



VISIONARIES

MINI-SERIES

EPISODE I

THE AGE OF MAGIC BEGINS

VISIONARIES  
EPISODE 1  
THE AGE OF MAGIC BEGINS

BEGIN ACT I:

FADE IN:

EXT. THE CITY OF NEW VALARAK - NIGHT - A SERIES OF SHOTS

Mysterious THEME MUSIC plays as we pan around this exciting city, which is not unlike a contemporary Earth City. Skyscrapers pierce the Mauve sky. Interesting flying machines (which look a little like the Sky Claw in design) cruise around on various errands. Street Machines which appear to be designed by the same minds that created the other Visionary Vehicles, cruise around on spinning freeways.

NARRATOR (V.O.)

The planet PRYSMOS's early history was not unlike Earth's. Late in their seventh millennia advanced technology did pretty much everything for everybody and most felt that times were good despite a few doomsayers who -

CUT TO:

EXT. SPACE - SAME TIME

We see the three, hologram-colored suns of PYRSMOS slowly revolving into alignment creating a brilliant hue.

NARRATOR (V.O.)

- saw the new alignment of Prysomos's suns as a portent of a changing age.

DISSOLVE TO:

EXT. PRYSMOS - VARIOUS SHOTS OF THE CATYCLISM

We are watching various scenes in the planet to show that all of the energy has been turned off. Kind of a futuristic version of THE DAY THE EARTH STOOD STILL. The shots that follow are only suggested.

If any of the artists can think of better ways to show this idea, be my guest.

A HOVERSHIP:

which looks like a cross between an airliner and a vaccume cleaner drifts along.

HOVERSHIP PILOT

The controls aren't responding! We gotta make a crash landing!

Then, the ship lurches and plummets.

TOWER (V.O.)

Am getting numerous similar reports.  
All pilots are on their own!

It skids across the ground on a safe but scary landing..

CUT TO:

A CONSTRUCTION SIGHT

A crane lifts a girder.

CRANE OPERATOR

My power's failing!!!

The Crane drops the girder.

run for cover.

THE GIRDER

striks another, and dislodges it...

... then another.

ANOTHER ANGLE

men flee as -

THE BUILDING

tumbles down.

CUT TO:

ANGLE ON A TELEVISION

A newscaster talks on it.

NEWSCASTER

Scientists are at a loss to explain  
the disruption of technology across the  
planet. But authorities advise against  
panic --

Then, the picture fuzzes and goes off as a CROWD OF PEOPLE  
RUN THROUGH SHOT.

CUT TO:

EXT. THE SKYLINE OF NEW VALARAK - NIGHT

The lights go off everywhere. Vehcles grind to a halt. In  
the end of the shot, we should realize we're looking at a  
dead, blacked-out city. It's a sharp contrast from the SAME  
SHOT we saw moments ago.

NARRATOR (V.O.)

When all of the electrical energy had been  
depleted from the world --  
(MORE)

DISSOLVE TO:

INT. THE SHRINE - SAME TIME

We don't know where we are, but we soon will. All we see is  
moonlight falling on a dark, inert room.

Then, the stony liquid from whence the SACRED FLAME rises  
starts to glow and bubble.

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NARRATOR (V.O.)(CONT'D)

An age of magic began.

(pause)

But it would take some time before  
men would believe this.

Then, the flame ignites, but slowly at first.

Then, spirit shapes drift up from the pool.

Then, as we PULL IN on the pool, we see a human form rise in  
the flame.

It is Merkllynn, but we don't know that yet.

DISSOLVE TO:

EXT. THE BIRTH OF A NEW ORDER - MONTAGE

In this section, we see a four part destruction and  
rebuilding of society.

NARRATOR (V.O.)

As the old order collapsed, a new  
more primitive order rose from the rubble.

EXT. A PUBLIC STREET - A MASS OF PEOPLE FLEE DOWN A STREET

Then, we see them suddenly snared in a monstrous net which  
covers four lanes of a public street and hoisted above the  
ground by a very primitive pulley system.

PEOPLE

(SHOUTS AND SCREAMS: What's going on!)

ANGLE ON A FIVE STORY DEPARTMENT STORE BUILDING

Oxen herded by Mortdredd and Reekon have been harnessed to  
pull a rope which raises the people to the roof.

DARKSTORM leans over the building looks at -

THE TERRIFIED PEOPLE

in the net as it slowly starts to rise.

TERRIFIED PEOPLE

(AD LIB)

Release us!  
I have a child at home!

DARKSTORM

with Mortdredd and Reekon IN THE BACKGROUND looks at them with a big evil gleam in his eye.

DARKSTORM

You have nothing to fear unless you  
do something to anger me -  
(with relish and spite)  
- SLAVES!!!

ANGLE ON THE OXEN ROPE

a WHIP CRACKS and snaps it.

THE PEOPLE IN THE NET

are released onto the street. It's a short fall. They are okay.

DARKSTORM

looks down at the street in anger.

DARKSTORM

You will suffer for this, Leoric!

DARKSTORM'S POV - LEORIC, ECTAR AND FERYL

They stands in the street near where the citizens untangle themselves from the net.

LEORIC

Not nearly so much as these people  
would have suffered under your cruel  
lash, Darkstorm!

ON THE PEOPLE

they look at Leoric in awe.

PEOPLE

(ad lib)

Are you the mighty Leoric!

LEORIC

I am, and these are my fellow Knights Ectar  
and Feryl. We are rebuilding the great city  
of New Valarak. Come, join us.

HIGH ANGLE - LEORIC

escorts the citizens away.

ON DARKSTORM

he is enraged.

DARKSTORM

Mortdredd, Reekon, prepare the siege engines.

DISSOLVE TO:

ANGLE ON NEW VALARAK

Now we are seeing the familiar skyline, but the buildings have been modified to be a fully functioning castle (or more correctly, walled city) It is strangely beautiful.

We should push in on a small section of wall.

(TECHNOLOGY NOTE: We ought to think of the technology of this show as being Pre-Industrial. Think of the middle-ages or maybe ancient Rome. If they couldn't have built it, our guys can't. The only difference is the building materials.)

