

PRODUCER: BOB RICHARDSON
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PROD. #400-09

DUNGEONS & DRAGONS

"Quest of the Skeleton Warrior"

By

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Revised:
8/30/83

Blue Pages:
1-54

Revised:
9/2/83

Pink Pages:
2-5, 5-A, 6, 10-15,
17, 18, 26, 30, 32,
32-A, 37-48, 50, 52, 53

Revised:
9/6/83

Yellow Pages:
2, 5, 5-A, 12, 13,
29, 31, 32, 39, 40

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DUNGEONS & DRAGONS

"Quest Of The Skeleton Warrior"

Act One

FADE IN:

EXT. NIGHT SKY - CLOUDS

⌘ Thick, black storm clouds boil across the sky. The WIND
⌘ MOANS. LIGHTNING flashes. Driving rain SLASHES across
⌘ the frame. A CRASH of THUNDER, then...VENGER, astride
⌘ NIGHTMARE, flies menacingly out of the clouds, TOWARD
⌘ CAMERA.

LOW ANGLE - DUTCH TILT - VENGER

⌘ sees something ahead. He descends OUT OF FRAME, toward...

⌘ A TALL, JAGGED MOUNTAIN PEAK

⌘ set amid deep canyons and rugged mountains. Atop this
⌘ peak stands DEKKION, a gaunt figure clad in mail armor
⌘ and leaning on the hilt of his sword. LIGHTNING flashes
⌘ about. Nightmare descends INTO FRAME.

⌘ ANGLE - OVER DEKKION'S SHOULDER

⌘ As Nightmare alights on the peak.

⌘ VENGER
⌘ You summoned me, Dekkion?

⌘ CLOSE - DEKKION

⌘ Two red eyes peer out from a large rusty helmet.

⌘ DEKKION
⌘ (hollow, ghostly)
⌘ After all these centuries, Venger...

⌘ A LIGHTNING flash suddenly illuminates Dekkion's face.
⌘ He is a SKELETON WARRIOR -- a magical creature who is
⌘ little than an animated skeleton covered with a thin,
⌘ dried, parchment of skin; bone shows through in many
⌘ places.

⌘ DEKKION (CONT.)
⌘ ...I have found the Circle of
⌘ Power.

⌘
⌘
⌘
⌘
⌘

He gestures down the length of his body.

DEKKION (CONT.)
...from your spell.

✗ VENGER

smiles condescendingly.

VENGER
You give up too easily, Dekkion.

✗ As he speaks, PUSH IN, and...

✗ VENGER (CONT.)
✗ I know of six young ones -- who
are... "pure of heart."

✗ DISSOLVE TO:

✗ EXT. A CHASM IN RUGGED, MOUNTAINOUS COUNTRY - LONG SHOT
- NIGHT

✗ The storm is raging here, too. Spanning the chasm is
✗ a rope bridge -- wooden planking with two waist high
✗ guide ropes. Six tiny figures are moving cautiously
across the bridge, which sways dangerously in the wind.

✗ PUSH IN to reveal that they are ERIC, HANK, DIANA, PRESTO,
SHEILA, and BOBBY -- with UNI riding him piggyback, her
✗ forelegs hooked over his shoulders. Over this:

✗ VENGER (VO) (CONT.)
Perhaps they can be persuaded
to enter the tower for you.

✗ CLOSER - ON OUR KIDS

✗ The bridge sways in the wind. (NOTE: Storm continues
throughout this scene.)

ERIC
(whining, as usual)
✗ I knew it -- I knew we shouldn't
✗ have come this way!

HANK AND ERIC - MOVING WITH THEM

As they press forward against the driving rain. Eric glares back at Hank.

HANK
Just keep moving, Eric...!

✕ ERIC
✕ Moving where, great leader?
✕ We're lost!

ANGLE - SHEILA, BOBBY AND UNI - MOVING WITH THEM

A bolt of LIGHTNING CRACKLES THRU FRAME in f.g., beside them. Sheila reacts in alarm, clutching her cloak about her.

SHEILA
(gasps)
✕ We're lost everywhere in this
✕ world, Eric -- that's why we
✕ have to stick together!

UNI

cranes her neck and peers over the side of the bridge.

CHASM - UNI'S POV

A brilliant FLASH OF LIGHTNING illuminates the scene. The chasm is miles deep. Clouds float below on several levels.

BACK TO PREVIOUS ANGLE

Uni reacts in alarm.

UNI
(frightened BLEAT)

SHOT WIDENS as she loses her grip on Bobby's shoulders and desperately scrambles to regain it. In the process, Bobby loses his balance and falls against the guide rope, shaking the bridge...and almost tumbling over the side.

BOBBY
Uni! Cut it out!

ANGLE - THE BRIDGE

shakes violently, and the kids grab the guide ropes -- white-knuckled. (NOTE: The bridge ahead of them is clear and empty.)

KIDS
(SHOUTS OF ALARM)

ERIC

holding the rope with both hands, sidles shakily onward,
eyes closed.

ERIC
(voice quaking)
Stead-y...stead-y...stead-

He BUMPS into something on the bridge ahead of him --
and recoils in terror!

ERIC (CONT.)
(startled screech)
--EEEEEEEE!!!

He whips his head around to see:

DUNGEON MASTER

standing on the bridge directly in front of him! Though
the bridge continues to sway, D.M. stands with his arms
folded over his chest, the picture of calm, his balance
never faltering.

ERIC (O.S.)
Oh, no!

HANK (O.S.)
Dungeon Master!

DUNGEON MASTER
Greetings, young ones. Ahead
of you, stands a dark tower --

CLOSE ON DUNGEON MASTER

DUNGEON MASTER
-- and in it you may find the
power to return to your world.

ANGLE - PAST DUNGEON MASTER TO THE KIDS

bunched together behind Eric and Hank on the bridge.
They react to Dungeon Master's news with excitement --
except Eric, who looks highly skeptical.

PRESTO
Oh, wow! A way back? Really?

ERIC
There's gotta be a catch...!

BACK TO PREVIOUS ANGLE

Dungeon Master nods.

DUNGEON MASTER

R
R

To reach this power, you must
overcome that which you fear
the most. You must defeat the
enemy within yourselves!

THE KIDS

exchange puzzled looks.

DIANA

What does that mean?

✗

ERIC

It means trouble!

Hank starts to turn back to Dungeon Master when another LIGHTNING BOLT CRACKLES THRU FRAME in f.g. The kids step back, shielding their eyes in alarm. When they look again...

HANK

Hey!

✗ ANGLE - THE BRIDGE

✗ is empty again ahead of them.

HANK (CONT.)

He's gone!

✗ Suddenly, A FORKED BOLT OF LIGHTNING hits the bridge
 ✗ anchor (two stout poles hammered into the ground) behind
 ✗ the kids and SNAPS the ropes.

✗ THE KIDS

✗ On the cut: they grab for the ropes. Eric misses!
 ✗ As the bridge swings DOWN OUT OF FRAME, we see him start
 ✗ to fall past Diana, Presto, Sheila, and Bobby!

KIDS

(ALL SCREAM)

WIDE ANGLE - FAR WALL OF CHASM

The bridge, hanging from the remaining anchor, swings against the chasm wall with the kids dangling from it.
 ✗ As Eric falls, his foot catches between two of the bridge's
 ✗ wooden slats. This saves his life.

✗
 ✗

KIDS (CONT.)

(SCREAM)

⌘ LONG SHOT - THE BRIDGE

⌘ Eric dangles nearest the "bottom" -- upside down, foot
 ⌘ caught between two wooden slats. Sheila is just above
 ⌘ him, hanging onto the slats as if they were rungs of
 ⌘ a ladder. Bobby is above her, with Uni still clinging
 ⌘ to his back; he holds his club in one hand and a rope
 ⌘ in the other...then Presto, all tangled up in a rope
 ⌘ and in danger of slipping... Diana, holding onto a plank
 ⌘ with one hand...and, finally, Hank, nearest the top.

⌘ HANK
 ⌘ Nobody panic! Just climb! Carefully!

⌘ ERIC - MOVING WITH HIM

⌘ as he pulls himself up and clambers past Bobby, Uni,
 ⌘ and Sheila. HOLD AND MOVE IN, as Uni sticks out her
 ⌘ tongue at Eric.

⌘ UNI
 ⌘ (BLEAT-cum-RASPBERRIES!)

⌘ BOBBY
 ⌘ Boy, Eric, talk about rude!

⌘ ANGLE - PRESTO

⌘ as Eric climbs THRU FRAME over him...and in the process,
 ⌘ knocks off his glasses. They fall OUT OF FRAME.

