

TITLES ON AN OUTER SPACE BACKGROUND, APPEARING ONE AFTER THE OTHER.

FADE IN:

THE SOMBRERO GALAXY AS SEEN FROM AFAR.

THEN METHODICALLY, ZOOM IN ON THE SOUTHEAST PORTION OF THE GALAXY, SLOWLY, ZOOMING IN ON A SINGLE LARGE PLANET.

THE PLANET HAS A SINGLE SUPERCONTINENT WHICH IS SURROUNDED BY WATER, AS THERE ARE ARCHIPELAGO'S AND ISLANDS WHICH A SPARSELY DOTTED THROUGH ITS OCEANS WHICH MAKE UP THE BALANCE OF THE PLANETS GEOGRAPHY.

SLOWLY CIRCLING THE PLANET FROM SPACE

Narrator :

The Sombrero Galaxy created over 13 billion years ago at the beginning of time and space, was born of gas and rock with millions of solar systems in its constellation. One such solar system settled with eight planets revolving around it sun, a GIANT RED DWARF SUN adorning its satellites with a SCARLET HUE. At its peak the luster it projects is as dim as the dusk between day and night. Its dim scarlet hue is the reason that all species who dwell in this galaxy have large eyes which cover one third of their facial features.

The fourth planet in this solar system was given the ability to bring forth life in its many forms, slowly, it evolved an oxygen rich atmosphere contributing to long life spans and creatures growing to enormous sizes. As time progressed the world became overrun by an enormous number of predators, both prehistoric and modern which now roam the entire world and dominate its existence. Their presence has stalled any technological progress, as life goes on in a MEDIEVAL EPOCH.

3 billion years past the continents converged to form a single supercontinent, named by the ancient Tehran kings..PANGEA.

(battle scenes showing Tehran forces fighting Tyrannosauruses and Giant Serpents, with swords, axes, and bows and arrows)

As the supercontinent enters into its 4th AGE, a GREAT EVIL once encountered thousands of seasons past is about to unfold once again, an EVIL who all thought was asleep, which now seems to be destined to reawaken.

This is that story

CUT:

FADE IN:

EXT. WILDWOOD FOREST - MIDDAY

OVER HEAD VIEW FROM THE GIANT REDWOOD TREE BRANCHES LOOKING DOWN ONTO THE FOREST FLOOR:

As the two exiled Tehran's running feverishly through the thick underbrush of the Wildwood Forest. They struggle to elude their pursuers. Gasping for air as they glance behind them. For neither can identify who is chasing them, as they run in a panicked state, looking up toward the heavens as the DWARF SUN sits at its zenith.

The SCARLET HUE which emanates from its star is as bright as dusk, thus, it does not have the ability to fully penetrate the thick canopy of the dense forest.

FOLLOWING AT GROUND LEVEL:

Brambles as sharp as a Megalodon's tooth have cut them hundreds of times, leaving a bloody trail for their hunters to follow, as they continue to run from their assailants.

Clumsily they continue to forge forward. Fatigued, dazed and confused both Tehran's trip over a large root of a GIANT REDWOOD TREE, as the both falter down a wash 5 meters deep.

EXT. BOTTOM OF THE WASH. MIDDAY:

Both Tehran's lay semiconscious at the washes bottom. The first Tehran calls out in a whisper to his companion

TEHRAN #1
ARE WE DEAD YET?

Then, as the second companion lying immobile gazes upwards, a single Giant, flying pterosaur is standing not 3 meters from him. The beast stands 6 meters tall, with its jowls full of razor sharp teeth, as it looks down at the incapacitated Tehran.

half conscious the second Tehran looks up at the beast, and answers his companion

TEHRAN #2
(terrified)
I think we will be

He attempts to crawl away from the giant flying beast, but it is futile.

The Pterosaur leans over and grabs the lying Tehran above the waist, and lifts it above its head in which the Tehran screams in agony. Then the beast bites down which cuts the Tehran in half, as his lower extremities then plunge to the washes sandy ground in a bloody clump. The beast swallows his upper half in one gulp.

The first Tehran screaming in fear attempts to stand and flee. The Pterosaur leaps toward his prey, and as it does he grabs the Tehran's entire body from its head downwards toward its feet in its huge jaws, covering up to his ankles. The Pterosaur again lifts his prey over his head and bites down at the ankles, leaving only the Tehran's pair of bloody feet to drop to the washes bottom.

The Pterosaur swallows his prey whole, then screams in delight, flapping his 8 meter wide wings, creating a gust of wind as fierce as a category five hurricane.

The beast then gazes too and fro, and with one giant leap it takes to the air, and in mere seconds it is out of sight.

CUT: TO THE LOWER TREE BRANCHES OF THE GIANT REDWOOD TREES

Watching from the safety of the dimly lit canopy of the Giant Redwood Trees are the hunters who were pursuing the two Tehran's.

Satisfied by what they have just witnessed are the one meter tall, GOLDEN HAired WARROW ELVES. All seven of them, armed with their bows and arrows turn and retreat back into the forest.

FADE OUT:

FADE IN:.

EXT. WILDWOOD FOREST. LATE AFTERNOON:

Isolde, the TEHRAN WHITE WITCH is standing on the private porch of KING LEO "The Just", 152 meters above the forest floor in the WARROW TREE CITY of WILDWIND anxiously awaiting the king's arrival.

She gazes at the Wildwood's beauty watching the juvenile WIKI'S, the four armed, winged arthropods, about the height of a Warrow, as the adults play with their young in the tree tops. The forest is alive with the many song birds singing their happy tunes.

Isolde smiles to herself at this heart warming moment, as a gentle steady breeze flows by.

KING LEO enters the porch from his private quarters accompanied by six of his personal guards, dressed in battle armor.

KING LEO

(smiling)

My lady Isolde. Welcome to our humble city?

ISOLDE

(bowing towards the king)

Your Highness. You look wonderful. How long has it been?

KING LEO

Oh ... at least five thousand seasons since we've last seen one another. Come, sit, and let us chat about the comings and goings of the outside world

ISOLDE

(gazing out over the forest)

I have almost forgotten how beautiful the Wildwood is.

KING LEO

Beautiful, yes .. but unforgiving, as more beasts every season seem to make the Wildwood their home. Its not safe anymore to travel in small bands. So, by the look in your eyes, and the expression on your face I would say this is not a social visit?

ISOLDE

(gazing down at the porch floor)

(MORE)

ISOLDE (CONT'D)

No, Your Highness it is
not. I am en route to the
DARK FOREST.
(as she raises her eyes to
meet his)

KING LEO

The Dark Forest? Why? That realm
has been cursed since the beginning
of time. No one has entered it
since the ending of the last Great
War, 2,000 seasons ago.

ISOLDE

I know, I know, but over the last
few seasons I have felt a presence
of a powerful EVIL force, a dark
shadow that is beginning to fester
and spread over the land. This
force is pulling me towards the
Dark Realm, EVIL'S domain. For if
EVIL is once again stirring I must
know for sure. for if our enemy has
returned, we must prepare for its
rebirth.

King Leo begins to pace around the large porch, showing much
concern in his expression.

KING LEO

If our enemy has returned it will
be more powerful, and more prepared
than it was before. My lady it is
much too dangerous to travel there
alone. For traveling on the forest
floor in the Wildwood or the Dark
Forest is treacherous at best. But,
from the look in your eyes I can
see you are compelled to travel
there. But I insist you take a
squad of my best warriors to
accompany you..for your protection
of course.

ISOLDE

Your Highness, I must travel in
stealth and a squad, even as little
as your warriors are would attract
too much attention.

KING LEO

In good conscious My Lady I cannot
let you go it alone.

Isolde thinks to herself for a moment.

ISOLDE

Then, with your permission I will
take two of your warriors, if that
suits you, Your Highness.

Before King Leo can reply a Voice of one of his guards
answers

TURAK

Your Highness, I volunteer to
accompany Isolde on her quest.

Then a second voice calls out from the the guards

PHILO

I also volunteer to travel with
Isolde.

King Leo turns towards his Personal Guards, pointing towards
the volunteers, as he gazes back at Isolde.

KING LEO

Turak, Sergeant of the guard and
one of my bravest warriors
Philo, one of my best archers. Both
will serve you well on your
journey. For they are both loyal,
and fearless.

ISOLDE

(bowing towards the two
Warrows)

Then, Master Warrows, with the
blessing of King Leo, it will be a
pleasure to have you both accompany
me on this adventure.

As the two Warrows bow in reciprocation.

ISOLDE (CONT'D)

(gazing at the two
Warrows)

Then, we will leave at the Dawn of
Twilight. Gather your supplies, and
prepare yourselves, for tomorrow we
head into the untamed wilderness.

CUT OUT:

CUT IN:.

EXT. WILDWOOD FOREST. MORNING. AS THE SCARLET RAYS OF THE DWARF SUN PEEKS OVER THE REALM ISOLDE STANDS OUTSIDE THE WOODEN PALACE AWAITING HER COMPANIONS:

Turak and Philo dressed in battle armor, with their swords at their sides, their bows and a quiver full of arrows slung over their backs. Anxiously, they approach the White Witch with warm greetings.

As the three companions walk the ornate wooden walkways 4 meters wide which are adorned with wooden sculptures of the many Warrow Warriors who were slain in the First Great War against EVIL. The walkways cover the many levels of the entire TREE CITY. The companions walk 50 meters to where there is an opening in the walkway where there are no handrails. The three stop in front of it.

Isolde faces the opening. She then closes her large eyes, as she places her left hand in front of her face. She then speaks in the Warrow language of Watharan the "Revealing SPELL", which makes visible, things that are invisible.

In this case the invisible stairway that leads down to the forest floor.

GAZING DOWN AT THE FOREST FLOOR FROM THE WALKWAY:

ISOLDE

UN AMA RATHIER DAL A LA GOSH

Then suddenly a spiral staircase appears out of nowhere directly in front of them, as it descends down to the forest floor, 150 meters below their feet.

THEN PANNING ACROSS THE 3 COMPANIONS, THEN DOWN TO THE FOREST FLOOR SHOWING THE STAIRCASES ENORMITY, THEN BACK AT THE 3 COMPANIONS:

PHILO

My Lady, you speak Wathran as if you were born unto it.

ISOLDE

I've had millions of seasons of practice, my dear Philo.

LOOKING DOWN TOWARD THE DESCENDING STAIRCASE:

As the 3 begin their descent, the Spiral Staircase winds between two Giant Redwoods, an exhausting descent which will be numbering more than two thousand steps to reach the Forest Floor.

PANNING THE WILDWOOD FOREST FROM LEFT TO RIGHT:

On their descent flocks of Wiki's fly past, with many types song birds, as well as large birds of prey. They hear the growls and howls of many predators which roam the forest floor, projected from a distance, as well dark shadows cast over the thick branches of the roaming predators moving about in the tree branches.

One Wiki in particular keeps circling overhead of the three companions. It darts up, then down, never leaving the vicinity of the travelers.

Isolde stands for a brief moment observing the Arthropod, as she then gazes toward Turak

ISOLDE

A friend of yours, I assume.

TURAK

Wellyes, My Lady, he is Amolo. Our most trusted scout. I think he would be a great addition to our journey. He can fly above, as well as below the tree canopy and give us fair warning of the many dangers we may come across, before we encounter it.

ISOLDE

(gazing up to the
treetops, then back at
Turak)

You make a lot of sense Master Warrow. He will be a good asset.

Turak then calls out to the Wiki

TURAK

Caw caw caw ...ou ou

The Wiki, answering his call descends, then lands on the hand railing alongside Isolde. His large brown eyes gazing into hers, as his clear wings like that of a Dragon Fly flap back and forth in reassurance. Draped over its shoulder is a bow and a quiver filled with arrows.

TURAK (CONT'D)

My lady Isolde, this is Amolo, my dear friend, and our most trusted scout.

ISOLDE

(bowing)

My dear Amolo, its a pleasure to make your acquaintance, and to have you accompany us on our journey.

Amolo bows in reciprocation to the White Witch.

As the 3 reach the bottom of the staircase they step onto the forest floor. The staircase Immediately disappears, as it once again becomes invisible. Amolo takes to the air, as the four companions now begin their adventure through of untamed Wildwood Forest.

CUT OUT:

CUT IN:.

EXT: DARK TOWER, THE DARK FOREST - MIDDAY:

The Huge Black, Stone, Castle, with its multiple towers, with one tower jutting 30 meters into the sky is abuzz with the minions of EVIL milling about. The 7 meter tall fur covered, Malakai with its single horn protruding from the center of its forehead protruding over its huge cycloptic eye. Many of EVIL'S minions patrol the castles circumference, as well as its walkways, while the hoards of Neanderthals the 1.67 meter tall, hair covered prehistoric beasts are being whipped by the Malakai to do their bidding, as to prepare for the second coming of EVIL.

Huge barn fires climbing 3 meters high expelling thick black smoke are ablaze in the open field a hector in squared surrounding the front of the castle.

Then, suddenly the ground begins to feverishly shake, like an earthquake of an immense magnitude. The planets crust alongside the castle slowly begins to break apart, which opens into a large crevice, 7 meters wide and 25 meters long along the left hand side of the Dark Tower.

Flames surge 5 meters high from the open pit, sending ash and plumes of smoke into the air.

An immense heat accompanies the large fires. Thick black smoke fills the air coming forth from the wide crevice.

Then, a blinding yellow glow emerges from the middle of the crevice, so bright as all of EVIL'S minions must turn away. Slowly, the yellow glow rises up to ground level becoming more intense in its brightness. Then all at once it goes dark.

Where the yellow glow once was, now a DEMON 5 meters tall appears. All of EVIL'S minions gasp at the transformation.

A large figure standing authoritatively stands forth. Bright Red in coloration as flames simmer across its skin. Large wavy horns 46 centimeters long protrude upwards from the top of its head. It stands on large hoofs which smolder the ground beneath them from the immense heat given off. Its body is muscular, his ears are long and pointed. from its tailbone a long red tail 1.67 meters long with its pointed tip whipping around its body. Large Hands hold a 4 pronged pitchfork.

THE VIEW PANS THE THOUSANDS OF THE EVIL'S MINIONS KNEELING FROM ABOVE THE GROUND LOOKING DOWN, AS WELL AS PANNING THE WALKWAYS ON THE CASTLE:

All of Evil's minions bend the knee, and bow their heads as fear runs through their total beings. For this Demon sits on the left hand of EVIL itself, as it demands their full loyalty.

WIDE ANGLE FROM BEHIND THE DEMON SCANNING HIS MINIONS, THEN UPWARD, TOWARDS THE HEAVENS, THEN BACK AT EVIL'S MINIONS:

The DEMON gazes at the masses kneeling before him. He gazes up to the heavens, then raises his pitchfork into the air sending a single flame into the sky, as high as to reach for the heavens.

ABADDON

(gazing up to the Heavens)

Take that Uncle, for after I'm
finished here, I am coming for you.

Then, the sky quickly fills with low storm clouds. thunder and lightning abound throughout the cloud cover. The clap of thunder is so loud all must cover their ears from ear piercing claps. Then lightning hits the ground on all sides of the Demon making his minions back away in fear.

Then, suddenly, flying out of the large crevice in mass numbers are the SHADOW DEMONS.

Tehran in size, jet black in color, deformed in stature, with wings resembling a bats wings that span 4 meters. They buzz the castle from the air, circling it many times, then most fly high into the sky out of sight of the Dark Tower.

10 Shadow Demons land surrounding the DEMON. Their large bright orange eyes filled with hate and evil stare back at the Malakai and the Neanderthals waving their swords forged of black steel in their direction.

LOOKING UP TO THE SKY:

A large black clouds intensify over the Dark Tower muting the Scarlet hue to a even dark and duller gray in coloration.

Total silence abounds, as the masses await in fear his address.

HONING IN ON THE DEMON:

Abaddon slowly walks among the beasts. With every step he takes the ground beneath his hoofs smolder from the fire and heat they emit.

He then suddenly stops.

ABADDON

(glaring at the masses, he
begins to speak in a
raspy, loud, demonic
voice which echoes
throughout the Open
Field)

Disciples of EVIL. I Abaddon will
lead you into war to retake this
world, and send it back into
SHADOW.

For I reclaim this world for EVIL.

EVIL'S Minions stand and holler in unison, the Malakai waving their nail laden clubs high into the air, while the Neanderthals raise their wooden spears high above their heads. The screams are deafening.

Abaddon then asks for silence by motioning down with his left hand.

ABADDON (CONT'D)

Together, let us prepare for war

As the screams once again continue.

As the scene slowly fades out.

FADE OUT:

FADE IN:

EXT. WILDWOOD FOREST, LATE AFTERNOON.

TURAK

My Lady where will we bed down for the night? We need some type of cover, its too dangerous out in the open.

ISOLDE

I have a place in mind Turak. The Valley of LONGMIRE.

PHILO

(excitedly)

The Valley of Longmire..truly? That place really exists? I thought it was just legend.

ISOLDE

No Philo, it exists. Its not far from here.

As the 4 walk through the thick underbrush they come to a huge WALL of THORNS, 5 meters in height and 4 meters deep with vines that are intertwined with thorns and brambles 7.62 centimeters long. It is an impenetrable wall.

TURAK

(looking confused)

Is this a wall of thorns, My Lady?

ISOLDE

Yes Turak it is.

PHILO

I have never seen anything like it, it look impenetrable.

ISOLDE

It is Philo. Is the only Wall of Thorns that's known outside the far reaches of the northern Dark Forest. There is only one way in to the Gully.....And I know the entrance is here, somewhere ...I have not been here in 2 thousand seasons.....Ah there it is.

