurching step forward, then another...

CLOSE - ERIC

goes pale.

X
X
X
X

ERIC
(horrified)
I knew it! Nothing that ugly
and smelly could be on our side!

X THE SHAMBLER

advances toward the kids.

X
X
ERIC (O.S.) (CONT.)
It only "saved" us -- 'cause
it wants to kill us itself!

As the Shambler's murky form FILLS THE FRAME, we...

FADE OUT

END, ACT ONE

✕

ACT TWO

✕ FADE IN:

✕ EXT. SWAMP OF SORROWS - ON THE SHAMBLER - AS BEFORE

✕ The Shambler advances toward the kids, hooked hands extended.

✕ ANGLE - THE KIDS

✕ draw back, tense, not knowing what to expect. PUSH IN
 ✕ on Hank and Eric. Hank lifts his bow INTO FRAME, and
 ✕ an energy-arrow appears.

✕

ERIC
 What are you waiting for?! Shoot!!

HANK
 It saved our lives, Eric! Maybe
 it doesn't mean us any harm!

✕

✕ QUICK CUT - THE SHAMBLER

hesitates...then starts forward again.

✕ HANK AND ERIC

✕

✕

✕

ERIC
 I bet you believe in the Tooth
 Fairy, too! Shoot, willya?!

✕ Hank fires the energy-arrow at...

THE SHAMBLER

On the cut: the arrow flies INTO FRAME -- and into the
 monster's torso! A weird glow -- the same color as the
 arrow -- spreads outward over the monster's entire body
 from the place where the arrow entered.

SHAMBLER
 (WEIRD TRUMPETING SOUND!)

THE KIDS

gape in astonishment.

HANK
 (aghast)
 It's feeding off the arrow's
 energy!

✕

✕

THE GLOWING SHAMBLER

grows another foot in height!

✕ HANK (O.S.) (CONT.)
It's growing right before our eyes!

✕ SHAMBLER
(WEIRD TRUMPETING SOUND!)

✕ As the glow fades, the Shambler continues toward them!

ANGLE - THE KIDS

HANK
Scatter! Stay out of its reach!

The kids race OUT OF FRAME in several different directions.

THE SHAMBLER

looks around, confused, trying to follow their movements.

SHAMBLER
(CONFUSED TRUMPETING SOUND!)

It lunges clumsily to one side, reaching out to grab...

DIANA

The Shambler's immense arms ENTER FRAME, but Diana somersaults OUT OF FRAME and out of its grasp.

SHAMBLER
(ANGRY TRUMPETING!)

The Shambler turns angrily, stalks OUT OF FRAME, toward...

ERIC

As the Shambler stomps INTO FRAME, Eric thrusts his shield forward in quick little "rabbit punches", trying to fend off the monster.

ERIC
(scared witless)
✕ Beat it! Go transplant yourself,
✕ you walking weed!

CLOSE - SHAMBLER'S TORSO

As the flat of the shield SMACKS against what would be (on a human) the breastbone -- and sinks a little ways into the creature! Almost instantly, the Shambler's slimy substance oozes over the edge of the shield and
✕ down its backside! SFX: GURGLING, SLURPING SOUNDS!

✂
✂
✂

SHAMBLER
(ANGRY TRUMPETING!)

✂ ANOTHER ANGLE - ERIC AND THE SHAMBLER

Eric is trying desperately to pull the shield back -- but it's now almost completely covered with slime and won't budge! Worse...

THE SLIME

is now traveling up Eric's arm. PAN ALONG Eric's arm, ahead of the ooze, to his horrified face.

ERIC
(mortified)
Ewwwwgh! It's oozing all over me! Help!

✂ PRESTO

frantically rummages around in his hat.

PRESTO
Hang on, Eric! I'll find something in here to -- huh?!

✂ He pulls out a comically oversized flit gun -- a clown prop, roughly the size of a vacuum cleaner -- stencilled with the words "WEED KILLER"!

PRESTO
Weed killer? That's no good!

As he starts to throw the thing away, SHOT WIDENS and Hank ENTERS FRAME.

HANK
Presto! Wait!

ANOTHER ANGLE - HANK AND PRESTO

Hank grabs the flit gun from Presto's hands.

HANK
The monster is sort of like a plant! Maybe it's worth a try!

PUSH IN on Hank, as he aims the flit gun in the Shambler's direction and pushes in the plunger. A cloud of weed killer billows from the flit gun (SFX: FWOOSH!) and travels OUT OF FRAME toward...

✂

THE SHAMBLER

The cloud drifts INTO FRAME, engulfing the monster.

SHAMBLER
(ANGUISHED TRUMPETING -- ALMOST
LIKE WAILING)

It staggers backward, oozing off Eric's shield, obviously affected by the weed killer.

ANGLE - DENSE FOLIAGE

Through which the Shambler made its entrance. The creature staggers backward INTO FRAME, waving its arms wildly, trying to dispel the cloud of weed killer.

SHAMBLER (CONT.)
(MORE ANGUISHED TRUMPETING)

It CRASHES back through the dense foliage and out of scene!

ANGLE - HANK AND PRESTO

As Eric, Sheila, Bobby, Diana and Uni ENTER FRAME around them. All look greatly relieved.

SHAMBLER (O.S.) (CONT.)
(ANGUISHED TRUMPETING -- TRAILS
OFF, GROWS DISTANT)

HANK
It's gone. For now, anyway.

SHEILA
But we're no closer to finding
X Lukyan's "prison without walls."

HANK

starts walking again. CAMERA MOVES with him.

HANK
And we won't get any closer standing
still. Come on.

X He GAINS OUT OF FRAME, and the others GAINS THRU FRAME behind him.

