

Title: Agreil and the Merlin Wand

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Scene 1

INT. MERLIN'S PRISON -A sober Merlin floats in the dark rosy red light of a room. He is encased by four walls of magical runes.

MERLIN: "I, Merlin, am the last of the Guardians of mankind. The last of the Protectors of the Stone of Virtues. Virtues which once governed the lives of Men. Agrenisis, one of my most apt pupils in the Art of Magic, thought I wouldn't make her the next Protector of the Stone. She decided to steal it from me."

Scene 2

EXT. COURT OF CHAMPIONS - DAY

A full court. A Tournament is about to begin. Kings of several Kingdoms are in attendance with their knights. Knights of armor parade the grounds on their magnificent steeds. Kings and Knights of varied Kingdoms jest with one another like long lost friends. Spectators hail their Champions. The atmosphere is one of relaxation and merrymaking. Merlin steps forward. There is silence. He speaks.

MERLIN: "With great joy in my heart and gratitude to all Kings who have come to witness the unflinching courage of their Knights as they overcome huddles that are larger than life. I declare the tournament of the Rose open!"

Scene 3

INT. VOLT OF THE STONE OF VIRTUES - NIGHT

Boom! A vertical door bursts open; the unhinged door smashes through the brightly lit room. A stunned guard staggers off his seat, as he stands, his white embroidered robe drags on the floor. His beardless face goes crimson. He rushes at the intruder, his brown hair stands on end, as he points his shaky wand at the hooded intruder in black robes, who held a black monkey headed staff.

GUARD: "Enclaser!"

Blue light flashes from the tip of his wand. A mesh of burning blue flame spreads like a net to bind the intruder. Raising the monkey headed staff towards the enclosing net, the hooded intruder thunders in a feminine voice.

INTRUDER: "Mondom!"

Red light flashes from the monkey headed staff; a Monkey of burning red-light forms. It turns into a small laughing hideous Monster. It reaps apart the enclosing net of blue flame. The blue light simultaneously dies. It bounds on the Wizard's chest. The Wizard falls, his wand rolls on the floor. The Wizard wrestles off the taunting hideous monster, who is definitely having fun. It kicks the fallen wand. Chuckles, turning its coal red eye on the Wizard.

The Witch leaves the wrestling Wizard and monster. She climbs the stairs to the short protective ring-like wall surrounding a dome at the center of the hall. In the middle of which a white stone tablet is hinged on the teeth of a lion's statue gaping mouth (the face of which has likeness to Merlin). Raising the monkey headed staff at the tablet, she rasps.

WITCH: "Mongriteee!"

Red light flashes from the staff. Another hideous monkey forms. It bounds towards the tablet, its hands outstretched; it chuckles with an evil grin. It reaches the protective wall. White dazzling light simultaneously encompasses the dome. Singeing the red monkey to the smoke. The Witch covers her eyes and screams.

The Witch gradually gets used to the light and stoops to the floor. She incarnates in a throaty voice:

WITCH: "Degresis mensorea reuinimus mendus resisneu doomceu..."

She pours ashes to the floor, which simultaneously become smoke on hitting the floor. Rising to her knees, the smoke forms the sign of a triangle within a circle around her. The Witch bows. Raising her head, she cries in an augmented voice:

WITCH: "Flame of the dark---Black flame of doom. Pendura! I, Agrenisis, have unfettered you. Help me get the Stone of the Virtues and I shall make you lord of men!"

A scary derisive laughter echoes in response. Some of the smoke parts from the sign, forming into a grinning arrow pointed at the Witch's chest. A derisive voice of power echoes:

PENDURA: "Woman! What makes you think I need you?"

AGRENISIS: "I shall serve you with all the bodies of my soul!"

The derisive laughter ceases. The arrow of smoke disperses, merges with the smoky sign, and transforms into a smoky ferocious serpent.

PENDURA (*The Serpent*): **"Now get the stone!"**

The serpent disappears into thin air. The hooded Witch stiffens, stupefied, but moves like one hypnotized. Her soul (an exact translucent prototype of her body) rises up from her body and floats towards the protective ring of light around the tablet. It hovers in front of the ring of light for a moment, then walks into it.

Scene 4

EXT. INT. COURT OF CHAMPIONS/ VOLT OF THE STONE OF VIRTUES -
DAY/NIGHT

EXT. COURT OF CHAMPIONS- DAY

In the court, Merlin's golden eyes are inflamed with enthusiasm as he watches enraptured. The tournament climaxes. Two Champions engage one another on horses. Both fail to tip the other with their blunt lances. The crowd is ecstatic. The Knights meet at the center of the field to shake hands.

