



VISIONARIES

MINI-SERIES

EPISODE III

QUEST FOR THE DRAGON'S EYE

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EPISODE 3

QUEST FOR THE DRAGON'S EYE

BEGIN ACT I #

FADE IN:

1. INT. DARKSTORMS' THRONE ROOM - SAME TIME

If it is of any consolation, things are not going terribly well for Darkstorm. He, Reekon, Mortdredd, Lexor, Cravex and Cindart sit at a banquet table, which is piled high with every imaginable food. Across from them is a large pile of the treasure they have just plundered from Darkstorm's Subjects. It's mostly coin, jewels etc.

REEKON

So how are we going to divide the booty?

DARKSTORM

Divide the booty?! What insolence! I am your lord and ruler. You swore fealty to me! It is all mine!

REEKON

Wait a second, swearing loyalty to you is one thing, turning over all my money is quite another. **

DARKSTORM

Apologize now and I will not subject you to my wrath!

LEXOR AND CRAVEX

Lexor, always happy to spur dissension, whispers to CRAVEX.

LEXOR

All that work and we get nothing. I hardly think that's fair. We could die paupers...

DARKSTORM

turns to Lexor.

DARKSTORM

What did you say, Lexor?

LEXOR

I just said that I was shocked by Reekon's insubordination.

CRAVEX

he flies into a rage, fighting his own cohorts and throwing the Darkling Lords into disarray. And as he does so, he shouts insults at the one he's fighting.

When he WHACKS Lexor:

CRAVEX

Coward! You expect to enrage me into doing your dirty work. You succeeded in half your plan.

When he WHACKS Darkstorm:

CRAVEX

Greedy swine. What gives you the right to lay claim to the fruit of our labor?

When he SLAMS Reekon:

CRAVEX

Lying filth! You are a mercenary. You have no loyalty. You would probably turn on yourself for enough money.

When he goes after Mortdredd:

CRAVEX

Boot-licker! Have you no will of your own?

Going after Cindarr:

CRAVEX ^{out of}

I'll crack you ⁱⁿ principle.

DARKSTORM

points to Cravex.

DARKSTORM

Restrain him!

REEKON

Not until I'm compensated.

As the brawl heats up, we -

DISSOLVE TO:

2. INT. THE DUNGEON - SAME TIME

We see two of Darkstorm's Guards⁸ at the door. IN THE BACKGROUND, we see Cryoteks' face fill the door frame.

INT. THE DUNGEON CELL

The Good Knights look around their cell. It's pretty simple -- a large round room, skeletons chained to the wall, and a very, very high ceiling.

ECTAR

I don't see any way out.

ARZON

looks up.

ARZON

I have an idea. I'll fly up with Leoric and we'll come back down and get you. #

Then, he changes into Eagle mode and flies upwards.

Then, he drops down to grab LEORIC and carries him up.

CUT TO:

EXT. DARKSTORM'S COURTYARD - THE DUNGEON SHOOT CHUTE

We're at the chute the Good Knights were dropped in. Hold for an instant, and then the magical light emerges from the chute, and finally Arzon (in bird mode) and Leoric.

They land in the courtyard, and Arzon almost immediately changes into human mode.

ANGLE ON SOME OF DARKSTORM'S TROOPS

They see this magical event, and start SHOUTING.

HEAD TROOP

Escapees, capture them!

ON LEORIC AND ARZON

They start running towards -

LEORIC

Great! We gotta go back into the castle.

THE CASTLE ENTRANCE

where more guards stand at the entrance.

ARZON

Well, look at it this way, it's
the last thing they'll expect.

LEORIC

You can really see the bright side
of anything, can't you?

ON THE HEAD GUARD

He directs a bunch of the other guards like a traffic cop.

HEAD GUARD

They're running into the castle.

(pause; to himself)

Now, why would they do a thing like
that?

(to somebody O.S.)

Stop them!

DARKSTORM'S GUARDS

at the door see the oncoming Leoric and Arzon pursued by
other troops.

ANOTHER ANGLE - THE GREAT DOORWAY

Just as the pair reaches the great doorway, the guards lower
their halberds.

ARZON AND LEORIC

jump over the halberds, but --

The guards chasing Leoric and Arzon aren't so nimble, and --
-- are tripped by the halberds.

And go flying, ending up in a heap.

THE HEAD GUARD

runs up, angry as hell.

HEAD GUARD

How could you let them get away!

ON THE HEAP OF GUARDS

they kind of untangle themselves.

A HALBERD GUARD

We've never had anybody break in
before...

HEAD GUARD

he points.

HEAD GUARD

Sound an alarm.

CUT TO:

THE ALARM - A SERIES OF SHOTS

Trumpeters placed strategically around the castle blow
sounds that remind us of SIRENS.

CUT TO:

INT. DARKSTORM'S THRONE ROOM

A GUARD races in.

GUARD

Darkstorm...

Then his mouth drops because of what he sees.

THE DARKLING LORDS

are having a nasty brawl and food fight.

DARKSTORM

picks up a humongous bowl of punch.

DARKSTORM

I am busy!

THE GUARD

is washed out of the room by the flying punch.

CUT TO:

INT. THE DUNGEON DOOR

No less than Ten Guards stand before the Dungeon door, their weapons poised.

Then, we hear the sound of running footsteps.

They turn.

ON LEORIC AND ARZON

They race around a corner and skid to a stop.

LEORIC

Didn't you hear the sirens? There are escaped prisoners. After them.

THE GUARDS

start to run (O.S.) - But one of them stops.

THE LONE SMART GUARD

Wait a second. You was in that cell!

They charge Leoric.

ON LEORIC

#

#

He changes into Lion Mode and charges the Guards.

#

THE GUARDS AND LEORIC

Seeing the Fearsome Lion, the guards turn and make an about face.

Leoric (in Lion Mode) runs behind them and -

ON THE HEAD GUARD

pulls the key out of the Head Guard's pocket, then turns and runs to -

THE DOOR

where he drops it and returns to Human form.

Meanwhile, Arzon picks up the key and tries to get the door to work -

THE GUARDS

race around the corner again.

GUARDS

Get them!!!

ARZON

still fidgets with the door.

At the last second before the guards get them -

- He opens the door.

Out pop -

A POLAR BEAR, A WOLF, A FOX, A CHEETAH and Galadria.

THE ANIMALS

(A variety of howls and roars)

THE GUARDS

throw their weapons down and run, SCREAMING.