Now, we see Darkstorms' armies trying to Scale the wall on ladders, wearing futuristic medieval armor and shields. \*

ON THE CASTLE WALLS

Leoric fights like a true hero, cracking his whip and collapsing ladders.

FERYL AND ECTAR

battle Darkstorm's legions (including Mortdredd & Reekon) and tip ladders back.

ANGLE ON DARKSTORM AND LEORIC

Darkstorm scales one of the ladders and now looks eye to eye with Leoric.

LEORIC

Once again, your attempt to take Valarak is in vain.

DARKSTORM

But my hopes to destroy you shall not be.

He swings his weapon.

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Leoric ducks and -

- shoves the ladder back, sending Darkstorm to the ground.

DARKSTORM

Aaah!

DISSOLVE TO:

INT. DARKSTORM'S THRONE ROOM - DARKSTORM CLOSE:

Darkstorm sits on his throne with his feet resting on a human who patiently acts as an ottoman. Two other humans fan him.

NARRATOR (V.O.)

Knowing that the balance of power between Darkstorm and Leoric could easily be tipped, both frantically searched for a tactical advantage.

ANOTHER ANGLE

It is a sinister imperial room with a floor of large tiles (which he drops people through) an elevated throne from which he looks down on everybody, a small booth where Mortdredd controls a number of levers, a couple of large Gothic windows, and a massive portrait of himself.

DARKSTORM

warily listens to the idea of some guy with a ridiculous Rube Goldberg style Gerbil-Powered catapult. Illustrators should try and have fun with this one.

INVENTOR

Since we don't have electricity anymore, I invented a guinea pig-powered catapult. What do you think?

Darkstorm gestures to -

MORTDREDD

who stands to the side of the room before a console of levers and pulls one which

BACK TO PREVIOUS ANGLE

rudely springs the catapult designer through a window and --



CATAPULT DESIGNER  
(SHOUTS OF SURPRISE)

-- then, we hear a SPLASH!

DARKSTORM THE OTTOMAN AND THE FAN PEOPLE

All laugh. When he stops laughing, so do they, abruptly.

DARKSTORM AND OTHERS  
(LAUGH)

Then he looks up.

DARKSTORM  
And what do you want, odd one.

Merklynn, holding his crystal ball, stands above a tile that is not the same one the Catapult designer stood on. His crystal ball glows weirdly.

MERKLYNN

The age of science is over. And the Age of Magic has begun. I am the ancient wizard Merklynn and close to your castle, Darkstorm, is my shrine - high a top Iron Mountain. It is filled with magic of every description.

DARKSTORM

Nonsense! There is no such thing as Magic.

Darkstorm gestures, and like his predecessor, Merklynn is rudely dumped through a trap door.

THE CRYSTAL BALL

rolls along the ground.

MORTDREDD (V.O.)

And take your cheap carnival trick with you!  
He kicks it and the ball rolls down the hole.

DISSOLVE TO:

INT. LEORIC'S THRONE ROOM - SAME TIME.

Merklynn stands in front of Leoric and Ectar, in this infinitely more democratic room with a round table and little pretense.

ECTAR.  
(derision)  
Magic... Ridiculous.

On MERKLYNN

magical birds fly from the crystal ball. (Birds  
Flying -should have some qualities of holographic images) \*

MERKLYNN  
Ridiculous but true.

LEORIC  
Why have you come to us?

MERKLYNN  
I seek brave knights. Men and  
women of vision. I wish to  
teach them the ways of Magic..

ECTAR  
I advise against this silly mission.

LEORIC  
And wisely too, Ectar. But I think  
this shrine bears looking into. \*

PAN OVER to a window, where CRAVEX hooked up to a  
hang-glider that looks more like something out of Leonardo  
DiVinci's notebooks than anything we'd use, listens.

When he's heard enough, he flies off of the castle, and  
towards --

THE DARK LANDS

where Darkstorm resides. It seems that even nature knows  
this guy is a loser, for everything seems gray and  
depressing.

FOLLOW CRAVEX - SERIES OF SHOTS

until flies towards -

## A STAINED GLASS WINDOW

CRAVEX

Open the window, Mortdredd!!!

- but the window doesn't open and Cravex crashes through and lands in -

## DARKSTORM'S THRONE ROOM

Where he comes to a stop between Darkstorm, Mortdredd and Reekon.

CRAVEX (threatening Mortredd with his axe)

If you fail to open the window again, Mortdredd, I shall -

DARKSTORM

Silence, Cravex! What have you to report!?

Cravex is still honked.

CRAVEX

Leoric has decided to quest for the Shrine..

MORTDREDD

He is even more of a fool than I thought. Imagine...he believes in Magic. Oh that's a laugh. I mean...

DARKSTORM

There is much to be done. Reekon, help Mortdredd on his way.

Darkstorm gestures to -

REEKON

now stands at the device and pulls a lever.

REEKON

With pleasure.

DROPPING MORTDREDD

through the floor where he falls -

MORTDREDD

No-o-o-o-o-o!!!!

for -

- several -

-seconds -

- and SPLASHES in the waste bin below.

MORTDREDD (O.S.)  
It is disgusting down here!

Darkstorm and Reekon laugh.

DARKSTORM AND REEKON  
(Laugh)

DARKSTORM  
When you have cleaned yourself up,  
Mortdredd, ready the chariot. We  
are leaving tomorrow.

IN THE FILTH

he starts to step out.

MORTDREDD (O.S.)  
(echo)  
Yes your highness.

Then he is hit with more garbage.

CUT TO:

EXT. THE WARRING PLAIN

Two Chariots race up to an area where Merklynn stands before dozens of congregated knights.

ANOTHER ANGLE - THE CHARIOTS

One belongs to Leoric and is driven by Feryl with Ectar riding on the side, the other is driven by Mortdredd with Reekon whipping him to go faster, and Darkstorm whipping Reekon to whip Mortdredd to go faster.

DARKSTORM  
Fancy running into you here, Leoric.  
(whipping Reekon)  
FASTER!

LEORIC  
I see your spy network is reliable as  
always.

THE CHARIOTS

pull to a stop and the occupants run to join -

ECTAR

Yeah, it looks like everyone and his grandmother got a whif of the news.

AN ASSEMBLED THROG OF KNIGHTS ASPIRANT.