X

DISSOLVE TO:

X THE SKY ABOVE THE SWAMP - NIGHT

X The triad of MOONS hangs in the sky. A GIANT WASP flitters THRU FRAME, silhouetted against the moons. PAN DOWN

to FRAME the kids trekking through knee-deep water and mud.

✗ BOBBY
 (weary)
 ✗ I'm tired. Can't we stop an'
 ✗ rest?

✗ ON PRESTO - TRACKING

✗ A mosquito BUZZES around his head. He tries to swat
 ✗ it and SMACKS himself on the cheek.

PRESTO
 (groans)
 ✗ Yeah. I'm getting slap-happy.

✗ ON HANK AND DIANA - TRACKING

They look as weary as the others.

DIANA
 And I'm beginning to think we'll
 never find Lukyan.

DUNGEON MASTER (O.S.)
 ✗ Do not despair, my young adventurers!
 ✗
 ✗ Startled, Hank and Diana look down. SHOT WIDENS to reveal
 ✗ Dungeon Master walking alongside them! His little feet
 ✗ tread the surface of the murky water without sinking
 ✗ in!

HANK & DIANA
 (startled)
 Dungeon Master...!

✗ ON DUNGEON MASTER - TRACKING

✗ As he strolls along on the surface of the water.

DUNGEON MASTER
 ✗ You are closer to finding Lukyan
 ✗ than you think.

✗ ON SHEILA AND BOBBY - TRACKING

✗ Their eyes widen as:

DUNGEON MASTER (O.S.) (CONT.)
 ✗ In fact, you've already encountered
 ✗ him and didn't even know it!
 ✗
 ✗ PUSH IN on Sheila.
 ✗

✕
 ✕
 ✕
 ✕
 ✕

SHEILA
 (shocked)
 But -- how will we know if we
 see him again?

BACK TO PREVIOUS ANGLE

✕
 ✕
 ✕
 ✕

DUNGEON MASTER
 By what he speaks without words!
 ERIC - TRACKING

✕ He rolls his eyes.

✕
 ✕
 ✕

ERIC
 What's he gonna do -- whistle
 "We Got the Beat"?

DUNGEON MASTER - TRACKING

✕ Coming up to a cluster of bullrushes taller than he is.

✕
 ✕
 ✕
 ✕
 ✕

DUNGEON MASTER
 Find him quickly, young ones.
 Tomorrow, during the crossing
 of the four suns --

✕ SHOT WIDENS to include Hank and Diana, as Dungeon Master steps into the cluster of bullrushes and is obscured from view.

✕
 ✕
 ✕
 ✕

DUNGEON MASTER (O.S.) (CONT.)
 -- is the only time Lukyan can
 help you.

✕ CAMERA HOLDS as Hank and Diana pass the bullrushes -- and see that Dungeon Master hasn't emerged! They look back.

✕

HANK
 Dungeon Master...?

✕
 ✕
 ✕

DIANA
 Where'd he go?

✕ ANGLE - UNI

✕ noses around in the bullrushes, looking for D.M. SFX: RUSTLING OF FOLIAGE. She pulls her head back out, shrugs her shoulders.

✕
 ✕

UNI
 (BLEAT of bafflement)

THE KIDS

✗ start off into the swamp again.

✗ SHEILA
✗ I'm really confused now.

✗ ERIC
✗ (sarcastic)
✗ What's confusing? We just find
the heart of the prison in the
dragon that speaks without walls
-- and we're home free!

✗ As they EXIT FRAME, Shadow Demon rises up from the shadows
✗ and hovers menacingly for a beat. Then he slips back
✗ into shadow, following them o.s.

✗ WIPE TO:

✗ EXT. THE SKY ABOVE THE SWAMP - DAYBREAK

The four suns of the D&D world are just beginning to
✗ rise. CAMERA PANS DOWN to FRAME the ruins of a dwelling
✗ on a small patch of moist, grassy land. The roof is
rotting. The walls are partially caved-in. Drippy,
slimy gobs of moss hang like curtains from the rotting
✗ timber supports. The kids trudge wearily onto the islet
✗ and toward the ruins.

✗ BOBBY
✗ Ewww! Creepy! What is this
place?

✗ ERIC
✗ It looks like a motel for the
dead.

✗ THE DOOR OF THE DWELLING

Hank and Diana approach. Diana sticks her hand through
the non-existent wall of the dwelling.

✗ DIANA
✗ I wonder...could this be the
✗ prison without walls?

✗ HANK
✗ Maybe...

✗ Warily, they enter. The others start to follow.

✗ INT. DWELLING

✗ As the kids step inside, look around. CAMERA PANS away
from them to show us the interior, essentially a few

pieces of furniture -- a chair, a table, a bed -- arrayed
 R about the dirt floor. The bed has a thick, feather-type
 R mattress. A long crease runs down the length of the
 R mattress. It looks as though someone might be lying
 in the bed, and the mattress has folded up over him.
 R

R ANGLE - SHEILA, BOBBY AND UNI

Sheila shakes her head in dismay.

R SHEILA
 R No prisoner. I guess it's not
 R the prison.

R BOBBY
 R Yeah. It's just disgusting.
 R Let's go!

R UNI
 (affirmative BLEAT!)

R ANGLE - THE BED

R Eric ENTERS FRAME and flops down on the mattress.

R ERIC
 R Hey! Not so fast! I could use
 a couple minutes horizontal before
 we wade back into the muck!

ANGLE - THE OTHERS

turn to exit.

R PRESTO
 R Good idea, Eric. Take a load
 off your brains.

R ANGLE - ERIC

R arranges himself on the mattress, getting comfortable.

R ERIC
 R Very fun --

R CAMERA YANKS BACK, and, without warning, a gnarled, pale
 R hand reaches out of the crease in the bedding and grabs
 R Eric!