⌘ PRESTO
 ⌘ (terror-stricken)
 ⌘ My glasses!!!

⌘ SHEILA

⌘ catches them. PULL BACK to include Presto above. She
 ⌘ hands the glasses up to him.

⌘ PRESTO
 ⌘ (putting them on)
 ⌘ Th-thanks, Sheila. Without these,
 ⌘ I can get lost in a closet!

⌘ ANGLE - BRIDGE ANCHOR ATOP CHASM WALL

⌘ As Eric climbs up over the edge to safety.

⌘ CLOSER - ERIC

⌘ Kneeling, panting, he calls down to the others.

⌘ ERIC
 ⌘ What're you waiting for?! Climb!
 ⌘ Cli--

⌘ (GASPS, breaks off, as:)

✗ A skeletal hand reaches INTO FRAME and clasps his shoulder.
 ✗ Eric turns his head, sees the hand...and pales.

✗ ERIC
 (small, pathetic MOAN)

He looks back over his shoulder to see:

✗ DEKKION - DUTCH TILT

✗ LIGHTNING flashes, illuminating his ghastly features.
 ✗ (NOTE: Dekkion's sword is sheathed.)

✗ ERIC (O.S.)
 ✗ YAAAAAAAAA--

✗ WIDER ANGLE - ERIC AND DEKKION

✗ Eric bolts OUT OF FRAME.

ERIC (CONT.)
 --AAAAAAHHHHHH!!!

Dekkion follows him o.s. As he EXITS FRAME, PUSH IN on the bridge anchor. Hank climbs up into scene, over the edge.

✗ HANK
 Eric...?

ERIC (O.S.)
 Beat it! Bug off!!

✗ Hank looks o.s., registers shock at:

✗ WHAT HE SEES - ERIC AND DEKKION

✗ Dekkion, arms at his sides, advances on Eric, backing him toward a clump of boulders. Eric repeatedly THUNKS his shield against Dekkion, trying to ward him away.

✗ ERIC (CONT.)
 ✗ Lemme alone!

PAST DEKKION'S HAND TO ERIC

✗ Dekkion holds up his skeleton hand and WHITE-GREEN ENERGY flies from it, striking Eric's shield and KNOCKING him OFF FRAME. SFX: SPEEEEE!

✗ HANK

✗ now on his feet on the top of the cliff. He lifts his bow INTO FRAME, an energy arrow appears...

✕ HANK (O.S.)
 ✕ Hold it, mister!

✕ ...and he lets it fly at...

✕ DEKKION

✕ On the cut, the arrow ENTERS FRAME. With supernatural
 ✕ speed, Dekkion snatches it out of the air! MOVE IN as
 ✕ the magic arrow dissolves away in his hand!

✕ HANK

✕ gapes, astonished. PULL BACK to reveal the others, already
 ✕ atop the wall just behind him -- and equally amazed.
 ✕ Diana rushes forward, OUT OF FRAME.

DIANA
 (BATTLE CRY)

✕ MOVING WITH DIANA

as she plants her lance like a vaulting pole, and propels herself UP AND OUT OF FRAME.

✕ ON DEKKION

WHITE-GREEN ENERGY flies from his upraised hand again
 -- and spreads out like a shield. Diana flies feet-first
 INTO FRAME, hits the energy shield with a DULL THUD,
 and goes sailing back OUT OF FRAME!

ON PRESTO

✕ as Diana sails INTO FRAME and makes a painful one-point
 ✕ landing at his feet.

DIANA
 Ow-w-w-w-ww!!

✕ Presto looks down at Diana, then o.s. at Dekkion.

✕ PRESTO
 ✕ (not thrilled)
 ✕ My turn, huh?

ANOTHER ANGLE - PRESTO - TRACKING

✕ As he moves toward Dekkion. He takes off his hat and
 ✕ gestures around the rim.

✕ PRESTO
 ✕ Alakazow-- abracadation-- I cast
 ✕ you away by teleportation!

✕ He reaches into the hat. CAMERA HOLDS as he stops short -- and pulls out a telephone.

PRESTO

Uh-oh...

He tosses it away and reaches in again...and pulls out a small television set...then a telescope. PULL BACK to show Dekkion now just a few feet from him.

PRESTO

(sheepish laugh)

A-henh-henh-henh!

BOBBY (O.S.)

Stand back, Presto!

ANOTHER ANGLE - DEKKION

reacts, as Bobby ENTERS FRAME, brandishing his club.

BOBBY

✕ Okay, you bag o' bones -- try picking on Bobby the Barbarian!

Dekkion reaches for...

THE HILT OF HIS SWORD

But just as his hand ENTERS FRAME -- the sword draws itself from the scabbard!

BACK TO PREVIOUS ANGLE

As the sword "floats" through the air to Bobby's side. Sheila suddenly appears, holding the sword, by throwing back the cowl of her cloak.

BOBBY

Aww -- I could'a handled him, sis!

FULL SHOT - HIGH ANGLE - KIDS AND DEKKION

Bobby and Sheila face Dekkion head-on. Hank, Diana, and Presto surround him. Eric, cringing behind his shield a few yards away, calls to the others:

ERIC

Way to go! Jump him!

HANK

starts forward toward...

DEKKION

who whirls to face Hank, one hand upheld in a "stop!" gesture.

DEKKION

Hold! I've no wish to fight.

ERIC

peers out from behind his shield.

ERIC

Oh! Right! Then what was all
that -- trick or treat?!

ANGLE - PAST HANK TO DEKKION

The Skeleton Warrior looks from Eric to Hank.

DEKKION

(plaintive)

I touched your comrade's shoulder.
I merely wanted to talk.

MOVE IN on Dekkion, as he hangs his head pathetically.

DEKKION (CONT.)

But the sight of me...filled
him with terror.

HANK

warily lowers his bow.

HANK

Okay...talk. But we'll hold
onto your sword for now.

CLOSE - DEKKION

nods, accepting Hank's terms, and we...

WIPE TO:

A CRACKLING CAMPFIRE

As Dekkion speaks, PULL BACK to reveal the kids huddled around the fire, under an overhanging "canopy" of rock. Rain water drips from the edge of the overhang to the ground. Hank is holding the hilt of Dekkion's sword; the tip of the blade is planted in the ground. (Eric is seated right next to Hank.) Dekkion is standing alone, against the rock wall from which the "canopy" extrudes.

DEKKION

I am Dekkion...and once, long ago...

DIANA, HANK, SHEILA, BOBBY, AND UNI

all react with curiosity to:

DEKKION (CONT.)

...I was a Celestial Knight...

DEKKION

gestures with one finger at the fire. CAMERA PANS with the GREEN-WHITE ENERGY that flies from his fingertip to the flames.

DEKKION

...one of a band of mystical warriors...

PUSH IN as images of the CELESTIAL KNIGHTS magically appear in the flames. They are sword-wielding men in glistening armor, who ride giant eagle-like birds.

DEKKION (CONT.)

...who roamed the skies, fighting the evil forces of this world.

ANGLE - DEKKION

DEKKION (CONT.)

The others are gone now...and I fell under the spell of an evil wizard...who turned me into ...this!

He gestures to his present form.

DEKKION (CONT.)

Only by regaining the Circle of Power, the Celestial Knights' most powerful weapon, can I escape the spell.

KIDS - DEKKION POV

PAN FROM Sheila over to Eric, showing all the kids listening intently.

DEKKION (CONT.)

But it is locked away in a tower which the spell forbids me to enter.

X

THE KIDS

react to this, startled.

SHEILA

"Tower?" That's where Dungeon
Master said we'd find a way home!

ERIC

blanches! He grabs Hank's arm, whispers urgently to
him.

ERIC

(sotto; urgent)

R Stop her, Hank -- I think she
actually wants to help that creep!

HANK

(reproving)

R She wants to go home, Eric, and
so do you. If we can also do
this guy a favor, what's the
problem?

Hank gets to his feet and moves OUT OF FRAME.

ANGLE - DEKKION

Hank ENTERS FRAME and hands the sword back to him.

HANK

Whenever you're ready to go...!

Dekkion takes the sword and we...

WIPE TO:

R EXT. THE TOWER - HIGH ANGLE - NIGHT

R

R As the kids and Dekkion ENTER FRAME, walking on the canyon
R floor. They stop a few yards away from the tower, and
R Dekkion gestures toward it with his sword.

R

DEKKION

R

Behold -- the dark tower!

SHEILA

It's skinny as a straw! How
does it stand up?

LOW ANGLE - PAST KIDS AND DEKKION TO TOWER

DEKKION

Magic --

ANOTHER ANGLE - THE KIDS AND DEKKION

approach the tower. Dekkion stops. The kids turn to
look at him.