Isolde walks up to a narrow opening in the thorn wall. It is less than a meter wide, and 4 meters thick.

EXT. THE GULLY OF LONGMIRE. DUSK

ISOLDE

This is the only way down to the
Gully, follow me, but be careful.
The thorns are sharp and will cut
deep.

The 2 meter wide dirt ramp slopes down to the Gully floor, which sits 10 meters below its rim. As they get to its bottom they gaze at the hectare sized valley. Redwood and Oak trees are scattered throughout the Gully.

Once they reach the bottom the 4 walk to its center Turak hears the sound of running water.

TURAK

Is that running water?

ISOLDE

Yes Turak. There is an underground
river which cuts through the Gully.
The water is so pure, and perfect
for drinking. Make sure to fill
your water jugs, especially in the
morning.

The running river is very shallow and rocky. It is a meter wide as it moves briskly. The Warrows build a fire and cook Bison steaks over the fires coals next to the river. After the evening meal, a conversation begins.

EXT. VALLEY OF LONGMIRE, SITTING AROUND THE CAMPFIRE. NIGHT

TURAK

You have been here before then, My
Lady?

ISOLDE

(gazing around)

Yes Turak. Its been 2 thousand
seasons since I was last here, as
that was during the Great war. We
took refuge within the Thorn Walls.
As you can see we are quite safe
within the Gully's confines.

PHILO

(inquisitively)

You fought in the Great War,
against Naamah?

ISOLDE

Yes Philo, I fought in the war.
Last time I was in this Gully was
with 100 Tehran soldiers, and your
kin. There was 50 Warrow Warrior's
with us.

TURAK

Truly?...Why here?

ISOLDE

We fought EVIL's MINIONS inside the
Wildwood, but they were too
powerful, and we had not enough
soldiers with us to defeat them.
They pursued us for 3 days through
the forest. finally we took refuge
here. For the Malakai could not get
through the narrow opening, nor
penetrate the thick Thorn Wall.
They kept us here trapped in here
for 2 days. When we awoke in the
morning of the 3d day the Malakai
were gone. They left without a
trace in the middle of the night.
But not before the Warrow archers
sitting atop the trees branches
took many of them out, by shooting
them and killing them, sending
arrow after arrow through their
large eye. Thats when I realized
that there is none more resilient
than a Warrow in battle, not a
Centaur, nor a Tehran, none can
compare. Thats why I take comfort
knowing you two are by my side. And
you too Amolo.

PHILO

Well we were taught as WARLINGS
that we should fight to the death
for what we believe in.

TURAK

(looking in awe at Isolde)

Then it was YOU who sent Naamah
back to the Underworld. It is YOU
who is known as the DEMON KILLER.

(MORE)

TURAK (CONT'D)
Who saved this world from falling
into shadow. For you are truly the
White Witch, are you not?

ISOLDE
(embarrassed)
Yes Turak, I am she.

Turak then stands and bows to Isolde

TURAK
It will be an honor to fight and
die along side you, My Lady.

Philo and Amolo then stand and bow along side Turak in
respect of Isolde.

ISOLDE
Well let's hope it doesn't come to
that...dying that is. Now let's get
some rest, the fire will keep us
warm throughout the night. For
tomorrow we cross the GRASSY
PLAINS.
(muttering under her
breath)
There is where we will need a
miracle.

CUT OUT:

CUT IN:.

EXT. WHERE THE WILDWOOD MEETS THE GRASSY PLAINS, MORNING

As Isolde and the two Warrows move forward toward the last
remnants of the Wildwood, the gloom of the thick forest
slowly begins to brighten, as the GRASSY PLAINS come into
focus.

Suddenly, Isolde hears the faint calling of a small creature.

ISOLDE
(looking startled)
Did you hear that?

TURAK
Hear what? My Lady

Isolde stops. As she then begins to scan her large eyes over
the landscape.

She then walks toward where she heard the sound. Finally she stops, bends down, then picks up a small creature.

PHILO
(looking inquisitively)
What is it?

ISOLDE
(smiling from ear to ear)
It looks like a baby Saber Toothed
Panther to me.

Turak and Philo quickly grab their bows and fill them with two arrows each. They stand back to back for they fear that the mother SABER TOOTHED PANTHER is still in the vicinity.

TURAK
(with fear in his voice)
My Lady, let it be. Its mother may
be near. Then we will really be in
deep trouble.

ISOLDE
(holding the panther near
her face)
Its a girl. Turak I think she must
have been abandoned. Why else would
she call to us.
I think I will keep her, and I'll
name her RED

The Warrows then lower their bows.

PHILO
But she's black?
(looking confused)

ISOLDE
(chuckling)
No she's RED, silly.

Turak grabs Philo by the arm, and shakes his head side to side.

TURAK
Don't even go there.

PHILO
Oh..ok ... I get it ... I think.

Isolde wraps the baby panther in a thick small blanket and holds her close to her body to keep her warm. For as they approach the Grassy Plains the temperature begins to drop.

As the now 5 reach the border they step out of the Wildwood and into the openness of Grassy Plains.

EXT. GRASSY PLAINS - MID MORNING

Panning from side to side, then straight ahead of the travelers looking into the distance:

The Grassy Plains is a barren realm. Grasses a meter tall, as they extend as far as the eye can see. It is basically treeless, occasionally, there are sparse tight clusters of Pinion and Pine trees that dot the landscape. There are many hills which seem to be intertwined in which some protrude up to fifteen meters tall.

Because of its openness, a fierce, constant, cold gale blowing around 30 knots and always from east to west.

A cloud filled sky dims the scarlet hue to a dull grey, adding to the gloom.

ISOLDE

(with reluctance in her voice)

Well boys, Welcome to the Grassy Plains. Crossing this realm is as dangerous as traveling through the Dark Forest. For many a predator can hide and ambush us in the tall grasses.... By the way where's Amolo?

Turak looking up at the cloud covered sky, pointing.

TURAK

There he is... looks like he's scouting the way ahead, already. He's a good Wiki.

Looking toward Isolde

TURAK (CONT'D)

Aren't you glad I brung him.

ISOLDE

Yes, Turak, I am glad you brung him.

(smiling, as she answers him in his slang)

As the five begin their journey their swords become machetes, as to cut through the high grasses which are taller than the WARROWS themselves.

Isolde then whispers to herself, as she gazes toward the heavens.

ISOLDE (CONT'D)
May the GUARDIANS bless our journey
and grant us safe passage across
the PLAINS.

The Three steadily slash at the tall grasses, as they slowly pass large herds of Plains Bison numbering in the thousands, which stand 4 meters tall, as they feed on the tall grasses, paying no attention to the travelers.

Turak runs ahead of his companions trekking up a 10 meter tall hill to scout the path ahead.

Then out of nowhere Amolo lands next to Turak. He seems in a tither, as he points to the north and screams and jumps up and down in a panic. He talks to Turak in the hand language of Chironomy.

TURAK
What? What? Slow down, I can't
understand you...stop stuttering.

Turak cups his large eyes to see the path ahead. He sees the tall grasses bending to and fro, as if many creatures are moving fast below their tops. whatever they are they are heading directly towards the travelers.

Turak calls out to Isolde

TURAK (CONT'D)
(waving his arms, and
talking loud over the
Gale Force Winds)
Isolde ... hurry, you need to see
this.

Isolde hurries toward the top of the hill. The White Witch standing 3 meters tall has a better advantage to see farther into the Plains.

She stands for a long moment. She turns to Amolo and begins to converse in the WIKI hand language of chironomy.

ISOLDE
(the color drains from her
face as she starts to
panic)
RAPTORS....OH NO.

She turns to Philo who is still on the Plains walking toward the three.

ISOLDE (CONT'D)

Philohurry, RUN towards us.

LOOKING DOWN ON THE PLAINS FROM THE TOP OF A 10 METER TALL HILL:

The tall grasses are being tossed in every direction by the tiny dinosaurs which stand just 30.48 centimeters tall but travel in herds of 100 individuals or more.

ISOLDE

Quickly ...gather round
me...tightly

As the four companions plus one baby panther gather closely around Isolde, the tall grasses at the bottom of the hill twist and turn in a frenzy as the Plains Raptors rush toward the companions shrieking in a high pitched scream after spotting their prey.

Isolde bends on one knee, then points her staff straight up, as she then begins to whisper under her breath a SPELL OF PROTECTION. She whispers continuously. Then, the large crystal on the end of her staff begins to illuminate a blinding orange glow.

The RAPTORS reach the bottom of the hill, as they then frantically begin its ascent. 100 tiny dinosaurs begin their attack.

The beam projecting from the crystal on the top of Isolde's staff spreads out and covers the companions with an impenetrable force field, as the RAPTORS crash into it at their full gale. The Dinosaurs continuously pound into the force field at full speed, all 100 of them, NEVER BACKING DOWN.

Then, after a few minutes Isolde begins to show signs of fatigue which weakens the force field,

She call out to her companions:

ISOLDE (CONT'D)

There are too many of them, I can't
hold it much longer.

Then from behind the companions they hear the clamor of many hooves echoing above the howling gale and the screaming Raptors. Philo turns to see what is approaching them, as his large eyes widen even more

PHILO
 LookCentaurs
 (he screams with
 excitement)

Then rounding the hill is a tribe of 30 Centaurs led by their leader Lord Galgaliel. Bows cocked and filled with arrows. They hurl arrow after arrow at the tiny dinosaurs killing one after the other, as they surround the companions.

The Raptors then turn their attack on the Centaurs. as five Raptors jump on top of one warrior and begin to tear him apart. Then the Centaurs draw their swords for a close quarter combat. The half Tehran-half horse warriors have killed many a Raptor, but The Raptors are relentless in their attacks cutting many Centaurs with their razor sharp teeth.

Then as quickly as they attacked, the RAPTORS quickly begin to retreat, running away from the Centaurs, until they have all fled back into the safety of the tall grasses. All watch as the grasses move back and forth moving away from them.

Isolde drained by her actions looks upon the tribe surrounding the five.

ISOLDE
 (smiling)
 Lord Galgaliel, my old friend. I am
 so glad to see you. But what are
 you doing here.

GALGALIEL
 My Lady, I should ask you the same.

ISOLDE
 Its a long story, My Lord

The two then embrace one another.

Then a Centaur approaches Galgaliel

CENTAUR #1
 My Lord, I'm sorry to interrupt. We
 have slain over 30 raptors, as all
 the others have fled. We have some
 wounded and one casualty.

GALGALIEL
 Damn. Lets move in between the
 hills to get out of this gale. You
 can tend to the wounded there. Then
 have the boys make some small
 fires, the Raptors will make a
 tasty afternoon meal.

CENTAUR #1
Yes My Lord it shall be done
(as he turns and races
toward the wounded)

Many a Centaur has been cut severely by the Raptors and a
hand full need immediate medical care.

PHILO
(Gazing at Isolde and
Galgaliel embracing one
another. He then turns
towards Turak)

I guess they know each other

TURAK
(turning to Philo)

Dah... you think. Did you hear what
that Centaur said. Grilled Raptor.
Now thats what I'm talking about.

PHILO
Damn Turak, your always thinking
with your stomach.

TURAK
Most of the time, the other times
I'm thinking with well my
stomach.

Philo shakes his head side to side.

PHILO
Your hopeless

Galgaliel still embracing Isolde

GALGALIEL
I guess we have much to tell each
other, lets get out of this howling
wind.

EXT. BETWEEN THE HILLS ON THE GRASSY PLAINS - LATE AFTERNOON

The Centaurs have lit many small contained fires, grilling
the Raptors over them. As they are out of the blustery Gale.

GALGALIEL

So tell me Isolde, what are you doing here, in this most hostile environment? And with two Warrows, and a Wiki? This must be some story.

Isolde then unrolls the small blanket and reveals Red.

ISOLDE

And a baby Saber Toothed Panther.

GALGALIEL

Where did you find that? Forget that, I don't want to know.

ISOLDE

(staring at the ground in front of her)

We are on a journey to the Dark Forest. I have felt an evil presence lingering over me for some time. It stirs in my gut. I have a bad feeling that EVIL is trying to return, and I must know for sure. The farther north I travel the feeling of dread intensifies.

GALGALIEL

Your not the only one. I too have felt an uneasiness lingering over the realm. I just couldn't put my finger on its origin. Well, we will need supplies. LIONSGATE is on the Way. I think we need to let King Galen in on about what we are going to do.

ISOLDE

WE?

GALGALIEL

After all WE have been through together, do you think I will let you venture into the Dark Forest without me?

ISOLDE

(smiling)

Galgaliel, you are a true friend.

GALGALIEL

Yeah, sometimes I think I need my head examined.

PHILO

(whispering)

Did you hear that Turak? We're going to Lionsgate.

TURAK

I just hope the food is better there.

PHILO

Always complaining. You remind me of my mother, and why I left home.

EXT. GRASSY PLAINS, EARLY EVENING

As the Twilight begins to fade into the dimdark the band of Centaurs carrying 2 Warrows and a Wiki on their backs, with Galgaliel carrying Isolde departs to cross the Grassy Plains to head to the walled city and citadel of Lionsgate.

WIDE ANGLE OF THE CENTAURS GALLOPING ACROSS THE GRASSY PLAINS:

As the dimdark slowly sets in, the twin moons which are full, slowly begin to rise over the plains lighting the way ahead for the tribe of Centaurs. traveling steadily at a gallop.

As the companions approach the walled city they slow down to a walk.

Isolde turns to the Warrows.

ISOLDE

(pointing to Lionsgate)

Turak, Philo, Amolo ...behold the walled city of LIONSGATE.

The two Warrows and Amolo gaze at the city in wonderment, as it sits at the base of Mt.Gyphon, while the citadel itself rests at its summit 3,962 meters above the Walled City. Its radiance lights up the surrounding landscape.

PHILO

Well there's a sight I've never seen.

TURAK

Its huge. Isolde, how many Tehran's
live there?

ISOLDE

AT LEAST 200,000 TURAK.

PHILO

200,000? All crammed in behind its
walls.

ISOLDE

Yes Master Warrow.

TURAK

Damn, thats a lot of Tehran's
living so close to one another.
Better them than us.

PHILO

I don't think i'd like to live
there. I like living in the tree
tops much betterer.

As all chuckle at Philo's remark.

EXT. AT THE GATES OF THE WALLED CITY OF LIONSGATE. NIGHT:

As the convoy approaches the iron gates, a loud horn blasts a single baritone note through the air which penetrates throughout the entire city, thus alerting all its inhabitants as well as the kings guards on duty patrolling the huge stone wall,

As the companions ride up, then stand in font of the iron gates Galgaliel with Isolde on his back moves forward in front of the convoy.

The city walls along side the gates are now filled with the soldiers of the NORTHERN REALM. Each pointing their bows filled with arrows at the travelers. They are dressed in silver armor, with the kingdoms crest of a BLACK SABER TOOTHED PANTHER.

Slowly the iron gates open. Twenty soldiers armed with bows filled with arrows pointed at the convoy surround the travelers. Then a single unarmed soldier walks through the gates and walks directly up to Galgaliel and Isolde.

Isolde slides off of Galgaliels back, and walks toward the single soldier.

ISOLDE
 (bowing)
 Sergeant Liam Aimsforth

The sergeant approaches Isolde. He then bows to her, in which the soldiers on the wall lower their weapons

SERGEANT AIMSWORTH
 My Lady Isolde. You are a most
 welcomed sight, and always a
 welcomed guest of HIS MAYESTY KING
 GALEN.

The sergeant takes a long look at the travelers, especially the ones riding on the Centaurs backs.

SERGEANT AIMSWORTH CONT'D)
 Centaurs ... Warrows and a, and a
 ..

ISOLDE
 A Wiki!

SERGEANT AIMSWORTH
 Such an unlikely alliance, even for
 you, My Lady.

ISOLDE
 As unlikely as it may seem, we seek
 an audience with King Galen and
 Prince Quill, as we are on a
 mission of dire importance.

SERGEANT AIMSWORTH
 (bowing once again)
 Of course MY LADY. I will have my
 men escort you and yours up to the
 castle.

10 KINGS GUARDS on horseback lead the way up to the castle. Torches on tall posts on the sides of the cobblestone streets light up the way. As the travelers walk through the narrow, cobblestone streets of the walled city its inhabitants crowd its walkways to get a glimpse of the companions. Many have never seen Centaurs, Warrows and especially a Wiki before. They stare in awe as the convoy passes by them.

As they exit the crowded city they head up the steep, dirt, path to the mountain summit where the castle rests.

As they approach the castle they enter through the iron gates which opens up into the castle's large courtyard.

There, they are greeted by PRINCE QUILL, the military commander of NORTHERN REALM and brother to KING GALEN.

The prince is dressed in soldiers attire. He is tall, standing just a tad over 4 meters, and carries himself as royalty should, very noble.

PRINCE QUILL
(smiling)

Isolde... its so good to see you.

As he embraces her

ISOLDE
MY Prince, you look well. Its been way too long.

PRINCE QUILL
It certainly has

He then turns to the entourage

PRINCE QUILL CONT'D)
What do we have here ...Lord Galgaliel its been many, many seasons.

GALGALIEL
My Prince, it has, about 2,000 seasons I would say, since the Great War.

PRINCE QUILL
You look well, My Lord.
(he then gazes back as Isolde)
My Lady... Centaurs ... Warrows and a Wiki? What is going on?

ISOLDE
We have traveled across the Grassy Plains on a dire mission. We need to have an audience with you and your brother. I think EVIL is showing his ugly face once again.