INT. VOLT OF THE STONE OF VIRTUES- NIGHT

The Witch's soul walks into the protective ring of white light. Her clothes go up in flames.

EXT. COURT OF CHAMPIONS- DAY

The face of one of the knights goes crimson. He smashes his spiked shield at the face of the other knight, who blocks the blow with his shield. Both fall from their horses to the ground.

INT. VOLT OF THE STONE OF VIRTURES- NIGHT

The Witch's black hair goes up in flames. Her skin scorches and turns red.

EXT. COURT OF CHAMPIONS- DAY

The first knight attacks the second in blind rage, swiping his sword with deadly force. The second defends with equal ferocity, hitting his sword against the first with daunting force. Both blades break.

INT. VOLT OF THE STONE OF VIRTURES- NIGHT

The Witch gets closer to the stone. Her scorching skin turns black as it cakes on her body. The Knights wrestle, trying to stab one another with their broken swords. The Witch unhooks the Stone of Virtues.

EXT. COURT OF CHAMPIONS- DAY

The attacking Knight stabs the defender's breast. A deathly silence falls over the court.

Merlin: "Impossible!" he exclaimed, his eyes widening in shock. His body became rigid, then stiffened.

INT. VOLT OF THE STONE OF VIRTURES- NIGHT

The stone statue of the lion roars to life. The wrathful voice of Merlin thunders from it: "How dare you!"

A Lion of white flame emerges from the statue, bounds on the Witch, throwing her, soaring through the dome of white light, through the empty room, to hit the wall at the far end. The Lion of white flame stretches itself midair to the white flaming form of Merlin, then he lands. .

AGRENISIS: "Merlin! Lion of the White Flame, you are too late!" she said with a smirk.

Then raises her monkey-headed staff, which lies on the floor beside her, to break the Stone of Virtues.

MERLIN: "Fool! I would have appointed you."

Agrenisis' eyes open wide at that moment. The cut staff continues in its downward motion, and another head grows, replacing the cut head, breaking the Stone of Virtues. Merlin staggers backwards, crying.

Merlin: "NO!"

EXT. COURT OF CHAMPIONS- DAY

In the tournament, there is a massacre. Kings, knights, and their supporters kill each other until there is no one left.

INT. VOLT OF THE STONE OF VIRTURES- NIGHT

A serpent of smoke forms out of thin air, moving with the agility of a snake. It swallows the weakened soul of the witch, possessing her body. Agrenisis walks stiffly to where Merlin kneels crying.

PENDURA (*AGRENISIS*) "Did you really think you could imprison me forever? Fool! Now you are my prisoner."

The largest of the shattered pieces of the Stone of Virtue rises into Agrenisis' waiting hands.

PENDURA: "For each piece, there shall be a protecting Doomror. Never again shall the Stone be whole."

PENDURA: "Never again shall the White Flame of love rule!"

A dark dragon (manlike form) rises from the ground, whirling like a static tornado of dark smoke around the pieces of the Stone of Virtues. All of which rise up in a straight line, scattering into the static tornado.

MERLIN: "Hope!"

The white flame on Merlin's body dies out, leaving him ordinary and without a wand.

The dome of white light expands, exploding in centrifugal motion. A shocked Pendura cries out.

PENDURA "No!"

She transforms into a serpent of dark smoke, swallowing Merlin. She disperses with the Doomror into thin air.

The white expanding centrifugal light reaches the wrestling Fern and young wizard guard, singeing the red monkey. The wizard runs to the open doorway, looking back at his wand. The expanding centrifugal light contracts, contracting continuously until there is but a small ring of white light.

The wizard (his face all purple from the blows and bites) walks back, picks up his cracked wand. He walks to the small ring of white light on the lion's head, which turns into a silver ring upon his touching it.

WIZARD: "Hope...Merlin's last spell."

Look's up and sees Merlin's flaming wand in the Lion's gaping mouth, where the stone was formerly hinged.

WIZARD: "The Wand of the White Flame!"

He touches it, and the flame dies out, leaving a white wand. There is an inscription across the wand, but he cannot decipher it. Taking a deep breath, he hurries out of the room with the wand and ring, as the room crumbles behind him.

Scene 5

EXT. INT. SCHOOL GROUNDS /CLASSROOM - DAY

EXT. SCHOOL GROUNDS - DAY

A light brown-haired girl (about 12 years old) walks into a school for the first time. She enters her class.