R ERIC (CONT.)
 (screams)
 -- eeeEEEEEE!!!

R
 R

QUICK CUT - THE KIDS

turn on their heels, looking back toward Eric!

WHAT THEY SEE

✗ On the cut: the thing that's grabbed Eric rises to a
✗ sitting position from the crease in the mattress. It's
✗ a ZOMBIE!

✗
✗ FIRST ZOMBIE
✗ (low, rasping voice)
✗ My-y-y-y bed...!

✗ SHEILA

✗ starts toward Eric to help.

SHEILA
A zombie! Eric needs help!

✗
✗ CAMERA PANS DOWN ABRUPTLY to her feet, as the hand of
✗ a SECOND ZOMBIE reaches up from beneath the dirt floor
✗ of the hut and grabs Sheila's ankle!

✗ SHEILA (O.S.)
(SCREAMS)

✗
✗ BOBBY

✗ reacts, moving toward Sheila.

BOBBY
Sheila!!

✗
✗ But he halts in his tracks as start as a THIRD ZOMBIE'S
✗ arms, head, and torso rise up out of the earthen floor
✗ directly in his path!

✗ THIRD ZOMBIE
✗ (low, rasping voice)
✗ Our-r-r-r-r house...!

✗
✗ ON PRESTO AND DIANA

✗ They take a step backward, toward one of the crumbling
✗ walls and its "curtain" of slime. Suddenly, the gnarled
✗ arms of a FOURTH ZOMBIE reach through the "curtain" of
✗ the place and grab them in a bear hug.

✗ FOURTH ZOMBIE
✗ (low, rasping voice)
✗ You-u-u do not belon-n-ng...!

✗ PRESTO & DIANA
✗ (startled YELLS!)

✗ The Fourth Zombie steps through the "curtain", pushing Presto and Diana further into the dwelling.

✗ ANGLE - SHEILA

✗

✗ Struggling to pull her ankle free of the Second Zombie, but it is climbing up out of the ground, grabbing her ✗ cloak, as it rises to a standing position.

SHEILA

(panicky)

Hank! Help!

✗

✗ HANK

✗ lifts his bow, fires an energy arrow at...

SECOND ZOMBIE

✗ On the cut: the arrow ENTERS FRAME and strikes the Zombie ✗ in the chest. The Zombie topples backward, CAMERA TRACKING. ✗ It hits the floor with a LOUD THUD. Half-a-beat...then ✗ it starts to get up, completely unfazed!

✗ ANGLE - HANK

✗ As Sheila rushes INTO FRAME beside him. Both react to:

SECOND ZOMBIE (O.S.)

(low, rasping groan)

An-n-ngry...!

✗

✗

SECOND ZOMBIE

✗

✗ is getting up from the floor, completely unfazed!

✗

✗

SECOND ZOMBIE (CONT.)

Zombie is...an-n-ngry...!

✗

ANGLE - ERIC AND FIRST ZOMBIE

✗ The Zombie cradles the terrified Eric in its arms, like ✗ a baby. Eric struggles to free himself from the Zombie's ✗ grip.

✗

ERIC

(aghast)

Your arrow didn't stop him!
What're we gonna do?

✗

✗ WIDE SHOT - INCLUDING ALL

✗ Suddenly, we HEAR a LOUD BASHING SOUND, and the entire ✗ structure SHAKES!

✗

PRESTO

Now what -- an earthquake?

X

X ANGLE - DIANA, PRESTO AND FOURTH ZOMBIE

X SFX: BASHING CONTINUES. The Zombie releases its grip
X on Diana and Presto, looking about for the cause of the
X disturbance. They rush OUT OF FRAME.

X ANGLE - ERIC AND FIRST ZOMBIE

X

FIRST ZOMBIE

What ma-a-akes nois-s-s-se...?

X

X Likewise looking around for the cause of the rumbling,
X The Zombie tosses Eric OUT OF FRAME.

X

X

ERIC

YAAAAH-AAHH!!

X ANGLE - THE OTHERS

Now all grouped together near the door. On the cut: Eric
flies INTO FRAME, SMACKING into Presto!

X

PRESTO

OWW-WW!

X

HANK

X Hurry -- let's blow this dump
X while we've got a chance!

X

They rush out the door.

X EXT. THE DOORWAY

X As the kids come running out, they are greeted by:

X

SHAMBLER (O.S.)

(LOUD TRUMPETING SOUND)

Startled, they look toward...

A CORNER OF THE DWELLING

The Shambler, wielding a log like an oversized club,
is BASHING the rotting timber support at the corner!

ERIC (O.S.)

(moaning)

Oh, no! Mr. Muckball again!

X QUICK CUT - CLOSER - THE SHAMBLER

X swings the log once more with feeling!

QUICK CUT - CLOSE - THE TIMBER

✗ On the cut: the log BASHES the timber support, CRACKING it in two!

✗ WIDE SHOT - THE DWELLING

✗ collapses, trapping the Zombies inside! SFX: CRASSH!!

✗ THE KIDS

gape in awe at the o.s. Shambler.

DIANA

He saved us again!

✗

✗ ANGLE - SHAMBLER

✗

SHAMBLER

(TRIUMPHANT TRUMPETING SOUND)

✗ Still holding the log, the Shambler starts toward...

✗

✗ THE KIDS

✗

PRESTO

Yeah -- and now he's turned on us again!

✗

✗ Expecting the worst, they lift their weapons. An energy-arrow appears in Hank's bow. PUSH IN on Hank and Eric.

✗

HANK

Stay back -- we don't want to hurt you!

✗

ERIC

(sarcastic)

Careful, Hank -- don't give him too big a scare!

✗ THE SHAMBLER

✗ tosses the log aside as it continues toward the kids.