PRINCE QUILL
I could have told you that! Come, let us gather in the meeting room. I have something to show all of you.

Quill turns to his sergeant

PRINCE QUILL (CONT'D)
Sergeant, take good care of Lord
Galgaliel's soldiers. Give them a
hardy meal and a place to rest.
They must be exhausted from their
long journey.

INT. LIONSGATE CASTLE. NIGHT

As the prince leads Isolde the Warrows, the Wiki and Galgaliel through the castle. Torches are placed every 2 meters imbedded in the stone walls. They go up to the castles third floor to the meeting room located on its northern side, which faces the Dark Forest

INT. MEETING ROOM IN LIONSGATE CASTLE. NIGHT.

They enter the meeting room which is 10 meters by 10 meters, for it faces the Dark Forest. In its center is a long table 3 meters long and 1 meter wide. 15 ornate chairs surround it. 3 Window Openings face the Dark Realm.

Prince Quill escorts the travelers to the large window openings. As they all stand in front of it, silence abounds, mouths gape, as fear rushes through their bodies.

TURAK
(gasps)
So many fires.

LOOKING OUT AT THE FIRES FROM THE WINDOW OPENING:

PHILO
(with fear in his voice)
There must be thousands of them.

Quill turns to Isolde

PRINCE QUILL
It started about a month ago, and
it has only gotten worse. Every
night more and more fires blaze. It
appears to be a GATHERING of sorts.

ISOLDE
A gathering of EVIL'S MINIONS, no
doubt.

(CONT'D)

PRINCE QUILL
What do you think, My Lady

FOCUSING NOW AT THE COMPANIONS:

ISOLDE
(turns and looks Quill
straight in his large
eyes)
I think we're in deep shit.

Just then Red hops out of Isolde's arm and begins to frolic around the meeting room.

PRINCE QUILL
What have we here, an added
companion?

ISOLDE
We found her in the Wildwood,
abandoned. So I adopted her. She is
now my companion.

The the door to the meeting room swings open. 6 of the king's personal guards march into the room dressed in battle armor, followed by KING GALEN, who is dressed in his royal robes. Walking 2 paces behind him is his personal SORCERESS ... GISELLE.

The King walks directly up to Isolde, as he then embraces her.

KING GALEN
(smiling)
My dear Isolde. So good to see you.
But I think I know why you have
graced us with your presence.
(as the king gazes out the
window openings)
Sit my friends and let us discuss
the task at hand. And who is this
little one?

As RED jumps into the king's arms

ISOLDE
That is RED your Majesty, my new
companion.

KING GALEN

She is awfully cute, and such a majestic companion.

As RED purrs while the king pets her.

GISELLE

(bowing)

My Lady Isolde, how nice to see you again.

ISOLDE

(bowing)

My Lady Giselle, the feeling is mutual.

(Isolde turning towards the king)

Your Majesty, I have felt an EVIL presence which has drawn me here. EVIL it seems to be stirring once again gathering its disciples, for when it is at full strength I fear he will march on the rest of PANGEA.

KING GALEN

My feelings also. I have sent out our IVORY EAGLE MESSENGERS to the other 4 kingdoms to prepare for an invasion.

ISOLDE

By then Your Majesty it will be too late. We must strike before EVIL's army is at full strength. Only then, will we be able to defeat him.

KING GALEN

But who is leading EVIL'S Army. EVIL has been banished to the Underworld, he can never leave for it is surrounded by a spell so strong EVIL can never break it.

ISOLDE

A DEMON of great power. We will know who it is when we face it.

PRINCE QUILL

Wait, Isolde ... are you saying to march into the Dark Forest and attack him while a DEMON of EVIL sits on a throne ...

(MORE)

PRINCE QUILL (CONT'D)
within its fortress, behind the
walls of the DARK TOWER.

ISOLDE
YES, thats exactly what I'm
saying...catch the Demon off guard.
he will not be expecting that. For
he must figure that he is safe
within the fortress walls.

GALGALIEL
Thats ballsy, even for us.

ISOLDE
I have a plan..... Have the armies
of the 5 kingdoms march upon the
Dark Fortress. I will lead a small
band of our warriors, we will leave
from Ravens Rock and then sail over
the the SEA OF STORMS. then sneak
into the castle from behind, and I
will face EVIL'S DISCIPLE head on.
He will never expect that.

KING GALEN
Its too risky My lady. For the
power over EVIL is unsurpassed.

ISOLDE
(excitedly)
I defeated EVIL'S disciple NAMAH in
the last great War, as I vanquished
him back to the UNDERWORLD. I can
defeat anyone the king of DARKNESS
puts forth toward me. I'm sure of
it. But we will need to act now ...
before its too late.

KING GALEN
(turning to Giselle)
What are your feelings, Giselle.

GISELLE
I agree with Isolde, now is the
time for action, for I have also
felt this sense of EVIL lingering
in my soul.

All in the room look towards one another for answers. The
Prince Quill is the first to speak.

PRINCE QUILL

(looking at the king)

Isolde and Giselle are right, we need to strike while the iron is hot. I suggest we leave at the Dawn of Twilight and begin our journey.

ISOLDE

(looking bewildered at the Prince)

WE ... My Prince?

PRINCE QUILL

YES WE!! You don't think I would let you go without me, now ...did you.

ISOLDE

Everyone wants to get in on the action.

Now you sound like Galgalriel.

As all in the room chuckle at her response

KING GALEN

(the king then turns to his guards),

Call the royal scribes to my quarters, immediately.

(As he then turns back to the companions)

Make your plans. I leave you in good hands with my brother. I will have food brought here and a little something for the baby. I will send out a new message to the other kingdoms advising them of your plan,. I will request their presence to go to WAR. Then will await their responses.

Good Luck On your quest.

(As the king bows to all)

The King, followed by Giselle then exits the room followed by his personal guards. As all in the room stand and bow to the exiting king.

TURAK
(turning to Philo and
whispering)
I wonder whats for dinner?

PHILO
(rolling his large eyes)
You have a one track mind Turak.
For such a seasoned Warrior all you
think about is food!

TURAK
I need strength when we go into
battle. That ... and a full belly

FADE OUT.

FADE IN:

EXT. CASTLE COURTYARD. SUNRISE.

As the dwarf sun pokes it head over the Northern Realm the air is thick with smoke and ash from the many fires blazing throughout the Dark Forest, as visibility is almost non existent. The scarlet hue of the dwarf sun is hidden behind a sky of grey. The deformed tree line is barely visible from the thick fog, as the Dark Forest commences only 10 kilometers from the castles northern side.

As the companions ready to exit the castle Lord Galgaliel assigns his soldiers to aid the Kings army, in case of an unexpected attack.

The companions gather in the courtyard anxiously awaiting the Prince's presence. As Isolde approaches her companions Philo notices that RED is absent.

PHILO
My Lady, Where's RED?

ISOLDE
I left her in Princess Ella's care
while we are on our adventure.
Where we are going is no place for
a kitten.

PHILO
I'm sure the Princess will take
good care of her. And we'll be back
before you know it...

TURAK

Lets hope Lets hope
(Turak's tone is not
convincing)

Prince Quill rides up to his awaiting companions on his huge Draft Horse KNUCKLEBUSTER. Knucklebuster is jet black and stands majestically over 4 meters at the shoulders. The Prince is now dressed in the Battle Armor of the Northern Realm. He has the reigns of a smaller dapple grey Draft horse in his right hand.

PRINCE QUILL

Good morning everyone... Isolde,
this is Mia, Knucklebusters mate.
She is for you to ride. She is as
as tough as Knuckles, and there is
none other in the kingdom as swift
as her. She will serve you well.

ISOLDE

Thank You My Prince. I just hope I
serve HER well.

PRINCE QUILL

Turak...Philo You have our
supplies?

TURAK

Yes My Lord, We have food, water
and lots of Ale.

PRINCE QUILL

Very well then. May the sun shine
down upon us, and the wind be at
our backs.

PHILO

And try not to get us killed

(as all shake their heads
in agreement)

ISOLDE

Amen to that.

Prince Quill, with Turak sitting in the saddle in front him leads to convoy, followed by Galgaliel, then Isolde with Philo sitting in the saddle in front of her.

Amolo takes to the air to scout out the trek ahead.

LEAVING THE COURTYARD OF LIONSGATE:

The travelers walk down the steep descent which leads into the city. Then they walk slowly through the narrow cobblestone streets of Lionsgate. Many Tehran's come to see the spectacle as the 6 pass by them. At the gates of the Walled city the soldiers on the ground as well as the soldiers on the city walls cheer them on as they pass through on their way north.

King Galen sends out another set of the Ivory Eagles to the 4 other kingdoms to apprise them of Isolde's plan and adventure.

EXT. THE CASTLE WALLS. LOOKING OUT OVER THE LANDSCAPE:

The Eagles simultaneously leave the castle to fly to their destinations.

As four, 2 meter tall white eagles take off from Lionsgate they soar high into the sky in 4 different direction to their destinations.

CUT OUT:

CUT IN:.

INT. KING ALASTAIR'S THRONE ROOM. THE WARROW CITY OF SOUTHOLD

Home to the GOLDEN HAIRED WARROW tribe.

A Warrow warrior pushes open the double doors to the Kings throne room, as he runs toward the king, huffing and puffing with a parchment in his left hand.

KING ALASTAIR is leaning on a large round table with many maps covering the table top, as he is in conference with his WAR COUNCIL.

SOUTHERN WARRIOR #1
(trying to catch his
breath)
YOUR MAJESTYYOUR
MAJESTY ... Another Eagle
has been sent from King
Galen with another
message. ()

As the warrior bows to the king and hands him the message.

KING ALASTAIR

Easy my boy....catch your breath.
Have a drink and sit a minute

The king grabs the message from the soldier's hand. He takes a long moment to read it. Once he has read the message, a look of despair encompasses his facial expression. He then hands to message to the General on his left hand side, as the rest of the council gathers around the General to read the message for themselves.

The entire council of 8 Warrows, consisting of 4 female generals and 4 male commanders has a fearful look in their large eyes after reading the message.

The king begins to pace

KING ALASTAIR (CONT'D)

For 2,000 seasons I have feared
this moment, when EVIL, once again
would show its ugly face.

GENERAL LILA GAINS

YOUR MAJESTY, NAMAHA was vanquished
to the UNDERWORLD by Isolde. I was
there, I saw it myself!

KING ALASTAIR

(looking directly into her
large eyes)

I was there too General. And I saw
what you saw. But if the Dark
Forest is teeming with EVIL'S
MINIONS, they are led by some kind
of DEMON. Its just a matter of time
before EVIL'S forces of his giant
MALAKAI and NEANDERTHALS march upon
the whole of PANGAEA. We cannot let
that happen.

GENERAL LINDY MARCH

(with a look of despair)

What are we to do, Your Highness?

KING ALASTAIR

(with a determined look in
his large eyes, pounding
the table)

We will join forces for the other
armies of the 5 kingdoms and march
upon the Dark Tower, as one UNITED
ARMY, where we will face the forces
of EVIL once again.

(MORE)

KING ALASTAIR (CONT'D)

We will first head to Wildwind and meet up with KING LEO'S soldiers and march as one Warrow army. General Gains ready your warriors. We will rendezvous with the other kingdoms in five days at the Fortress of RAVENS ROCK. We leave at the DAWN OF TWILIGHT.

The council quickly heads for the exits to ready their troops for the mornings march north.

CUT OUT:

CUT IN:

EXT. MORNING. QUEEN LAZULI'S PRIVATE PORCH IN HER PALACE OVERLOOKING TO SOUTHERN OCEAN.

Queen Lazuli, slender and shapely, with long black hair falling down to her waist, along with her sorceress Aveline, A slender Tehran, with long brown hair, both are scantily clad in leather.

Two of her personal guards in battle armor draped with swords at their sides watch over the entrance to her private porch attached to her quarters.

Both Queen and sorceress are standing at a small square glass top table, studying the message sent by King Galen, as the sounds of the ocean waves crashing on the rocky coastline fill the back round noises.

PAN OUT TO THE ENDLESS OCEAN THEN BACK TO THE QUEEN:

QUEEN LAZULI

(gazing into Aveline's large eyes)

GALEN is calling for reinforcements, as EVIL is gathering its forces once again in the DARK FOREST.

AVELINE

(beginning to pace)

We will eventually all have to face this plague. If we can meet them on the battlefield head on, in their own territory before they march on the supercontinent we can take them by surprise. Your Highness ... We must answer the call.

Lazuli calls out to her personal guards and points to the one on the left side.

QUEEN LAZULI
Sergeant, go find HARLEE ANTONIA
and IVY DENALI, and bring them both
to me.

The guard bows to the queen and quickly goes on his errand.
She then looks at the other guard

QUEEN LAZULI (CONT'D)
Soldier, go get GENERAL WULT, AND
BRING HIM HERE ... NOW

The other guard turns and leaves in a hurry.

A moment later Harlee, Ivy and the General Wult enter the queen's outdoor porch from inside the castle, as Aveline stands alongside her queen.

All five stand in front of the glass table, as Lazuli hands the message from King Galen for them all to read.

Harlee Antonia and Ivy Denali are the leaders of Queen Lazuli's secret assassination squad known as the DAUGHTERS OF SHAYLA. They are dressed in all black from head to toe. Harlee is thin and blond, while Ivy is red haired and thin. Levi Wult is the commanding GENERAL of the queens armies. Her armies consist of both male and female soldiers.

Lazuli and Aveline stand silently looking at the three, waiting for a response.

HARLEE ANTONIA
This is not good Your Highness.
Seems like we just went through a
war. Now this.

AVELINE
EVIL never sleeps, Harlee. It just
lies dormant until its time for it
to awake once more. Then it will
reek havoc on the world, leaving a
trail of death wherever it touches.

IVY DENALI
But who is leading EVIL'S army this
time?

QUEEN LAZULI
It doesn't matter whose leading his
army.

(MORE)

QUEEN LAZULI (CONT'D)

All that matters is that we must protect what is ours, or we all will become EVIL'S slaves, serving the scourge in bondage for all eternity. General ... ready your army, we leave before the sun rise. You will meet up with King Baltazar Azumi and the army of the WESTERN REALM where the Southern Highway meets the Great western Road. Then you will march as one army to RAVENS ROCK,

GENERAL WULT

We will be ready, Your highness. Will you be joining us on the trek north?

QUEEN LAZULI

No, I shall meet up with you at RAVENS ROCK.

GENERAL WULT

Very Good , Your Highness.

The General turns and exits the porch and enters into the castle.

Lazuli waits for the general to be out of ear shot, then leans into a conversation with the two assassins.

QUEEN LAZULI

(whispering)

At the Dawn of Twilight I want you two to take SAMAEL. You two will fly to Ravens Rock to meet up with Isolde and her companions. Im sure the White Witch has something up her sleeve.

Harlee and Ivy shake their heads in acknowledgement.

CUT OUT:

CUT IN:.

EXT. THE GRASSY PLAINS. LATE AFTERNOON

Isolde and her companions have ridden all day across the Grassy Plains, as fatigue is now consuming them.

The sky is still filled with smoke and ash as they are now riding to the edge of the Dark Forest. They can now clearly see the many large fires burning deep into the forest.

Ravens Rock is now in sight of the travelers, as it rises with its massive towers surging 25 meters into the sky. The fortress is situated on the cliffs overlooking the turbulent SEA OF STORMS, as it is also situated 1,000 meters from the edge of the Dark Forest.

TURAK

That pack of WOLFEN has been pursuing us for the last 10 kilometers or so. They're getting closer every moment.

PHILO

I count 10 of them.

The howls of the large wolves are projected for long distances being carried by the currents of the gale force winds, sending chills through all of the travelers.

PRINCE QUILL

(pointing to the fortress)
Look ahead ... Ravens Rock is in sight. We need to keep pace.

TURAK

Good idea, I hate the thought of being a Wolfen's afternoon meal.

GALGALIEL

You don't have much meat on you anyway. You'd only be a light snack.

TURAK

Thanks for pointing that out.

Then, suddenly the pack of Wolfen are upon them, they begin circling the travelers.

ISOLDE

Where in gods name did they come from?

GALGALIEL

I guess we weren't paying attention.

PRINCE QUILL

(yelling)
Quick form a circle facing them.

The pack of Wolfen continue to circle their prey, growling loudly, as gobs of drool drip from their large jowls. 3 meters tall and just as long. They are black as night with bright large orange eyes, with long legs. The beasts stare ferociously at the travelers. Then suddenly they sprint towards the companions as the the Tehran's and the Centaur point their swords towards them, while the Warrows unleash multiple arrows at a time. 3 Wolfen's are wounded, badly hit by multiple arrows each. Then one leaps toward Galgaliel as it grabs ahold of the Centaur's arm trying to tear it apart, then Galgaliel retaliates by driving his sword straight through the beasts chest, killing it instantly. Blood spurts from the Centaur's forearm dripping towards his left hand.

The Prince and Isolde continue to swing their swords at their attackers, but the Jet Back beasts are relentless their attack.

Then Amolo who was flying overhead swoops down in front of his companions and points to the sky above.

LOOKING DOWN FROM ABOVE:

Swooping down out of the tree tops from the forest edge like a torpedo, are a flock of the prehistoric flying dinosaurs ...the Giant Morracco. 7 of them in total. They are 8 meters long with a tapered pointed beak 3 meters long. A wing span expanding 10 meters wide.

Their focus is on the Wolfen.

GROUND LEVEL:

The Morracco's first dive is towards the injured Wolfen. Then at full speed they plunge their 3 meter long beaks into the mid section of each of them, the skewers of death plunge straight through the Wolfen with half their beaks sticking out the other side. then, with great effort they climb back into the sky and head for the tree tops of the deformed Redwood trees to consume their meals.