THE GUARDS

(SCREAM)

THE SPECTRAL KNIGHTS

all transform to human-mode and pick up the fallen weapons.

LEORIC

Let's get Feryl his Magical Totem
back. Get our weapons and round
up Darkstorm and his cronies.

ECTAR

Isn't that a little over ambitious.

LEORIC

Maybe, but it's worth a shot.

ALL

May the light shine forever.

*

*

#

#

INT. DARKSTORM'S THRONE ROOM
THE DARKLING LORDS CONTINUE TO BRAWL.
A GUARD races in.

GUARD
Darkstorm...

Then his mouth drops because of what he sees.

ON THE GUARD

he is glopped-up on with the Stew!

CUT TO:

EXT. THE DAGGAR ASSAULT VEHICLE

Ectar and Feryl crouch behind it as a group of guards runs by.

Feryl steps into the magical dungeon

ECTAR
pushes several buttons, dials and pulls levers

A BUNCH OF HOOEY happens. LIGHTS FLASH. The SKELETON
APPEARS and DISAPPEARS.

A GUARD

steps up to Ectar...

GUARD

Darkstorm's orders are that nobody's
to step near the Dagger Assault.

ECTAR

he sticks out his hand.

ECTAR

Allow me to make your acquaintance.
I am Sir Ace McGillicutty, Magical
Repairs.

ON THE MAGICAL DUNGEON

whatever's going on, looks terrible.

ECTAR

I'm having the darndest
time repairing this magical dungeon.
Maybe you'd like to help me out.

#

THE GUARD

pails at the look of the cell.

GUARD

I have more important things to attend to.

#

And then he steps away.

ON THE MAGICAL DUNGEON

*

it suddenly stops. Ectar opens the cell and Feryl sits
up.

His chest Totem glows!

FERYL

(thrilled)

It worked!

ECTAR

I hope the others are having the same
success at the armory.

CUT TO:

INT. THE ARMORY

We see four of Darkstorm's Guards tied together, looking
very worried, as Witter Quick, Galadria, Cindarr, Arzon, and
Leoric run out holding the Spectral Knight's weapons.

ARMORY GUARD

When Darkstorm finds out about this
he will dangle you from your heels.

GALADRIA
Probably, and what do you suppose
he'll do to you?

ARMORY GUARD
(SCARED)
I hadn't considered that.

DISSOLVE TO:

INT. DARKSTORMS' THRONE ROOM
Darkstorm and Cravex battle it out.
Reekon and Cindarr throw stuff at each other.

MORTDREDD
tries to soothe the situation.

#

MORTDREDD

Why do you question the rightful rule
of Darkstorm? King of the cliffs.
Baron of the BogaMarsh. Why do you
not answer me?

ANGLE ON REEKON

who turns from the table he scoops the jewels from.

REEKON

Because we have no respect for you.

MORDREDD

he rushes Reekon in a rage.

ANGLE ON THE DOOR

The Spectral Knights charge into the throne room, armed to
the teeth.

Then, they stop in their tracks.

BARZON

This is too good to be true.

ECTAR

For once I agree.

DARKSTORM

runs to the POWER STAFFs, which are all kind of leaned
against his throne and grabs his POWER STAFF.

DARKSTORM

By what creeps, what crawls, by what does not,
let all that grows recede and rot!

THE POWER STAFF

is motionless.

*

DARKSTORM

Useless.

He then Grabs all the others.

DARKSTORM

Destruction... Knowledge... Wisdom...
Fear... Speed...
All useless.

ON THE SPECTRAL KNIGHTS

They walk up the steps toward -

LEORIC

Sorry Darkstorm, but Merklynn warned
you of thier limits -- you must return
to the Shrine to recharge them.

CRYOTEK

And we'll make sure that never happens.

DARKSTORM

who gestures wildly to Mortdredd who stands next to the
various trap door and secret passage levers that fill his
throne room.

DARKSTORM

Mortdredd! Evacuate us. Darkling
Lords to the vehicles.

MORTDREDD

starts pulling levers.

DARKSTORM

sits in his throne and it spins around.

CINDARR AND CRAVEX

turn to Darkstorm's portrait, which rises up to reveal a
slide behind it.

They jump on it, and the picture CRASHES back down like a
guillotine.

LEXOR AND REEKON

drop through trap doors and -

MORTDREDD

pulls his own escape lever just as the Spectral Knights are
about to catch up with him, which lifts his place and all
the levers up like an elevator, through the ceiling.

ON THE SPECTRAL KNIGHTS

they kind of stand in the trashed room, looking at each other.

ANGLE ON ECTAR

he runs to the window and sees --

HIS POV - THE COURTYARD - THE DARLING LORDS

running across the courtyard, where they board the SKY CLAW (which Mortdredd pilots) and the Daggar Assault. (which Reekon pilots)

UP SHOT - ON THE WINDOW

we see the Spectral Knights.

LEORIC

Quick, after them. If Reekon and Mortdredd can activate vehicles, my guess is that Ectar, Feryl and Galadria can too.

#

#

CUT TO:

EXT. THE CASTLE DRAWBRIDGE - SAME TIME

The Darkling Lords race across it in the Daggar Assault Vehicle and the Skyclaw.

#

#

CUT TO:

EXT. THE COURTYARD - THE GOOD VEHICLES - MOMENTS LATER

The Spectral Knights race to the Lancer Cycle and the Capture Chariot.

FERYL

Here goes nothing.

He jumps on the Capture Chariot. It suddenly lights up.

ANGLE ON THE WALLS

Darkstorm's knights rain arrows down on the Spectral Knights.

FERYL AND ARZON AT THE CONTROLS

he looks at a confusing array of things.

FERYL

What should I do?

ARZON

Anything! But do it fast. #

He pulls on something.

THE CAPTURE CHARIOT

races towards one of the walls.

ANGLE ON THE LANCER CYCLE

ECTAR and Witter Quick hop in it. Arrows rain on them.. #

WITTER QUICK

Do you know how to pilot this thing?

ECTAR

Don't worry.

WITTER QUICK

Why should I worry? #

The Lancer Cycle takes off behind the Capture Chariot.

CUT TO:

THE CAPTURE CHARIOT

FERYL is at the controls.

FERYL

We're going to hit the wall!

He braces for a crash.