✗ It hits the ground with a THUNK. Then, it reaches out

✗ with its hooked hands toward the kids.

SHAMBLER

(PLAINTIVE TRUMPETING SOUND)

HANK

✗ cocks his head, narrows his eyes.

✗

X

HANK

X

(dawning realization)

X

Wait a minute...!

X

X He lowers his weapon. The energy-arrow disappears. SHOT
 X WIDENS to include Eric, who does a horrified take at
 X Hank.

X

ERIC

X

(bordering on hysteria)

X

What are you doing?

X

X

HANK

X

(reasoning)

X

Dungeon Master said we'd know
 Lukyan by what he spoke without
 words. Well...

X

X

X

SHAMBLER - HANK'S POV

Hank's hand ENTERS FRAME, points at the creature.

X

HANK (CONT.)

X

...his actions speak without
 words! He saved us twice!

X

X

X

X

ERIC

X

can't believe what he's hearing.

X

ERIC

X

(appalled)

X

You gotta be kidding! That...is
Lukyan?!

X

X

X

X

THE SHAMBLER

X

seems to nod in affirmation of this.

X

SHAMBLER

(AFFIRMATIVE TRUMPETING SOUND)

X

X

X

X

Then, the creature turns, starts back into swamp, motioning
 for the kids to follow.

X

ANGLE - THE KIDS

X

PRESTO

I think it wants us to follow.

X

X

X

X

The kids -- except Eric -- start to move OUT OF FRAME,
 following the creature.

R ERIC
 R (incredulous)
 R You're not gonna trust a mound
 R of killer crabgrass?!

R Eric is left standing alone.

R ERIC
 R Outvoted again.
 R As he follows OUT OF FRAME...

R WIPE TO:

A LARGE HOLLOW TREE

near the very center of the swamp. The Shambler ENTERS FRAME and stops at the tree. It points to the hollow trunk of the tree, then turns and makes an awkward "come here" gesture.

R SHAMBLER
 (PLAINTIVE TRUMPETING SOUND)

THE KIDS

step out of the tangle.

R HANK
 R It wants to show us something.

BACK TO PREVIOUS ANGLE

The Shambler takes a step back from the tree. The kids gingerly ENTER FRAME peer inside the trunk.

WHAT THEY SEE

R Inside the hollow tree are various sorcerer's implements:
 vials, magic wand, book of spells, and a large purple
 R gem like those from the gnomes' valley.

PRESTO (O.S.)
 It's magic stuff!

R PRESTO

R takes the wand out of the hollow tree.

R PRESTO (CONT.)
 R I bet this is Lukyan's!

R ANGLE - ACROSS ERIC TO SHAMBLER

R The monster stands a couple of yards away. Eric points
 R an accusing finger at the creature.

R
R
R
R

ERIC

See! I told you! He probably
killed Lukyan and stole his stuff!

R The Shambler shakes its head violently, indicating "no",
R and takes a menacing step in Eric's direction.

R
R
R
R

SHAMBLER

(VEHEMENT TRUMPETING SOUND!)

R Eric leaps backward, scared out of his skin.

ERIC

YAAA-AAAHH!!

R ANGLE - HANK

R
R
R

HANK

Wise up, Eric! Venger must have
changed Lukyan into the creature!

R ANGLE - ACROSS HANK TO SHAMBLER

R
R
R

HANK (CONT.)

Trapped in that form, he can't
say any magic words...he can't
work any spells...!

DIANA

Her eyes flash with sudden comprehension.

DIANA

R He's in a "prison without walls!"

HANK

turns back to the others.

HANK

You got it!

R ANGLE - THE HOLLOW TREE

R Presto, still holding the magic wand, watches intently
R as the creature reaches into the tree and pulls out the
R large purple gemstone. PUSH IN as it begins to beat
R like a heart, expanding and contracting in his hands.

R SFX: HEARTBEATS.

R

PRESTO

R
R

Oh, gross! That gem is beating
like -- like a heart!

R

X SHEILA, BOBBY AND UNI

X react.

X SHEILA AND BOBBY
 X (almost in unison)
 X The heart of the dragon!!

X UNI
 X (excited BLEAT!)

X ANGLE - SHAMBLER AND PRESTO

X Holding the BEATING gem in one hand, Shambler takes the
 X Presto's sleeve with the other. Awkwardly, he moves
 X Presto's hand, waving the magic wand over the gem. Over
 X this:

X SHAMBLER
 X (PLAINTIVE TRUMPETING SOUND)

X PRESTO
 X Huh? You want me to work a spell?
 X To change you back?

X PUSH IN on the Shambler. He nods and:

X SHAMBLER
 X (TRUMPETS AFFIRMATIVELY)

X CLOSE - PRESTO

looks none too confident.

PRESTO
 What if I flub it? I might turn
 you into a bullywug, or something!

SHOT WIDENS as Hank ENTERS FRAME beside him, puts a hand
 on his shoulder.

HANK
 You've gotta try, Presto.

X DIANA AND ERIC

X DIANA
 X Lukyan's the only hope to free
 X the gnomes from Venger.

X ERIC
 X And find a way home!

PRESTO

nods wanly.

⌘
⌘

PRESTO

Okay...here goes...!

⌘ WIDER - PRESTO AND SHAMBLER

⌘ Presto waves the magic wand over the gem, then leaps
⌘ back OUT OF FRAME, startled, as a sparkling shower of
⌘ sparks erupts from the gem -- and covers the Shambler
⌘ head-to-toe. SFX: SIZZLING, STEAMING SIBILANT SOUNDS.
⌘ MOVE IN on the glittering Shambler. The creature is
⌘ shrinking, losing height and bulk, taking on the physical
⌘ configuration of a gnome! Half-a-beat, then the light
⌘ fades. The Shambler is gone. In his place stands the
⌘ squat, white-bearded, blue-robed figure of LUKYAN, High
⌘ Wizard of the Gnomes!