The remaining Wolfen scatter and head for the cover of the forest. The Morraccos give chase as the Wolfen quickly run into the forest evading capture, as the remaining flying beasts now turn their attention to the 6 companions who are galloping as fast as they can towards the fortress.

EXT. GRASSY PLAINS. LATE AFTERNOON.
WIDE ANGLE AT THE COMPANIONS RUNNING AND GALLOPING TOWARDS
THE FORTRESS:

The companions head full steam towards Raven Rock. The soldiers on the fortress walls see 2 horses and a Centaur coming towards them.

The fortress gates swing open as the archers of the Northern Realm head towards the incoming companions to protect them, hurling many arrows in the direction of the flying beasts. The Morracco's turn away from the incoming barrage of arrows, as the companions run through the fortress gates.

EXT. LATE AFTERNOON. THE COURTYARD OF THE FORTRESS OF RAVENS ROCK:

The horses and Galgaliel come to an abrupt stop just inside iron gates, as the gates slowly close behind them. The courtyard quickly fills with soldiers rushing to their aid. Amolo then lands next to his fellow travelers and greets them warmly. 200 soldiers are currently assigned to the fortress.

The fortress commander CAPTAIN SKOL SEVVERSON rushes towards the prince.

CAPTAIN SKOL SEVVERSON
(excitedly)
My Lord. Are you ok?

PRINCE QUILL
I'm fine, attend to the Centaur,
he's been wounded and needs medical
attention.

The captain bows to the prince then turns to his troops

CAPTAIN SKOL SEVVERSON
(in a firm voice)
Hurry ... take the Centaur to the
medical unit, he's been wounded!

5 soldiers assist Galgaliel who is stumbling to walk as he is in excruciating pain, as blood continues to flow down his arm to his hand, as it drips on to the ground.

CAPTAIN SKOL SEVVERSON (CONT'D)
We will have him fixed up in no
time My Lord... But I must say, I'm
glad your here. The forest is
awakening once more. Malakai and
Neanderthals are roaming onto the
Plains.

(MORE)

CAPTAIN SKOL SEVVERSON (CONT'D)

They are killing many Bison and Elk to feed themselves. Their numbers are building. Every day more and more seem to cross the Plains to join them, it is as if they are waiting for someone or something to lead them into war.

PRINCE QUILL

In 5 days the armies of the 3 Tehran Kingdoms and the 2 Warrow tribes will be here, as we then will march together, as one army to the Dark Tower and to war.

CAPTAIN SKOL SEVVERSON

To WAR?

PRINCE QUILL

Yes captain, we will cut the head off the serpent, before it has a chance to spread its carnage to the rest of Pangea.

CAPTAIN SKOL SEVVERSON

It sounds like a bold move, My Lord. May success follow us into battle.

The captain turns to his sergeant.

CAPTAIN SKOL SEVVERSON (CONT'D)

Sergeant have your men tend to the horses, and give these weary travelers a hardy meal, a comfortable place to rest ..oh .. and a lot of ALE. They look like they could some some.

Turak turns and smiles at Philo.

PHILO

(shaking his head from side to side)

Don't say a word Your such an ass!

TURAK

I'm gonna eat, then get drunk, ha ha

PHILO

What you really need is to get laid.

TURAK
That's not a bad idea either.

As both laugh at Turak's remark.

(Philo with his arm around
Turak)

PHILO
Come on Mr. lovejoy, lets get
something to eat.

FADE OUT:

FADE IN:

EXT. COURTYARD OF THE PALACE OF THE RISING SUN, QUEEN
LAZULI'S CASTLE. SUNRISE

General Levi Wult on his draft horse gets ready to lead a column of Queen Lazuli's Tehran Warriors of the Southern Realm, 3,000 strong all dressed in battle armor exit the iron gates of the palace. They are accompanied by 8 wagons full of weapons and 5 chuck wagons, as they begin the trek north.

In the middle of the large courtyard stands Samael, the queens personal PTERODACTYL, the largest pterosaur on Pangea he stands 6 meters tall with a wingspan of 11 meters.

Queen Lazuli stands in front of the pterosaur holding Samael's head in her hands as she kisses and caresses his head, as to reassure him.

QUEEN LAZULI
(whispers)
Don't worry my boy. fly Harlee and
Ivy to Ravens Rock, then return to
me. I will be waiting.
(as the queen kisses him
farewell)

The queen holds Samaels reigns as Harlee Antonia and Ivy Denali slowly approach the beast. Samael grunts and whips his head back and forth, showing his displeasure. The two then cautiously mount his back. Both are dressed in all black leather winter attire. Their hair in ponytails, both wearing knee high boots. Their swords and many daggers are fastened to their belts.

After they settle in Samael howls loudly. He flaps his wings 3 times, then pushes up as he takes to the air with the two riders holding on for dear life.

LOOKING UP:

The Pterosaur quickly ascends into the sky climbing higher and higher, as he then turns north. In a few seconds he is out of sight of the Palace.

CUT OUT:

CUT IN:

EXT. WARROW TREE CITY OF SOUTHOLD. SUNRISE

TOP OF THE SPIRAL STAIRCASE:

The Golden Haired Warrow Army of 3,000 strong consisting of both male and female warriors descend the secret, spiral, staircase which leads down to the forest floor, as it commences 170 meters amongst the tree tops. As the Warrows descend the staircase, it is packed three across.

GROUND LEVEL:

KING ALASTAIR
(speaking intently to one
of his commanders)
Lieutenant, how many Wiki's will we
have scouting for us?

LIEUTENANT MARSH
We will have 10, Your Majesty. I
hope that will be enough. This time
of year many predators, especially
the LARGE SERPENTS and the
TYRANNOSAURUSES are getting ready
to head south. For the Season of
Winter is beginning to close in. It
will be a dangerous journey.

KING ALASTAIR
Thats why we need to keep them in
close quarters to one another. keep
them moving, or we could be a hardy
meal for many beasts.
(looking up to the tree
tops)
Have the Wiki's keep a keen eye on
the mid branches.

LIEUTENANT MARSH
I will inform them, Your Majesty.

LOOKING DOWN FROM THE MID BRANCHES OF THE REDWOOD TREES:

The regiment of Warrows walks 4 across on the forest floor. The column is over 2 kilometers long. All of the Warrows are in battle armor, and are armed with spears, as well as bows and quivers full of arrows. All have swords attached to their belts. 10 Wiki's fly below and above the tree canopy, as well as ahead and behind the long moving column.

FADE OUT:

FADE IN:

EXT. WILDWOOD FOREST. SUNSET

As they reach the Tree City of Wildwind King Alastair thinks back on the perils they have encountered this day on their journey

FLASH BACKS OF THEIR JOURNEY:

The Warrows journey has not been without incident as they have encountered a giant serpent 20 meters long and more than a meter wide. Sitting camouflaged among the dense leaves on the lower tree branches. The serpent attacked like lightning from above as it grabbed and devoured 3 Warrows.

A short time later 2 Horned Eagles swooped down from the tree tops and grabbed 2 unsuspecting Warrows with their Giant Talons, piercing their tiny bodies, then flying back to the tree tops to devour them. The 2 Warrows scream in agony as they were torn apart, as they are eaten limb by limb by the 2 meters tall predators.

EXT. WILDWOOD FOREST. SUNSET

Finally, after a full days trek King Alastairs army reaches the Tree City of Wildwind in the northern Wildwood.

King Alastair stands in between two Giant Redwood Trees and WHISPERS in Wathra the REVEALING SPELL, to reveal the hidden staircase.

Once revealed, the Warrows led by King Alastair ascend 3 by 3 up the staircase which extends almost 170 meters up to the TREE CITY.

Then, once the king reaches the top of the staircase The King is greeted by 20 of King Leo's guards who line the ornate walkway on both sides.

The walkway leads to the GRAND HALL of Wildwind. King Leo's guards escort king Alastair to the great HALL. Loud horns in a SOPRANO TONE greets the arriving army. For a Grand Reception is about to commence.

INT. GRAND HALL. EARLY EVENING:

As King Alastair followed by his army enter the Grand Hall. It is filled wall to wall with the JET BLACK HAired WARROws, who greet's him with a mighty cheer.

King Leo descends the stage to greet his cousin as they meet in the center of the Great Hall. They embrace one another. Then King Leo walks arm in arm with King Alastair, as he leads him up on the stage.

The Golden Haired Warrow warriors follow their king into the Grand Hall. As the two king's ascend the steps to the large stage. Both stop and stand in its middle, as King Alastair hushes the crowd.

KING LEO

Welcome warriors of Southold, our
brethren, and my dear cousin King
Alastair to Wildwind.

(the crowd claps loudly)

Tomorrow we march into war But
tonite we feast.

(again the crowd applauds)

So eat, drink, and be merry, for we
are one big family. We are forever
together in life ... and in death.
I salute you all.

As king Leo raises his cup of wine above his head, he calls
out to all

KING LEO (CONT'D)

WARROWS FOREVER ... AND FOREVER
WARROWS

THE TWO RACES OF WARROWS YELL, HOWL and DANCE in JOY, AS THE
PARTY BEGINS.

CUT OUT:

CUT IN:

EXT. FORTRESS OF RAVENS ROCK. LATE AFTERNOON. LOOKING UP TO THE SKY

Samael circles the fortress 50 meters overhead. blasting a cold wind from its huge wings. Slowly he begins to descend, as he heads for the middle of the huge courtyard.

GROUND LEVEL:

The soldiers inside the courtyard of the fortress begin to freak out and panic, as many begin to scatter. Many soldiers scramble and cower in fear, as some soldiers grab their bows and arrows to prepare to attack. As SAMAEL lands in the middle of the huge courtyard captain Skol Seeverson runs out to the middle of the courtyard near where the pterodactyl has landed.

He holds his hand up high, and waves them at the soldiers.

CAPTAIN SKOL SEEVERSON
(yelling, excitedly)
Hold Your FireHold Your Fire

The captain then turns as he stares at the two riders on the pterodactyls back.

The troops realize that the pterosaur is carrying 2 Tehran's. Slowly, the soldiers lower their bows and arrows, but fear still shows on their faces.

At the same time a soldier quickly runs to the meeting hall where Isolde and her companions are eating dinner.

PRIVATE HOOL
(huffing and puffing)
My Lady Isolde...Isolde.... A
Pterodactyl with 2 Tehran's has
landed in the courtyardcome
quickly!

Isolde, Prince Quill, Galgalriel, and the two Warrows and the Wiki quickly sprint into action and run towards the courtyard.

As the 6 approach the Pterosaur they slow down to a walk, then they stop 5 meters from where it landed. Slowly, Harlee and Ivy dismount from Samaels back. The soldiers in the courtyard keep their distance, but watch intently, and in fear of such a creature.

Harlee walks toward the Pterosaurs head and pats him on his long neck with her right hand, She then leans into him and gazes straight into his large eyes

HARLEE ANTONIA

(whispering)

Thank you my friend. Its now time
to go home. Fly back to your queen,
for she awaits your return.

As Harlee slowly backs away to stand at Ivy's side Samael lets out a loud, deafening scream. He begins to flap his 11 meter wide wings rapidly, then leans forward, and with one move he jumps into the air. The wind from his wings blows like a category 5 hurricane, stirring up the dirt and snow. He slowly lifts into the air then climbs higher and higher as he begins to heads south.

FOLLOWING SAMAEL AS HE FLIES INTO THE SKY. FOLLOWING HIM AS HE FLIES OUT OF SIGHT. THEN TURNING BACK TO THE COURTYARD:

Harlee and Ivy turn and face the 6 companions. Isolde slowly walks up to Harlee.

ISOLDE

Well..well thats was a spectacular
entrance, Harlee Antonia.

(then gazing towards Ivy)

Ivy Denali I presume.

(Ivy nods her head in
acknowledgement)

Queen Lazuli's private assassins
at Ravens Rock. What brings you two
here, at this particular time in
history.

HARLEE ANTONIA

(bowing)

My Lady Isolde, I'm glad
to see you remembered me
... cause I remember you.
Its been a long time.. My
Prince, (bowing) it is
good to see you again.

(As Harlee then looks
toward the Centaur, then
the two Warrows, then the
Wiki, without saying a
word.)

We come at Queen Lazuli's request.
The queen received King Galens
message, and we are here because of
it. The Queens army is in route,
and will arrive here in 5 days.

PRINCE QUILL

Thats good news. King Galen will be pleased to hear it. Well then .. if you are here to help, come join us while we finalize our plans to invade the Dark Tower.

IVY DENALI

(with a raised voice)

Invade the Dark Tower?

PRINCE QUILL

I'm glad you agree Ivy,

IVY DENALI

No, that was a question.

ISOLDE

Well then follow us and we'll share our plans with you. Then you can judge for yourselves and tell us what you think...fair enough?

HARLEE ANTONIA

Fair enough.

The companions now 8 in total walk across the courtyard into the meeting hall.

INT. THE MEETING HALL AT RAVENS ROCK. NIGHT:

Once inside, the large room, as it is lit by torches on the walls every 3 meters. The 8 gather around the long oblong table at the rooms center. The Prince begins to speak directly to the two assassins.

PRINCE QUILL

(addressing specifically
Harlee and Ivy)

We will leave tomorrow at the Dawn of Twilight, together, we will sail on the SEA OF STORMS, sailing close to the shoreline, as the Sea is beginning to freeze over. We will travel in two LONG BOATS. We should arrive by the castle around dusk, depending on how swift the current takes us.

(MORE)

(CONT'D)

Then will come ashore behind the
DARK TOWER, then walk the 6
kilometers to the castle from its
rear side, enter the castle and
face EVIL'S DEMON head on.

(he then gazes towards
Harlee and Ivy)

Any Questions?

HARLEE ANTONIA

There's only one problem. The woods
will be teeming with Malakai and
Neanderthals, and lord knows what
else they have recruited. How are
we to make it to the Dark Tower in
one piece, without getting killed
that is.

ISOLDE

(sarcastically)

VERY CAREFULLY.

IVY DENALI

(angrily)

That's no answer witch!

PRINCE QUILL

If you have a better plan Ivy, now's
the time.

Harlee grabs Ivy by the arm and shakes her head from side to
side.

Silence abounds throughout the room which lasts for a long
moment.

PRINCE QUILL (CONT'D)

Well, since no one has anything
else to add, the plan is adopted.
Eat, drink, and get some rest. For
tomorrow we head into the bowels of
the world.

Philo looks toward Turak

PHILO

(giggling)

Then, you should feel right at
home.

TURAK

Why me? Your the one whose full of
crap

CUT OUT:

CUT IN:.

EXT. OUTSIDE RAVEN ROCK FORTRESS. SUNRISE

The 8 companions dressed in winter gear walk down to the shoreline to board the 2 LONG BOATS, which are 7 meters long, 2 meters wide with a single mast at its center, 5 meters tall.

The wind is freezing cold, blowing from the north at 25 knots, as the temperature is hovering around 263.71 Kelvins. The snow is coming down hard making visibility almost nonexistent. It is a dark and gloomy morning

6 Soldiers of the Northern Realm load the 2 boats with additional supplies as well as swords and many quivers full of arrows. Two sailors of the kings military will pilot the boats to their destination, as they will man the rudder at the boats stern.

The companions board the 2 boats. Then once situated 6 the soldiers push them offshore. The two pilots navigate the crafts to about 20 meters from the shoreline, as the pack ice is only 100 meters from shore, for other than the coastline the entire SEA OF STORMS is frozen over.

Isolde, Prince Quill, Turak and Philo are on one boat, while the 2nd boat has Galgaliel, Harlee and Ivy. Amolo has taken to the air to scope out the sea ahead of them.

The sea is turbulent with waves a meter tall crashing severely on the boats hull, swaying the smaller craft violently from side to side. Nausea from seasickness is felt throughout all of the companions.

The seas current is pushing the boat forward at extremely fast speeds. The pilots are having trouble controlling and stabilizing the boats pitch.

Then, The pilot of the second boat calls out to Galgaliel

PILOT # 2
 (yelling over the gale
 winds)
 Lord Galgaliel, there seems to be
 something in the water swimming
 along side us.

GALGALIEL
 (yelling back)
 Its probably just a school of small
 sea creatures.

PILOT # 2
 (yelling)
 I don't think so. This has
 tentacles, many of them. And its
 larger than you.

GALGALIEL
 (under his breath)
 CECELIA'S!!!

PILOT # 2
 (yelling)
 What? I cant hear you over this
 wind.

GALGALIEL
 (yelling and motioning)
 Stay away from the sides of the
 boat.

PILOT # 2
 What?

Then plunging out of the water a Giant CECELIA attacks the
 pilot.

The CECELIA ARE HALF-TEHRAN-HALF OCTOPUS. 4 meters long, with
 ten tentacles that protrude from below their waist. They are
 light blue in colorization, with eyes extremely large,
 pointed ears, no hair, and skin like rubber. All Cecelia are
 female.

The sea creature wraps its tentacles around the pilot,
 covering his entire body from head to toe. The pilot screams
 in fear, but he cannot resist as his arms are pinned against
 his body. The Cecelia then bites the pilot on the side of his
 neck with her long fang like teeth violently, splurging blood
 into the air killing the pilot instantaneously. Before
 Galgaliel and the two Tehran's can move to help him, they
 watch as the pilots large eyes roll back in his head. The
 Cecelia gripping the Tehran tightly, purposely falls
 overboard back into the dark turbulent waters.