INT. CLASSROOM - DAY

Her new classmates are gathered around a small raggedly dressed girl. She is dressed in a cheap black dress, her uncombed hair intertwined in a web-like tangle. She has a belligerent smile of satisfaction on her lips that never leaves as her classmates kick on the floor where she sits beside the door. They call her names.

BOY: "Bring it out, you wretched witch!"

The new girl walks up to the mob, who are so enraptured in their hate that they do not notice her. She looks into the green aggressive eyes of the dirty girl. There is a connection. She protests in too loud a voice.

NEW GIRL: "Stop hitting her!"

Everyone stares at her.

BOY: "That little wretch stole our pen!" He clenched his fists and raised his voice.

NEW GIRL: "What I'm saying is that you should love your neighbor as yourself."

The class bursts out in scornful laughter. The dirty girl looks at the new girl. The new girl smiles.

The teacher (a plainly dressed woman) enters the classroom.

TEACHER: "What is this? Why are you all not seated?"

A GIRL: "She stole our pens again!"

The teacher pulls the dirty girl by the ear. The girl gets up in obvious pain.

TEACHER: "Smelling girl, give back the pens!"

The raggedly dressed girl shakes her sleeves vigorously and fifteen pens fall to the ground. The dirty girl walks to her seat as the other students scramble to pick up their pens and sit down in twos. The teacher stares at the new girl.

Scene 5

INT. CLASSROOM/AGRIEL'S CLASS - DAY

TEACHER: "You're the new student?"

NEW GIRL: "Yes, ma'am."

TEACHER: "Class, we have a new student with us. Her name is Agriel."

NEW GIRL: "Oh... Agriel."

A BOY: *(Taunting)* "The clown."

TEACHER: *(Smiles indulgently)* You can go and sit at the back with your friend.

(She points at the raggedly dressed girl.)

A GIRL: "Weird got a friend now."

TEACHER: "Stop that. Pay attention."

Agriel walks to the weird girl and sits beside her. The teacher announces the last test scores. Weird scores the highest. She smiles, taunting the others.

Scene 6

EXT. INT. WIZARD SHOP - DAY

An old wizard walks with springy steps to the closed entrance of his shop. His blue robe drags on the steps as he climbs. A bum sleeps on one of the steps (*all covered*). The old wizard ignores him. His white beard plays on his chest, as he cleans the shop sign, which reads "The Magic of Magic." Tapping his black walking stick on the floor, the artistically inscribed wooden door of the shop opens inwards. Blue light pours out. He looks at the bum, frowns, bends down, and wakes him.

The startled bum partly uncovers himself. An embarrassed blond-haired boy pokes his head out. He looks into the bright blue eyes of the old wizard. He stammers:

BLONDE BOY: "Good morning, sir."

The old man looks into the bright goldeneyes of the boy. There's a connection.

OLD MAN: "So, what's your name?"

BOY: (*Smiles.*) "Steve."

OLD WIZARD: "You've been here long?"

The boy nods, enraptured.

OLD WIZARD: "Come and have some coffee with me. Let's get you out of the cold."

Scene 7

EXT. STREET - DAY

Agriel and Weird walk back from school together.

AGRIE: *(Shyly)* "Are you really a witch? Can you do magic?"

WEIRD: "I do some magic now and then, and I will become a witch someday."

AGRIE: *(Shyly)* "Magic! Can you... do... do..."

(Agriel's eyes plead.)

WEIRD: *(She brings out a pen from her bag and wiggles her fingers in a tricky manner.)*

The pen disappears from her palm. She shakes her arm vigorously, and the pen reappears.

AGRIEL: "Wow! How did you do that?"

WEIRD: "Trade secret. My mom is a real witch, you know. She lives in Glourmain now. She married my dad here in Earethdom. He says she's a weirdo. They're divorced, and I live with him."

AGRIEL: "That's what they call you too, isn't it? Weird."

WEIRD: "Yeah, but mine is kind of cool."

AGRIEL: "Earethdom? Glourmain? I haven't heard of those places. Where are they?"

WEIRD: "Earethdom is the name the wizards call our world. Glourmain is the world of witches and wizards. My mom says it's the world beyond our dreams."

(She concludes, enraptured.)

AGRIEL: "So that's where all the witches and wizards stay?"

WEIRD: "Yes, they stay in Glourmain, but they also stay here in Earethdom, our world."

(Ariel looks blank.)

WEIRD: "Haven't you ever seen one before?"

(Ariel shakes her head.)

WEIRD: "I'll introduce you to Thomas. He's a wizard. His shop is just a few blocks from here."