ANGLE ON THE HOLOGRAM

It changes to the hand throwing the fireball and -

ANGLE ON THE CAPTURE CHARIOT AND THE WALL

-- an instant before they are going to hit the wall, it throws the fireball --

-- which knocks down the wall, filling the moat --

-- and the vehicles cruise over the rubble.

THE ENSUING CHASE

and battle becomes both more comical and more exciting as both sides discover that they don't really know how to drive their vehicles (I mean, everybody's driving skills, if they exist at all, are a little rusty).

THE SKY CLAW

flies over and strafes --

THE LANCER CYCLE

with Fireshrikes -

-- when one is about to hit --

-- the hologram of TWO HANDS CLAPPING comes to life and --

-- deflects them...

ON THE CAPTURE CHARIOT

Galadria, who is acting as gunner on the Capture Chariot.
Shoots up at -

THE SKY CLAW

and hits it, sending it into a dive...

THE LANCER CYCLE

veers away from the Capture Chariot and heads to --

-- where it appears the Sky Claw is going to crash.

ECTAR

Good shooting, Galadria, we'll take
it from here. #

THE SKY CLAW

skids along the ground. We see smoke pouring out of it, but
it's engine still ROARS.

LEXOR

(opening his eyes slowly)
W..W...We're still alive.

ANOTHER ANGLE

The Lancer Cycle draws closer to the Sky Claw.

MORTDREDD (CONT'D)

And still very dangerous.

THE LANCER CYCLE

charges towards the SKY CLAW

THE SKY CLAW

paces towards them

WITTERQUICK

They're charging us!

ECTAR

Don't worry about a thing.

WITTER QUICK

I wasn't worried, I was merely making
an observation.

The Lancer Cycle strikes the Sky Claw with it's lance and send it careening across the countryside.

The Two Darkling Lords fall out and run away from the Lancer Cycle.

CUT TO:

THE DAGGAR ASSAULT - TRACKING

it is running along, still covered with pieces of Cathedral.

THE CAPTURE CHARIOT

draws closer.

FERYL

Leoric and Cryotek, get ready to launch...

LONG SHOT - THE CAPTURE CHARIOT

as it rolls along.

LEORIC

We're ready!

FERYL

Launch!

The pods take off and gain on -

THE DAGGAR ASSAULT

where Cravex mans the anti-aircraft FIRESHRIKE GUN and shoots several shots at...

THE PODS

which are buffeted by the flying firebirds.

The magical hands on the back of pods throw fireballs which hit

THE DAGGER ASSAULT

- and bath it in fire.

ANOTHER ANGLE - THE DAGGAR ASSAULT

The Darkling Lords put out the flames.

CRAVEX

They're boarding us!

WHAT HE SEES

is Leoric and Cryotek jumping from the two pods and -

ARZON

coming through the smoke in Eagle form, changing back to human form and landing on the moving vehicle.

WIDE SHOT - THE DAGGAR ASSAULT - TRACKING

Now we've got a battle. Leoric battles Darkstorm. Cindarr and Cryotek go at it, and Cravex and Arzon go at it.

CUT TO:

ANGLE ON THE GROUND

The Lancer Cycle races up behind LEXOR and MORTDREDD.

ECTAR

stands up in the driver's seat.

ECTAR

LEXOR is mine!

WITTER QUICK

does the same.

WITTER QUICK

Good, I will enjoy bashing Mortdredd.

MOVING SHOT

Both Spectral Knights jump off the Lancer Cycle and onto their respective prey.

MORTDREDD

turns into a beetle and tries to get away, but -

WITTER QUICK

is too quick and crushes the bug underfoot.

MORTDREDD

turns back into a human. His suit of armor is scrunched.

MORTDREDD

I give up!

ON ECTAR AND LEXOR - TRACKING

Ectar gains on Lexor, who knows he's about to get the tar whooped out of him.

LEXOR

Don't hurt me...

ECTAR

(Growls)

Lexor tries turns into the Armadillo and rolls into a ball. This suits ECTAR just fine, because he picks him up and hurls Lexor into -

A SMALL PIT.

ECTAR

Try escaping from that one, coward.

Sure enough, the Armadillo is trapped.

CUT TO:

THE DAGGER ASSAULT

Cindarr rips a gun off the Daggar Assault and swings it at Cryotek like he did the icicle in the first episode.

Cryotek is honked. He grabs the gun and with ultra strength, wraps it around his opponent.

CRAVEX AND ARZON

wrestle at the side of the moving vehicle.

As it looks like Cravex will go over the side --

-- he changes form to Phylot and tries to fly away.

ARZON

throws his boomerang.

ARZON
I was waiting for that.

BAM!

It hits Cravex sends him crashing.

LEORIC AND DARKSTORM

Darkstorm lunges with his Axe.

Misses.

Leoric cracks him with his whip and knocks the Axe from his hand.

DARKSTORM

changes form to scary mollusk.

Then, he approaches Leoric who, himself is scared.

Leoric keeps cracking his whip.

The Mollusk shoots sparks at him.

Finally, Leoric jumps in the air.

A spark misses him and he --

Lands on top of the mollusk...

THE MOLLUSK

changes back to Darkstorm, and Leoric is on top of him.

REEKON

sits at the controls and looks back.

REEKON
Darkstorm! What will you pay for
me to rescue you?

LEORIC

throws Darkstorm into a hammer lock.

LEORIC
Nothing compared to what you
will pay if you don't stop this thing..

ON THE DAGGER ASSAULT

it is slowed.

RÉEKON

There is no profit in resisting.

CRYOTEK

Good work, Leoric. The Darkling Lords are finished.

DISSOLVE TO:

EXT. DARKSTORM'S COURTYARD

A CHEER goes up from a cheering crowd as Prince Leoric, standing amongst the other Spectral Knights, announces:

LEORIC

Darkstorms Reign of Tyranny is over
and all property is returned to
all men.

PAN OVER TO A CAGED WAGON

where citizens throw tomatoes as the Darkling Lords.

CITIZENS

(AD-LIB)

Begone Tyrants Etc.

DARKSTORM

shouts to the skies.

DARKSTORM

You will never hold me!

IN THE CROWD

A sneaky fellow who looks suspiciously like Merklynn, approaches the wagon and slips him a key.

MERKLYNN

(whisper)

This will spring you from your bonds.

PAN back to the rostrum where the Spectral Knights all hold up their weapons.

SPECTRAL KNIGHTS

May the Light Shine Forever...