HARLEE ANTONIA

(screaming)

Galgaliel quick .. grab the rudder
before we capsize

IVY DENALI

(talking loud)

What was that thing?

Galgaliel struggles to the boats stern and grabs the empty rudder, fighting the current, as the boat is out of control, as it sways from side to side. Finally, he gets control, as he then steers the boat closer to shore, fighting the current and the large waves all the way.

He settles the boat about 6 meters from the shore. The other boat follows the path Galgaliel is sailing, not knowing the reasoning behind the move. HARLEE and IVY stumble to the back of the boat to be near the Centaur.

He then turns to Ivy.

GALGALIEL

(angrily)

That Ivy, was a Cecelia. Stay away
from the sides, BOTH OF YOU. Or you
will join our pilot!

HARLEE ANTONIA

What in the heck is a Cecelia?

GALGALIEL

A vicious Sea Monster that rules
over the frozen, murky waters above
the continent... As you saw, they
seem to have an affinity for Tehran
meat.

IVY DENALI

Great, I've been told I taste good,
but I always lived to tell about
it.

HARLEE ANTONIA

(Gazing at Ivy, then
turning to the Centaur)

Excuse Ivy, Galgaliel, she alway
thinking below the waist.

(shaking her head from
side to side)

How far is it to the Dark Tower?

GALGALIEL

Well, with this powerful current pushing us, I'd say 3, maybe 4 hours until we get to where we need to be.

HARLEE ANTONIA

Do you know how to navigate this boat?

GALGALIEL

I'm learning as we go.

IVY DENALI

(looking up to the heavens)

Great, we're gonna die And those monsters are gonna eat us. And not in the way I like to get eaten.

Galgaliel shakes his head from side to side. He smiles to himself, as he struggles to keep control of the boat.

CUT OUT:

CUT IN:

EXT. SHORE LINE BORDERING THE DARK FOREST. SUNSET

As the scarlet rays of the Dwarf Sun begin to set over the Sea of Storms. The companions reach the designated landing spot.

Both boats steer towards shore. Once the 2 boats come to a stop the companions exit onto the snow covered sandy shoreline. They stand cold and hungry on a 5 meter wide beach, as the wind continues to blow at a gale force. Amolo lands by the companions.

ISOLDE

(looking at Galgaliel)

Where's your pilot?

GALGALIEL

Cecelia food.

ISOLDE

Oh!

TURAK

Is that why your turned towards the shoreline?

GALGALIEL

That, and I had to figure out how to steer this damn boat.

PRINCE QUILL

Enough chit chat. We need to get under the cover of the tree canopy .. and quickly.

INT: THE DARK FOREST. NIGHT

As the companions enter the tree line, as they walk 10 meters or so into the woodland. The wind then mysteriously ceases. The frigid cold lingers, while the smell of the stagnant air fills their lungs.

PHILO

(as he starts to shake from the cold) Its so cold and damp in here. And Pew ... what is that smell?)

ISOLDE

(looking into Philo's large eyes)

Philo, This forest is as old as time itself. It captures the odors of the creatures that live within its confines. The density of the huge trees doesn't allow anything in the air to escape to the outside.

(Isolde begins to look around at her surroundings)

The horrid smells will linger here forever. It is a reminder that EVIL'S presence will always lurk within this forest as a Dark Shadow. One that will block any light from entering.

GALGALIEL

Yeah, well we're the light to end this reign of darkness. Let's kick some Demon ass!

As all shake their heads in agreement

ISOLDE

(turns and look at the
companions)

We need to move in stealth.
Remember, this is the home of the
MALAKAI and the NEANDERTHALS, and
lord knows what else EVIL has doing
its bidding. Stay on the path, but
be ready at any time to hide in the
thick brush. For we are greatly
outnumbered, and they will brutally
kill us...Understand?

All the companions shake their heads up and down in
acknowledgement.

Isolde speaks under her breath into the crystal on the end of
her staff. It then begins to glow a faint white illumination
to light the way ahead.

CUT OUT:

CUT IN:

EXT: THE GRASSY PLAINS. SUNSET

The army of the Southern Realm traveling on the Southern
Highway led by General Wult. They approach the intersection
where the Southern Highway intersects with the Great Western
Road.

King Baltazar's army has already set up camp. For both armies
will rest here for the night.

King Baltazar has 4,000 soldiers traveling with him, as all
are dressed in battle armor. Their crest is circular, with a
ship on the ocean battling large waves.

The two armies intermingle, as they eat, drink and take a
rest. Then as the night lingers on the camp goes silent. The
only sound are the remains of the fires crackling, and the
many guards of both armies walking their watch on the
outskirts of the huge camp.

EXT. THE GRASSY PLAINS. SUNRISE

On the 5th day of their journey.

As the dwarf sun rises over the plains the camp of the two
armies is a buzz with excitement. Breakfast has been served,
while the camp is broken down. The armies line up for the
ride to Ravens Rock.

King Baltazar, his son Prince Vale. General Levi Wult and their commanders lead the convoy of 7 thousand soldiers strong.

The trek to the fortress will be less than a full days ride.

CUT OUT:

CUT IN:

EXT. THE GRASSY PLAINS. LATE AFTERNOON.

As the convoy turns north on the cut off from the Great Western Road, they ride the trail that leads directly to the fortress. Pine and Pinion Trees line both sides of the trail. Half a kilometer later the convoy rides out of the of the tree cover. KING BALTAZAR suddenly stops and points to the fortress in the distance.

KING BALTAZAR

Behold, the great fortress of
RAVENS ROCK. The SENTINEL, who
keeps watch over the Dark Realm.

GENERAL WULT

(looking at the king)
Thats a big fortress.

As the two armies approach the fortress they can see many contained fires spread throughout the Plains along side the fortress, along with hundreds of tents, signaling that King Galen's army has already arrived.

EXT. RAVENS ROCK. SUNSET.

The convoy rides up to the Iron Gates, the walls are lined with many Tehran soldiers cheering loudly. Then the many horns embedded into the stone walls blare out in a baritone blast. Its deep tones rings out loudly onto the Plains, signaling that a new army has arrived.

The Iron Gates slowly swing open as King Baltazar, General Wult and their commanders ride into the fortress, while the convoy of soldiers begin to set up camp alongside the other tents already in place.

EXT. COURTYARD OF RAVENS ROCK. SUNSET

King Galen is standing in the courtyard, as king Baltazar and the commanders ride directly up to him.

As they dismount their horses all standing in the courtyard bow to the King and his comrades.

King Gales smiles as he walks up the Baltazar.

KING GALEN

Welcome King Baltazar, King of the
WESTERN REALM, and my dear friend.
Thank you for answering the call to
war.

(as the two kings embrace
one another.)

KING BALTAZAR

My Dear friend. Why is it always
under these circumstances that we
get together,
We are 7 thousand strong at your
service. If it wasn't for war, it
would be one heck of a party.

(as both giggle at Galen's
remark.)

KING GALEN

Where is Lazuli? She didn't ride
with you?

GENERAL WULT

No Your Majesty. She should be
arriving at any moment. She chose
her own form of transportation.

EXT. WIDE ANGLE OF THE FORTRESS FROM THE GRASSY PLAINS.
SUNSET, THEN UP TO THE SKY:

Just then, A stirring occurs in the sky above the fortress. A
flock of 12 Pterodactyls begins to circle 15 meters above its
walls.

The soldiers on the Plains surrounding the castle all stop
what they are doing and stare at the spectacle in the sky
above.

EXT. THE FORTRESS COURTYARD. SUNSET.

The soldiers inside the courtyard stand and stare up at the
flock circling.

GENERAL WULT

Ah ...there she is now.

Then, together, 10 Pterodactyls land, spread out on all 4 walls of the fortress. After landing they flap their wings excessively, then screech a loud high pitched scream, piercing all the ears of all in the vicinity, as their presence spreads terror on the faces of all the soldiers.

Queen Lazuli on Samael, and Aveline on to of Lilliana Samael's mate, who is half Samael's size land side by side in the middle of the courtyard. All the soldiers in the vicinity back away, as night now covers the realm, as the courtyard is lit by the many torches spread throughout.

Slowly, Lazuli and Aveline dismount the 2 Pterosaurs. Both pet them gently on their large heads, then back away. Then the 2 Pterodactyls take to the air and join the other Pterodactyls on the fortress walls, as all 4 walls are now lined with the flying dinosaurs perched on top of them.

Then Lazuli and Aveline walk up to the 2 king and bow, as the 2 kings reciprocate.

KING GALEN

Welcome Lazuli to Ravens Rock.

QUEEN LAZULI

Thank you Galen. Baltazar you look well, And Ursula you look as young and a fit as ever.

Ursula bows to the queen and Aveline without saying a word.

Then once again the horns embedded into the fortress walls begin to blare loudly, as all inside the fortress turn in the direction of the Iron Gates.

Out of the tree line on the single path leading to the fortress a convoy of Warrows marches on the plains up to the Iron Gates. All standing on the fortress walls stare in silence and in wonderment, as many have never seen such a convoy as this.

King Leo and King Alastair now stand at the Gates, as they open slowly for the 2 kings and their commanders to enter. The Convoy of Warrows begins to set up camp around the fortress, joining the rest of the unified army.

As the greetings are exchanged the kings and their commanders are escorted to the GREAT MEETING HALL of Ravens Rock.

INT. FORTRESS MEETING HALL. NIGHT.

At the Long table the 5 kings sit across from one another with King Galen at its head, as the sorceresses and their commanders stand behind their leaders. The room is now full to capacity. The table is abundant with flasks of Ale and wine, as well as baskets of fruit. Many tables line the walls of the room which are also filled with flasks and fruit.

KING GALEN

Lords, ladies and commanders of Pangea, Welcome. We are gathered here to prepare to face EVIL once again. I present to you the plan in which I have thought to be our best option for success. AT the Dawn of Twilight we will leave for the VALLEY OF LOST SOULS, while it will be a treacherous passing it is the most direct route to the Dark Tower. And we will have the forces behind to defeat any enemies that we come across.

QUEEN LAZULI

That Valley is infested with GIANT SPIDERS, CAVE BEARS of enormous sizes, with packs of WOLFEN and ZUUL who dwell in its thousands of caves on the mountain sides. We will lose many of our army to them.

KING GALEN

It is a chance we must risk, if we are to sneak attack. They will never see us coming. Once we pass through the valley we will exit on the western side of the Dark Tower, they will never see us coming. Isolde and her companions are en route to the citadel as we speak. We need to give her time. For they will be the heroes to end this war and rid the world of EVIL once again ... My Queen that is our destiny.

KING LEO

(muttering out loud)
May destiny favor the foolish.
(as silence abounds)

KING GALEN

Unless we have a better plan, I put
forth to adopt my plan, all in
favor

All in the room simultaneously calls out .. Aye.

King Galen stands and raises his mug of Ale above his head

KING GALEN (CONT'D)

May the ANCIENT OF DAYS bless our
journey and guide us to victory
over the darkness of EVIL.

CROWD GATHERED

Hail ...Hail.

As all raise their mugs in unison, then drink from them.

KING GALEN

Tonite let us feast, for tomorrow
we march toward war.

FADE OUT:

FADE IN:

INT. DARK FOREST. NIGHT

Isolde lights the way by white glow from the crystal atop her staff, as she leads the companions surrounded by total darkness through the Dark Forest. Faint Grunts and growls can be heard echoing in the distance.

The deformed trees surrounding them are tightly clustered together, some are as broad as 2 meters round. Slowly and cautiously the companions move forward.

Then, blunt echoes of footsteps in the powdered snow are heard in the distance, which seem to be coming towards them. The clamor of the footsteps seems to be getting louder every second.

TURAK

Isolde, somethings coming toward
us, we need to hide.

As the footsteps get louder. The Isolde turns to her companions

ISOLDE
Quick ... hide

Then a squeaky, high pitched voice, calls out to Isolde out of the darkness.

GOBI
You need to Hide...this way....this way.

GALGALIEL
What the heck is that?

GOBI
Do you not hear me?...this way.

As a small figure shows itself as it steps into the light of Isolde's staff.

GOBI (CONT'D)
Down here...follow me ... hurry

ISOLDE
(she turns towards the Centaur)
Whatever it is, I think we should follow it. those footsteps are getting closer and closer. We have no choice.

A figure of a being standing on two legs, thin, with a flat top head, standing 30.48 centimeters tall waving his arms towards the companions.

GOBI
This way...this way

Isolde leads the companions following the small figure towards a stone wall covered with vines, as all come to a sudden stop.

PHILO
Its a dead end.

GOBI
Push aside the vines dummy...hurry, they are almost upon us.

INT: CAVE. NIGHT

Isolde pushes aside the vines which reveals a cave entrance tall enough for all the enter. Then a voice inside the cave calls out.

GOBI

Come on ..come on, what are you
waiting for?

One by one the companions enter the cave, as the last one enters, the vines fallback into place behind them, just in time, as a group of 5 Malakai's walks by, as the companions go unnoticed.

The companions stand inside the cave entrance Isolde's crystal illuminates the 15 by 15 meter wide cave with a high ceiling. Then what the companions notice is the floor of the cave is covered by little creatures standing, and staring at the companions. Hundreds of them standing like statues, just gazing upon the travelers.

PHILO

(startled)

Where are we? And what are those
things?

GOBI

We are not things ... we are DOKKA!

TURAK

(staring at Gobi)

What are Dokka's?

GOBI

We are...Oh how rude of me, I am
Gobi, king of the Dokka's who live
under the ground in the Dark
Forest.

PRINCE QUILL

Well then Gobi I am...

GOBI

Prince Quill, I know. The Dokka
know who you are. Our tribes have
been observing you for thousands of
seasons, as well as the rest of
you. We especially like the Wiki's,
they are just so cute.

(As he smiles at Amolo)

GALGALIEL

Observing us? how is it we have
never seen you ...or even heard of
you before? There are no tales or
legends that you even exist.

GOBI

(gazes at Galgaliel, and
looks him up and down)

Ah a Centaur, I have never been
close to one of your kind before,
You are rather big, all over,
hehehe. To answer your question Mr.
Centaur, we have hundreds of tribes
all over the continent, and some as
far as the Woodland Realm and the
many islands all around the world.
We are tiny to you, so we have
lived unseen from your kind for
millions of seasons. You are the
first other worlders we have ever
had contact with.

ISOLDE

Then why make contact now? And with
us?

GOBI

ABADDON scares us My Lady. For
what he is done in the past, and is
capable of doing now, to bring the
world to its knees with the
Malakai, and Neanderthals. We have
been watching what they have been
doing in the Dark Tower. They are
preparing for war. My many wives
are uneasy with their presence so
close to us.

TURAK

Your MANY WIVES?

GOBI

Yes, all 134 of them.

PHILO

You have 134 wives?

GOBI

Yes I do.

TURAK

I suppose you have children?

GOBI

Of course, lets see, 208 .. no 209
children, I like to stay busy.

TURAK

Busy! thats like a full time job.

Turak the looks toward Philo.

PHILO

(looking stunned,
answering Turak)

Don't even go there. Can you
imagine the drama with all those
wives. I'd run far, far away, and
disappear forever.

TURAK

I'd join you.

ISOLDE

(turning to Gobi)

Wait a minute! Abaddon, The
Destroyer. That's the Demon EVIL
has sent to take over the
supercontinent.

GOBI

Why yes My Lady Isolde, did you not
know that?

ISOLDE

(with a look of fear in
her large eyes)

No I did not... But it doesn't
matter, one Demon is as bad as
another. I will face him in battle
regardless.

Gobi, we need to get into the Dark
Tower, unseen. Can you help us?

GOBI

Let's see...Gobi can lead you
through the caves, which go
straight into the catacombs, then
through the dungeons. Dokka's know
all the passageways. But it will be
a very treacherous journey.

PRINCE QUILL

Why treacherous?

GOBI

For what roams in those passageways
are creatures you have never
encountered before. Such as the
BEAST of a THOUSAND LEGS, Giant
ARACHNIDS, and Giant BLACK
SCORPIONS, 4 meters long.
Everything EVIL dwells there.

IVY DENALI
Maybe we should find another way?

GOBI
There is no other way, My Lady. The forest is crawling with EVIL'S army. Hundreds of MALAKI'S AND NEANDERTHALS now roam these woods just in case someone like you was to try to get into the castle. The Shadow Demons watch from the castles walkways. You won't get near the tower before you are spotted and killed. And THEY will kill you.

Everyone is speechless, as they all turn to Isolde for answers.

ISOLDE
(hesitantly)
Then Gobi, it looks like we have no other choice but to put our lives in your hands.

GOBI
Goody, goody ... thats a tall task for one so little, but Gobi is up to it. Hehehe.

Then a thousand or so Dokka's gather round the companions to get a closer look at them, as the companions look upon them in wonderment.

CUT OUT:

CUT IN:

INT. THE CAVE. NIGHT:

As the companions get ready to begin their journey Isolde turns to the Dokka

ISOLDE
Are you ready Gobi?

Isolde bends down, and extends her hand, as Gobi walks onto her hand, She then puts the tiny Dokka on her shoulder, and says

ISOLDE (CONT'D)
 Show us the way my tiny friend.

Isolde then closes her large eyes and whispers in the language of spells. The crystal on the end of her staff begins to illuminate, it glow a brilliant white iridescence, which is now lighting the way ahead.

INT. THE CATACOMBS UNDER THE DARK FOREST. NIGHT

The companions walk in single file with Isolde and Gobi leading the way. Galgaliel takes up the last position with Turak, Philo and Amolo on his back. as the Warrows face backwards in case of an attack on their flank.