DEKKION (CONT.)

-- the same magic that forbids
me to come any closer.

DIANA

Okay, Dekkion. Wish us luck.

The kids continue o.s. to...

THE TOWER DOOR

A big black oak and iron door with a huge, antique padlock
on it. PULL BACK as Bobby and Eric step up, followed
by the others.

ERIC

It's locked.

BOBBY

Not for long!

He swings back his club.

CLOSE - THE PADLOCK

On the cut, the club swings INTO FRAME and SMASHES it.

INT. TOWER - DOORWAY

The door CREAKS open. The kids step inside -- and react in amazement.

ERIC

Huh?

PULL BACK from them to reveal a huge, cavernous hall -- on the scale of a 747 hangar -- filled with twisting columns, mysterious-looking balconies and passageways, and very, very ominous shadows. The decor and architecture are quite unearthly.

KIDS IN DOORWAY

They look, jaws agape, then without a word turn and step out.

EXT. TOWER - HIGH ANGLE

The kids file out and gaze up at the tower. It's still only twelve feet in diameter on the outside.

DIANA

That's impossible!

SHEILA

It's bigger inside than outside!

DEKKION

✕ sheathes his sword.

DEKKION

✕ I shall be waiting at the ruins to the east.

✕ He turns and EXITS FRAME, and we PAN OVER to FRAME Hank and a very nervous Eric.

HANK

✕ Let's go, guys. We may soon be on our way home.

ERIC

✕ Yeah...if skull-face is telling the truth...

EXT. TOWER - DOORWAY

The kids move back inside. As the last kid enters, MOVE IN TIGHT as the door CREAKS shut. The broken lock flies up and CLICKS itself locked.

✕ INT. TOWER - UGLY STONE GARGOYLE

PULL BACK from this gargoyle set high on the wall as the kids walk by.

SHEILA

✕ This place gives me the creeps!

✕ HIGH ANGLE - PAST GARGOYLE TO KIDS

✕ Suddenly the gargoyle's eyes come alive and watch the kids as they cross the room.

SHEILA (CONT.)

I've got the feeling it's peeking inside my brain!

HIGH ANGLE - PAST CEILING BEAMS TO KIDS

✕ Rat-like creatures SCURRY about on these beams as the kids walk by.

✕

DOORWAY TO CORRIDOR

✕ Two large stone statues of demons flank the doorway.

✕ The kids enter the corridor, Hank in the lead, Sheila last.

✕

HANK

✕

Let's find the Circle and get outta here!

STATUES

Their eyes come alive and look down on the passing kids.

STATUE #1

✕ As Sheila walks by, one claw filcks out to snag her cloak
✕ -- not to take it, just to slow her down. Sheila, unaware
✕ of this, struggles to free her cloak.

HIGH ANGLE - CORRIDOR - PAST STATUES TO KIDS

The kids are some distance away. Sheila runs after them.

SHEILA

Hey! Wait for--

The floor beneath her opens like a zipper and she drops through. The statues smile.

SHEILA (CONT.)

--meeeeee!

✕

X THE KIDS

all whirl and react.

ANGLE - THE HOLE IN THE FLOOR

"zips" back up as Bobby comes charging INTO FRAME.

BOBBY

(alarmed)

Sheila!

CUT TO:

EXT. FLAT PLANE - TWILIGHT

A desolate plane that stretches into infinity in all directions. A few boulders dot the landscape, casting impossibly long shadows. There is no sun, no moon, no nebula -- just countless diamond-bright stars in a purple sky. Sheila drops, seemingly out of nowhere, INTO FRAME and lands with a THUD!

CUT TO:

INT. TOWER CORRIDOR - BOBBY

BASHES his club against the floor -- once -- twice -- to no effect.

BOBBY (CONT.)

She-e-eila!

PULL BACK as Hank ENTERS FRAME, puts a hand on Bobby's shoulder.

HANK

X Easy, Bobby. You won't find her that way.

ERIC AND PRESTO

ERIC

Yeah -- quit acting like a big baby!

Bobby LEAPS INTO FRAME to face Eric angrily. Eric backs off.

BOBBY

I am not a baby!!

ANGLE - HANK

As Bobby turns back to him, tears streaming down his face.

BOBBY

(tears in voice)

X We gotta do somethin', Hank!
She's my sister! Where'd she
go?!

CUT TO:

EXT. FLAT PLANE - SHEILA

gets halfway up and looks around her. PAN UP to show
an empty horiozn. The wind HOWLS.

SHEILA

Bobby...?

ANGLE - ONE OF THE ODD BOULDER FORMATIONS

Sheila RUNS THRU FRAME, leaving footprints.

SHEILA (CONT.)

Hank...?

ANOTHER ANGLE - SHEILA

runs straight towards CAMERA and stops, looking terrified.

SHEILA (CONT.)

...Anybody?

HIGH ANGLE - SHEILA

She sits and pulls her knees up to her chest. PULL BACK
V-E-R-Y SLOWLY 'til she's indistinguishable from the
boulders.

SHEILA

(scared, tiny voice)

X Where are you, guys? I'm scared.
I'm always scared of being alone...

CUT TO:

INT. ANOTHER DOORWAY IN CORRIDOR

Eric and Presto run by in b.g., looking for any sign
of Sheila. Uni steps up in f.g. and BLEATS.

ERIC & PRESTO

Sheila! Sheila!

UNI

(Inquisitive BLEATS: "Where are
you?")

✕ Bobby ENTERS FRAME beside Uni and yells down the corridor, worried.

BOBBY

Sheila!

✕ PULL BACK to include Hank and Diana in the IMMEDIATE
✕ FOREGROUND. They are framed in another doorway.

DIANA

✕ Poor Bobby!

HANK

✕ Keep an eye on him.
(gestures toward CAMERA)
✕ I'll have a look this way.

✕ Hank moves forward, through the doorway. Diana stays
✕ behind.

✕ REVERSE ANGLE

✕ As Hank steps through the doorway, it starts to "heal"
✕ shut -- a stone wall growing in the middle of it, starting
✕ with a net of mortar, then stone blocks filling in.

DIANA

✕ (aghast)
Hank!!

✕ HANK

✕ whirls in alarm, as the shadow of the closing wall falls
✕ on him.

HANK

Hey!

✕ BACK TO PREVIOUS ANGLE

✕ As Eric, Presto, Bobby, and Uni rush INTO FRAME. Hank,
✕ on the far side of the doorway, runs up, but the doorway
✕ seals itself before he can get through.

DIANA

Hank's trapped on the other side!

ERIC AND PRESTO

MOVE IN on Presto as he whips off his hat.

PRESTO

I'll dissolve that wall into
mist! Sim-sim-salla--

✕ BANG! goes the hat, punctuating his spell. Smoke POURS
✕ out of the hat, FILLING THE FRAME.

R KIDS & UNI
R (COUGH / BLEAT)

R Diana and Bobby's arms pierce the smoke, waving it away.
R Uni stands by them. All three react in alarm as they
R glance around -- and realize Eric and Presto are missing.

R DIANA
R (gasps)
R Eric and Presto --

R BOBBY
R -- they're gone!

CUT TO:

R A THICK CLOUD OF MIST

R Eric and Presto stumble out of the mist.

R ERIC
R You and your stupid magic!

THUD! He walks right into a gnarly black tree. He reacts
in surprise.

R ERIC (CONT.)
R Owww! What genius stuck a tree
R in the middle of a hallway?

Presto looks around.

R PRESTO
R Uh...Eric...

R PULL BACK to reveal they're no longer in the corridor,
R but on some fog-enshrouded moor in the middle of nowhere!
R Trees grope up like black, skeletal hands. A BANSHEE
R HOWLS...and something is moving off in the distance.

R PRESTO
R ...I think we're somewhere else!

CUT TO:

R STONE WALL

R Magic arrows fly INTO FRAME and strike the wall -- to
R no effect. PAN OVER to show Hank firing one last arrow
R at the wall. Then, he lowers his bow.

R HANK
R Useless...!

R He turns apprehensively and looks down the corridor.

✕ ANGLE - END OF CORRIDOR

✕
✕ It ends at flight of stairs which seem to climb into
✕ infinity. A strange flickering light illuminates the
✕ stairs. Hank warily ENTERS FRAME and peers up.

✕

HANK

Looks like I've got no choice...

✕ He starts up the stairs. MOVE IN on the bottom stairs.
✕ As his foot leaves each stair, it DISSOLVES away.

✕ HANK'S FEET - TRACKING

✕ The stairs DISSOLVING behind him one by one. CAMERA
✕ HOLDS as he pauses. One DISSOLVES under Hank's foot.