We see those who will become Visionaries, and then we see a legion of them who do not have the right stuff.

(DESIGN NOTE: Remeber: All of the Visionaries who will later have power staffs should have the staffs in their non-hologram forms now. Some of the other Knights have staff, others don't. Have fun with the designs of the non-visionary knights' staff.)

MERKLYNN

stands before them, giving a lecture.

MERKLYNN

Attend me, Knights of Prysmos and hear my challenge.

All who can ascend the mountain and survive the many traps I have set before you to test your courage shall be rewarded with Magic more powerful than-your wildest dreams.

This is my solemn promise.

THE KNIGHTS

are little annoyed. PAN to ECTAR.

ECTAR

And what if we fail?

MERKLYNN smiles.

MERKLYNN

It will be a sad day indeed.

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 REVISED 3/24/87 #

And with that he shouts --

MERKLYNN

Mages of the Mist, transport me!

And he vanishes!

THE KNIGHTS

look around with awe.

KNIGHTS

(AD LIB)

Where'd he go?

He vanished in thin air.

The Age of Magic is truly upon us.

LEORIC

cracks his whip!

LEORIC

Onwards to the Shrine!!!

LONG TRACKING SHOT - THE ARMIES

Like the Sooners racing to stake their claims in Oklahoma, the knights race up the base of the mountain. (ACTUALLY, you can break it into several smaller shots giving the sense that a lot of men are running towards the mountain.)

END ACT I

BEGIN ACT II \* #

\*

\*

## THE MOUNT OF THE SHRINE -- IRON MOUNTAIN

14.

(Large Design Note: The mountain should be like the matterhorn at Disneyland would be if it were laden with traps. Any kind of trick or trap that we can think of which might be constructed from physical technology (i.e. Levers, springs, etc.) is fair game. The traps exist somewhere between spook house, Rube Goldberg and Pyramid.

The trail should wind along paths, into caves and great chambers, over treacherous bridges and through serpentine mazes until it finally comes to THE GREAT DOOR which leads into the Shrine.

The walls should be rough hewn stone and the atmosphere dank and threatening. Beyond this, there aren't a lot of rules for the mountain. It should be left open-ended enough that we can have fun with it for a long time. Also, the only measure of how well a character is doing is how high he is on the mountain, and the storyboard should be concerned with keeping the viewer aware of who is where.

Oh yeah, and make sure there's a lot of fog.

NOTE: From time to time we should see Merklynn observing the following events!

CUT TO:

A CAVE NEAR THE BASE OF THE MOUNTAIN

Hardly has one group of Five aspirant knights including Galadria, scale the craggy base of the mountain, when they come upon the gaping mouth of a cave.

KNIGHT #2

I'll bet it's a secret passage all the way to the shrine, Galadria.

\*\*

GALADRIA

Looks like a trap to me.

KNIGHT #3

Pessimism will defeat you.  
(rousing)  
Onwards and inwards.

KNIGHTS #1,2,3, 5

Onwards and inwards.

They charge into the cave. Galadria sticks behind.

When they are in, the Cave entrance closes, and we realize that it was, indeed, a mouth. We hear muffled shouts

KNIGHTS #1,2,3,5  
(MUFFLED SHOUTS)

Sure enough, the cave is the mouth of some kind of a monster we'd rather not think about.

Suddenly, the mouth opens and -  
THE CAVE - THE KNIGHTS  
are spit out of the cave and -

GALADRIA

Later gents.

- onto the battle plain where. They all bounce along the mud for a moment before coming to rest near--

SAVANUS

who stands on the plane, looking at them with scorn.

MERKLYNN

Try again.

KNIGHT #1

I have no interest in playing your game any longer.

KNIGHTS 2, 3 & 4

(AD LIB GRUNTS OF AGREEMENT)

Probably empty anyway... Got important business back home.

The Knights grumble as they walk away.

CUT TO:

THE CORRIDOR OF THE BLADES

SIX Knights race down a dark corridor, but stop when they hear the distinctive CLANG of dark blades dinging into each other.

KNIGHT #6

I don't like the sound of that.

THE KNIGHTS' POV - THE TERRIBLE CORRIDOR

look down a terrible corridor where various blades chop up and down and in and out through the hallway, threatening to cut men who head down them to ribbons.

KNIGHT #7

There's got to be a better route.

As he talks, he prepares for his run

WITTER QUICK

No. Never go back.. Never go back.

KNIGHT #7  
You are a fool, Witter Quick. It will be a hideous death.

\*\*



WITTER QUICK

Hey, If I-don't make it,  
I'll never know what hit me.

Then he dashes towards the blades. Here we have a series of shots showing both his incredible speed and dexterity.

It's like a murderous track and field event.

But nevertheless, he makes it (maybe we should have a feather snipped off his cap) and reaches the end of the line and vanishes into the distance. For this he will earn the Totem of the Cheetah.

THE KNIGHTS

peer down the hole.

KNIGHT #7

(AD LIB)

There's no accounting for freaks of nature.

CUT TO:

THE MOUNTAINSIDE.

DARKSTORM and his two Lackeys, MORTDREDD and REEKON run across a rope bridge ahead of a number of other knights.

DARKSTORM

Let us relieve those behind us of  
the burden of following.

Though it may not have sounded like it to us, this was an order. When they have crossed the bridge, they pull their weapons and -

-- whack the ropes, toppling the bridge and sending many knights plummeting down the hill and -

- onto the battle plain unharmed, save, perhaps for their pride..

Meanwhile, a number of other Knights (including ARZON) are trapped at the front of the bridge. They shake their fists.

KNIGHT #10

You miserable wretch, Darkstorm.

KNIGHT #11

I never thought you would slink this low.

Arzon looks around.

ARZON:

There must be a solution.

ON DARKSTORM

He turns to Morgtdredd and Reekon.

DARKSTORM

Let us depart men, before their  
whining moves me to tears.

ARZON

spies a rope ladder hanging on the side of the mountain.

ARZON

See?! The power of positive  
thinking has no limits.

Without stopping to examine it, he starts climbing. When  
he has scaled up several feet...

THE ROPE LADDER

does a transformation into a chain of serpents (see  
the Hologram Drawings.) \*

ARZON

Uh Oh !