CITIZENS

May the Light Shine Forever...

ANGLE ON MAGICAL KEY

Truck in on it and hold.

END ACT I

#

BEGIN ACT II:

EXT. A "TOWER" IN NEW VALARAK

We will soon know this as the Gaol. Basically, it looks like a castle tower, but, as we PULL CLOSER, we realize that it was once a five or six story office building which has been modified for it's present purpose.

PUSH THROUGH AND DISSOLVE TO:

INT. THE MEDIEVAL SIGN FACTORY - DAY

What we've got here is a ridiculous "Rube-Goldberg" style factory "wherein" bits of metal rubbish are dropped into a large vat, melted, poured, flattened, and finally popped out in the shape of street signs and onto animal powered assembly lines.

At the moment, the only prisoners are the Darkling Lords, Sans Virulina.

MORTDREDD

Please, Darkstorm. Let me do your work for you. It is not right for one of your great power and awesome mastery of all to waste his time making traffic signs.

THE "ASSEMBLY LINE"

Cindarr, Mortdrédd and Darkstorm hammer away at the "Stop" signs, while further down the line, Cravex, Lexor and Reekon put funny symbols on them.

DARKSTORM

True. I find this work personally degrading.

CRAVEX

who is at the center of the line, is fuming.

CRAVEX

That's because it is degrading. But I have no pity for you. It is your fault we are in this terrible predicament. I will make you -

He tries to lunge and strangle Darkstorm, but...

ANOTHER ANGLE - CRAVEX AND DARKSTORM

from this angle we see that Cravex is chained and can't reach Darkstorm.

CRAVEX

...- pay for this!

He tries to throw his work hammer, but it--

ANOTHER ANGLE

turns out to be connected to elastic tubing and bounds back at him.

This does nothing but add to his frustration and anger.

CRAVEX (CONT'D)

Somehow!

ECTAR (V.O.)

Silence!!!

PAN UP TO ECTAR

who stands above them. As the CAMERA PANS UP we can see that the "Factory" is little more than a thinly disguised dungeon.

Ectar and the younger Feryl, stand on a high "watch bridge" at the top of the dungeon, which leads to the only door out of the place.

They are clearly enjoying the Darkling Lords' discomfort.

ECTAR (CONT'D)

A quiet shop is a happy shop.

(pause)

How does honest employment suit you, Reekon?

REEKON

looks up at Ectar.

REEKON

Savor this moment Ectar, for shortly you shall beg at my feet.

REEKON (cont.)

Go on Feryl, ask Ectar what happened when he had me down before...

FERYL AND ECTAR

FERYL

(sincerely)

What happened?

ECTAR

(hesitant)

There was an unfortunate incident.

(he looks down)

But mark my words, Darkling Lords,
I have anticipated your escape attempts
and have devised counter
measures.

Then, Feryl and Ectar turn and walk out.

FERYL

(receding)

What did happen, Ectar?

ON THE ASSEMBLY LINE

They all hammer away at their signs.

LEXOR

looks over at Darkstorm.

LEXOR

It is wretched here. Why don't you
just use that key Merklyn gave you?

DARKSTORM

Because it is my decision to give the
magic for when we truly need it.

LEXOR

Looks around, nervously at --

LEXOR'S POV - THE ROOF

-- the high walls.

LEXOR

This seems like as good a time as any.

DARKSTORM

DARKSTORM

Nonesense! Have you forgotten what I can become?!

DARKSTORM

becomes the Scary Mollusk and starts scaling the wall...

MORTDREDD

You were a fool to question his abilities,
Reekon.

ANOTHER ANGLE - DARKSTORM

makes it up about half way, and then reaches an area that is
painted another color...

... Then, he starts slipping, and finally slides all the way
down to the floor, where he lands in a heap.

He turns back into a human.

DARKSTORM

Drat! They must have treated it
with an extremely slippery substance.

CUT TO:

INT. THE FARMLANDS AROUND NEW VALARAK

Leoric, Ectar and Feryl stand in the middle of a barren corn field. Before him is an assembled group of farmers.

LEORIC

I have heard we are having agricultural difficulties, and have come to the fields to see how I can be of assistance.

FARMER #1 AND HIS WIFE

FARMER #1

If we don't get relief soon...

His Wife chimes in.

WIFE

... The farms, and then New Valarak are going to wither away.

ON LEORIC

He looks at them.

LEORIC

What can the Spectral Knights do to help you?

ON THE FARMERS

they are dead silent.

ON LEORIC

he's puzzled.

LEORIC

Well...

ON ANOTHER FARMER

FARMER #2

The fact is, we don't know.

FARMER #3

We've watered it...

FARMER #4

We've spread fertilizer...

FARMER #3

And still nothing grows.

FARMER #5

Heck, we'd do a rain dance if we thought it would do some good.

FARMER #1

Fact is, we're all out of ideas.

**

ECTAR

turns to Leoric.

ECTAR

(QUIETLY)

Their problems might have something with the new age. Perhaps we should go to Merklyn for advice.

ARZON

shrugs and looks on, wide-eyed.

ARZON

Yeah, maybe he'll let us trade in the Darkling Lords' power staffs for a magical cure.

Shrugs.

LEORIC

It's worth a shot.

(to the farmers)

I think the knights will be able to help. We will set out tomorrow. And we will not return without the solution.

(to Ectar)

Round up the Spectral Knights.

FERYL

FERYL

Certainly.

ECTAR

turns to him.

ECTAR

I will stay behind to guard the Darkling Lords.

DISSOLVE TO:

INT. THE MEDIEVAL FACTORY - ON CINDARR

As this scene plays, we should be aware that the 'factory' is still working, but the villains aren't manning it and street signs are falling on the floor un-stamped, with a clatter.

Cindarr in Gorilla mode bangs on the wall... His mighty fists knock cracks in it. Then... One of the stones comes out and bashes him in the nose, knocking him on his back.

He changes back into human form.

CINDARR

Ooo. 'That hurt!

DARKSTORM

looks over, annoyed.

DARKSTORM

Pathetic! You're last, Carvex.

CRAVEX

the Phylot flies out of his chest and up towards the roof of the tower.

He makes it almost all the way when a net drops from the darkness of the roof, catches him and takes him down to the floor with a CRASH/SPLAT!!!

CRAVEX

I would have made it were it not for that wretched net!

ECTAR

SILENCE!!!