Galgaliel also holds a lighted torch, as the entourage is completely lit up, for the torch illuminates 5 meters behind the convoy. As the tunnels intersecting theirs are completely dark. Many tombs and sarcophaguses line the passageways, as many of EVIL'S disciples are entombed in these catacombs.

The passageways are infested with mice and rats of all sizes which scatter and screech as the companions walk through.

The companions walk slowly and cautiously, as the passageways of the catacombs are 2 meters wide and just over 5 meters tall. They are set as a maze, with many off shoots, as they are the remnants of LAVA TUBES. Many lava tubes are still active as the Black Mountains still have 2 active volcanos.

TURAK
 (clenching his teeth)
 Damn, I hate rats, they give me the
 creeps.

GALGALIEL
 They're better than coming across
 the Black Scorpions

PHILO
 Both suck.

As the two shake their heads in agreement with Philo.

GOBI
 Careful...Careful

As Gobi points to an upcoming passageway offshoot. Then, all hear ...tick..tick..tick in fast succession, as it echoes loudly throughout the surrounding tunnels.

HARLEE ANTONIA

What is that?
(whispering)

GOBI

SCORPIONS..
(whispers back to Harlee)

The companions become uneasy as the sounds of tick...tick...tick... which now seems to surround them, as the scorpions appear to intensify into a frenzy.

Instantly a Black Giant Scorpions claw protrudes out of the upcoming offshoot and into the light of Isolde's illuminated crystal.

Seconds later the predatory Arachnid leaps into the passageway directly in front of Isolde and Gobi. It stands 4 meters long and jet black in color. Its back arched, his large claws snapping continuously at Isolde. The companions all back away from the beast, as the Warrows and the Wiki draw their bows filled with arrows, as Prince Quill and Galgaliei unsheathe their swords, and point them directly at the threat.

Isolde then whispers to herself in the Language of Spells. The crystal on the staffs end brightens so intense all must turn away, it then begins to pulse, then an orange flame shoots out of the crystal directly at the Large arachnid, setting it aflame. The scorpion begins to scream but it is frozen in place, as the heat felt by the flame can be felt a distance away, sending the other scorpions in the off shoots scurrying away.

The inflicted scorpion then begins to dissolve from the flames and the heat until it is a puddle goo and muck in the middle of the passageway.

All the companions stand in awe of Isolde.

GOBI (CONT'D)

Damn Isolde, you melted it! How did you do that?

ISOLDE

(glancing at the Dokka)
That's why I'm the White Witch ...
And your not Gobi.

GOBI

(smiling)
Sure rub it in, White Witch ..
hehehe.

The companions gain their composure and slowly begin to move forward. As they pass the next offshoot a scorpions claw protrudes out of the darkness and grabs ahold of the pilot standing in the middle of the pack by the waist, cutting him in half, as his lower body below the waist falls to the floor leaving a bloody mess. The scorpion takes off while other arachnids begin to advance to grab ahold of the remaining body parts.

The companions quickly scurry away from the slaughter, as many rats scurry past the companions and head directly to the Tehran corpse to eat from the remaining pieces of body.

Gobi keeps directing them from one passageway to the next. There is no time to grieve for their friend. He then stops
Isolde

GOBI (CONT'D)

Isolde, there is a large cavern directly ahead. We need to get through it quickly, for it is very large and high. Anything can hide inside it.

ISOLDE

Does Anything live in it?

GOBI

When I was here last it was empty. But that was over 10 thousand seasons ago.

ISOLDE

A lot can change in 10 thousand seasons.

As the companions approach the entrance to the large chamber Isolde stops and turns to her companions. It is an arched entrance 5 meters tall at its highest.

ISOLDE (CONT'D)

Gobi says this is the entrance to a large chamber. We will need to get through it quickly. Stick together and keep aware.

PHILO

Aware of what?

ISOLDE

Things that go bump in the night, What do you think?

PHILO

I get it...I get it... Geez, so
testy aren't we.

TURAK

Easy Philo, go easy on her, we just
lost a brother.

PHILO

Seeing him cut in half stimulate
your appetite, Turak?

TURAK

No..stop it...But I could go for a
thick piece of the Bison Jerky.

Philo stares at his fellow Warrow

PHILO

You know, you never cease to amaze
me ...or disgust me. Right now I
can't make up my mind which.
...shhh don't say a word.
(pointing his finger at
Turak)

INT. LARGE CHAMBER. NIGHT.

As the companions step foot into the chamber the temperature
immediately drops precipitously. It is as they stepped into
an ice box. They can see their breath in every exhale. The
chamber is 20 meters wide by 20 meters high.

PRINCE QUILL

Damn it got so cold all of a sudden

TURAK

This is not good.
(whispers out loud)

As the companions continue to cautiously move forward. Off to
their right side the complete silence is broken by a steady
drip landing on the chamber floor. Isolde stops and holds her
right hand up to stop the forward motion of the others. She
can see a puddle about 5 meters from where she is standing.

She points the end of her staff directly in its direction.
Slowly, she heads directly for it. As she then stands in
front of the meter wide puddle. She notices it has a dark
contour to it, for its not water.

Isolde then whispers in the language of spells and brightens
the crystals illumination.

She realizes that the liquid is BLOOD. She then points her staff up to the ceiling. She gasps as she sees 10 cocoons. Tehran is size. Then staring at them for a long moment she realizes that the cocoons are moving. Whatever is inside of them is still alive.

She then looks upon the rest of the chamber ceiling. She gasps, as the balance of the ceiling is covered with GIANT WEBS.

GOBI

I guess its not empty ...anymore.

ISOLDE

(She whispers to Gobi on
her shoulder)

RED WIDOWS, 3 meters round, and
deadly. Look at how many webs there
are. There must be hundreds of them
hiding within all that silk.

Isolde quietly scurries back to her companions and points to the ceiling. As they all gaze upwards..all silently gasp in fear.

ISOLDE (CONT'D)

(faintly whispering)

When I say run, you run. And
whatever you do ...DON'T look back.

Isolde leads the group slowly waking across the chamber floor. Then movement begins to appear behind the large intertwined webs. The movement then begins to intensify, as The webs begin to shake from side to side.

Isolde then turns to her companions.

ISOLDE (CONT'D)

(in a clear, loud, voice)

RUN...RUN QUICKLY.

Isolde running, whispers into the crystal on her staffs end.

Immediately the crystal illuminates to the magnitude of a SUPER NOVA, blinding all who gaze upon it. The arachnids turn away as they cannot survive in light of any kind and screech in a tormented frenzy. Hurriedly, the companions scamper across the chamber floor, until they cross the opening which leads them out of the large stone room.

INT. PASSAGEWAYS OUTSIDE THE LARGE CHAMBER. NIGHT

The companions stop to catch their breath, as the crystal on Isolde's staff returns to the illumination it was before. The Arachnids quickly rush down the chamber walls, but all 400 or so spiders abruptly stop by the chambers exit, piling on top of one another waiting for the right time to strike.

Isolde pointing her staff at the exit as the Red Widows back away, but cluster around the openings edges. Only their long legs are visible clutching on the exits edges.

HARLEE ANTONIA
(huffing and puffing)
As soon as we move away they will
come after us.

ISOLDE
NO, THEY WILL NOT! All of you run
away down the passageway, Galgaliel
lead them, quickly.

GALGALIEL
What are you gonna do?

ISOLDE
Don't worry about it, just lead all
of them away from here, go NOW!

Galgaliel still holding the lit torch reluctantly leads the companions away from the chamber.

Isolde then turns and faces the chamber exit, speaking in the LANGUAGE OF SPELLS (lotha un lotha de la ruum al la mench) She then lifts her staff straight above her head, The crystal is now glowing a bright fiery red. Then in one motion, with all her might she pounds its end on the rock floor. The walls around the chamber begin shake, then, slowly they begin to break apart, suddenly piece by piece the begin to crumble to the floor covering the cave entrance. The rubble settles to block the exit opening and seals the arachnids inside the large chamber.

Once the dust clears Isolde sits on a newly fallen boulder, and hangs her head down, as she closes her large eyes to rest if only for s moment. The companions hurry back to where the white Witch is sitting, as they all gather around her.

TURAK
Isolde ... Are you ok?

Isolde looks up at Turak and pats him on his shoulder.

ISOLDE

(smiling)

Im good, thank you Turak. And Philo
Im sorry I yelled at you before.

PHILO

Im sorry too, for pissing you off.
I'm really good at that, hehehe

GOBI

(sitting on Isolde's
shoulder)

Isolde, we should not linger. We
are getting close to the dungeons.
Malakai and Neanderthals may patrol
these passageways, for we are not
far from the entrance to the
Dungeons.

HARLEE ANTONIA

Gobi's right Isolde, we need to get
a move on. All this ruckus might
have caught the attention of things
we're better off not seeing right
now.

Isolde stands and whispers into the crystal on the end of her
staff, as the staff once again begins to glow a bright white
light.

ISOLDE

Well then ...follow me

Gobi directs Isolde down the long passageway, only this time
there are no offshoots. The vermin scurrying in the tunnels
has disappeared only silence surrounds the companions.

At the end of the long passageway is a large metal door
standing 5 meters tall and 1 1/2 meters wide, which is shut.
Its carvings showing EVIL with a whip of fire in its right
hand, Holding a 4 pronged pitchfork in its left hand, gazing
directly at all who stand before it.

GOBI

(pointing at the large
door)

Behind the door ... The Dungeons of
the Dark Tower.

All stand in fear on what is on the other side of the door.
Not a word is spoken, as all hesitate to approach it.

Finally, Prince Quill and Galgaliel walk toward the door. There are no handles to open it. Both place their hands at its center and push it with all their might.

The door cracks open with a whoosh, as if a seal has been broken. A rush of stale air rushes out into the passageway. All turn their heads to avoid its odor, still not a word is spoken between them.

Swords are drawn, bows are filled with arrows, as Quill slowly opens the large door.

Slowly Quill sticks his head around the slightly opened door to see a large chamber some 50 meters wide and 20 meters high. The room is lit from flaming torches placed about every 5 meters which are embedded into the stone walls.

Prisoner Cells, nearly 100 of them, all have metal bars and doors which are embedded along side one another into the rock wall, covering all four walls of the chamber, but they are all empty.

The entire chamber is empty. No prisoners, no Malakai, no Neanderthals. The only sounds heard are the crackling of the fiery torches.

Prince Quill followed by Galgaliel are the first to enter the large room. Isolde follows them, followed by the rest of the companions.

GOBI (CONT'D)

Behold, the Dungeons of the Dark
Tower.

All just stand there looking around at the many empty cells. They gaze upon EVIL'S methods of torture which are scattered around the large room...The rack...The pendulum...the pit of fire, The Wall of Death where ones are placed to be executed, all empty. Only the blood of the tortured covering these instruments remain. The scent of death lingers in the air.

TURAK

(whispering)

Where is everyone? The Dungeon is
empty.

PHILO

It smells like a tomb which hasn't
been opened in a thousands
seasons.

ISOLDE

That, is The smell of death, Philo.

IVY DENALI
(scraping the floor with
her right boot)
Some of this blood is fresh, so
whoever was held here was recent.

TURAK
Then what happened to them?

His question goes unanswered.

The companions continue to gaze upon the horror's which
stands before them.

FADE OUT:

FADE IN:

EXT: DIRECTLY IN FRONT OF THE DARK TOWER. MIDDAY.
WIDE VIEW OF THE CASTLE FROM THE FAR EDGE OF THE OPEN FIELD,
SLOWLY ZOOMING IN TO 50 METERS FROM THE CASTLE:

Storm clouds block the Scarlet Rays of the Dwarf Sun, as the
snow falls steadily on the 4,047 square meter open field
directly in front of the Dark Tower. 50 Malakai and 100
Neanderthals stand in a semi circle just outside the arc of
the Iron Gates of the castle.

Slowly the IRON GATES begin to swing open. EVIL'S MINIONS
begin to hoop and holler as 100 Tehran and Warrow prisoners
are led out of the iron gates and onto the open field. Many
stumble and fall, but are whipped to move forward. Their
hands are chained and their legs are shackled at the ankles.
50 more Malakai follow behind the hoard of prisoners taunting
them with leather whips cracking just over their heads to
keep them moving.

The prisoners scream and wince in pain, as they are forced to
hobble forward.

CUT OUT:

CUT IN:

EXT. BASE OF THE BLACK MOUNTAINS. MIDDAY.
LOOKING FROM THE BASE OF THE MOUNTAINS FROM INSIDE THE FOREST
OUT TO THE OPEN FIELDS IN FRONT OF THE DARK TOWER:

A band of 10 Centaurs watch from the cover of the forest as
the Prisoners are prodded forward into the open field

LIKA

Ormarath look, Tehran and Warrow prisoners being prodded along by Malakai and Neanderthals. The Tehran's are all dressed in the colors of the Northern Realm. And the Warrows are all dark haired in color. They must all be from Wildwind. So many captives.

ORMARATH

I'm surprised they have been kept alive this long and not killed immediately, but why? What are they going to do to them?

LIKA

They have to have something planned. For why else would they be here, outside in the freezing cold and snow.

ORMARATH

Lika Look, at the top of the tower. What is it?

LIKA

Looks like a demon of some sort.

CUT OUT:

CUT IN:

EXT. IN FRONT OF THE DARK TOWER. MIDDAY.
SCANNING 75 METERS FROM THE IRON GATES

About 50 meters in front of the Iron Gates the prisoners are verbally ordered to stop and stand still. Then to turn and face the castle, as the Neanderthals prod them with their wooden spears two meters long, whose end comes to a long, sharp point.

The captives stand there half alive, half dead, as the snow continues to fall even harder.

Then, at the top of the castles highest tower a fiery figure comes forth, standing 5 meters tall. Long black hair falls to its waist as well as its pointed black beard Where it walks the stone floors smolders from the fire and heat its body gives forth. Every breath it exhales send puffs of fire from its mouth.

EXT. CLOSE UP OF THE DEMON STANDING ON THE TURRET.

He stares at the prisoners for a long moment.

It then begins to speak with a voice that seems to be speaking through a megaphone, raspy and deliberate, as its baritone pitch can be clearly heard into the forest beyond the open field. With every word flames spark out of his fanged toothed mouth.

ABADDON

(pointing at the
condemned)

Prisoners of the Underworld, I
ABADDON, condemn you to death in
the name of EVIL, WHO RULES over
all of PANGEA. You shall all pay
for the sins of your fathers, and
your fathers, father. Kneel to me
now and I shall kill you quickly,
or refuse me, and a long torturous
death shall follow

All the prisoners refuse to bow to EVIL'S DISCIPLE. Some cursing him and wishing him dead, angering the Demon even more.

Then the small flames flickering in its red scaly skin begins to flame up, as flames a meter wide growing larger with its rage now encompass his entire body and head.

ABADDON (CONT'D)

(begins to scream at the
Malakai and Neanderthals)

Take them and crucify them all!

The Malakai then turns them around as they whip the prisoners to move towards the middle of the open field. The Neanderthals continue to prod them for torture is part of the plan. Slowly the prisoners hobble towards the middle of the open field, where they are commanded to stop.

CUT OUT:

CUT IN:

DARK FOREST, BASE OF THE BLACK MOUNTAINS. MIDDAY. OVERLOOKING
THE OPEN FIELD IN FRONT OF THE DARK TOWER:

ORMARATH

Lika, they are going to crucify all
of them.

LIKA

We have to do something to stop
them?

ORMARATH

Do what? There are hundreds of
them. We are but 10, it will be
suicide to show ourselves.

LIKA

They are going to murder them in
cold blood. EVIL has shown itself.
And after this WAR won't be far
behind. We need to get word to the
Tehran King at LIONSGATE of what we
are witnessing.

ORMARATH

I'm sure he knows. For he has
soldiers everywhere. I'm sure thats
how these were captured. We need to
head back to FROSTFORD and alert
Lord Khamael of what we have seen.
And prepare for war.

LIKA

I hate to say it but you're right.
We need to gather our forces, the
Tehran's and Warrows can't go it
alone, for this fight affects us
all. And the future of Pangea.

NIGEL

(pointing)

Commander, there's a pack of
Neanderthals patrolling along the
base of the castle just to our
right.

ORMARATH

I see them. We wait until they
leave the area to move. For if we
are seen, its game over.

6 Neanderthals on patrol all carrying their wooden spears are
walking alongside the base of the castle.

Suddenly 3 BLACK SCORPIONS, 4 meters long emerge from holes in the ground along side the base of the castle. Immediately the arachnids grab ahold of 3 of the Neanderthals, as they begin to rip them apart. The other Neanderthals stand there in shock.

Then, 4 more scorpions emerge from under the ground and begin to attack the other Neanderthals. Their claws ripping the beasts apart leaving some of their arms and legs scattered along the forest floor. Then with their prey in hand they quickly retreat back into the holes from which they emerged.

LIKA

(turning to Ormarath)

Have you ever seen anything like that?

ORMARATH

Never in my life, and I have seen a lot of stuff. Quietly, let's get the heck out of here and head back up the mountain.

The Centaurs visibly shaken from what they have just witnessed begin their climb up the mountain, back to their village.

CUT OUT:

CUT IN:

OPEN FIELD, IN FRONT OF THE DARK TOWER. MIDDAY.

Laid out on the ground are row after row are 100 X crosses. The Malakai take 10 prisoners at a time and forcibly lay each prisoner on top of a cross. One Malakai holds one prisoner in place while the other nails their arms and legs with a metal hammer. Rusted nails 15.24 centimeters long are pounded into the wrists and the ankles of the condemned. As each appendage is nailed onto their own beam on the wooden crosses.