Scene 8

INT. WIZARD SHOP - DAY

Following the old wizard, Steve steps behind the counter. Several shelves, which contained articles (some of which made squeaking sounds, other boxes visibly shook, as though their contents wanted to be free), were arranged vertically on the wall, which rose beyond the ceiling,

higher than his eyes could follow. Forged blue light pouring from above formed different shapes of dragons, which blocked his view.

Amazed, he follows the old wizard to sit at a table. They sit down, and the old wizard lazily produces a silver tray containing two mugs of coffee and toast from within his wide sleeve. Amazed, Steve stares at him.

STEVE: "Is... is it real?"

OLD WIZARD: *(Smiles)* "Have a bite."

STEVE: "I mean, is it real magic?"

OLD WIZARD: *(Seriously)* "It depends on what you refer to as magic."

STEVE: *(Stammering)* "Are... are you... you a real wizard?"

OLD WIZARD: "It depends on whom you classify as real wizards."

There is silence as the unlikely friends stare at each other, Steve's gaze puzzled and enquiring, the old wizard's gaze kind and patient.

STEVE: "Who is a wizard?"

OLD WIZARD: "Finally, a question worthy of an answer. A wizard is one who lives through all the bodies of his soul. He lives in the entire worlds. The higher world, which the uninitiated sometimes stumble upon in their dreams, is called Glourmain. In Glourmain, cause and effect are much faster. Here in Earethdom, cause and effect are slower. The pressure, the power that brings about the effects, streams through both worlds from a higher source. Wizards use their will to form direct but temporal

bridges with the power through words of command, spells, which quicken cause and effect before the eyes. That it appears miraculous. This is what the untalented call magic. You know a real wizard from his eyes. He sees not with his eyes, but through his eyes."

STEVE: "The power... the higher source... what is it?"

OLD WIZARD: "That I don't know, neither does any living wizard. It is a secret passed from one Protector of the Stone of Virtues to the other. Virtues guide us in our every activity, without which we would be unable to link up with the power. Presently, there is no Protector of the Stone of Virtues. Presently, there is no Stone of Virtues."

OLD WIZARD: *(Continues, calmer)* "You have a most peculiar eye, Steve. I have only seen one person with its kind."

FLASHBACK

Merlin hands the young wizard the keys to the dome.

MELIN: "I feel depressed leaving here for Earethdom. I perceive a preeminent doom, how soon I cannot tell. Make sure no one enters the dome while I am away, not even Elders."

He smiles.

MELIN: "I know I can trust you. You will not fail me."

STEVE: "Whose eyes were they?"

OLD WIZARD (*Back from the flashback*): "Melin's last Protector of the Stone of Virtues."

The old man shakes his arm vigorously, and a small rectangular box falls through his sleeves. Steve laughs.

STEVE: "That's not magic."

OLD WIZARD: "No, I took the tray from the shelf underneath the table. If you had been more attentive, you would have seen. I knew you were coming."

STEVE: "No... I meant the appearance of the box."

OLD WIZARD: (*Laughs*) "Oh! It's my greatest treasure and secret. I tied it to my arm. Wherever I go, it goes. It's a light burden, as you will see. Come a little closer."

The old wizard opens the box. Carefully set in the box was a white wand and a silver ring.

STEVE: "Wow.... what is it?"

OLD WIZARD: "The Melin's wand. It is said that only his heir can pronounce the spell written at its base. That inscription."

The old man points.

STEVE: (*Excitedly*) "I can see something!"

OLD WIZARD: "Of course everyone sees something. Pronounce what you see, and we shall know if it is a mirage or the real thing."

The boy picks up the wand. The old man's fingers fidget restlessly at his side, all his attention focused on the boy.

STEVE: "Laingnut... no, Lainrutuz... oh no, it changed again!"

OLD WIZARD (Excitedly) "Try... try again."

Someone opens the sliding door at the entrance. The old wizard gets up, his wand in his hands. Weird and Agriel enter.

Scene 9

.INT. WIZARD SHOP/ AGRIEL AND WEIRD ENTER - DAY

WEIRD: "Hi, Thomas."

The old wizard smiles.

OLD WIZARD: "To what do I owe this August visit?"

WEIRD: "Can I see the moon crystal?"

OLD WIZARD: "You have the money?"

WEIRD: "Can I just see it?:"

The old wizard weighs Weird with his eyes. Agriel interrupts the silence.

AGRIEL: " I will pay."

The old wizard directs his attention to Agriel.

OLD MAN: "Weird, won't you introduce your friend to me?"

He redirects his attention to Weird.

STEVE: "Laingrutuse!"

The white wand turns into a white flaming wand.