Arzon jumps from the "ladder" to -

A CRAGGY LEDGE

upon which grows a single palm-like plant.

DARKSTORM

looks up and laughs.

DARKSTORM

You seem to have a problem, cliff  
dweller.

ON ARZON

Barely has he landed when he pulls off some palm fronds.

ARZON

It is not a problem, it is a cleverly  
disguised opportunity.

Then he expertly fashions a pair of wings from the palm  
frond which he uses to dive from the ledge, and much to the  
chagrin of -

DARKSTORM AND THE OTHERS

as he drifts past them, and into a cave entrance ahead of  
them.

DARKSTORM

Shoot him down!

MORTDREDD

I lack a bow, fair master.

DARKSTORM AND THE OTHERS

race inside the mountain.

DARKSTORM

You displease me, Mortdredd.

CUT TO:

INSIDE THE MOUNTAIN

Leoric, Feryl and Ectar and the others scramble down a narrow passage.

FERYL

You know, I was thinking that since we're rebuilding New Valarak we might have room for a jousting arena near the market square.

LEORIC

Good idea... Though I can see some of the citizens lobbying for a botanical garden.

ECTAR

Botanical garden... You've got to be kidding.

PAN BACK down the cave.

Darkstorm, Mortdredd and Reekon run along.

DARKSTORM

I hear voices! Somebody has found a short cut! Mortdredd, slow down the knights so that we can get ahead of them.

MORTDREDD

He stops in his tracks.

MORTDREDD

Help me! Help me!!!

ANGLE DOWN THE CORRIDOR

Leoric, Feryl and Ectar come running.

DARKSTORM AND REEKON

slip past them without them seeing them.

ECTAR

walks over to Mortdredd with eyes of fire.

ECTAR

What's your problem, Mortdredd. Is your tongue black today from licking your master's boots. Stick it out. Let me see.

MORTDREDD

Savor my scythe, Ectar!

He draws his scythe, then he hears.

DARKSTORM (O.S.)

Mortdredd! Where are you!

Mortdredd scurries away.

MORTDREDD

I will be right there, Master.

(For this, he will be given the totem of the beetle.)

FERYL

How can that sycophant call himself a Knight.

Leoric realizes he's been had.

LEORIC

Look at it this way, he was  
clever enough to slow us down. \*

ECTAR

You have a point.

.. FERYL

Then let's catch up.

CUT TO:

THE GARGOYLES' LAIR (The Rock God)

Reekon stealthily slips past -

- the dozing Gargoyle (who's about thirty feet tall. See  
shrine holograms).

Reaching the far side of the chamber, he waits until -

LEORIC, FERYL AND ECTAR

step into the chamber.

Then he tosses a rock at -

THE SLEEPING GARGOYLE

who's bopped on the noggin and (as Reekon planned) wakes up  
with a -

GARGOYLE

(ROAR)

LEORIC, FERYL AND ECTAR

turn to run back through the door they came. As they are  
about to get there.

THE GOD then turns a lever which -

ANOTHER ANGLE

- lowers the gate before they can get through.

REEKON

Sneaks away, SNICKERING.

REEKON

(SLITHERY SNICKER)

For his stealth he will be given the TOTEM OF THE LIZARD.

LEORIC, ECTAR AND FERYL

are backed up against the gate as -

THE GARGOYLE

lumbers towards them.

GARGOYLE  
(ROARS)

THE GOOD TRIO

watches with horror.

FERYL  
What are we supposed to do?

ECTAR  
Prepare for the end.

Leoric

Show a little faith.

does the last thing the GARGOYLE expects--  
--he charges it!

ECTAR

He's crazy!

LEORIC

Defend Thyself!

THE GARGOYLE

having never been attacked before, turns and flees.

LEORIC AND THE OTHERS

run past him. For this, Leoric will earn the totem of  
the Lion.

FERYL

I never would have thought of that.

LEORIC

Though it be madness. There is method  
in it.

DISSOLVE TO:

INT. THE BLACK CORRIDOR

DARKSTORM peers down a dark corridor.

DARKSTORM

Where are you, Mortdredd?!

MORTDREDD (O.S.)

(muffled)

I don't know!

DARKSTORM

You are useless!

MORTDREDD (O.S.)

I know, master!

Darkstorm pulls a torch off the wall, strikes a match and  
the torch erupts.

WHAT HE SEES

Is a stone corridor with skeletal figure chained to the  
walls.

DARKSTORM

This must be the art gallery.

A SKELETAL FIGURE

on the wall BLOWS his torch out.

DARKSTORM

Fie!

Then, he steps down the corridor, and into -

- he steps into an abyss and -

DARKSTORM

(FALLING SHOUTS: NOT COWARDLY)

-- tumbles down a deep shaft.

However, he does not hit bottom.

With lightning reflexes, the slimy leader of DARKLING LORDS jerks his arms out and --

-- sticks himself to the wall --

-- then he slowly ascends. Later, this will be the reason he becomes a scary mollusk.

DISSOLVE TO:

THE WATER PIT

This particular room looks like a muddy swamp, but we know that it is, in fact inside the mountain. The only way across the pool of water which looks fetid and evil is by making your way across a single piece of wood about the thickness of a railroad tie.



Galadria slowly makes her way across, using her staff to balance herself.

ANOTHER ANGLE

Unbeknownst to the future Spectral Knight, Virulina, also carrying a staff, creeps up behind her.

Virulina pulls the staff back like a baseball bat --

-- and is about to knock her off, when --

-- suddenly Galadria ducks --

GALADRIA

If you had taken a bath, I  
might not have known you were sneaking  
up behind me.

VIRULINA

I wasn't sneaking, I was trying to  
avoid seeing your wretched face.

-- the two exchange blows, knocking each other --

-- into the water.

ON THE MURKY PIT

we see nothing until a giant octopus tentacle rises up.

UNDER THE WATER

Virulina wails away at the monster with her pike, and --

-- getting the correct angle, shoves Galadria towards the  
monster's mouth!

ANOTHER ANGLE

Narrowly escaping the creatures gnashing jaws, Galadria  
turns in time to see --

VIRULINA

escape through a small underwater portal.

GALADRIA

follows her to the same portal, but when she gets there.