The screams of torture echo for many kilometers past the open field and deep into the surrounding forest. Streams of blood fall onto the tall thick snow covered grasses creating a lake of red which covers the open field.

It takes a long time to nail all of them to the crosses, amid the screams and cries for help.

Once all 100 prisoners are nailed to the crosses, they are placed in a upright position set into the holes that the Neanderthals have dug.

10 crosses per row, 10 rows deep. The ground is saturated in blood, as the harrowing screams of the crucified continue to echo as far as one can hear.

WIDE ANGLE: CUT TO THE BACK OF THE OPEN FIELD, SLOWLY SCANNING THE ROWS OF TEHRAN'S AND WARROWS NAILED TO THE CROSSES:

The screams of the prisoners continue. Then slowly the screams die down into moans and groans as life is slowly draining out of them.

ABADDON
(calling out loudly to his
minions)
Leave the field while you still
can, for death will soon be upon
them.

The Malakai and Neanderthals begin to walk back to the Open Gates of the castle. Deeper and deeper the spilled blood seeps in to ground.

FOCUSING ON THE BLOOD SEEPING INTO THE GROUND:
THEN SCANNING OUT TO THE OPEN FIELD:

The ground suddenly begins to shake like a high magnitude quake. Many Neanderthals and Malakai fall over, losing their balance due to the ground trembling below their feet.

Suddenly a hundred mounds begin to surge up from the ground, like a caldera forming for a volcanic eruption.

Quickly the mounds jut up to 5 meters tall and 7 meters wide, ever pushing upwards.

The the tops of the mounds suddenly burst open.

BLOOD ANTS, hundreds of thousands of them. Blood Red in coloration and 30.48 centimeters long, who have been attracted by the scent of the large pools of seeping blood burst from the tops of the mounds.

The crucified scream in horror, as the hum and clattering of the large insects feet scurry across the snow of the open field and head directly to the crucified who are spewing the blood. The swarm covers many a cross, their large mandibles rips the flesh off of the crucified. Then the ants tears at their organs. quickly, all the flesh of the crucified, as well as their organs are consumed. All that is left are they're skeletons hanging on the crosses.

Many Malakai's and Neanderthals who were still on the field get caught by the BLOOD ANTS. They cover EVIL'S Minions like a swarm of bees. Quickly they eat through their flesh, then begin to consume their organs. Soon, after all that is left of both species are their skeletons, lying in pools of blood which spread their claret over the falling snow.

Abaddon watches from the castle's tower in delight, As EVIL has committed its most heinous deed.

FADE OUT:

FADE IN:

I/E. MEETING ROOM IN RAVENS ROCK: DAYBREAK:
HEADING OUT TO MEET THE SOLDIERS READY TO RIDE.

As The Dwarf Sun rises over the horizon The 5 kings and their commanders walk to the exit of the meeting hall at Ravens Rock. They step onto the large courtyard. Through the courtyard they walk past the open Iron gates of the Fortress. As the 5 kings stand just outside the fortress gates they scan the line of warriors ready to leave for the Dark Tower.

Their soldiers are all dressed in Battle Armor. They are lined up and grouped by their respective kingdoms. King Galens army leads to column most on horseback, but thousands are on foot. The 30 centaurs who were part of Galgaliel's tribe are gathered together near the front of King Galens soldiers. Galens soldiers are followed by the 2 tribes of Warrows all are on foot. Then followed by Queen Lazuli's army, half on horseback and half on foot. And lastly King Baltazar's army all are on horseback. Over 12 thousand soldiers strong. Banners are held to recognize each army. The chuck wagons and the wagons carrying weapons are the last in line.

There are no paths or trails where they will travel, for the Dark Forest is thick with underbrush, as well as massive, deformed Redwood Trees 250 meters tall which stand in close proximity to one another, as some are 10 meters round.

Then, in the center of the courtyard a large gust of wind occurs. Above the fortress walls Samael and Lilliana begin to land at the courtyard's center. Queen Lazuli dressed in her winter gear adorning her bright red cape and Aveline dressed in her winter leather gear climbs aboard the back of the Pterodactyl, as they will meet the army of the 5 kingdoms in battle, with their flock of Pterosaurs.

The 5 armies trek begins as the snow comes down hard, and the wind is getting stronger.

The column heads north.

CUT OUT:

CUT IN:

EXT. DARK FOREST. LATE AFTERNOON

The snow continues to come down hard, but the wind has ceased.

As the front of the column approaches the tightly clustered unnamed mountain range. They head towards the concealed entrance to the VALLEY OF LOST SOULS.

The entrance is a narrow passageway barely 5 meters wide, just wide enough for the wagons to pass through. Ursula, Aveline and Giselle approach the entrance on foot. The mountain slopes are almost vertical, reaching heights over 2,400 meters.

CUT OUT:

CUT IN:

EXT. VALLEY OF LOST SOULS. LATE AFTERNOON

As the 3 sorceresses step in the valley they gaze around its perimeter with extreme caution. The valley itself is situated between the mountains slopes is only 20 meters in width at its widest point, and narrows to 8 meters at its narrowest point. Tall Redwood trees abound throughout the valley, and the mountain slopes contain thousands of caves from the ground level all the way up their peaks. The valley does have a path which runs throughout, situated 3 meters from the left side of the mountain slopes. The valley floor is currently covered with snow 30.48 centimeters high.

Giselle walks over to the where the 5 kings have gathered and ok's the column to enter. She turns to the kings

GISELLE

Your Majesties, this part of the
journey will be most perilous.
(she points to the tree
canopy)

LOOKING UP AT THE THREE TOPS:

GISELLE

The canopy is covered with giant webs. The valley itself is infested with arachnids 3 meters round, and their webs can be as wide as 24 meters. Wolfen, Zuul, and Cave Bears are known to live in the many caves through the valley. Ursula, Aveline and I will do what we can to avert any disasters before they happen.

THEN, LOOKING BACK TO THE 4 KINGS

KING LEO

And I have a feeling many bad things will happen to us before we leave this horrid place.

KING GALEN

(turning to his
commanders)

Once all of the troops are inside, have them set up camp. Have as many as possible take refuge in the caves to get out of this cold and snow.

Slowly, the long column of troops enters the valley.

Groups of soldiers immediately begin to explore its confines, as well as the many caves on the valley floor. As one group enters a large cave 100 yards into the valley, loud terrifying screams come forth from inside of it. The soldiers at the cave entrance begin to run away in a panic. As a large Cave Bear, 6 meters long weighing over 635 kilograms bursts out of the cave with 2 Tehran soldiers encased in its huge fang filled jaws. The soldiers within its jaws scream in agony trying to escape, which echoes throughout the entire valley. The bear then clamps down on them crushing their bones killing them instantly. The large predator then disappears into the blackness of the valley, only its footsteps muffled by the deep snow can be heard as they fade into silence.

All watch in fear, as to wonder what will happen next.

CUT OUT:

CUT IN:.

EXT. THE VALLEY OF LOST SOULS. NIGHT

As the night wears on the the many fires spread throughout the valley floor lights up their surroundings. Many tents are set up throughout the valley to house the thousands of soldiers. The band of Centaurs have taken over the watch, as they patrol the camps perimeters fore and aft.

As a group of 5 Centaurs congregate at the camps northern boundary. Silently from above a large RED WIDOW Arachnid slowly slides down a line of silk extending from the tree tops. It stops 3 meters above the Centaurs and waits for its opportunity to pounce.

Lingering in the shadows above the Red Widow are 2 more RED WIDOW'S hiding in the darkness out of the fires glow.

The group of Centaurs begins to break up to continue their patrol. A lone Centaur then stands alone watching the others move away to continue their patrol.

Then a drip of a white cloudy fluid 7.62 centimeters round drops on the Centaurs right shoulder. It slowly begins to ooze down her arm. Slowly, she looks up. A 3 meter round Red Widow spider then pounces on her covering her upper body. Its 4 forward legs grabs onto her, as the stinger on its huge thorax begins to sting her continuously injecting toxic venom in every strike. She screams a life ending scream.

The 4 other Centaurs hearing her in agony immediately rush to her aid. Swords in hand they attack the slash and stab at the Giant Arachnid, as the Arachnid fights back. Then the two other arachnids who were hanging just above her pounce on two more Centaurs, injecting them many times with venom. In a few seconds the 3 Centaurs have gone limp and collapse on the valley floor. The Arachnids then turn to the 2 remaining Centaurs. They flex their fangs and hold their front legs in an attack position.

The last two Centaurs back away in fear.

The Arachnids then turn their attention on their prey lying unconscious on the valley floor. Instantly they begin to spin their webs around their prey until all 3 Centaurs are enclosed in a silken cocoon from head to toe. Then the Arachnids drag their prey up the silk line up to the tree canopy.

10 Tehran soldiers along with 8 Warrow Warriors answer the call for help as they rush to where the Centaurs screamed.

The warriors come across 2 Centaurs looking up at the tree canopy, as the 3 white silken cocoons now hang from the thick Redwood branches 150 meters above the valley floor.

Then the Centaur commander speaks to the two remaining Centaurs.

HALGAR
(looking up to the tree
canopy)
There's nothing either one of you
could have done to prevent this
from happening. Continue with your
patrol, but be on high alert.

HALGAR (CONT'D)
(pointing to 3 Tehran
warriors)
You three, assist them with their
patrol. And remember, keep alert.

CUT OUT:

CUT IN:.

EXT: THE VALLEY OF LOST SOULS. DAYBREAK

The 3 sorceresses stand together with the 4 kings in a small clearing in the center of the valley. The snow has stopped, but has accumulated to 45.72 centimeters high.

Then, from above the assembled soldiers a blood curdling yell comes forth. It pierces throughout the valley, sounding like a Wolfen calling its pack after a kill. Then a response to the yell is heard in the distance. Aveline looks up at the mountain slopes, gazing from spire to spire.

The soldiers in the valley stop what they are doing as they turn their gaze up at the mountain slopes. The blood curdling yell strikes fear within them. They all look toward the mountain slopes to see what it could be. The one by one they point at the slope about 100 meters above the valley floor.

Standing on a rock spire is a Dark Colored Demon, the size of a Tehran, with wings of a bat which are spread apart measuring 3.05 meters wide. It stares at the kings and the sorceresses with its Large Orange Eyes.

It then takes to the air its large bat like wings flapping rapidly. It dives at a fierce speed, then swoops 2 meters above the heads of the kings, as all in the congregation duck and fall to the ground, as it then flies up to the mountain tops and out of sight.

AVELINE
 (standing up)
 A SHADOW DEMON, the JINN-DO, EVIL'S
 ASSASSINS, Damn.

URSULA
 (looking at the others)
 Well ...There goes our surprise
 attack.

KING ALASTAIR
 How did they find us?

KING GALEN
 Well lets see. We are a column of
 soldiers 5 kilometers long. I'd say
 we are easy to see from above.

KING GALEN (CONT'D)
 (turning and speaking
 directly to Giselle)
 Giselle, Talk to Halgar, the
 Centaur commander. Send the
 Centaurs ahead of the column to
 scout out our path, just in case
 EVIL'S MINIONS are planning a
 surprise attack along the way,
 before we reach the DARK TOWER.

GISELLE
 It shall be done Your Majesty.

CUT OUT:

CUT IN:.

INT. DUNGEONS OF THE DARK TOWER. LIT BY TORCHES.

The companions walk slowly, and silently through the large
 dungeon. The stone floors are spotted throughout with stains
 of dried and fresh blood. At its end stands a large plain
 Iron Door a meter wide and 3 meters tall. All stand before it
 in silence. Then Gobi breaks the silence.

GOBI
 (speaking just above a
 whisper)
 Through this door..the Dark Tower.

ISOLDE
 (looks toward her
 companions)
 Ready your weapons. Stay close to
 one another, and kill anything that
 moves.

As Prince Quill slowly opens the door which leads out of the dungeons, Isolde with Gobi on her shoulder peeks out into a corridor and is startled to see 3 Neanderthals guarding the entrance to the DUNGEONS.

Isolde and the Prince steps back as the three Neanderthals turn and point their wooden spears at the intruders. They advance toward the companions. As the Neanderthals run through the doorway to the dungeons Turak, Philo and Amolo unleash 2 arrows each. Two of the Neanderthals are struck in the head while one is hit directly in the chest. All three fall dead at the Dungeons doorway.

ISOLDE
 Quick, pull them inside, out of the
 corridor.

Galgaliel grabs 2 of them by their legs, while Prince Quill grabs the 3d one by its arm. They drag them back into the large chamber out of the doorways path.

Isolde closes the door behind them.

HARLEE ANTONIA
 (turning to Ivy)
 Damn, that was close.

IVY DENALI
 I can only imagine what other traps
 we will Walk into.

PRINCE QUILL
 And we haven't even entered the
 castle yet.

ISOLDE
 (gazing towards the
 Prince)
 Your just full of comforting words
 today.

As Isolde turns once again to open the door she peeks out again into the corridor. This time the corridor is clear of any of EVIL'S MINIONS.

CUT OUT:

CUT IN:.

INT. DARK TOWER. MORNING.

ISOLDE
Gobi, do you remember the way?

GOBI
(pointing to the staircase
off to the side)
Quickly up those stairs.

The companions are now within the castle of the Dark Tower.

Isolde leads the companions up the staircase. As they near the top of the staircase Gobi points to a dark out cove underneath the next set of stairs. All the companions squeeze into the out cove.

Suddenly Groups of Neanderthals carrying their spears run up the stairs that the companions just climbed, as the companions stay hidden in the darkness of the out cove.

Then, the stairs and the corridors become filled with EVIL'S Minions Both the Malakai as well as the Neanderthals. Many of them scurrying about in a frenzy, passing the companions who are lurking in the darkness, as EVIL'S minions seem to be on a mission.

Then a horn blurts out. A single blaring baritone note rings long and loud from atop the castle stone walls, which penetrates throughout the surrounding landscape.

The companions still hidden turn to one another in a panic, as all look towards Isolde.

ISOLDE
That my friends is a call to WAR.
Out allies must have arrived.

EXT. OPEN PLAINS IN FRONT OF THE DARK TOWER. MIDDAY

The 4 kings and their sorceresses step out of the cover of the Dark Forest, as they begin their way to enter the Open Field, from the Dark Towers west side.

The castles walls are lined with many Shadow Demons who are screaming towards the advancing army egging them on, as they rapidly flap their Bat Like Wings in defiance.

As the kings ride down the long slope that leads to the open field, in the distance they see the remnants of the X crosses, realizing that all have skeletons attached to them.

King Galen leading the column suddenly stops, as the kings gaze out into the OPEN FIELD.

KING GALEN
(pointing to the cluster
of crosses)
Look. My God

KING BALTAZAR
Lord of the Spirits what has EVIL
done.

GISELLE
He has sent a message to all who
look upon this carnage.

KING BALTAZAR
(teary eyed)
A message ... what message?

GISELLE
All who defy his word will pay with
their lives.

URSULA
But that has always been EVIL'S
message.

GISELLE
Yes Ursula, but this message is
directed at us.

KING GALEN
Evil will answer for the
unthinkable act he has committed
this day. And his judgment shall be
death.

After a moment of solitude, King Galen motions for the column to continue.

Many fires still blaze all throughout the Open Field, as the Malaki's and Neanderthals have now gathered together in front of the castle walls.

Then suddenly, the snow begins to come down in sheets.

EXT: DIRECTLY IN FRONT OF THE DARK TOWER. MIDDAY:

The walkways on the castle walls now begin to fill with EVIL'S minions. The Malakai and the Neanderthals now stand shoulder to shoulder, ready to do battle.

Once again the Horn of War blurts out in its single baritone tone.

All the Shadow Demons standing on the castle walls take to the air simultaneously, and fly out in different directions.

The armies of the 5 kingdoms have now all entered the open field. Riders dismount their steeds, and draw their swords. 3,000 Warrow archers run to lead the soldiers who are now lining up in battle formation. The Open field is now filled to capacity with the warriors of the 5 armies ready to do battle as one.

The one last time the Horn of War calls out loudly over the field of battle.

Then a eerie silence overcomes all of the soldiers as they begin to lined up, row after row in the attack position.

EXT. OVERHEAD OF THE DARK TOWER AND THE OPEN FIELD:

Suddenly, the clanging of the large iron chains rings out as the Iron gates begin to slowly open. Once the gates are fully opened the Neanderthals are the first to exit the castles courtyard, all are carrying their wooden spears sharpened to a long point, as they now number 3,000 at least, followed by 2,000 Malakai who are all carrying their 2 meter long nail laden clubs. EVIL'S minions move in silence, as the ground shakes with every step the Malakai take.

Evil's army comes to a halt 152 meters from the unified army, as a standoff commences. The snow is now coming down so hard one can barely see 10 meters in front of them, but the wind has stop blowing, as the air is now calm.

EXT. HONING IN AT THE DEMON STANDING ON THE TURRET:

Then on the tallest tower of the castle a fiery figure appears. Abaddon shows its presence for all to see. The Demon's entire body glows with fire. He is holding a 4 pronged pitchfork in his left hand. He then raises it toward the heavens as a bolt of fire thrusts up into the cloud cover and explodes into the clouds, signaling his army to begin the attack.

EXT. ZOMMING ON KING GALEN: MIDDAY

Then King Galen turns to the combined army

KING GALEN

Soldiers of Pangea, today we take
our world back from tyranny,
oppression and EVIL. Today will be
written in the annals of history
how we fought for our freedom.
Fight and die with honor. And may
the Lord of the Spirits bless us
all. Let no Minion of EVIL breath
PANGEAN AIR, ever again....CHARGE.