UP ANGLE ON ECTAR

He stands above them on the tower bridge.

ECTAR

By now, Darkling Lords, you should know there is no escape until you have

served your sentence. Now back to work!

He walks out and the door slams behind him with a crash!!!

DARKSTORM

pulls the Key from his armor.

DARKSTORM

I wonder what I do with it?

Suddenly, they all start glowing and bubbling. As they are turning into magiplasm...

LEXOR

I guess you don't have to do anything.

BLAMMO!

They vanish.

DISSOLVE TO:

EXT. THE ROAD TO IRON MOUNTAIN

Six Comets arc across the horizon as the Spectral Knights (except Ectar) ride across the Battle Plane towards IRON MOUNTAIN in the Capture Chariot and the Lancer Cycle. The remnants of a terrible ancient battle are all around them.

CRYOTEK

It was the mark of a great leader to promise your people you would not return until you have solved their problems.

LEORIC

Not really. If I don't solve the problems, there will be nothing to return to.

DISSOLVE TO:

INT. THE FACTORY

The door crashes open, and Ectar follows TWO GUARDS in.

ECTAR

What do you mean they vanished?

ANGLE ON THE GUARDS

they turn to Ectar.

GUARD #1

(AD LIB)

Well, we came in and they just
kind of weren't here.

GUARDS

(In Unison)

We're sorry.

CLOSE ON ECTAR - DRAMATIC

ECTAR

The blame rests on my shoulders. I
should never have let them out of
my sight. It was my arrogance that
put all in jeopardy tonight.

(drawing his weapon)

I shall not sleep until I have found
them.

DISSOLVE TO:

EXT. IRON MOUNTAIN - LATER (ESTABLISHING SHOT)

The mountain broods under the creepy light of Prysmos's night
sky.

PUSH THROUGH AND DISSOLVE TO:

INT. IRON MOUNTAIN - SAME TIME

The Spectral Knights (save Ectar) carry at least two the
standards into Iron Mountain. Some of them even have three.
Though, the place is still creepy, it is significantly more
inert.

CRYOTEK

Yep, this is a much nicer
journey now that there isn't a bunch
of stuff jumping out at us.

WITTER QUICK

Where is your spirit of Adventure,
Cryotek? Where is your lust for
excitement? Where is your desire to
be put to the ultimate test?

CRYOTEK

I must have left it back in my
adolescence.

ANOTHER ANGLE - THE DARKLING LORDS.

The Darkling Lords wait in ambush.

DARKSTORM

At my command, let loose the avalanche.

ANOTHER ANGLE - A RIDGE ABOVE NARROW PASS

ESTABLISHING SHOT: Sure enough, the Darkling Lords are waiting on a ridge above a narrow pass. The other side of the pass is a bottomless abyss.

THE DARKLING LORDS

Each of them hides behind a boulder that he is preparing to drop into the pass below.

THE AMBUSH - QUICK CUTS

The Spectral Knights walk into the narrow pass.

Darkstorm raises his arm, about to begin the avalanche.

DARKSTORM

(softly)

Ready... Ready...

ANGLE ON THE SPECTRAL KNIGHTS

They step through the pass unaware of any funny business.

ARZON

You know, it might be good idea to build an elevator to the Shrine and avoid this all together.

CRYOTEK

I second that notion.

GALADRIA

And how would we power it?

ARZON

I was thinking we could have oxen in the valley and -

A voice interrupts their talking...

ECTAR

(shouting; echoing)
Spectral Knights, beware. The
Darkling Lords have escaped.

FERYL
That's Ectar.

ON DARKSTORM

DARKSTORM
Drat! Loose the Avalanche.

THE DARKLING LORDS
push over the boulders.

ANGLES - THE SPECTRAL KNIGHTS AND AVALANCHE

The rocks come tumbling down!

WITTER QUICK
Avalanche!

A bunch of things happen in rapid succession!

WITTER QUICK

turns Cheetah and streaks away from the boulders, leaving
TWO POWER STAVES behind.

ARZON

turns into an Eagle and flies up and away, leaving TWO POWER
STAVES behind.

GALADRIA AND LEORIC

use their POWER STAVES to deflect the coming boulders.

CRYOTEK

catches a boulder in mid-air and throws it an another
boulder which is about to hit Feryl.

ANGLE ON THE DARKLING LORDS

They reach an altitude on the cliff that they can jump from
--

DARKSTORM

Attack!!!

-- and jump!

ECTAR

who wasn't involved in the avalanche runs to the site.

ECTAR

Don't let them get the Power Staves!

THE DARKLING LORDS

land right in the area of the avalanche where where Galadria
and Leoric stand amidst the abandoned Power Staves.

THE BATTLE

- 1) Leoric cracks his whip at the descending Cravex,
knocking him OUT OF SHOT.
- 2) Galadria jabs her trident at Lexor.

DARKSTORM

steps up behind Galadria, bashes her with his axe and -
-- grabs his own POWER STAFF.

Then --

ARZON

flies INTO SHOT and dives on him.

DARKSTORM

Begone foul bird!

He then grabs a couple of Spectral Knight Staves and tosses them --

ANOTHER ANGLE

into the abyss

LEORIC

Our Power Staffs!

ARZON

flies after them.

ON CINDARR

he runs over and gets his staff, smashing Cryotek with is mace.

ON CRAVEX

he charges towards the two remaining Darkling Lord Standards.

CRAVEX

(in berzerker cry)

Just try to stop me and I will
drag you to your doom.

He grabs the Staves and -

ANOTHER ANGLE

heads to the precipice where he -

- changes into Phylot Mode, drops the standards --

-- swoops down and catches them in his talons and vanishes into the gloom.

Play this moment. The MUSIC and SFX of FIGHTING settle down. When we return to -

THE BATTLESIGHT

Arzon still in bird form lands with the Spectral Knights' Power Staffs and then changes back to human form. Witter Quick dashes into scene in cheetah form, then changes to human form.

FERYL

The Darkling Lords disappeared as quickly as they came...

LEORIC

Thank you Ectar, we would be dead were it not for you.

ECTAR

hangs his head.

ECTAR

The truth is that I failed in my mission to contain them in the prison.

GALADRIA

steps over and puts her hand on his shoulder.

GALADRIA

I doubt it. I feel the hand of magic in their escape.

CRYOTEK

might not be thrilled to see Galadria with her hand on Ectar.