VIRULINA

slams it shut on her.

## ANOTHER ANGLE

Before Galadria can get away the tentacled horror grabs her by the foot and-- begins to pull her to a watery doom.

## THE FIGHT

With amazing courage and a little luck, Galadria breaks free and swims to --

-- the bottom of the water pit, where, with her last strength --

-- she grabs a giant rock plug that holds the water in the pool and holds on for dear life as --

## THE MONSTER

pulls her and - inadvertently - the plug.

## THE WATER

drains, and the octopus (which is really a monster much more unpleasant than an octopus) flops around in the pool.

## GALADRIA

steps out of the pool and is free.

## GALADRIA

We will meet again, Virulina.

For their desperate actions, Virulina and Galadria will earn the TOTEMS of the Shark and the Dolphin respectively.

DISSOLVE TO:

## INT. THE INSECT CHAMBER - SAME TIME

As a group of knights enters a particularly dark chamber which seems to resound with a loud BUZZ, Cravex hides on a ledge near the ceiling.

As we pull closer, we see that he holds his Axe next to a bee hive which is stuck to the ceiling.

## CRAVEX'S POV - THE KNIGHTS

He waits until they are directly below him and -

## CRAVEX

drops the hive.

## ANOTHER ANGLE

The hives strikes the ground, unleashing a BUZZING swarm of killer bees.

KNIGHT 20  
 What is that horrible sound?!  
 (looks around)  
 Oh dear!

KNIGHT 21  
 Take flight, Comrades!

THE KNIGHTS

flee with all their speed --

KNIGHTS  
 (running grunts/occasional stings)

--casting away their weapons and armor in a terrified attempt to escape.

HOLD FOR A MOMENT:

When the chamber is empty. Cravex, drops to the ground --  
 lands with amazing agility --

and scavenges the weapons, abandoned by the fleeing knights. For his aerial skills and scavenging, Cravex will earn the totem of the Phylot.

DISSOLVE TO:

THE HALL OF ICE

CINDARR and CRYOTEK, the two strongest, if not least intelligent of the Visionaries, CRASH ICICLES TOGETHER in the HALL OF ICE which has an icy floor and long, treacherous icicles hanging from the roof.

The two grab other icicles and "cross ice" like superhuman swash-bucklers.

CRYOTEK  
 I thought our last meeting would deter you!

CINDARR  
 Nothing deters me!!!

CRYOTEK  
 You never were very bright.

When it looks like Cryotek has the upper hand --

-- Cindarr scales the icy wall of the cavern and breaks off a huge icicle, which he uses like a baseball bat to dislodge other icicles in hopes of impaling Cryotek.

CRAASH!

Many of the frozen spears fall to the ground narrowly missing Cryotek, ---

-- but succeed in burying the the strong knight in ice.

HOLD FOR A MOMENT

as the ice seems to explode and Cryotek emerges from it.

CRYOTEK  
(LETS OUT A TERRIBLE SHRIEK)

-- then charges --

CINDARR

who, terrified by the ursine warrior's anger, uses his climbing skills to escape the chamber.

CRYOTEK

rages below.

CRYOTEK

(continues to roar)

DISSOLVE TO:

INT. DARKSTORM'S PIT

When Darkstorm finally makes his way to the top of the shaft he had fallen into, he emerges to see a scene that is at once fortuitous and amusing.

DARKSTORM'S POV INT. THE SPIDER CHAMBER

He emerges behind a vat of a terrible and sticky substance that has been milked from a gigantic spider who hovers above it. \*

Seeing CINDARR, CRAVEX and LEXOR coming up a steep path.--

DARKSTORM

slowly emerges from the pit and steps over to the vat.

THE SPIDER

doesn't seem to notice him.

DARKSTORM

uses his double headed axe and uses it like a wedge under the vat.

Then, with a burst of strength, triggers the vat to tip over  
--

ANOTHER ANGLE

-- spilling the sticky goo.

ON THE KNIGHTS

The goo slips down the hill and --

THE KNIGHTS  
(AD LIB- "What is this  
foul substance")

-- sticks the knights to the stony floor.

THE SPIDER

looks down at --

DARKSTORM

who shakes his axe and --

DARKSTORM  
Begone foul arachnid!!!

The Spider scuttles away.

ON THE KNIGHTS

they are caught in the goo.

KNIGHTS  
(ad lib)  
We're caught! Help!!

DARKSTORM

emerges from the shadows.

DARKSTORM  
Oh dear, the brave knights are  
caught in a sticky goo.

STUCK KNIGHT  
Get us out of here.

DARKSTORM

smiles.

DARKSTORM  
I could, but to do so would be to put  
myself in considerable jeopardy which,  
I could only do for my precious subjects.

He gestures to --

THE COWARDLY SPIDER'S EYES

which still glow in the gloom.

DARKSTORM

Therefore, if you desire me to carry out this deed you must swear loyalty to me.

LEXOR

It would be an honor to serve with the infamous Darkstorm.

CINDARR

You got good food in your castle?

DARKSTORM

Of course.

CINDARR

Then I'm in.

CRAVEX

(showing hints of rage)

You leave me little choice! So rule me well or suffer the consequences!!!

DARKSTORM

Excellent. Worthy subjects, I shall extract you...  
Then, we hear voices (O.S.)

MORTDREDD (O.S.)

Darkstorm, great leader. Where art thou?

IN THE SHADOWS

we see Cindarr, Mortdredd and Reekon.

DARKSTORM (O.S.)

Fair knights, introduce yourselves to Mortdredd and Reekon. Two knights already in my service.

LEXER AND CRAVEX

stand in the goo, sticking out their hands as if to shake.

CINDARR

Good to meet you. I'm Cindarr.

LEXOR

I'm Lexor.

CRAVEX

Cravex.

DARKSTORM

is very pleased with himself.

DARKSTORM

Hurry! This is not a social engagement.

DISSOLVE TO:

INT. TIGHT CHAMBERS - SAME TIME

Leoric, Ectar and Feryl wind through a tight and complex labyrinth.

ECTAR

We could wind around this forever.

ANGLE ON A DOG-SIZED SPIDER

it snarls and hisses at the three.