⌘ THE KIDS

stare at him, awed.

HANK

Lukyan...?

LUKYAN

⌘ nods, then hooks a finger in an abrupt "come here" gesture.

PRESTO

starts, as the magic wand flies out of his hand and OUT
OF FRAME!

⌘
⌘

PRESTO

Wow...!

⌘ BACK TO PREVIOUS ANGLE

⌘ On the cut: the wand flies into Lukyan's hand. He waves
⌘ it once through the air. It trails SILVER SPARKLES.
⌘ SFX: LITTLE HARP GLISSANDO. Eric barges INTO FRAME..

⌘
⌘
⌘
⌘

ERIC

(impatient)

What's next -- card tricks?

⌘ ANOTHER ANGLE - LUKYAN AND ERIC

⌘
⌘
⌘
⌘
⌘
⌘
⌘

ERIC (CONT.)

Look, can you tell us how to
get home, or not?

LUKYAN

(holds up gem)

The secret lies within the heart
of the dragon.

✕ PUSH IN TIGHT on Lukyan and the gem. He waves his magic
✕ wand, and it trails a swirl of SILVER SPARKS.

LUKYAN (CONT.)

✕ You will see --

✕ WIDE ANGLE - INCLUDING ALL

The silver sparks expand, swirling in a veritable nebula
✕ around Lukyan and the kids!

LUKYAN (CONT.)

-- once my fellow gnomes have
been set free!

✕ A BANG! A FLASH OF LIGHT! And they're gone! Hold a
beat. Then Shadow Demon emerges from concealment in
the shadow of the tree.

SHADOW DEMON

✕ Venger may have something to
✕ say about that, wizard!

He flies up and OUT OF FRAME.

✕ ANGLE - SKY OVER THE SWAMP

As Shadow Demon flies THRU FRAME in f.g. We SEE that
the four suns are moving toward one another, the edges
of their disks almost meeting.

✕ WIPE TO:

✕ EXT. THE VALE OF MISTS - EXTREME WIDE ANGLE - SAME

Re-establishing: the Giant Warrior Statues, the village,
and the dragon statue. A column of Gnomes, carrying
picks and hammers, march toward the gem-studded crater
✕ wall, on their way to another day of slave labor. Orc
Leader, standing to one side of the column, CRACKS his
whip and shouts:

✕ ORC LEADER (O.S.)
March, slaves! March!

ON ORC LEADER

✕ Another CRACK of the whip!

✕ ORC LEADER (CONT.)
To work! To work!

✕ Suddenly, a stream of SILVER SPARKS SIZZLES INTO FRAME,
✕ striking the whip. It evaporates away into steam! Shocked,
Orc Leader turns to see:

✕ LUKYAN AND THE KIDS

✕ standing at the foot of the dragon statue, Lukyan's wand still glowing with its characteristic silver sparks.

✕ ORC LEADER (O.S.)
✕ Lukyan! And young ones!

✕ QUICK CUT - THE COLUMN OF GNOMES

✕ stops marching, turns to look at...

✕ LUKYAN - QUICK CUT

✕ On the cut: SILVER SPARKS stream from the tip of the wand toward...

✕ THE ORCS

✕ The sparks ENTER FRAME and form a glittering cage of energy around them!

✕ ORCS
(frightened YELLS!)

✕ BACK TO PREVIOUS ANGLE

✕ Lukyan lifts both arms overhead in a gesture of triumph.

✕ LUKYAN
✕ You are free, my friends!

✕ THE GNOMES

✕ toss away their picks and hammers in jubilation!

✕ GNOMES
(raucous CHEERS!)

✕ ON LUKYAN AND KIDS

✕ As First Gnome, followed by several others, comes running INTO FRAME.

✕ FIRST GNOME
(astonished)
✕ You kept your promise! We can never thank you enough!

✕ ERIC AND LUKYAN

✕ Eric points to the gem.

✕ ERIC
✕ Oh yes, you can! Just show us the way home!

Lukyan glances skyward.

✕ LUKYAN
✕ Yes. The time is right.

✕ WHAT HE SEES

✕ The four suns are even closer to converging. They look like a single, massive, clover-shaped star in the sky.

✕ LUKYAN (O.S.) (CONT.)
✕ The four suns are about to converge.

✕ BACK TO PREVIOUS ANGLE

✕ Lukyan makes a pass over the gem with his wand. The
✕ gem floats out of his hand, and CAMERA TRACKING, it levitates to the indentation in the breast of the dragon statue -- and imbeds itself there!

✕ HIGH ANGLE - BOBBY, SHEILA, AND UNI

✕ look up at the o.s. gem.

✕ SHEILA
✕ So that's why it's called the heart of the dragon!

✕ UNI
✕ (BLEAT of amazement)

✕ QUICK CUT - THE FOUR SUNS

✕ On the cut: a ray of sunlight stabs downward toward...

✕ THE HEART OF THE DRAGON

✕ On the cut: the ray strikes the gem, and its facets refract the light outward in a laserlike latticework!

✕ THE GEM-STUDED WALL OF THE CRATER

✕ On the cut: the laser-lattice strikes the various gems on the wall -- which refract the light again and again -- into a planetarium-type display of stars and planets!

✕ ANGLE - PAST KIDS AND LUKYAN TO THE WALL OF THE CRATER

✕ The kids gape in awe, as Lukyan gestures at the shimmering light display.

✕ BOBBY
✕ Neat! A map of the whole universe!

✕ LUKYAN
✕ It is that...and much more.