EXT. OVERHEAD OF THE FIELD OF BATTLE. MIDDAY.

The two armies then advance to begin the battle.

INT. THE DARK TOWER, MIDDAY

The corridors of the Dark Tower are now empty with all of
EVIL'S minions are now on the battlefield. Only a handful are
protecting the Demon.

ISOLDE

We need to strike now, while his
beasts are preoccupied ... lets
move.

The companions are all armed and starting to move through the
castle.

GALGALIEL

We need to get to the highest tower
to take the head off the snake.

As the companions head through the corridors they come to an
intersection. Harlee peeks around the corner. 4 Neanderthals
seem to be standing guard. Harlee turns to Ivy, then both
spring out into the corridor catching the Neanderthals off
guard. Both Tehran's let loose two arrows at a time killing
all 4 Neanderthals, as they now lay on top of one another
bleeding all over the stone floor. The companions continue to
move forward.

The sounds of battle outside the castle walls projecting
inside where the companions are is motivating them to move
quickly.

The group climbs each staircase as fast as the possibly can to get to the highest tower where Abaddon is overseeing the battle.

Finally the companions have now climbed up to the highest corridor as they have come to its end. As Isolde peeks around the corner at the end of this corridor she sees the last staircase which leads up to the highest tower where the Demon is. But a Malakai and 2 Neanderthals are standing guard. The Malakai is holding its nail laden 2 meter long club. While the Neanderthals are pointing their wooden spears outward.

Isolde can see the fiery glow of the Demon standing on the turret reflecting down the staircase into the corridor.

Isolde turns to her companions

ISOLDE

(whispering)

The turret where Abaddon is, is up a staircase at the end of this corridor. But there is a problem, its guarded by 2 Neanderthals and a Malakai.

PRINCE QUILL

We need to take them out, but quietly.

HARLEE ANTONIA

Anybody got any ideas?

GALGALIEL

Arrows will not penetrate the Malakai's thick skin. We need to put a sword through its Cycloptic eye.

TURAK

That means we need to get close to it. With that huge beast swinging that club thats almost impossible.

HARLEE ANTONIA

Well, first we need to take out the Neanderthals. Once we do that there's 8 of us, we just need one of us to get close to him and we can kill him.

ISOLDE

Turak, Philo you two take out the Neanderthals, and we will take out the Malakai...ok?

TURAK

We're there. Let us try to sneak up to them and you all follow us, we will go slow. Once we take out the Neanderthals the rest is up to you.

PRINCE QUILL

Sounds good, we're right behind you.

TURAK

(whispering)

Philo, do you see the size of that thing?

PHILO

(whispering back)

Yes

TURAK

(whispering)

Do you see the size of that club, and the nails sticking out

PHILO

(whispering)

Yes

TURAK

(whispering)

And you think thats all right?

PHILO

(whispering)

Yes ...yes and yes

TURAK

(whispering)

FINE..but if we die, I'll never speak to you again

PHILO

(whispering)

Well then, thats fine with me. You always blame me for everything anyway. Come on, let do this, scaredy cat.

TURAK

(whispering)

FINE.

Amolo starts to giggle at the two Warrows, and answers them in the hand language Chironomy.

TURAK (CONT'D)

Shut up Amolo, don't be such a smart ass.

As Amolo and the rest of the companions laugh as silently as they can.

PRINCE QUILL

(whispering, leaning
towards Isolde)

What did Amolo say?

ISOLDE

(whispering)

He said they remind him of an old married couple.

TURAK

(turning to Philo,
sarcasticqilly)

After you King Philo.

The two Warrows begin their trek down the corridor. They hug the wall on the right side. There are square metal posts every 2 meters. They dart in between the posts, then hide behind them, They wait until the 3 beasts look the other way before moving.

Galgaliel and the rest of the companions do the same on the left side of the corridor.

The corridor is dimly lit and only 2 meters wide, but it is 10 meters high. The Malakai is almost as wide as the corridor.

The companions inch closer to the staircase at a very slow pace, not wanting to catch the attention of the 3 minions of EVIL.

Then, as the Warrows close in on the 3 they get about 3 meters from the beasts when a Neanderthal spots the two Warrows. It starts to scream and fling its arms in the air, as the other Neanderthal also begins to scream and wave its arms.

Instantaneously the 2 Warrows let loose 2 arrows each. Philo hitting the one on the left side directly in its head killing it. At the same time Turak flings 2 arrows which strike the other Neanderthal in its chest, killing it also. The two fall dead on the stone floor as their blood splatters, then oozes out of them, spreading all over the stone floor.

The Malakai infuriated, begins to growl at the two, he then starts to charge the tiny warriors holding his 2 meter club above his head, as to strike the Warrows. Galgaliel and Prince Quill jump in its path pointing their swords directly at the huge Cyclops. The Malakai stands 3 meters taller than the Prince and the Centaur.

The Malakai strikes down at the two, but they step aside from the harrowing blow, as the stone floor cracks from the impact. The corridor is not wide enough for the Malakai to swing his club sideways, so he can only hold it above his head and chop down at his adversaries.

Prince Quill slides by the huge beast and gets behind him plunging his sword into the Malakai's back puncturing it with deep wounds.

The beast turns around toward the prince and once again he begins to chop his sword down at the Tehran, but Quill slides in between his legs averting the mighty blow, as the stone floor cracks and the club make an indent in it about 15.24 centimeters deep.

Furiously, with drool dripping from the sides of its huge mouth he turns to face the two, and as he does Galgaliel leaps toward the Malakai with its 4 legs facing forward, catching it off balance pushing it back, as it falls on its back.

The Centaur now standing on top of the huge beast lifts his sword and points its blade toward the Malakai's head. Before the Malakai can react, then with all the Centaurs might he drives it directly into the huge single eye, plunging it out the back of its head, killing it.

Galgaliel stands there for a moment gazing at the dead Malakai, then pulls the blood covered sword out of the beast's head.

The companions stand there trying to catch their breath from the battle they have just encountered.

Isolde then gazes at the companions

ISOLDE
Is everyone alright.

All nod their heads in reassurance.

PHILO
Boy that was fun, let's do it
again....not.

The companions stand at the bottom of the staircase staring up at the orange glow being sent forth from the Demon which lights up the end of the corridor. The companions look towards one another, as Isolde points to the top of the staircase.

CUT OUT:

CUT IN::

EXT. THE OPEN FIELD IN FRONT OF THE DARK TOWER. LATE AFTERNOON
WIDE ANGLE SHOWING THE ENTIRE BATTLEFIELD FROM ABOVE

The battle rages between the two armies, thousands upon thousands now lie dead all over the open field. Malakai's with Warrows impaled into their nail laden clubs swing them at their enemy. The Shadow Demons fly at great speeds dive bombing their enemy aiming specifically at the Warrows since they are small and easy to carry off.

Then out of the west flying low over the Dark Forest Queen Lazuli on top of Samael, Aveline atop if Lilliana accompanied by 10 Pterodactyls of Samael's flock swoop down at the Shadow Demons, grabbing them in their large, sharp talons. Breaking them in half spilling their guts over the battlefield.

There is now a battle in the air between the Pterodactyls and the Shadow Demons. One by one the Pterodactyls chase and take down the Shadow Demons, grabbing many of them in their jaws filled with sharp fangs. It looks like as dog fight. After 15 of the Demons have been ripped apart by the Pterodactyls they begin to fly away from the battlefield. 4 Pterodactyls chase after them while the others then turn their attack on the Neanderthals and the Malakai's, swooping down on them cutting them fiercely with their long beaks and sharp talons.

Then out of the forest on the east side of the Dark Tower 100 Centaurs break through the tree line of the Dark forest to join the battle, swords in hand and bows filled with arrows. They begin their attack on their enemies. cutting many Neanderthals and attacking the Malakai's.

The ground of the field is covered with dead bodies of both armies, as their blood saturates into the ground turning the entire field of battle red.

THEN SLOWLY FROM THE BATTLEFIELD CLOSE IN THE THE TOWER WHERE ABADDON IS STANDING:

Abaddon stands overlooking the battle field as he watches his minions begin to fall back, as the soldiers of the 5 armies now advance toward their enemies.

Isolde has walked up the stairs and is now standing face to face with EVIL's most fierce warrior.

The turret is 6 meters round with stone pegs raised 30.48 centimeters high, as they are separated a meter apart, which surround and protrude from the turret. it is an open turret.

Abaddon turns and faces the White Witch, as the two now stand 5 meters apart. A standoff of epic proportions is now happening.

ABADDON

Isolde, Well..Well..Well.. I have
been waiting for this moment.
You think you can defeat me
WITCH...For I AM IMMORTAL.

ISOLDE

You are just a pawn in EVIL'S game,
nothing more ...nothing less. I
will send you to be with Naamah,
for that is what you deserve,
DEMON.

Abaddon then raises his arms up to the sky. Then balls of flames form in the palms of his hands. The demon then flings the balls of fire toward the white Witch. Isolde calls out to form a spell on her staff which turns it into a force field deflecting the balls of fire into the air and away from the turret.

Isolde then shoots a whip of lightning out of the end of her staff which scorches the Demon but with no affect. She then whips her staff like a bull whip which wraps around the Demons neck like a lasso sending the Demon flying off the turret. The lightning attached to Isolde's staff detaches and wraps itself around one of the stone pegs at the turrets edge.

Abaddon is now hanging 2 meters below the turrets top. The Demon struggles to release himself from strangulation, but the more he struggles the tighter the whip of lightning becomes. Abaddon's large eyes begin to bug out. His fiery body becomes totally inflamed jutting out a meter encasing him in a ball of fire.

Isolde then steps onto the edge of the turret, as she stares down at the Demon struggling to free itself.

ISOLDE (CONT'D)

Now die you piece of vermin, for it
is time to feel MY wrath.

Isolde then unsheathes her golden sword Casabel. She points
is sharpened tip down at the hanging Demon, then in one motion
thrusts its point in the Demons head, which plunges deep past
its head and out of its neck.

She then calls out to him.

ISOLDE (CONT'D)

My golden sword can kill all of
EVIL'S immortals, Did you forget
that? Now DIE Demon.

Abaddon's body begins to glow brighter and brighter. Flames
encasing the Demon begin to grow in size and glow as bright
as a supernova. Then as Isolde pulls the sword from the
Demons head, which creates a large explosion of fire and
light as it encompass the castles turret.

SLOWLY ZOOM OUT TO CAPTURE THE BATTLEFIELD:

All on the battlefield stop and turn their gaze towards the
castles turret.

As the flames and light begins to slowly fade Isolde stands
alone on the turret looking down at the battlefield, as she
raises her Golden Sword Casabel into the air to claim victory
over EVIL'S DISCIPLE.

The armies of the 5 kingdoms cheer and scream in unison. For
the world will remain in light.

Her companions quickly rush to Isolde's side to stand along
side her in victory.

At that moment the clouds above the castle begin to
dissipate, as the Scarlet Hue of the Dwarf Sun shines through
to brighten the Realm.

The minions of EVIL begin to scatter for they know they have
lost the war and retreat into the surrounding forest in
shame.

Isolde then calls out to all on the battlefield.

ISOLDE

(yelling loudly)

Quickly, leave the battlefield. we
will celebrate later.

(MORE)

ISOLDE (CONT'D)

For the Blood Ants will surely
attack from the seepage of the
spilled blood...Hurry.

KING GALEN

(turning to the soldiers)
Quickly, grab the wounded and
retreat into the castle, or up into
the surrounding hills, for the
Blood Ants will eat anything in
their path.

The soldiers help the wounded out of the open field and into
the castle, while many retreat into the surrounding
hillsides.

Soon after the ground begins to shake furiously, additional
mounds begin to surge up from the snow covered ground. Then
with a burst the calderas explode open as the Blood Ants
attracted by the spilled blood emerge by the thousands and
begin to forage on the dead corpses covering the ground.

All the soldiers watch in horror from a distance as their
comrades, as well as their enemies are devoured by the large
insects, until all that is left of the dead are their
skeletons lying on the snow covered ground.

CUT OUT:

CUT IN:.

EXT. COURTYARD OF THE DARK TOWER. DUSK

KING LEO

(addressing the troops)
Burn the field which will purify
their bones, free their souls, and
allow them Rest in Peace.

EXT. WIDE ANGLE OF THE OPEN FIELD IN FRONT OF THE DARK TOWER.
NIGHTFALL.

Many soldiers of all kingdoms scour the field to light it on
fire. The entire field quickly ignites and is now ablaze,
which lights up the night sky as bright as the Dwarf Sun at
its zenith.

The soldiers stand on the castle walls and watch in sorrow
and despair as their comrades souls are released into the
Spirit World to rest in peace.

Thousands of souls can be seen leaving their bodies and surging upwards to the heavens to join the Ancient of Days, in the Spirit World.

INT. THE GREAT HALL OF THE DARK TOWER. NIGHT -

A great feast commences to claim victory over EVIL and its minions. The Great Hall which is 30 meters squared is lit with torches every 3 meters which are embedded into the stone walls, and packed with the soldiers of the 5 kingdoms.

The soldiers mingle with one another as they eat, drink and tell tales of what they all have witnessed in their adventure.

Friends and families are reunited, as they cling to one another to celebrate that they survived the war.

Ormarath and Lika are reunited with Galgaliel

GALGALIEL

Ormarath, my brother, Lika, my
brother from a another filly
(as the three embrace ons
another)
I'm glad to you the two of you came
out unscathed.

ORMARATH

Galgaliel, you look well, maybe a
bit thin, but well.

LIKA

You know Galgaliel, its been 2,000
seasons since we last saw each
other.

GALGALIEL

Has it been that long? It seems
longer.
(as all three giggle at
Galgaliel's remark)
How is the old Lord?

ORMARATH

He's getting on in years, very
frail. He was hoping you would
return to Frostford and take over
for him.

GALGALIEL

No my brother, my destiny now is
the track down EVIL'S minions and
rid the supercontinent of them,
once and for all

TURAK

(interrupting)

Now that sounds like a plan.

Galgaliel turns to the Warrow

GALGALIEL

Ormarath, Lika I'd like you to meet
my companions. Turak And Philo two
of the best archers I have ever
seen. And Amolo, the best scout I
have ever had. Boys my brothers
Ormarath and Lika.

Greetings all around.

GALGALIEL (CONT'D)

So you three want to join us to rid
the continent of EVIL's minions?
Your Not going back to WILDWIND?

TURAK

The three of us have spent all our
lives there, It time we branch out
and see the world, that is along
with you.

GALGALIEL

Well then welcome to the party
boys.

As all raise their mugs of beer and celebrate their new
alliance. As the party in the Great Hall continues.

INT. SMALL MEETING ROOM IN THE DARK TOWER. NIGHT.

Isolde addresses the 4 kings and the queen and their
sorceresses.

Isolde then stands in front of the kings and queen of Pangea
with Gobi on her shoulder.

ISOLDE

Your Majesties, what we have
accomplished this day is
remarkable.

(MORE)

ISOLDE (CONT'D)

But remember EVIL is always all around us. It will sleep until it is time to awaken once again. Then it will be wiser, and more ruthless than ever before. Never turn a blind eye to it. I will always be where i'm needed. Just call and I will answer.

(as she bows to the monarchy)

QUEEN LAZULI

My Lady, where will you go next?

ISOLDE

I'm not sure, I will follow my instincts, that's always been my way.

HARLEE ANTONIA

If you ever need a companion Ivy and I will always ride along side you, take care our White Guardian.

As all the monarchs stand then bow to Isolde.

KING GALEN

(turning to his personal guard)

Go and get Galgaliel and the pride of Centaurs.

The guards go and get the pride of Centaurs. Then as the enter the large room all of the soldiers step aside. Galgaliel and the pride approach the 4 kings and the queen.

KING GALEN (CONT'D)

Lord Galgaliel on behalf of all of the recognized kingdom of Pangea. We declare that the race of Centaurs and the city of Frostford will now be known as the 6th Kingdom. Welcome to the family.

As all raise their mugs and cheer.

EXT. COURTYARD OF THE DARK TOWER. NIGHT: SPANNING THE COURTYARD AND THE CASTLE ITSELF.

As the night lingers on, the torches dim, and the castle settles down into silence, as all the warriors take a needed rest to ready themselves to travel back to their kingdoms at the dawn of twilight.

EXT. COURTYARD OF THE DARK TOWER. SUNRISE

Isolde says good bye to her companions and the kings. she watches as the troops ride out kingdom by kingdom. As the last riders clear the Iron gates she ventures outside the courtyard.

EXT. OPEN FIELD IN FRONT OF THE DARK TOWER: DAYBREAK.

she watches as the last horses rides up the slope and into the dark Forest, as they ride out of sight.

She then stands all alone in front of the Dark Tower, gazing at the burnt filed in front of her.

Isolde turns slowly as she glances one last time at the castle. She then turns and gazes onto the forest on both sides of the castle. She looks up at the scarlet hue generated by the dwarf sun as the rays warm her face, as She then smiles to herself. The morning is warming up, as the snow is beginning to melt. She then whispers out loud

ISOLDE

Where to next? First stop
..LIONSGATE, how I miss my kitten.
I'm a coming RED.

She then takes one step in front of the other, as she holds her Draft Horse by the reigns, as it walks behind her. She begins her trek to LIONSGATE, as a new day dawns.

Pan up to the scarlet sky, as

... AND THE ADVENTURE CONTINUES Appears cross the screen.

Watching Isolde walk away as the screen slowly fades to black, followed by the credits rolling across the black screen.

(CONT'D)