FERYL

jabs the thing with his four pointed dagger with kind of a "get lost" gesture, and it SQUAWKS away.

FERYL

No. I smell fresh air.

THEY REACH A FORK IN THE LABYRINTH

Feryl stops to SNIFF.

LEORIC AND ECTAR

look at each other and shrug.

Feryl sniffs again and -

FERYL

This way.

They head to the right and up.

ECTAR

I don't think I've ever met a character with -  
(more)

CUT TO:

INT. THE LAST CHAMBER

Then, we see them walk into the LAST CHAMBER. It is an amazing room, obviously built on a scale of twice human

size. A row of statues of strange beings, who, I am sure we shall some day meet; lines the wall. A great banquet table with cobwebbed food sits uneaten.

ECTAR (CONT'D)

- a nose like yours?

PAN DOWN A ROW OF THE EVIL KNIGHTS

who hide behind gigantic statues.

ANGLE ON THE GOOD KNIGHTS

Leoric and Feryl step in as if nothing is going on.

LEORIC

All we need do now is make our way  
through that door and -

(PAUSE)

Where did Ectar go?

ECTAR

is not nearly so lax. While the others walk into the trap,  
he cleverly sneaks behind --

ECTAR

Beware Leoric! Darkstorm and his foul  
knights wait in ambush.

THE EVIL KNIGHTS

charge out from behind the statues and into the Center of  
the room where Leoric and Feryl stand.

DARKSTORM

Attack!

CLANG! Weapons strike weapons.

ECTAR

charges out, shouting.

ECTAR

Defeat the Darkling Lords!

DARKSTORM

stops and looks over at Ectar.

DARKSTORM

Darkling Lords. I like that.



ANGLE ON THE DOOR

Three Knights Charge in. They are Arzon, Cryotek and Witter Quick.

They join the battle.

This can be our first set-piece battle.

It can be as long as time allows. Weapons clang weapons. Characters are struck and slide down the long table.

The only piece of business we have to take care of in this swashbuckler is that when the cowardly LEXOR thinks he is going to lose the fight, --

-- he hides out amidst the rubble, thereby earning him his ARMADILLO TOTEM.

WIDE SHOT - THE ROOM

Knights wail on knights. Then we hear:

MERKLYNN(O.S.)  
Stop fighting now, you fools.

MERKLYNN

stands at the door.

MERKLYN (CONT'D)  
There is magic enough for all.

THE KNIGHTS

stop in mid-swing to see that they have been joined by MERKLYN, the mysterious sage who sucked them into this whole mission.

MERKLYN

All you must do now is break the door down and enter the shrine.

Leoric ENTERS SHOT

LEORIC  
Cryotek, why don't you vent your aggressions on the offending slab of wood.

CRYOTEK

charges the door, shouting:

KRAAAK!

The door shatters under the force of his blows.

As the door breaks, it lets out a screaming magical storm.

THE MAGICAL STORM - ASSORTED SHOTS

Weird light blows them about the room as if they were litter.

One Figure seems to dash ahead of them in the mist.

VARIOUS KNIGHTS

The terrible magical hurricane cuts through them as if they are made of air.

---

END ACT II #  
BEGIN ACT III #

INT. THE CHAMBER LEADING TO THE SHRINE

The Magical storm passes.

REEKON

Look!

What he points to:

POV - THROUGH THE BROKEN DOOR

The Visionaries behold the legendary Shrine bathed in the glow of the sacred pool\*(s) which flow before him.

PAN UP to MERKLYN who stands before them on the altar, holding a crystal ball.

MERKLYN

Congratulations, noble knights.  
You have survived the final test.  
You and you alone had the vision  
to reach the shrine. You are the  
VISIONARIES. And I deem you all  
worthy now to receive my magic.  
Magic that will help you and your  
people prosper in this new age.  
Please...enter. Make yourselves  
comfortable

THE KNIGHTS

Awe-struck and wary - they step into the Shrine, weapons drawn.

REEKON

I do not trust him.

ECTAR

I would think you a fool if you did.

INT. THE SHRINE

What they behold is the most bizarre, dangerous and beautiful room in creation. An artistic rendition of the heavens and constellations is painted on the ceiling. (maybe we could have magical fish swimming through the air) Magical implements are everywhere.

LEORIC

looks up at Merklyn.

LEORIC

What do you want from us in exchange for your magic?

MERKLYN

Occasionally favors.

ECTAR

What sort of favors?

MERKLYN

You will learn in due time.  
First, let me present you the magical totems that each of you has earned.

ON THE CRYSTAL BALL

As Merklynn talks we will see the deed that earned each knight his animal totem.

IN THE CRYSTAL BALL - FLASHBACK - ARZON EARNING HIS TOTEM

MERKLYNN (V.O.)

Arzon. When it was necessary to fly, you found wings. For that, you shall receive the totem of the Eagle.

Suddenly, an eagle flies from the pool towards Arzon, and before the knight can react, lands in the glowing area of his chest.

From then on, Arzon has the totem of an Eagle.

ARZON

I knew this would all be worth it!

THE OTHER KNIGHTS

(AD-LIB GASPS OF AMAZEMENT)

IN THE CRYSTAL BALL - FLASHBACK - CINDARR EARNING HIS TOTEM

MERKLYNN

Cindarr, for your climbing ability, and brute strength, I give you the Gorilla totem.

An ape jumps from the pool and hand walks to his chest (or maybe he grabs a magical vine and does same.

IN THE CRYSTAL BALL - FLASHBACK - WITTER QUICK EARNING HIS TOTEM

He races through the blades.

MERKLYNN

Witter Quick, for your blinding speed and dexterity, I grant you the totem of the fastest animal in creation, the Cheetah.

A Cheetah streaks form the pool an into his chest with amazing speed.

IN THE CRYSTAL BALL - FLASHBACK - CRAVEX EARNING HIS TOTEM

He drops to the ground and scavenges the armor and weapons.

MERKLYNN

Cravex, for your deed, you shall earn the totem of the only airborne scavenger on Prysos - the Phylot.

A terrifying Phylot rises from the pool and SCREECHES and lands in Cravex's chest.

IN THE CRYSTAL BALL - FLASHBACK - ECTAR EARNING HIS TOTEM

He hops behind the Evil Knights and blows their ambush.