✕

✕ HANK

✕ almost falls back, but braces himself against the wall.
✕ He looks down, startled.

✕

HANK

What tha--!

✕ PAN AWAY to reveal a gaping black void where the stairs
✕ used to be!

✕ ANOTHER ANGLE - HANK

✕

✕ hurries up the stairs, CAMERA TRACKING. Behind him,
✕ the stairs DISSOLVE faster and faster. He climbs faster.
✕ The steps now simply VANISH beneath his feet. He breaks
✕ into a run.

CUT TO:

EXT. MOOR - HIGH ANGLE - ERIC AND PRESTO

✕ stand, back to back, as strange shapes move in the mist
✕ all around them.

PRESTO

✕ I'm sorry if my magic got us
✕ into this, Eric.

✕

✕ Unnoticed by Eric and Presto, a SHEET PHANTOM (Fiend
✕ Folio, pg. 78) emerges from the mist behind them.
✕ It hovers out of their sight.

✕

✕

ERIC

✕

✕

✕

✕

✕

Face it, Presto, you're a terminal
goof! That's why people are
always laughing at you.

R CLOSE ON ERIC

R ERIC (CONT.)
 R I'd be scared to walk outta the
 R house if I knew I was gonna get
 R laughed at!

R Suddenly, the Sheet Phantom descends INTO FRAME and wraps
 R itself around Eric...like a sheet!

R ERIC
 R YAAA-AAA-AAAHH!!

R PRESTO

R reacts, horrified!

R ANGLE - ERIC

R As the Sheet Phantom unwraps itself and flies UP OUT
 R OF FRAME. But he has left Eric...transformed. His eyes
 R are crossed; he has big buck teeth; his nose is bulbous
 R and red, like a clown's. His ears are tall and pointed
 R like a donkey's. His feet have elongated into clownish
 R clodhoppers.

R ERIC
 R (aghast...but sounding
 R like Mortimer Snerd)
 R Th-that thing...changed me into
 R a...a goof!

R ON PRESTO

R Eric lunges INTO FRAME and grabs Presto's "lapels" and
 R shakes him in a panic.

R ERIC (CONT.)
 R You gotta help me, Presto!

R ANOTHER ANGLE - PRESTO

R pulls free of Eric and takes off his hat.

R PRESTO
 R I'll try, Eric...!

R BANSHEE (O.S.)
 R (KEENING WAIL!)

R Presto and Eric react, looking o.s. into...

THE MOOR

R A BANSHEE (Monster Manual, pg. 50) comes flying out of
 R the mists, STRAIGHT AT CAMERA!

R
R
R
R
R

BANSHEE (CONT.)
(HOWLING MOAN!)

R ON PRESTO

R The Banshee flies THRU FRAME -- and snatches Presto's
R glasses off his face!

R
R
R
R

PRESTO
(terrified)
Hey! Give those back!

R Presto tries to grab the Banshee, but his hands pass
R right through the misty being!

R
R
R

PRESTO (CONT.)
I can't see!

PRESTO AND ERIC

R huddle next to each other as the Banshee holding Presto's
R glasses flies IN and OUT OF FRAME in the IMMEDIATE FORE-
R GROUND. Behind them, THREE MORE BANSHEES emerge from
R the mist, pointing at the kids.

R
R

BANSHEE #1
Look at the ugly one! What ears!
(HOWL OF LAUGHTER)

R
R

ERIC
Quit laughing at me!

R MOVE IN TIGHT on Presto, arms extended, feeling around
R for his bearings.

R
R

BANSHEE #2
And that one thinks he's a magician!

R
R

PRESTO
Eric! What's happening?

R ANGLE - PAST ERIC INTO THE MOOR - PRESTO'S POV - OUT
R OF FOCUS

R A FIFTH BANSHEE is flying out of the moor.

R
R

PRESTO (O.S.)
What's that behind you?!

R
R

R Eric turns -- to find the Banshee almost on top of him!

R
R
R

ERIC
YAAAAAAHHH!

CUT TO:

INT. TOWER - ANOTHER STONE ARCHWAY

Diana, Bobby, and Uni ENTER FRAME and move warily through the archway. Half-a-beat...then, from either side of the archway, a stone wall comes sliding out! They meet in the middle with a CRASH, sealing the kids and Uni inside!

R

CUT TO:

R THE OTHER SIDE OF THE WALL - A HALL OF MIRRORS

Dozens of Dianas, Bobbys, and Uni's appear in a vast maze of dusty upright mirrors. HOLD A BEAT, then the real trio ENTERS FRAME. MOVE IN on them as they look around in amazement.

R

BOBBY

R

This is like gettin' trapped
in a fun house.

R

R

R UNI - TRACKING

R As she passes by a mirror and notes her reflection.

R

DIANA (O.S.)

R

Except without the fun.

R

R Uni passes a second mirror. No reflection. She stops, surprised, and backs up, peering into the mirror. MOVE IN SLIGHTLY. Suddenly a SPECTRE (Monster Manual, pg. 89) materializes where Uni's reflection should be. She BLEATS and BOLTS FROM FRAME.

DIANA AND BOBBY

R Uni ZIPS INTO FRAME behind them, peering around their legs at the mirror.

R

DIANA

What is it, Uni?

MAGIC MIRROR

Bobby and Diana step up.

R

BOBBY

She saw somethin' in this mirror.

MOVE IN on mirror. Diana and Bobby's reflections FADE IN -- as an ancient hag and a helpless infant.

R BOBBY

takes a step back from the mirror, startled.

X DIANA, BOBBY AND UNI

Besieged by Spectres ZIPPING in and out of mirrors all around them. The now-ancient Diana drops to her knees and protectively cuddles infant Bobby. Uni stands at her side, looking up at the Spectres. All three are terrified. The Spectres circle closer and closer.

SPECTRES
(CHORUS OF LOW, GHOSTLY MOANS)

DIANA
(screaming)
Go away! Leave us alone!

WIPE TO:

STAIRS

Hank RUNS THROUGH FRAME, stairs disappearing behind him.

ANGLE - TOP OF THE STAIRS - A DOORWAY

Hank bounds INTO FRAME, leaping up the last four steps just as they vanish beneath his feet. He sails on through the doorway.

INT. TREASURE ROOM

Hank lands on the floor with a THUD!

HANK
(EXHAUSTED PANTING)

He looks up. PAN AWAY from Hank to show the room: Big, thick stone shelves with bottles of magic potions; a treasure chest; jewels; a large crystal ball, the size of a basketball, partially covered by a royal purple robe; and finally, atop a pedestal, resting on a velvet cushion, the Circle of Power -- a glittering golden hoop about six inches in diameter. The whole room is coated in about two inches of dust.

PAST CIRCLE OF POWER TO HANK

Hank advances TOWARD CAMERA to take the Circle. There's a brief magic flare as he picks it up.

HANK
(still panting)
X Finally! The Circle of Power!
X Sure hope you were worth the
X trouble...!

He's about to leave when he hears:

R
R
R

THE OTHER KIDS (O.S.)
(FAINT AD LIB. CRIES FOR HELP)

R He turns in the direction of...

R THE CRYSTAL BALL

It glows, light leaking from under the robe. PULL BACK as Hank steps up hesitantly to the crystal. The CRIES grow LOUDER. Hank hesitates a moment, then grabs the robe and whips it off. There's a blinding flash of
R light, and a slightly more clothed version of MARILITH
R (Monster Manual, pg. 19), a female-torsoed, six-armed, snake-tailed demon, ERUPTS upwards from the crystal. Five of her hands carry exotic weapons or magic devices; one hand is free. Her expression is very, very cruel.

R QUICK CUT - HANK

R recoils!

R LOW ANGLE - MARILITH

R points down to the crystal with her free hand. PAN DOWN and MOVE IN on the crystal as colors swirl in it.

R
R
R

MARILITH
Look! I command you!

PAST CRYSTAL TO HANK

R Hank leans forward, peering into the crystal. He reacts
R in alarm. Again, we hear the KIDS' VOICES.

R
R
R

THE OTHER KIDS (O.S.)
(FAINT AD LIB. CRIES FOR HELP)

R ANGLE - OVER HANK'S SHOULDER TO CRYSTAL

R In the crystal we see Sheila huddled on the flat plane.
R This RAPIDLY DISSOLVES to Eric and Presto menaced on
R the moors...and then to Diana, Bobby, and Uni in the
R hall of mirrors. Over this:

R
R
R
R
R

HANK
I've got to help them! Where
are they?

R PAN UP to FRAME Merilith. She looks even crueler now.

R
R
R

MARILITH
Beyond your reach. You can do
nothing but watch...