CRYOTEK

But enough talk. Let us head for the Shrine.

DISSOLVE TO:

INT. THE SHRINE - A WHILE LATER

Darkstorm and the Darkling Lords stand before Merklynn.

MERKLYNN

You have come to rekindle your magic in the Sacred Flame!!!

DARKSTORM

smiles.

DARKSTORM

Yes, I am afraid we have spent it defending ourselves against the Spectral Knights.

LEORIC (O.S.)

Rubbish!!!

ANGLE ON THE DOOR

The Spectral Knights dash in, weapons drawn.

CRYOTEK

Let us settle this dispute forever!

He flails his whip in a threatening manner.

MERKLYNN

waves his hands.

MERKLYNN

There will be no fighting in the Shrine.

ON THE VISIONARIES

All of them lower their weapons.

MERKLYNN (CONT'D)

Let me be clear on this point.

ON MERKLYNN

He's in lecture mode.

MERKLYNN

I care nothing for your petty squabbles.
I have concerns of my own.

(pause)

If you wish more magic, you will venture on a quest for the Dragon's Eye.

ON THE VISIONARIES

They look at each other and then Merklynn.

VISIONARIES

(AD-LIB)

Quest?! What quest? He never said anything about a quest.

MERKLYNN

Silence!!! Do you think I give you magic out of selflessness.

MERKLYNN

waves his hand.

-MERKLYNN (CONT'D)

(hearty laugh)

Of course not! I do it because I want you to be instruments of my will. But to show that I intend to be fair, I will allow you to dip your power staffs into the Sacred Flame one last time for free.

ON THE VISIONARIES

They hold their Power Staffs to the flame.

ANOTHER ANGLE

indeed, they are all charged up.

MERKLYNN

Now. There are things you must know about the Dragon's Eye.

LEORIC

looks up at him in anger.

LEORIC

Wait. We haven't even agreed to go on this quest.

MERKLYNN FAVORING THE SACRED FLAME

MERKLYNN

I suggest that you discuss this with your wisdom staff.

LEORIC'S WISDOM STAFF

LEORIC

Whispered secrets of a shattered age,
I summon you, renew this sage.

The HEAD OF WISDOM begins moving.

HEAD OF WISDOM

On what would you like council?

LEORIC

and the other Spectral Knights gather around.

LEORIC

Should we go on Merklynn's Quest.

THE WISDOM HEAD

looks down on him.

THE WISDOM HEAD

Does the farmer not feed the cow who
gives him milk? Does the cold man
not feed the fire that gives him
heat?

Then, he disappears.

ON THE SPECTRAL KNIGHTS

They look at the Power Staff.

ECTAR

I told you, Leoric, you received a
second rate Power Staff.

CRYOTEK

Nevertheless, his advice is sound.
If we are to have magic, we must get
it from Merklynn. If we are to get
it from him, we must do as he asks.

MERKLYNN

smiles.

MERKLYNN

I knew you would see it my way.
Here is your map!

THE CRYSTAL BALL

flickers and a map flies out at the Spectral Knights.

They catch it, still smoking, and leave the room.

GALADRIA

We shall return with the Dragon's eye.

THE DARKLING LORDS

watch.

MERKLYNN

scowls down on them.

MERKLYNN

And why have you stayed behind?

ON THE DARKLING LORDS

DARKSTORM

Because we refuse your demands.
(to others)
Darkling Lords attack.

ANGLE DARKSTORM

DARKSTORM

By what creeps, what crawls, by
what does not, let all that grows
recede and rot.

The flying rot flies out of his Power Staff.

ANGLE CINDARR

CINDARR

By nature's hand, by crafts, by art,
what once was one, now fly apart.

The beast leaps out of his Power Staff.

ANGLE CRAVEX

CRAVEX

Oh mist-filled pits, dark, dank,
unclear, touch all before me with
frost fingered fear.

The spider crawls out of his Power Staff.

As it seems that the battle is about to start we -

END ACT II

ACT 3

FADE IN:

INT. THE SHRINE - SAME TIME

Same as before.

The Powers are out of the staffs.

DECAY MONSTER

What do you wish of me!?

DARKSTORM

Decay him!

He'points to -

MERKLYNN

who sits at his throne, he raises the Crystal Ball above his head.

DECAY MONSTER

the terrible thing looks scared.

DECAY MONSTER

I can not attack the holder of the orb.

Then, he jumps back into his standard.

ON THE OTHER MONSTERS

One by one, they jump back in.

ON THE DARKLING LORDS

they draw their weapons.

DARKLING LORDS

Then, very well, we shall attack you!

Suddenly, five hands rise out of the Sacred Flame and grab them.

LEXOR

is terrified.

LEXOR..

Please Merklynn, I had nothing to do with Darkstorm's stupid plot. Please spare me.

MERKLYNN

isn't that honked off.

MERKLYNN

Quiet, coward! I understand that evil types are prone to treachery. It is an occupational hazard we wizards face. Nevertheless... Important things must be done.

ON THE SPECTRAL FLAME

We see a flicker in the Sacred Flame and the five hands disappear.

MERKLYNN

Now get me the Dragon's Eye!

CUT TO:

CLOSE SHOT - MERKLYNN'S MAP - LATER

A line has been drawn from the Shrine to a place called THE VALLEY OF THE DRAGON.

CRYOTEK

Well, we're here...

CUT TO:

EXT. THE VALLEY OF THE DRAGON

The Lancer Cycle and the Capture Chariot are parked at the top of a hill while the drivers, look down on what to our eye is a run down Industrial Complex.

GALADRIA

Spooky!

CRYOTEK

turns to her.

CRYOTEK

Just an old industrial complex.

GALADRIA

points.

GALADRIA

What was that?

WHERE SHE POINTS

We see a quick little figure dash from building to building. It is a MOON DEMON (Like a Sun Imp, but evil...).

THE VISIONARIES

who are stepping towards their vehicles, turn and look down.

CRYOTEK

I fear it is something spawned by this age of magic that we do not know yet.

FERYL

I sense that we should go no further.

ECTAR

There is more danger in letting ourselves be caught from behind by the Darkling Lords.

LEORIC

Ectar is right. Let us complete the quest before Darkstorm and his men arrive.

ANOTHER ANGLE - THE SPECTRAL KNIGHTS

descend into the valley on what was obviously a freeway.

PAN BACK to show the approaching forms of the Darkling Lords rising over the hill.