MERKLYNN

And you, Ectar, for sensing the ambush,  
shall receive the totem of the Fox.

The Fox warily comes from the pool, runs around all the knights. When Ectar turns to see him, the fox immediately, and surprisingly jumps into his chest.

FLASHBACK - MORTDREDD EARNING HIS TOTEM

Mortdredd, Bootlicking Darkstorm.

MERKLYNN

For bootlicking above the  
call of duty, I give you the scampering  
beetle, Mortdredd.

MORTDREDD

draws his sword.

MORTDREDD

I am offended!

DARKSTORM

turns to him.

DARKSTORM

Stifle thyself!

MORTDREDD

drops to his knees before his master.

MORTDREDD

Forgive me, master.

The Beetle climbs into his chest.

MERKLYNN

watches this for a moment, CLEARS HIS THROAT and -

MERKLYNN

(clearing his throat in  
embarrassment).

Yes indeed. Shall we continue.

IN THE BALL - FLASHBACK - FERYL GETTING HIS TOTEM

He tracks through the labyrinth. (Have to do something better with this in the script.)

MERKLYNN

Feryl, for your amazing tracking skills, you will wear the totem of the wolf.

The wolf jumps from the pool and dives into his chest.

IN THE CRYSTAL BALL - FLASHBACK - VIRULINA GETTING HER TOTEM

We see the hideous scene where she eludes the octopus and heads into the portal.

MERKLYNN

And you Virulina displayed a killing instinct under water that is matched only by that of the shark. Thus, it shall be your totem.

Suddenly, a shark crashes above the water, and dives into her breastplate.

IN THE CRYSTAL BALL - FLASHBACK - GALADRIA GETTING HER TOTEM

Show the scene that followed Virulina's totem where Galadria pulled the plug and nailed the octopus.

MERKLYNN

Galadria, no animal evinces greater intelligence under the ocean than the dolphin, thus it is fitting that you shall have it's totem.

A dolphin, ala' a MAGICAL SEA WORLD hops from the water and into her chest.

IN THE CRYSTAL BALL - FLASHBACK - LEXOR GETTING HIS TOTEM

He's hiding during the battle.

MERKLYNN

And Lexor, for turning cowardice into a defensive art, I grant you the totem of the armadillo.

AN ARMADILLO

warily scampers from the pool and into his chest.

LEXOR

Be assured it was not cowardice...

CRAVEX

Silence before you anger me!!!

LEXOR

There is no need to shout.

IN THE CRYSTAL BALL - FLASHBACK - CRYOTEK EARNING HIS TOTEM

The giant Spectral Knight rages up through the piled ice.

MERKLYNN

Cryotek, for incredible strength  
and endurance you shall wear the  
Totem of the Bear.

A POLAR BEAR

emerges from the pool, roars -

- causing the Knights to recoil.

- And then jumps into Cryotek's chest.

IN CRYSTAL BALL - FLASHBACK - REEKON GETTING HIS TOTEM

He wakes the Gargoyle who attacks Leoric, Ectar and Feryl.

MERKLYNN

Reekon, for your stealth and treachery,  
you shall bear the totem of the  
Lizard.

A LIZARD

scampers from the pool, changes colors to match the floor,  
becomes nearly invisible, and then jumps into his chest.

IN THE CRYSTAL BALL - FLASHBACK - PRINCE LEORIC GETS TOTEM

He charges the Gargoyle.

MERKLYN

Leoric, for raw courage and leadership,  
you shall wear the totem of the  
lion.

A LION

jumps into the pool, races towards Darkstorm, then, before  
the Darkling Lord can strike him down jumps abruptly into  
Leoric's chest.

IN THE CRYSTAL BALL - FLASHBACK - DARKSTORM GETTING TOTEM

He climbs the wall and spies the vat of slime.

MERKLYNN

And Darkstorm, for your incomparable scaling skills, and general sliminess, Darkstorm shall receive the totem of the Mollusk.

A Mollusk slithers across the floor and into his chest. It certainly is horrifying.

DARKSTORM

I find your attempt at humor disturbing.

MERKLYNN

I did not speak in jest.

CRYOTEK

steps toward Merklynn. "Perhaps of all of the knights, he is least intimidated by the great Wizard.

CRYOTEK

I like the bear, but of what use is he?

MERKLYNN

truly looks fearsome.

MERKLYNN

These animals are the magical representatives of your true natures. When you need them most, you will become them. But remember, they are like emotions; powerful yet uncontrollable.

ECTAR

Steps forward.

ECTAR

(irked)

You mean we fought our way into the shrine to get magic we can't control?

\*\*

MERKLYNN

looks down.

MERKLYNN

Get it through your dull brain that I have no intention of cheating you. Dip your Staffs into one of the pools and you will see a wondrous transformation.

ON CINDARR

CINDARR

How do I know which pool?



MERKLYNN

MERKLYNN

Your instincts will guide you.

ON THE KNIGHTS

their Staffs are glowing with holograms as we PAN down them,  
we get a number of responses.

KNIGHTS

(AD-LIB)

They are beautiful.

They are horrible.

What are they?

MERKLYNN

The pools have vested your Staffs with  
special magical powers that befit their owners.

QUICK RUN-THROUGH OF POWER STAVES:

LEORIC'S POWER STAFF:

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

WISDOM!

WITTER QUICK'S POWER STAFF

MERKLYNN

LIGHT SPEED!

ARZON'S POWER STAFF

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

KNOWLEDGE!

CRYOTEK'S POWER STAFF

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

STRENGTH!

DARKSTORM'S POWER STAFF

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

DECAY!

CINDARR'S POWER STAFF

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

DESTRUCTION!

CRAVEX'S POWER STAFF

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

FEAR!

LEXOR'S POWER STAFF

MERKLYNN (O.S.)(CONT'D)  
INVULNERABILITY!

MERKLYNN

glowers down on them.

MERKLYNN

Now, knights, concentrate, and I shall vest you with the knowledge of how to use your staves.

WIDE SHOT - THE ROOM

Rays streak from Savanus' globe and strike the different knights. There's a MYSTICAL HUM and maybe we see the different powers drifting in the magical light.