PAST CRYSTAL TO HANK

He looks from the demon to the crystal then back to the
X demon. The terrified faces of Sheila, Eric, Presto,
X Diana, and Bobby are swirling in the crystal.

X MARILITH (O.S.) (CONT.)
X ...as they meet their doom!

X MOVE IN TIGHT on Hank, clutched with fear and dread,
as we...

X
X

FADE OUT

END, ACT ONE

Act Two

FADE IN:

WIDE ANGLE - INT. TREASURE ROOM

Marilith towers above the glowing crystal, pointing to it. MOVE IN as Hank reacts in alarm.

MARILITH

Your friends go to their doom...

OVER HANK'S SHOULDER TO CRYSTAL

MOVE IN SLIGHTLY as Marilith points to the crystal. Images of Sheila, Eric, Presto, Diana, Bobby, and Uni flash by, showing their predicaments.

MARILITH (CONT.)

...and you, Ranger, are helpless to prevent it...unable even to reach them!

HANK

He's more frightened and worried than we've ever seen him.

HANK

It's all my fault...for agreeing to help Dekkion.

HANK'S POV - THE CRYSTAL

The images of Sheila, Eric and Presto, and Diana, Bobby, and Uni continue to DISSOLVE one into the next in the crystal.

HANK (CONT.) (O.S.)

(anguished)

Maybe I wasn't cut out to be the leader.

✕

BACK TO PREVIOUS ANGLE

Hank looks up from the crystal, trembling. He looks like he's about to burst into tears.

HANK (CONT.)

Ever since we came to this world, I've been afraid I'd fail them like th --

(breaks off as:)

X The nickle drops. ZOOM IN to a CLOSEUP, as his eyes widen with realization.

HANK (CONT.)

X That's it! What Dungeon Master
X said -- what we fear above all!
X The enemy within ourselves!

OVER MARILITH'S SHOULDER TO HANK

HANK

(to Marilith)

X The tower's been using our own fears against us!

He takes a cautious step back and carefully replaces the Circle on its velvet cushion.

HANK (CONT.)

X But if we refuse to be afraid...!

He lifts his bow defiantly.

MARILITH

reacts in alarm. She swings one, then another, then another of her sorcerous weapons. With each swing, a BLAST of magical energy flies from the weapon, OUT OF FRAME!

HANK

PAN WITH him as he ducks and rolls, avoiding the BLASTS, and comes up with his bow aimed at Marilith. He looses an energy-arrow!

MARILITH

Hank's magic arrow flies INTO FRAME, knocking a weapon from one of her hands.

HANK

fires another magic arrow!

MARILITH

reacts in panic, as the arrow ENTERS FRAME, knocking another weapon out of another hand! That arrow is followed INTO FRAME by three more, in rapid succession. Each finds its mark -- and Marilith is disarmed!

MARILITH

(ANGRY, DEMONIC SCREECH!)

WIDER ANGLE - HANK, MARILITH, AND CRYSTAL

Marilith dives back into the crystal, vanishing. Hank runs up to it.

LOW ANGLE - HANK

From POV inside the crystal -- a weird, cloudy, fish-eye effect. He POUNDS DISTANTLY on the crystal.

HANK
(tinny, distant)
Hey! Everybody -- listen!

CUT TO:

EXT. FLAT PLANE - SHEILA

MOVE IN SLOWLY as she perks up to Hank's o.s. voice.

HANK (O.S.) (CONT.)
You're being attacked by your
own worst fears!

CLOSE ON SHEILA

She brightens as she recognizes Hank's voice.

HANK (O.S.) (CONT.)
That's what you've got to defeat!

SHEILA
Hank...?

She starts to stand.

WIDER - ON SHEILA

As the plane beneath her feet and the sky above begin to CRACK like glass with accompanying SFX.

SHEILA (CONT.)
Then I'm not alone! I was never
alone!

She's suddenly engulfed in a brilliant white aura. She vanishes -- as the sky and the plane CRACK APART and fall OUT OF FRAME, leaving only blackness.

CUT TO:

INT. TOWER TREASURE ROOM - ON THE CRYSTAL

Hank jumps back, as Sheila, still surrounded by the white aura, WHOOSHES out of the crystal. She lands beside him, and the aura DISSOLVES AWAY. Hank lunges back to the crystal.

HANK
(calling out)
Eric! Presto!

CUT TO:

EXT. MOORS - ANGLE PAST PRESTO AND GOOFY ERIC INTO MIST
The Five Banshees circle them.

BANSHEES
(HOWLS AND MOANS)

HANK (O.S.) (CONT.)
(distant, shouting)
Fear is the enemy!

ANOTHER ANGLE - PRESTO AND GOOFY ERIC
react to Hank's voice.

HANK (O.S.) (CONT.)
Don't let it beat you!

ERIC
(still a la Mortimer
Snerd)
That was Hank!

PRESTO
Yeah, and he's right! Why should
I be afraid -- just 'cause I
lost my glasses?

MOVE IN on Presto as he yanks his hat off and rummages
inside.

PRESTO
(silly giggle)
I can't make this hat work any
worse!

BANSHEE #1

the one holding Presto's glasses, zooms straight at CAMERA.

BANSHEE #1
(HOWLS AND MOANS)

PRESTO

reacts in alarm. PULL BACK SHARPLY as Eric thrusts his
shield between Presto and the Banshee. The Banshee hits
the shield headlong with a LOUD CLANG! Presto's glasses
fall from its hand, and it rebounds OUT OF FRAME.

X CLOSE - PRESTO'S GLASSES .

lie on the ground. Presto's hand ENTERS FRAME, feeling around for them. After two or three tries, he grabs them!

X

R

PRESTO

Hey, Eric!

R

ANGLE - PRESTO

R As he fumbles the specs back onto his face.

PRESTO (CONT.)

I got my glasses back!!

R

ANGLE - ERIC

R crouched behind his shield. On the cut, Banshee #2 CLANGS
R against the shield.

ERIC

(sardonic)

R

Yeah -- nifty, Presto!R As Banshee #2 rebounds OUT OF FRAME, Banshee #3 flies
INTO FRAME, also CLANGING against the shield, almost
knocking Eric over!

R

ERIC

(explodes)

R

Now willya please pull something
outta your hat -- like an aircraft
R carrier!!

R

R

PRESTO

R nervously gestures around the rim of the hat.

PRESTO

Uh...yeah...abraca-davy...

R

R QUICK CUT - ALL FIVE BANSHEES

dive straight at CAMERA, hooked hands extended to grab
Eric and Presto.

R

BACK TO PREVIOUS ANGLE

PRESTO

...United States Navy...

Suddenly, there's a BANG and cloud of smoke from the
hat!

QUICK CUT - THE BANSHEES

R

R now almost down the CAMERA'S "throat", react with alarm!

R

✕ REVERSE ANGLE - THE BANSHEES

CLANG against something large, gray, and metallic that has risen in their path. As they fall OUT OF FRAME, CAMERA YANKS BACK to an EXTREME WIDE ANGLE -- to reveal ✕ that the obstacle is indeed the hull of an aircraft carrier! An astonished Eric and Presto are standing on the deck!

✕ PRESTO
 (flabbergasted)
 ✕ I did it!!!

✕ CLOSER - PRESTO

He whirls to look at Eric.

✕ PRESTO (CONT.)
 ✕ I actually did it--

✕ SHOT WIDENS to reveal Eric engulfed in the same white aura that surrounded Sheila on the flat plane.

✕ PRESTO (CONT.)
 ✕ (beat, then:)
 ✕ -- Eric?

✕ Suddenly, Presto is engulfed in an identical aura -- and he and Eric both vanish!

✕ CUT TO:

✕ INT. TOWER TREASURE ROOM - ON THE CRYSTAL

✕ PULL BACK to include Hank and Sheila, as Presto and Eric ✕ WHOOSH out of the crystal, as Sheila did earlier.

ANGLE - ERIC

✕ feels his face, looks down at his feet, realizes he's ✕ reverted to normal. He reacts with great relief, pats ✕ himself on the shoulder.

✕ ERIC
 ✕ (his normal voice;
 ✕ to himself)
 ✕ Whew...welcome back, handsome!

✕ ANGLE - THE CRYSTAL

Hank, Sheila, and Presto are huddled over it.

✕ SHEILA
 ✕ (shouting into crystal)
 ✕ Bobby! Bobby-y-y!

⌘ Presto points into the crystal.

⌘ PRESTO
Hey! Dia-a-ana!

⌘ CUT TO:

⌘ HALL OF MIRRORS

⌘ The Spectres zoom around Diana, Bobby, and Uni, who huddle on the floor.