THE DARKLING LORDS

look down into the valley.

CINDARR

Look, Spectral Knights. Attack!!!

He runs down the hill, SHOUTING!!!

ON REEKON

he looks down, studying the Industrial Complex.

REEKON

No Cindarr! We must allow them -
(MORE)

REEKON'S POV - THROUGH BINOCULARS

The Spectral Knights advance on the Industrial Complex which looks like a bunch of warehouses in the middle of nowhere surrounded by cinder block walls and barbed wire.

REEKON (CONT'D)

-to spring the terrifying trap for us.

ON THE DARKLING LORDS

they look down into the valley as Cindarr steps up to them.

CRAVEX

How do you know there are traps?

REEKON

Merklynn would not have dispatched twelve knights to do his bidding unless he had reason.

DARKSTORM

DARKSTORM

Reekon is correct. Let us advance slowly.

CUT TO:

INT. THE INDUSTRIAL COMPLEX

The Spectral Knights stand before the gate of the Industrial Complex. A partially overgrown sign over the gate reads "DIVERSEATRONICS."

ANOTHER ANGLE - LEORIC

CRACKS his whip on a paddlock that stays the gate, and it splits open.

THE GATE

flies open, and -

ANGLE FROM WITHIN THE COMPLEX

- the Spectral Knights step in.

PULL BACK and we realize that we're seeing this whole thing from the P.O.V. of a strange creature.

CUT TO:

EXT. THE HILL

The Darkling Lords step down the hill.

CRAVEX

stops and peers into the distance.

CRAVEX

Where are the traps?

REEKON

The spider first lures her prey into her web.

CUT TO:

EXT. THE INDUSTRIAL COMPLEX

The Spectral Knights, with Arzon and Galadria studying the map, slowly make their way through the Industrial Complex. The rest of them walk along, weapons drawn.

SUDDENLY --

We hear a loud SHREIK and -

VARIOUS ANGLES - MOON DEMONS

SHREIK and jump out of windows, off rooves and up from manholes and grates to attack them.

MOON DEMONS
(SHREIK)

DUEL WITH THE MOON DEMONS

The Spectral Knights form a circle and fight the horrible creatures which come SCREAMING towards them.

MOON DEMONS
(AD-LIB COMBAT SHRIEKS)

Finally, there is silence.

CRYOTEK

If those are the toughest things
we're going to have to fight,
we're in good shape.

ECTAR

looks (o.s.) and his face drops.

ECTAR

No such luck..

WHAT HE SEES - THE DOOR TO THE MAIN BUILDING

The Darkling Lords step up, and Cindarr smashes the door
down.

DARKSTORM

is a little bit annoyed.

DARKSTORM

Cindarr, release your beast.

CINDARR

calls the Devil-Dog (or whatever it's now called) out of his
Power Staff.

CINDARR

By nature's hand, by crafts,
by art, what once was one,
now fly apart.

CINDARR'S STAFF

The Dog of Destruction leaps out and -

ANGLE ON THE DEVIL DOG

it dashes towards them...

All of the sudden, we hear a loud MEOU and HISS and one of
the buildings crashes open revealing an alley cat as big as
the Devil Dog.

THE DEVIL DOG

stops and looks around.

DEVIL DOG
(GRUNTS "what?")

FERYL

looks over.

FERYL
There's some nasty magic here.

THE DEVIL DOG AND THE ALLEY-CAT APPARITION

go at it like a regular cat and dog, only the ramifications of this battle are terrible. When the creatures run into buildings of corrugated metal, they knock them over.

Soon, the two disappear in the distance, though their growling, hissing and general carrying in can be heard loudly.

DARKSTORM

looks at the Spectral Knights, O.S.

DARKSTORM

In there.

THE DARKLING LORDS

dash into the enormous factory building.

THE SPECTRAL KNIGHTS

run up to the door.

LEORIC
Don't let them get ahead of us!

ANGLE ON THE DOOR

they race in.

CUT TO:

INT. THE FACTORY BUILDING

The Spectral Knights race in and damn near run square into the Darkling Lords, who are frozen in their tracks. What they see in front of them is awesome!!!

DARKSTORM

A Technodragon!

THE TECHNODRAGON

It is as if you took all of the parts of a factory -- engines, assembly lines, pulleys, strange machines, cranes, hooks etcetera and formed them into one gigantic, sedentary monster, and that's what you've got.

This thing has cranes for arms (and several arms) pulleys and levers for bodies, and so on. It's lungs are a ventilation system, and it's stomach is an enormous glass-sided incinerator.

PAN UP to it's "head," which is actually the "observation room" that many factories have so that management can watch labor. Inside, we see a WIZARD, who looks like a washed-out Merklynn, holding a glowing orb.

LEORIC (O.S.)

And that must be the Dragon's Eye.

ARZON (O.S.)

But who's holding it?

ON ARZON AND WITTER QUICK

Witter Quick turns to Arzon.

WITTER QUICK

Why don't you ask your knowledge staff.

ARZON

A whim, a thought, and more is sought,
awake my mind, thy will be wrought.

THE KNOWLEDGE STAFF

the head pops out and starts talking.

KNOWLEDGE HEAD

What do you wish to know?

ARZON

Who is that up there?

- KNOWLEDGE HEAD

He is the wizard Falkama. Believed to be legendary until quite recently, Falkama was in the same circle of Wizardry as Merkllynn, Sajawan, Weezaskweeza and others.

ON THE DRAGON

FALKAMA

Technodragon, smote them!!!

LONG SHOT - THE TECHNODRAGON

Suddenly, four giant crane arms reach down for the VISIONARIES.

THE VISIONARIES

try to scramble but -

THE FIRST ARM

grabs Leoric, Cindarr, Reekon and Arzon while -

THE SECOND ARM

which has a scooper shovel picks up Cryotek, Cravex and Galadria...

DARKSTORM

I am in dubious company indeed.

THE THIRD ARM

grabs Feryl, Witter Quick and Darkstorm.

THE FOURTH ARM

grabs Mortdredd, Lexor and Reekon and lifts them up.

MORTDREDD

I only regret that I can not go to my grave with my glorious master, Darkstorm.

A SERIES OF SHOTS -- BATTLING THE TECHNODRAGON

Jump for it!!!

ANOTHER ANGLE

all jump into the flames.

ON THE SECOND ARM

which holds Cryotek, Cravex and Galadria...