ECTAR AND FERYL

look kind of left out.

FERYL

What about those of us who have no Stuffs?

ON MORTDREDD AND REEKON

REEKON

Our deeds were as great as theirs.

MERKLYNN

looks down on them and smiles.

MERKLYNN

You will discover, in time. That you have indeed great powers.

VIRULINA AND GALADRIA

the evil one turns to the good one.

VIRULINA

We're getting rooked.

MERKLYNN

look down on them.

MERKLYNN

Before you leave, I must warn you of one thing.

ANGLE ON THE POWER STAVES

so that the viewers will know what Power Staves are.

MERKLYNN

Most of your power staves can only be used once. The rest grow weaker each time they are used.

THE WHOLE ROOM

MERKLYNN (CONT'D)

Thus you will have to come here to charge them with more magical powers.

(pause)

Now if you'll excuse me...

DARKSTORM

is annoyed.

DARKSTORM

So that's it, we just walk down.

MERKLYNN

No, as a matter of fact, I have an exit method that I think YOU will especially appreciate.

He makes a magical gesture and -

THE FLOOR

below them seems to turn to liquid and swirls down a drain.

MERKLYNN

gets a big ho-ho out of this.

MERKLYNN  
(AMUSED LAUGHTER)

CUT TO:

EXT. THE BASE OF THE MOUNTAIN - MOMENTS LATER

A big drainage tube, disguised as a cave entrance, belches out the Visionaries along with the "water" that was once the floor.

One by one they are dumped upon the ground like flotsam.

ASSORTED SHOTS

As the Knights stand up to start wringing themselves out.

ON WITTER QUICK

the nimble young fellow steps over to his Power Staff and picks it up.

REEKON

suddenly draws his sword and holds it to his throat.

REEKON

I will thank you to put down my Staff  
before I am forced to teach you a  
nasty lesson in manners.

WITTER QUICK

You have no Staff, reptile.

REEKON

You would be a fool to ever cross me again.

Suddenly, a foot ENTERS SHOT and boots REEKON into the air to land in an un-dignified heap a few yards way, PAN TO SHOW that Cryotek is pretty impressed with himself.

WITTER QUICK

Thank you, Sir Knight.

CRYOTEK

There was nothing wrong with him that  
a good tap in the prat can't take care  
of.

Suddenly, Cryotek gets a tap on the shoulder.

When he turns around, he gets a QUICK CRACK from Cindarr's STUDED MACE and stumbles backwards.

WITTER QUICK

bolts around Cindarr with amazing speed and rabbit punches him.

Cindarr tries to return the punch, but Witter Quick is too fast.

God help the littler guy if he ever did connect.

MEDIUM SHOT - THE MELEE

Suddenly, all of the Knights, save Darkstorm and Leoric jump into a Melee.

KNIGHTS

(AD-LIB)

I'll put a stop to this.

LEXOR

takes a proud stand before --

LEXOR

Knights pledged to Darkstorm unite!  
Let us cleanse the land of these annoying  
knaves.

-- running to hide behind Darkstorm.

VIRULINA

jabs Feryl with her trident, and sends him staggering.

ECTAR AND REEKON

circle each other. Reekon points behind Ectar. He's trying  
the old "look behind you" ploy.

REEKON

Get him.

ECTAR

Reekon,  
I'd sooner turn my back on all their  
forces than you.

MORTDREDD

bashes Arzon, knocking him from his feet.

GALADRIA

starts wailing on Lexor, who is backing away as fast as his  
little feet can carry him.

LEXOR

What have I done to you?

GALADRIA

Been born.

LEXOR

Surely we can negotiate.

Then he looks up at his Power Staff.

LEXOR

On second thought, let me see what  
my power staff will do to you!

LEORIC

CRACKS his WHIP in the air creating a very loud sound.

LEORIC  
Stop! It is best for all of us that we  
never use these magical powers.

CRYOTEK

delivers a casual blow which sends Cravex flying.

CRAVEX  
(kind of squawks  
as he flies)

CRYOTEK  
We're going to have to cleans  
PRYSMOS of this filth sooner or later.  
Why not now?

WIDE ANGLE - THE MELEE

starts again.

KNIGHTS  
(BATTLE NOISES)

DARKSTORM

shouts...

DARKSTORM  
Knights pledged to me... Cease fighting.

MORTDREDD

is just about to polish Arzon off, turns and bows to his  
master.

MORTDREDD  
Yes Master.  
ARZON  
Whew.

DARKSTORM

DARKSTORM

I propose that Magic, shall only be  
used to preserve peace on PRYSMOS.

THE WISDOM OWL

in Leoric's Power Staff looks upon Darkstorm with a raised  
eyebrow.

ON LEORIC AND ECTAR

ECTAR

I can't believe I'm hearing this.

LEORIC

Nor can I.

LEORIC

LEORIC

But I second your proposal.

Leoric raises his sword to prepare a "hail."

PRINCE LEORIC

(to all)

May the age of peace last forever!

THE KNIGHTS

raise their weapons.

KNIGHTS

Forever!

DARKSTORM

Our pact is sealed. Knights  
pledged to me, follow.

THE DARKLING LORDS

walk away.

ON LEORIC, ECTAR AND FERYL

They stand with the other good knights.

LEORIC

Brave knights, it is good to have  
made your acquaintance. The three of  
us must return to New Valarak and I am  
sure you all have duties in your own  
cities.

LONG SHOT - THE GOOD KNIGHTS

All shake hands and there is a general noise of comaradarie.

KNIGHTS

(Ad lib)

I hope one day we can fight side by side again.

Give my regards to Vandanus the armorer when you reach your kingdom.

When this is done, Leoric, Ectar and Feryl head in one direction, all of the others head in their own directions. Though we know they will soon form an alliance and become the Spectral Knights, they do not. But they will soon.

CUT TO:

THE BATTLE PLAIN - EVIL KNIGHTS

The evil knights walk with Darkstorm, with the same puzzlement.

CINDARR

We're not really going to honor that treaty are we?

DARKSTORM

Of course not, and Leoric knows it. But he is bound to honor his commitments and I am not.

DARKSTORM (CONT'D)

(savoring this)

It is so much easier to be evil.

FADE OUT

#

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END DAY 1