✕ CLOSE - LUKYAN

✕ The lights of the magical display playing on his features.

✕ LUKYAN (CONT.)
 ✕ Each point of light is a gateway
 ✕ to another world.

✕ PULL BACK to include Eric, standing alongside Lukyan.

✕ ERIC
 ✕ So -- point us to our point and
 ✕ send us home, already!

✕ Lukyan starts to take a step forward, but, without warning,
 ✕ a BLUE SPHERE of magical energy comes CRASHING down INTO
 ✕ FRAME. Lukyan and Eric recoil, looking skyward to see...

✕ VENGER ON NIGHTMARE

✕ descending toward the valley!

✕ LUKYAN (O.S.)
 ✕ Venger!!
 ✕ MOVE IN on Venger as he lifts both hands overhead. "A
 ✕ BLUE ENERGY SPHERE forms in each palm. Over this:

✕ VENGER
 ✕ Thank you for showing me the
 ✕ secret, Lukyan. I'll have no
 ✕ further need for you -- or the
 ✕ gnomes.

He thrusts his arms outward, right and left, hurling
 the energy spheres OUT OF FRAME in opposite directions.

✕ QUICK CUT - FIRST WARRIOR STATUE (AT EAST END OF VALLEY)

✕ On the cut: one of the blue sphere hurtles INTO FRAME
 and strikes the statue, suffusing it with a BLUE AURA
 from head to toe.

✕ QUICK CUT - SECOND WARRIOR STATUE (AT WEST END OF VALLEY)

On the cut: the other blue sphere strikes this statue,
 likewise surrounding it in a shimmering aura.

✕ QUICK CUT - FIRST WARRIOR STATUE

lifts its arm as the aura fades!

QUICK CUT - SECOND WARRIOR STATUE

✕ takes a step forward, as its aura fades! The ground
 ✕ SHAKES with its footfall!

⌘ EXTREME WIDE ANGLE - THE VALLEY

with the light display still in progress and Venger swooping over the scene on Nightmare. The two warrior statues (actually STONE GOLEMS) are lumbering toward the Gnome village to crush the huts underfoot! The SCENE SHAKES with each step they take!

⌘
⌘

HANK

(alarmed)

Lukyan! You've got to stop them!
They'll crush the village!

⌘

⌘ QUICK CUT - LUKYAN

⌘ sends a stream of SILVER SPARKS from his wand toward
⌘ the First Stone Golem -- but a BLUE ENERGY SPHERE hurtles
⌘ down INTO FRAME, deflecting the silver stream! Lukyan
⌘ looks upward.

⌘ VENGER - LUKYAN'S POV

VENGER

Your battle is with me, wizard!

⌘

He hurls another BLUE ENERGY SPHERE down o.s.

ANGLE - LUKYAN AND KIDS

⌘ scatter as the sphere CRASHES down INTO FRAME where they
⌘ stood and ERUPTS in a blaze of blue energy.

⌘

UNI

(frightened BLEAT!)

⌘ CAMERA FOLLOWS Uni as she goes running in fright -- then
suddenly pulls up short as the shadow of the First Stone
Golem falls over her. She looks up.

⌘

UNI

(BLEAT of horror!)

Suddenly the huge stone hand of the Golem reaches DOWN
INTO FRAME and grabs Uni!

⌘ ANGLE - BOBBY

⌘ standing in front of one of the gnome huts. He whirls,
⌘ looks up, reacts!

BOBBY

(anguished)

Uni!!

⌘ Then he dodges OUT OF FRAME, as the foot of the Stone Golem
⌘ comes CRASHING down INTO FRAME, CRUSHING the hut! PAN

UP to a LOW ANGLE SHOT of the Stone Golem, with Uni held
 X in one hand. It takes another CAMERA SHAKING step forward,
 X OUT OF FRAME. SFX: CRUNCHING OF ROCK! Over this:

UNI
 (BLEATS of terror!)

X HANK

lifts his bow! An energy-arrow appears instantly --
 but before he can fire, he reacts to the SAME CRUNCHING
 SOUND coming from behind him! He whips around to see:

X GNOMES AND HUT

X A family of Gnomes goes racing out of their hut and OUT
 X OF FRAME -- except for one FUNNY-LOOKING GNOME, who remains
 just outside the door of the hut, looking up, fascinated.
 X A hand reaches INTO FRAME and comically yanks him o.s.,
 just as the foot of the Second Stone Golem CRASHES DOWN,
 X destroying the hut!

X EXTREME WIDE ANGLE

X The kids are trapped between the advancing Stone Golems.
 X The ground shakes as the Golems converge, crushing more
 X of the village with each THUNDERING FOOTFALL!

X UNI

X tries in vain to wriggle out of the First Golem's grasp.

UNI
 (BLEATS of desperation)

X
 X BOBBY

yells at the top of his lungs to Uni.

BOBBY
 (yelling)
Teleport, Uni! You can do it!

BACK TO PREVIOUS ANGLE

Uni knits her brow, grits her teeth, and her horn begins
 to glow! Suddenly, she DISSOLVES AWAY, out of the Golem's
 grasp, teleporting to...

BOBBY

Uni rematerializes in Bobby's arms. She throws her fore-
 legs around his neck and licks his face repeatedly.

UNI
 (BLEATS of relief)

✕ LOW ANGLE - HANK

✕ whirls back to face the o.s. First Golem. He fires a
✕ volley of energy-arrows UP and OUT OF FRAME.

FIRST STONE GOLEM

✕ The arrows strike its shoulders, arms, and chest, chipping
✕ away pebble-sized bits of the statue, but otherwise doing
✕ no damage.