CRYOTEK

Three suns aligned, pour forth their
light and fill the archer's bow with might.

The magic Bowman appears.
Then, he fires his arrow.

ANOTHER ANGLE

the arrow strikes the Technodragon in the mouth and -

BLAMMO!!!

The mouth falls open!!!

ON CRAVEX

he looks towards the Technodragon.

CRAVEX

You have saved us Cryotek, and for that
I shall spare your life one time.

GALADRIA

GALADRIA

Cravex, see if you can make the dragon feel
fear!!!

CRAVEX

looks at her angrily.

CRAVEX

I owe you no such favor.

ANGLE ON THE ARM

it is still moving them towards the destroyed mouth.

GALADRIA

Then you owe it to yourself!!!

ON CRAVEX

he looks over, and for the first time looks afraid.

CRAVEX

Perhaps you are right.

(pause)

Oh mist-filled pits, dark, dank, unclear,
touch all before me with frost fingered fear.

The Fear Spider comes out of the standard, crawls from the
"hand" to the Mouth and --

ANGLE ON THE FALKAMA

He looks down.

WIZARD FALKAMA

(astonished)

Merklynn gave them too great a power!!!

WHAT HE SEES

is the "fear spider" bite the jaw and --

ANGLE ON THE TECHNODRAGON

the whole things lights up...

IT'S HANDS

drop the remaining Visionaries.

IT'S MOUTH

vomits out Leoric, Cindarr, Arzon and Ectar.

ON ECTAR

he looks up with anger.

ECTAR

The Wizard escapes.

WHAT HE SEES

is Falkama running from the observation room.

ANGLE ON WITTER QUICK

he looks up.

WITTER QUICK

Not for long!!!

Sheathe these feet in the driving gale,
make swift these legs o're land I sail.

Then the speed man comes out of the standard and swirls around Witter Quick.

ANGLE ON THE "DEAD" TECHNODRAGON

The speed man transports Witter Quick up to-
THE CONTROL ROOM

where the speed man deposits Witter Quick and then returns to the Power Staff.

Falkama looks back, realizing he's about to be caught.

WITTER QUICK

Hand over the Dargon's Eye!

FALKAMA

turns and -

- throws the globe down toward -

FALKAMA

Catch!

THE VISIONARIES

who run towards it like center fielders catching a high pop fly.

THE CONTROL ROOM

Falkama gets away

THE VISIONARIES

run under the falling orb and -

(NOTE: We should play this scene as if they are doing a number of different sports with the globe. First basketball, then flying football, then soccar, then, if we can work it out, baseball. Of course they are taking this deadly seriously, and any appearance like the sports should be coincidental.)

CRYOTEK

is just about to catch it when -

CINDARR

- body blocks him away and -

FERYLL AND LEXOR

both go up for it.

Feryll "tips" it up again.

THE VISIONARIES

jockey for position when -

CRAVEX

turns into a Phylot, catches it in his claws and -

is just about to fly off with it when -

ARZON

turns into an eagle and flies up behind him, and "strips" him of it, sending the ball dropping to the ground.

Witter Quick turns into the Cheetah form and runs toward it, blocked out of the way by Darkstorm jumping into mollusk form and thus making a barrier.

LEORIC

races towards it with Reekon and Mortdredd close on his heels.

Knowing that they will catch him, he kicks it soccar style to.

ECTAR

who catches it.

WITTER QUICK (o.s.)

Over here, Ectar!!!

As Ectar is about to throw, he is hit in Mid-Air by Gondarr in Polar-Bear form, but nevertheless, he gets the pass off and -

FOLLOW THE ORB

it flies through the air.

It is almost intercepted by Craxex in Phylot mode, but he's knocked out of the way by Arzon and the Orb makes it all the way to -

WITTER QUICK

who catches it and dashes through the industrial complex and presumably to the end zone.

ON DARKSTORM

he's honked.

I'm surrounded by incompetants!

DISSOLVE TO:

INT. THE SHRINE

The Spectral Knights return to the Shrine. The sacred flame burns low next to Merklynn.

MERKLYNN

Did you bring the Dragons' eye.

ON THE SPECTRAL KNIGHTS

Witter Quick still holds it under his arm.

WITTER QUICK

We did.

MERKLYNN

is pleased.

MERKLYNN

Good. I will charge your Power Staffs again. ^

**

LEORIC

steps forward.

LEORIC

That's not good enough.

MERKLYNN

is clearly nervous.

MERKLYNN

What do you mean by that insolence.

ECTAR

steps up again.

ECTAR

Look, we know you need the Dragon's Eye, or the Sacred flame will go out.

THE SACRED FLAME

is dangerously close to going out.

MERKLYNN

shakes his head sadly.

MERKLYNN

I will give you magic to help your cities.
But never tell the Darkling Lords of the
power you have wielded over me.

ECTAR

smiles.

ECTAR

Believe me, we are not so stupid.

WITTER QUICK

throws him the Dragon's Eye like it's a free throw.

MERKLYNN

tosses it into the Sacred Flame, and -

THE FLAME

leaps up.

DISSOLVE TO:

EXT. THE RUINED INDUSTRIAL COMPLEX

Cindarr holds Falkama by the scruff of the Neck.

CINDARR

I found this guy sneaking out.

ON DARKSTORM

He looks over.

DARKSTORM

Discard him.

ON FALKAMA

he's shaking.

WIZARD FALKAMA

I can be of great use to you. I
know things of magic and of Merklynn
that can help you.

DARKSTORM

shrugs.

-DARKSTORM

Put him with the rest of the things
we have scavenged.

DISSOLVE TO:

EXT. THE CITY OF NEW VALARAK

The Spectral Knights walk through the fields next to New Valarak with a special glowing seed. Farmers watch expectantly.

ECTAR

Leoric, I know nothing of farming.

LEORIC

That's the beauty of this stuff,
you don't have to.

ANGLE ON A FARMER

he looks at the field.

FARMER #1

So how long we gotta wait to see
if this works.

ARZON

who's spreading the seed.

ARZON

Merklynn said it would just be a
few minutes.

ANGLE ON THE FIELDS

Magical rows of fruits and vegetables pop out of the ground.

ANGLE FARMERS

FARMERS

You did it! It's a miracle!
We're saved! (etc..)

ANGLE SPECTRAL KNIGHTS

KNIGHTS

May the light shine forever!!

FADE OUT:

END EPISODE III