⌘ PRESTO (O.S.) (CONT.)
(distant, shouting)
Can you hear us?

⌘ MOVE IN as Diana, Bobby, and Uni look up.

⌘ DIANA
(old, cracking voice)
Bobby -- listen!

⌘ HANK (O.S.)
(distant, shouting)
They want to make you afraid!

BOBBY

⌘ looking up at the ceiling, his head cocked.

⌘ HANK (O.S.) (CONT.)
You can beat them -- if you don't
give in to fear!

⌘ Bobby nods, comically balls both little hands into fists,
⌘ and gives us his most ferocious snarl -- infant or not,
⌘ he's still the Barbarian!

⌘ BOBBY
(barbaric baby-talk:)
Goo-goo-gaa-AARRGH!!

⌘ DIANA

⌘ feebly reaches for her javelin. It telescopes out and
glows with magic energy.

⌘ DIANA
I got an idea, Bobby. I'll herd
'em back into the mirror --

⌘ SHOT WIDENS as she totters to her feet, swinging her
⌘ javelin -- uncertainly, in short, jerky motions. The
⌘ HISSING Spectres back away, toward the mirror.

R
 R
 R
 R
 R

DIANA (CONT.)

And you see they stay there --
follow?

BOBBY

R nods vehemently.

BOBBY

(barbaric baby-talk:)

Ooo-goo-GAH!

R

R PULL BACK as he struggles to lift his club, using every bit of strength available. Uni sees the struggle and helps Bobby push the club upright.

R ANGLE - THE MAGIC MIRROR

R The HISSING Spectres dive INTO FRAME, and into the mirror. Diana totters INTO FRAME after them, still swinging her javelin. Spectral hands reach out of the mirror, try to grab the javelin, but to no avail. Diana glances back over her shoulder.

DIANA

H-how're you doin', Bobby...?

R

R ANGLE - BOBBY

now has the club held shakily overhead with both hands, but he can barely keep it aloft.

BOBBY

(barbaric baby battlecry)

Goo-goo-GAAAAHHH!!

He topples forward, letting the club fly from his hands, OUT OF FRAME, to...

THE MIRROR

R On the cut, Diana totters back OUT OF FRAME, as the club flies INTO FRAME and SMASHES the mirror!

R ANGLE - UNI

jumps up and down.

UNI

(BLEAT of victory!)

R

ANGLE - DIANA AND BOBBY

R She drops to her knees in front of him, takes both his hands in hers.

DIANA

We did it, Bobby! They're trapped!

As Uni ENTERS FRAME, all three are suddenly enveloped in the brilliant white aura. Without warning, they vanish!

CUT TO:

INT. TOWER TREASURE ROOM - ON THE CRYSTAL

Diana, Bobby, and Uni WHOOSH out of the crystal! They have magically returned to their correct ages. PUSH IN as Sheila runs to Bobby and throws her arms around him.

SHEILA

Bobby! Thank goodness you're all right!

She gives him a kiss on the forehead. He pulls away in mock horror.

BOBBY

Eeeeww! Mush!!

R HANK

stands by the velvet cushion. He picks up the Circle of Power, and it gives off a brief MAGICAL GLINT.

HANK

R By the way...here's what we came for -- the Circle of Power.

R CAMERA FOLLOWS Hank as he starts for the door.

HANK (CONT.)

R Let's go keep our date with Dekkion!

R As he passes Eric, CAMERA HOLDS. PUSH IN on Eric, looking very, very dubious.

ERIC

If that's our way home...and we give it to Dekkion...how do we know he'll give it back?

R
R

DISSOLVE TO:

EXT. NIGHT SKY - AFTER THE STORM

The stars and moons are out, chasing away the last storm clouds. PAN DOWN to the Tower -- and then away to the mountains beyond, to FRAME seven tiny figures heading up the side of a distant mountain to the ruins at its peak (described below).

DISSOLVE TO:

EXT. ESTAB. SHOT - ANCIENT RUINS

A ring of large stone megaliths like Stonehenge, comprising sixty automobile-size megaliths about a hundred yards in circumference. The inner portion of this ring is flat grey shale with a raised dais about ten yards across. On this dais is a large altar stone.

Standing on the dais by the altar is Dekkion. The kids ENTER FRAME, approaching the outer edge of the circle.

HANK
(calling out)
Dekkion!

ANGLE - DEKKION

His hideous red eyes stare out in the kids' direction.

DEKKION
(impatient)
Have you succeeded?

ANGLE - OVER DEKKION'S SHOULDER TO HANK

As Hank steps up on the dais. He is still a couple of yards away from Dekkion. The others wait tensely in b.g.

DEKKION (CONT.)
Have you brought the Circle of Power?

Hank reaches behind his back and takes out the Circle of Power. It glows magically.

ANGLE - PAST HANK AND DEKKION TO MEGALITH

Hank moves closer to Dekkion, ready to give him the Circle. Dekkion reaches for it. Suddenly, in b.g., we SEE Dungeon Master step out from behind a megalith.

DUNGEON MASTER
Do not be hasty, Ranger!

⌘ Startled, Dekkion whirls in Dungeon Master's direction
⌘ -- and draws his sword!

R

DEKKION

Dungeon Master!

QUICK CUT - THE KIDS

react with alarm to Dekkion's threatening gesture.

DUNGEON MASTER

makes a disapproving face and a little "put it down" motion with his hands.

DUNGEON MASTER

No need for that, Dekkion.

ANGLE - HANK AND DEKKION

As Dungeon Master steps up on the dais with them. Hank takes a step back from Dekkion. Dekkion lowers the sword and knots his fist in anger and shame.

DUNGEON MASTER (CONT.)

The young ones will make the right choice...but they should know the full story.

PUSH IN on Dungeon Master. He turns to the kids. As he speaks...

DUNGEON MASTER (CONT.)

R

Centuries ago...

RIPPLE DISSOLVE TO:

EXT. SKY - DAY

We SEE the Celestial Knights riding their giant eagle-like war birds. At the front of the long double column of Knights is CELESTIAL KNIGHT #1 -- bearded and noble-looking.

DUNGEON MASTER (VO) (CONT.)

...as the Celestial Knights returned from a quest...

R PUSH IN to SEE he holds the same velvet cushion we saw in the tower's treasure room, and on it rests the Circle of Power.

R DUNGEON MASTER (VO) (CONT.)
 ...they were betrayed by one
 of their own...

As Dungeon Master continues, PAN OVER to FRAME the knight next to him. It's Dekkion -- young, handsome, and entirely human.

R DUNGEON MASTER (VO) (CONT.)
 ...a young knight named Dekkion.

Dekkion reins his war-bird up, leaving the column of Knights.

R EXTREME LONG SHOT - THE COLUMN OF KNIGHTS

with Dekkion flying up and away from it.

R DUNGEON MASTER (VO) (CONT.)
 R Venger also wanted the circle
 R of power.

R As Dungeon Master speaks, CAMERA YANKS BACK suddenly
 R to reveal Venger, astride Nightmare, in the immediate
 R f.g., watching the Knights.

R DUNGEON MASTER (VO) (CONT.)
 R And he promised Dekkion a king's
 R treasure...

Venger gives a "move out!" signal and flies OUT OF FRAME -- followed by a squadron of ORCS, riding PTERADACTYL-LIKE creatures and carrying strange MAGIC LANCES!

R DUNGEON MASTER (VO) (CONT.)
 R ...in exchange for leading the
 R knights into an ambush.

R ANGLE - THE COLUMN OF KNIGHTS

scatters as a BARRAGE OF MAGIC BOLTS comes sailing INTO FRAME and EXPLODES around them! SFX: EXPLOSIONS! WAR-BIRD CRIES!

R CELESTIAL KNIGHT #1

looks up, awe-struck!

R HIS POV

One of the Orcs is diving straight toward him. The Orc extends his lance. A BOLT OF MAGIC fires from the tip.

R BACK TO PREVIOUS ANGLE

The magic bolt ENTERS FRAME and EXPLODES, flinging Celestial Knight #1 -- and the Circle of Power -- OUT OF FRAME!

EXTREME WIDE ANGLE - THE BATTLE

The war-birds and the pteradactyls swooping and diving IN AND OUT OF FRAME. One by one, the Celestial Knights are struck by the Orcs' magic bolts -- and simply vanish in bursts of light!

R DUNGEON MASTER (VO) (CONT.)
 R Though Dekkion had not intended
 R it, this was to be the Celestial
 Knights' final battle.

ANGLE - DEKKION

watching the battle on his war-bird, high above. PUSH IN on his expression of horror.

R DUNGEON MASTER (VO) (CONT.)
 R But he would not go unpunished...