BACK TO PREVIOUS ANGLE

The First Golem's hand descends INTO FRAME, blocking
our view of Hank. It SLAPS the ground with its open
palm, as if to swat a fly. SFX: CRASH! But when it
lifts its hand...there's nothing under it! Hank is gone!
PULL BACK to show the angry Golem stooped over, looking
this way and that for Hank.

ANGLE - DIANA AND SHEILA

As Hank lunges INTO FRAME beside them.

HANK

That was close...!

✕ Diana glances up.

DIANA

And getting closer every second!

✕ She somersaults OUT OF FRAME, Hank and Sheila dart after
her -- just as the First Golem's foot CRASHES down INTO
FRAME where they'd been standing!

✕

CUT TO:

✕ HIGH ANGLE - LUKYAN

✕ still at the base of the dragon statue. His wand fires
✕ a stream of SILVER SPARKS o.s. at...

✕ LOW ANGLE - VENGER ON NIGHTMARE

✕

✕ On the cut, the stream of sparks ENTERS FRAME. Venger
✕ deflects it OUT OF FRAME with a backhanded swipe. Then,
✕ he hurls another BLUE ENERGY SPHERE downward o.s.

✕ QUICK CUT - DRAGON STATUE

✕ On the cut: the blue energy sphere strikes the head of
✕ the statue -- BLASTING it off!

✕

R LUKYAN

R looks up, rushes OUT OF FRAME, as the huge stone head
R comes CRASHING to the ground!

R QUICK CUT - VENGER

R tosses yet another blue energy sphere down at...

R LUKYAN

who dodges out of the way. The energy sphere continues
THRU FRAME to...

THE ORCS' ENERGY CAGE

On the cut: the sphere strikes the energy cage and it
evaporates, freeing the Orcs! They rush OUT OF FRAME
in blind terror!

ORCS

(terrified porcine SQUEALS)

R
R
R

CUT TO:

R WIDE ANGLE - ERIC, PRESTO & SECOND GOLEM

R The Golem is advancing. They're backing away. Eric
R cringes behind his shield. MOVE IN as Presto pulls off
his hat and rummages around inside.

PRESTO

There must be somethin' in here
that'll help...!

CLOSER - ERIC AND PRESTO

BANG! A puff of smoke from the rim of the hat! A Civil
War cannon appears next to Presto!

R

PRESTO

Hey, Eric! A cannon!

ERIC

(very sarcastic)

R
R

So?! You gonna point it at him
and say "bang"!?

ANOTHER ANGLE - FAVORING PRESTO

ERIC (CONT.)

(frantic)

R
R

Conjure up a cannonball, airhead!

Flustered, Presto reaches into his hat again.

X
X

PRESTO
(flustered)
Cannonball...right...!

CLOSE - PRESTO'S HAND

He pulls a handful of tiny ball bearings out of the hat!

PRESTO
(aghast)
Oh, no! Ball bearings!

HIGH ANGLE - ERIC AND PRESTO

As the shadow of the Second Stone Golem falls over them!
They back away, leaving the cannon where it stood. Presto
in desperation, flings the ball bearings o.s. They CLATTER
on the ground. He pulls out more ball bearings and flings
these o.s.!

X
X
X

ERIC
(hysterical)
Those won't stop him!

PRESTO
We gotta try something!

X

CUT TO:

X VENGER - TRACKING

X as Nightmare carries him across the sky. He calls down
X to o.s. Lukyan:

X
X

VENGER
Surrender, little man! I'll
return you to the swamp -- and
let you live!

X

He sends two more BLUE ENERGY SPHERES hurtling DOWN OUT
OF FRAME!

X QUICK CUT - LUKYAN

X sends a FORKED BOLT of SILVER MAGIC flying from the tip
X of his wand! Over this:

X

LUKYAN
Never!!

X QUICK CUT - ~~THE~~ BLUE SPHERES AND THE FORKED SILVER BOLT

X meet in mid-air -- and the silver bolt "punctures" the
two energy-spheres! The blue energy BLASTS back at...

QUICK CUT - VENGER AND NIGHTMARE

⌘ Buffeted by the energy of Venger's own magic, they're flung higher into the sky.

⌘

CUT TO:

⌘ LOW ANGLE - PAST ERIC AND PRESTO TO SECOND STONE GOLEM

⌘ They're still backing away from the Second Stone Golem.
 ⌘ Presto, looking back toward Lukyan (o.s.), continues
 ⌘ tossing handfuls of ball bearings in the opposite direc-
 ⌘ tion, into the Golem's path. Eric still cringes behind
 ⌘ his shield.

PRESTO

⌘ Didja see that, Eric? Lukyan
 turned Venger's own magic against
 ⌘ him!

⌘

⌘

ERIC

⌘ (comical anguish)
 ⌘ Skip the play-by-play! Just
 ⌘ pleeeeee find that cannonball!

⌘

⌘ ANGLE - THE GROUND NEAR THE CANNON

⌘ Directly in the Golem's path are hundreds of ball bearings!
 Another handful flies INTO FRAME. The Golem's foot DESCENDS
 INTO FRAME, missing the cannon, but landing on the ball
 bearings -- and it slips!

FULL SHOT - SECOND STONE GOLEM

loses its footing on the ball bearings, and starts to
 topple forward!

ERIC AND PRESTO

rush OUT OF FRAME. CAMERA YANKS BACK as the Stone Golem
 topples INTO SHOT -- hitting the ground with CRASH, and
 SHATTERING into gravel!

⌘ ANOTHER ANGLE - ERIC AND PRESTO

⌘ Eric peers out, incredulous, from behind his shield.
 ⌘ Presto gapes.

PRESTO

⌘ (silly giggle)
 I guess we don't need the cannon-
 ball, huh?

⌘

⌘ ANGLE - THE CANNON

Bobby ENTERS FRAME at a run with Uni at his heels. He
 stops at the cannon, swings his club back over his shoulder.