ANOTHER ANGLE - DEKKION AND WAR-BIRD

As one of Venger's BLUE MAGIC SPHERES flies INTO FRAME and envelops Dekkion! His war-bird flies UP and OUT OF FRAME in a panic.

R DUNGEON MASTER (VO) (CONT.)
 R ...for, amid the fighting, the
 R Circle of Power had been lost...

A BARREN STRETCH OF GROUND

where Venger stands, waiting. The blue energy sphere comes CRASHING DOWN INTO FRAME and BURSTS on the ground, leaving Dekkion sprawled. Venger strides menacingly toward him.

R DUNGEON MASTER (VO) (CONT.)
 R ...and Venger unleashed his wrath
 R on Dekkion!

LOW ANGLE - VENGER - QUICK CUT

Rays of BLUE MAGIC BLAST from his extended hand, at...

DEKKION

writhes on the ground, transforming into a Skeleton Warrior!

✕ BACK TO PREVIOUS ANGLE

Venger glowers down at the transformed Dekkion.

VENGER

(enraged)

✕ Bring me the Circle of Power...and
✕ I will release you from my spell.

DISSOLVE TO:

EXT. THE TOWER - HIGH ANGLE - DAY

The same tower our kids entered -- except that it's gleaming white marble and perfectly straight, not gnarled and twisted. We see the tiny figure of Celestial Knight #1 stagger INTO FRAME toward the tower. He is carrying the Circle of Power on the velvet cushion.

DUNGEON MASTER (VO) (CONT.)

✕ Dekkion was doomed to search
for centuries. Neither he nor
Venger knew...

ANGLE - TOWER DOOR

As Celestial Knight #1 ENTERS FRAME, it opens magically. He staggers inside the tower.

DUNGEON MASTER (VO) (CONT.)

✕ ...that one knight had escaped
...and taken the Circle of Power
back to the Knights' stronghold.

INT. TOWER TREASURE ROOM

Celestial Knight #1 places the cushion on the pedestal in the treasure room.

DUNGEON MASTER (VO) (CONT.)

✕ There, in that enchanted tower,
it would be safe --

Celestial Knight #1 collapses at the foot of the pedestal -- and DISSOLVES AWAY.

DUNGEON MASTER (VO) (CONT.)

-- for only those pure of heart
could enter --

EXT. TOWER - LONG SHOT

The sky above turns suddenly dark! THUNDER rumbles!

⌘ LIGHTNING strikes the tower -- and it is transformed into the gnarled, black shape in which we first saw it.

DUNGEON MASTER (VO) (CONT.)

-- and survive.

END FLASHBACK, as we...

RIPPLE DISSOLVE TO:

EXT. THE RUINS - OUR KIDS

PAN ALONG to show their shocked expressions. FRAME Eric.

ERIC

You mean we went through all
that -- to help a traitor and
a liar?!?!

⌘ CLOSE - DEKKION

hangs his head in shame.

⌘

DEKKION

⌘

Yes, Cavalier. A traitor and
a liar...and I have suffered
for it.

⌘

⌘

ON DUNGEON MASTER

With his characteristic red energy, he draws a circle in the air with his finger.

⌘

DUNGEON MASTER

All our evil deeds one day come
full circle back to us.

He cuts the circle with his finger.

DUNGEON MASTER (CONT.)

⌘

And the evil will not end...until
the circle is broken.

⌘

✕ ANGLE ON HANK

As the others step up around him.

ERIC

I say we dump old Bonehead and
use the Circle to get home!

SHEILA

✕ And abandon Dekkion with no hope
✕ of breaking the spell?

DIANA

But he'll just give the Circle
of Power to Venger, won't he?

CLOSER - HANK

HANK

I dunno...!
(to Dungeon Master)
Dungeon Master, what should we --

PULL BACK to show Dungeon Master is gone.

HANK (CONT.)

Hey! He's gone again!

VENGER (O.S.)

(booming)
Then, I shall make the decision
for you.

HIGH ANGLE - THE KIDS AND DEKKION

look up, aghast, to see:

VENGER ON NIGHTMARE - THEIR POV

As he swoops down from the sky, a blue energy-sphere
already forming in his hand!

PRESTO (O.S.)

Venger!!

CLOSER ON VENGER - TRACKING

As he hurls the energy sphere down OUT OF FRAME.

BACK TO PREVIOUS ANGLE

The kids rush in all directions as the blue energy-sphere hurtles down INTO FRAME. It strikes the ground and ERUPTS in a blaze of pyrotechnics!

ON HANK

As the concussion from the blast hits him from behind, sending him sprawling to the ground. As he hits the ground...

HIS HAND

opens, and he loses his grip on the Circle of Power! It rolls like a hoop OUT OF FRAME!

LOW ANGLE - VENGER

hooks his forefinger and makes a "come here" gesture!

THE CIRCLE OF POWER

suddenly stops rolling and flies UP OUT OF FRAME!

CLOSEUP - VENGER'S HAND

As the Circle flies right into it!

WIDER ANGLE - VENGER

He's never looked happier. Or more evil. He holds the Circle high over his head.

VENGER

⌘ Now...you shall feel the Circle's power!

The Circle glows and HUMS EERILY -- and a pattern of GOLDEN CONCENTRIC CIRCLES emanates downward from it.

⌘ In a staccato series of shots:

HANK

Just getting to his feet. The CONCENTRIC CIRCLE PATTERN hits him like a brick wall! As he falls backward, his bow flies out of his hand and UP OUT OF FRAME!

PRESTO AND DIANA

The CONCENTRIC CIRCLE PATTERN smacks them to the ground! Presto's hat and Diana's javelin also fly UP OUT OF FRAME!

ERIC

The CONCENTRIC CIRCLE PATTERN slams him down, too, and the shield flies off his arm, OUT OF FRAME.

BOBBY AND SHEILA

The CONCENTRIC CIRCLE PATTERN sends them reeling against one of the megaliths! Sheila's cloak and Bobby's club also fly OUT OF FRAME!

LOW ANGLE - VENGER

The CONCENTRIC CIRCLES form an arch of energy over him. The kids' weapons are suspended in that arch! He has them all!

HIGH ANGLE - DEKKION

looks up pleadingly to Venger.

DEKKION

R You have what you want, Venger!
R Release me from your spell!

CLOSE ON VENGER

He cruelly shakes his head "no."

VENGER

You did not bring me the Circle,
Dekkion. I seized it myself.

LOW ANGLE - PAST DEKKION TO VENGER ON NIGHTMARE

VENGER (CONT.)

R I owe you nothing.
R (beat)
R But you shall no longer be alone
in your suffering.

He glances downa and o.s. to:

THE KIDS

sprawled all over the ruins.

VENGER (O.S.) (CONT.)

R Six more Skeleton Warriors will
R join you.

LOW ANGLE - VENGER

lifts his free hand exactly as he did to transform Dekkion.
BLUE MAGIC RAYS lance down from his hand to...

THE KIDS

They begin to writhe. PUSH IN on Hank. He is starting
to transform into a Skeleton Warrior!

CLOSEUP - DEKKION

stares up at Venger in horror -- and rage!

DEKKION

(ghostly bellow)

NO-O-O-O-O!!!

CAMERA YANKS BACK as Dekkion draws his sword and points
it skyward! His GREEN-WHITE ENERGIES travel up the blade
and on OUT OF FRAME toward...

VENGER ON NIGHTMARE

The green-white energies BLAST INTO FRAME, disrupting
Venger's blue rays, and hitting him square in the chest!
Nightmare panics, rearing up in mid-air -- and pitching
Venger off his back! In the process, Venger drops the
Circle of Power and the CONCENTRIC CIRCLE PATTERN breaks
up!

NIGHTMARE

(ALARMED WHINNY!)

Venger, the Circle and the kids' weapons plunge OUT OF
FRAME to...

THE ALTAR

On the cut: Venger lands with a CRASH on the altar! The
kids' weapons CLATTER down around him!

CLOSE - THE BASE OF THE ALTAR STONE

On the cut, the Circle of Power CLATTERS to the shale
surface.

CLOSE - VENGER

His cheek pressed against the stone of the altar. His eyes open. CAMERA FOLLOWS as he slowly rises, his face filled with cold, deadly rage.

VENGER

(deathly calm)

Still something of the Celestial
Knight in you, Dekkion?

CAMERA YANKS BACK as Venger extends both arms in front of him and tosses a BARRAGE of blue-energy spheres OUT OF FRAME.

DEKKION

swings his sword, the green-white energies SLASHING through Venger's energy-spheres! But they EXPLODE nonetheless, sending blue energy flying in all directions and hurling Dekkion backward OUT OF FRAME!