✕
✕

BOBBY

Stand back, Uni! I got an idea!

✕

He swings the club full-force, SWATTING the cannon UP and OUT OF FRAME.

FIRST STONE GOLEM

On the cut: the cannon flies INTO FRAME, hitting the Golem square in the chest. On impact, the Golem SHATTERS into a hail of pebbles!

ANGLE - HANK, SHEILA & DIANA

bend over, shielding their head with their arms, as the pebbles rain down around them!

ANGLE - BOBBY AND UNI

Bobby raises his club overhead triumphantly.

✕
✕

BOBBY

So much for ol' stone-face!

UNI

(affirmative BLEAT!)

SHOT WIDENS as Hank, Sheila, Diana, Eric, and Presto ENTER FRAME around Bobby and Uni. Eric points up and o.s.

ERIC

✕
✕

Yeah -- but there's still one small problem --

VENGER

circles overhead -- one GIANT BLUE ENERGY SPHERE forming between his two hands. He's preparing to hurl it down at Lukyan, o.s.

ERIC (O.S.) (CONT.)

✕
✕

-- Venger!

✕ With both hands he flings the giant energy sphere DOWN OUT OF FRAME at...

✕ LUKYAN

✕ On the cut: the little wizard waves his magic wand over-
✕ head, leaving an arc of SILVER SPARKS hovering in the
✕ air above him. The giant blue sphere DESCENDS INTO FRAME,
✕ hits the silver sparks -- and rebounds OUT OF FRAME toward...

✕

⌘ THE LIGHT DISPLAY

The giant blue sphere ENTERS FRAME, hitting a section
 ⌘ of the crater wall and BLASTING it away! The latticework
 of laser light from that section of the wall CRACKLES
 skyward like crazed fingers of lightning, reaching up
 to engulf...

VENGER AND NIGHTMARE

⌘ Before Venger can do anything to prevent it, the laser
 ⌘ lightning has surrounded him, attacking him like a min-
 ⌘ iature electrical storm! Nightmare rears up in panic!
 Venger writhes as the countless CRACKLING fingers of
 lightning batter his body!

NIGHTMARE
 (terrified WHINNY!)

⌘ VENG
 ⌘ (pained, inarticulate YELL!)

⌘ QUICK CUT - LOW ANGLE - THE KIDS

watch in astonishment!

⌘ QUICK CUT - LUKYAN

fires another stream of SILVER SPARKS UP and OUT OF FRAME
 from his wand!

VENGER AND NIGHTMARE

On the cut: the silver sparks stream INTO FRAME, adding
 ⌘ their power to that of the lightning! The FRAME WASHES
 ⌘ TO BLACK AND WHITE in a sudden BLAST of silver energy!
 ⌘ Venger and Nightmare's outlines seem to "break up" in
 the blast! When the color returns...Venger and Nightmare
 are gone!

⌘ ANGLE - LUKYAN

As the kids rush INTO FRAME, surrounding him!

BOBBY
 Wow! Is Venger gone for good?

LUKYAN
 Alas -- no, barbarian.

PUSH IN on Bobby and Lukyan.

LUKYAN (CONT.)
 His own power -- and that of
 ⌘ the dragon's heart -- have banished
 ⌘ him only for the moment.

ERIC

steps up to Lukyan.

✕ ERIC
Well, at least we won't be around
when he gets back! You're gonna
show us the way home, right?

✕ LUKYAN
(sorrowful)
I'm afraid...I cannot.

ERIC
(almost a screech)
Wha-a-a-a-at?!?!

ANGLE - PAST LUKYAN TO THE LIGHT DISPLAY

✕ LUKYAN
The point of light which led
to your world was...there.

He gestures at the section of the wall that was blown
away in the battle. CAMERA ZOOMS IN on that charred,
black hole in the light display.

✕ THE KIDS

look o.s. at the light display in despair.

SHEILA
(woeful)
Oh, no...!

✕ ANGLE - LUKYAN

✕ lifts his hands, palms up, in a "what-can-I-do?" gesture.

LUKYAN
There is no way the gem can help
you now. I'm sorry, my friends.

SHOT WIDENS as Eric kneels INTO FRAME, grabs Lukyan by
✕ his "lapels", and shakes him hysterically. He's gone
✕ over the edge.

✕ ERIC
(babbling incoherently)
✕ You're sorry?! After the frelm
✕ without walls and the zombies
✕ and the hunngh -- what do you
✕ know from sorry?!?!

Hank ENTERS SHOT behind Eric and puts a hand on Eric's
shoulder.

HANK
That's enough, Eric. Let's go.

DISSOLVE TO:

✗ EXT. ENTRANCE TO THE VALLEY

✗ Where our story began, as the downhearted kids come walking
✗ out of the mists. They pause just beyond the buttresses
that form the pass.

✗ PRESTO
I wonder if we'll ever find a
way out of this world.

DUNGEON MASTER (O.S.)
✗ You will, magician. One day.

✗ The kids whirl around to see...

DUNGEON MASTER

walking out of the mist, behind them!

DUNGEON MASTER
✗ With each brave deed, you grow
more worthy.

✗ PULL BACK to include the kids in f.g., facing Dungeon
Master.

DUNGEON MASTER (CONT.)
✗ You will be rewarded ...in time.

✗ EXTREME WIDE ANGLE - THE KIDS AND DUNGEON MASTER
walk away from the pass, continuing their trek.

✗ ERIC (VO)
✗ (sullen)
✗ In time for what -- our retirement?

DUNGEON MASTER
✗ Patience, Cavalier...patience!

✗ As they move out of view over the crest of a hill, we...

FADE OUT

✗ THE END