DEKKION

YAAAAAA-AAAHH!!

CLOSE - BOBBY

slumps against the stone megalith, dazed. He looks up, reacts in alarm!

BOBBY

(yells)
Sis! Look out!

CAMERA PULLS BACK SHARPLY to include Sheila, just as as Dekkion comes reeling backward INTO FRAME. Bobby and Sheila draw back OUT OF FRAME in opposite directions, and Dekkion CRASHES against the megalith!

ANOTHER ANGLE - DEKKION

swings his sword back in Venger's direction! Again, the green-white energies CRACKLE up the blade and OUT OF FRAME!

VENGER

prepared this time, SWATS away the green-white energy with a backhanded swipe through the air. With the same swipe, he unleashes a BARRAGE of blue energy spheres at...

✕ DEKKION

✕ who lunges OUT OF FRAME, as the blue spheres BLAST the megalith to dust!

✕ WIDE ANGLE - THE RUINS

Dekkion and Venger BLAST away at each other. Stray magic.
✕ SIZZLES, CRACKLES, and WHOOSHES everywhere. It looks like the world's greatest fireworks display combined with KING-HELL ARCADE SOUND EFFECTS.

✕ ANGLE - ANOTHER MEGALITH

Eric peers out from behind it, looking frantic.

ERIC

(panicky)

This is like being trapped in a videogame! We've gotta get our weapons!

Hank's head peers out above Eric's.

✕

HANK

✕

Try it, and you'll be quick-fried!

✕ Punctuate that with a stray bolt of magic that SIZZLES THRU FRAME in f.g.

✕ ANGLE - UNI

✕ peers out from behind another megalith. A magic bolt
✕ CRACKLES INTO FRAME and melts away part of the stone!

UNI

(alarmed BLEAT!)

✕ Her horn glows, and she TELEPORTS OFF FRAME.

BOBBY AND SHEILA

✕ They join Diana behind a large megalith as magic BLASTS
✕ THRU FRAME by them. Uni MATERIALIZES with them, looking
✕ worried. PUSH IN on Bobby and Uni. He gives her a reassuring pat on the head.

BOBBY

✕

It's okay, Uni -- we're safe here.

✕

At the instant he says "safe," a bolt of magic BLASTS
✕ away a chunk of the megalith! Uni leaps up into his
✕ arms in terror!

UNI

(terrified BLEAT!)

✕

✕ DIANA AND SHEILA

exchange worried looks.

✕ DIANA
✕ What do we do now?

ANGLE - TWO MEGALITHS

with about a yard in between them. Hank and Eric peer out from behind one, Presto from behind the other. MOVE IN on Hank. He's trying hard to think!

✕ HANK
✕ (trying to remember)
✕ What was it Dungeon Master said...?

DEKKION AND VENGER

The battle royale continues. If anything, their magical fury seems to be increasing!

✕ HANK (O.S.) (CONT.)
✕ The evil won't end, until...

CLOSE - PRESTO

blinks, startled. He's got it!

✕ PRESTO
✕ ...until the circle's broken!

✕ DEKKION AND VENGER

Their battle continues. MOVE IN on the Circle, which still lies at the base of the altar, with the kids' weapons.

PRESTO (O.S.) (CONT.)
That's it!

PRESTO

makes a break from behind his stone, heading towards the Circle. Myriad BLASTS of magic WHOOSH PAST CAMERA!

DIANA AND SHEILA

react, fearful!

DIANA/SHEILA
Presto!

✕ ANGLE - CIRCLE OF POWER

Presto DIVES THROUGH FRAME, magic ZAPS just missing him.
He grabs the Circle and ROLLS OFF FRAME.

✕ ANGLE - HANK'S BOW

✕ Presto rolls INTO FRAME and snatches it up! Magic ZAPS
✕ all about him. He tosses the bow OUT OF FRAME.

PRESTO
(calling out)

Hank!

✕

HANK

✕ lunges out from behind the megalith and catches the bow!
PULL BACK to include Eric peering out from behind the
stone.

ERIC
(frantic)
Presto, you yipyop! What're
you doing?!?

✕ PRESTO

✕ holds the Circle of Power overhead.

PRESTO
✕ Just trust me! Shoot, Hank!

✕

✕ He hurls the Circle high into the air. PAN TO FOLLOW.

✕ QUICK CUT - VENGER

✕ looks up -- in horror!

QUICK CUT - DEKKION

✕ looks up, amazed!

✕ QUICK CUT - THE CIRCLE OF POWER

✕ spins up through the air...

✕ QUICK CUT - HANK

✕ fires a magic arrow.

✕ ON THE CIRCLE OF POWER

✕ It reaches the top of the toss and starts to fall, just
✕ as Hank's arrow flies INTO FRAME and slices right through
the golden hoop! The magical energy inside it comes
✕ BURSTING out -- in what amounts to a GOLDEN HURRICANE!

✕ DEKKON AND VENGER

shield their faces with their arms as the winds first buffet them, then blow them OUT OF FRAME!

DIANA, SHEILA, BOBBY & UNI

duck behind their megalith as the WINDS WHIP by.

PRESTO

is lifted up on the wind and blown away from the altar. CAMERA FOLLOWS as he blows past a vertical stone, grabs hold, and the wind strings him out like a weather sock.

VENGER

is swept back into the sky by the HOWLING WINDS.

VENGER

(thundering)

✕ No! You've destroyed the Circle of Power!

NIGHTMARE

PAN TO FOLLOW as Nightmare is swept away. Venger SWEEPS THROUGH FRAME after him and grabs Nightmare's reins.

LOW ANGLE - SKY

Nightmare and Venger are blown far, far away...

DEKKION

glows brightly as the WINDS WHIP at him! He almost looks to be on fire!

SHEILA, BOBBY, AND UNI

BOBBY

Hey! Look at Dekkion!

Sheila and Uni react in alarm.

DEKKION

glows brighter and brighter, the brilliance blurring his appearance.

HANK AND ERIC

watch in amazement.

HANK
(shouting over wind)
What's happening to him?

X

DEKKION

lifts his arms in a "V" overhead! We SEE that his armor is no longer rusty and tattered -- and his hands are no longer skeletal!

DIANA

reacts, looks skyward, at the SOUND of a WAR-BIRD'S CRY!

DIANA
(astounded)
Look! Look up there!

LOW ANGLE - SKY

As one of the war-birds ridden by the Celestial Knights swoops down toward the altar toward...

DEKKION

who steps out of the swirling winds to reveal that he is entirely human again -- and garbed in the armor of a Celestial Knight!

WIDER SHOT - THE RUINS

The mighty War-Bird swoops down INTO FRAME, Dekkion leaps astride it, and it swoops back up toward the sky!

LOW ANGLE - SKY

The wind is dying down as Dekkion, astride the War-Bird, rises into the sky. PULL BACK as the kids ENTER FRAME, watching Dekkion ride high into the sky and out of sight.

KIDS - REVERSE ANGLE

They're still staring -- speechless!

SLOW DISSOLVE TO:

EXT. THE MOUNTAINS - DAWN

The tiny figures of kids and Uni make their way up a mountainside, silhouetted against the rising sun.

ⓧ
ⓧ

DIANA (V.O.)

I still don't get it...what happened
to Dekkion, anyway?

ⓧ ANGLE - HANK AND DIANA - TRACKING

ⓧ as they MOVE THRU SHOT, side-by-side up the steep incline.

ⓧ
ⓧ
ⓧ
ⓧ

HANK

I guess he redeemed himself by
taking our side against Venger.

ⓧ As they EXIT SHOT, Sheila and Eric climb INTO SHOT.

ⓧ
ⓧ
ⓧ
ⓧ
ⓧ

SHEILA

And we broke the circle of evil
deeds, and set him free to be
a Celestial Knight again.

ⓧ
ⓧ
ⓧ
ⓧ

ERIC

(saracastic)

Ver-ry poetic -- except the Circle
was supposed to get us home!
Remember?

ⓧ As Sheila EXITS SHOT, Presto and Bobby climb INTO SHOT
behind Eric.

ⓧ
ⓧ

PRESTO

Aw, Eric, we'll find another
way home.

ⓧ
ⓧ

BOBBY

Yeah, Eric!

ⓧ BACK TO WIDE ANGLE

ⓧ with the kids silhouetted against the sunrise.

ⓧ
ⓧ
ⓧ
ⓧ
ⓧ

ERIC (V.O.)

Oh? Like what? An oval of power?
A rectangle of power? A parallelogram
of power? Maybe an isosceles
triangle of power...?

ⓧ Eric's voice trails into the distance, as we...

ⓧ

FADE OUT

ⓧ

THE END