Agriel and Weird turn to look at Steve. Their eyes meet.

AGRIEL: "Wow."

WEIRD: "Real magic."

The old wizard turns around, excited. He walks towards Steve, who has the flaming white wand glowing in his fingers. Weird and Agriel follow him. Agriel sees the silver ring in the box. Like one hypnotized, she puts it on. The old wizard screams.

OLD WIZARD: "No!"

Agriel is herself again. She smiles at the old wizard, who looks outside through the sliding door. A witch, hooded in a black robe, approaches the shop. In her left hand, she holds a monkey-headed staff. The old wizard is stunned. With a jolt, he turns and points his wand at the wall.

Scene 10

EXT. MAGICAL STAIRWAY BETWEEN EARETHDOM AND GLOURMAIN - DAY

OLD WIZARD: "Wendrenous!"

The walls disappear. The room becomes suffused in soft darkness, the darkness of night. They are standing in boundless space, the night sky arched like a dome over them. A lone star shines, its white rays beaming down on them. They rise in the beam, floating into the star.

WEIRD: "The Wonderer Bridge."

The Wizard looks at the ground below furtively.

Scene 11

EXT. STREET OF GLOURMAIN - DAY

The Wizard and the children find themselves in an almost empty street, empty but for the Hooded Witch, who stands there.

OLD WIZARD: (*Stammers*) "How did you get here?"

HOODED WITCH: (*Laughs*) "Fool. You think you can compare your powers with mine? Surrender the children and you shall live to taste real power."

OLD WIZARD: "Never!"

HOODED WITCH: (*Laughs*) "Then you shall die together.
Monstabneous!"

Red light flashes from her monkey-headed staff, and a hideous monkey fern of red light forms, carrying a burning red lance.

OLD WIZARD: "Sheildreon!"

Pointing his wand towards the darting monkey of red flame, a shield of blue light forms in the air, stopping the lance of burning red light. The hideous monkey fern tries its utmost effort to force the burning red lance through the blue shield, but the Wizard grows weaker. The red lance passes the shield by an inch, and the Old Wizard's consternation turns to despair. He turns to the children.

OLD WIZARD: "Run!"

The children run down the street. The Hooded Witch brings out a wand from the sleeve of her left arm and points it at the running children. The Old Wizard's eyes open wide in terror.

HOODED WITCH: "Poof!"

Red light flashes from her wand, and the Old Wizard jumps, shielding the children from the spell. The spell hits him, and there is an explosion. The children at the end of the street look back. The Old Wizard is no more; white feathers float where he had been. Witches wearing black bat-like gowns float to the scene.

HOODED WITCH: "What took you so long? Get them!"

She points at the children at the end of the street. The children turn into another street, running. They reach a dead end.

WEIRD: (*in dismay*) "We are dead."

AGRIEL: (*in shock*) "He... he died... died for us... us."

STEVE: "What are we to do now?"

Six bat-like dressed Witches approach them. The children look up. Steve walks protectively in front of Agriel and Weird. He brings out his white wand. The Witches surround them cautiously, pointing their wands at the children.

STEVE: "Laingrutuse!"

Swiping his white flaming wand around, it becomes a white flaming sword. The Witches move closer, their wands directed at the children.

AGRIEL: (In despair) "Oh no! I... I wish we were somewhere safe."

The silver ring on her finger glows into a ring of white light. A door of white flame appears in the air. Weird watches, stupefied.

AGRIEL: (Dumbstruck) "It... it's a wishing ring."

Agriel opens the door, and Weird enters. Agriel beckons to Steve. Steve enters cautiously. The Witches draw closer. Agriel enters, and the door vanishes. The Witches are confused. The Hooded Witch walks to meet them.

HOODED WITCH: "Now she knows the power of the ring."

Scene 12

EXT. HILLOCK - NIGHT

The door opens to the square surface of a hillock. A night sky arches above them. A lone violet star shines, brightening the sky. Three young witches on brooms fly past. They look around. Thirty-six streets surround the hillock. At a walking distance on one of the streets, there is a giant, shape-changing cluster of brooms. It forms different skeletal forms alternately: a ferocious dragon with three heads, an ape with ten hands, a fairy holding a wand. They look at the spectacle, enraptured.

STEVE: "Where are we?"

WEIRD: "Glourmain."

Steve and Agriel give Weird a baffled look.

AGRIEL: "Impossible."

STEVE: "And what is that?"

He points at the shape-changing cluster of brooms.

WEIRD: "That is the Swasiga. And this hillock we are standing on is called a Santrum. No fighting is possible here. My mum once told me about this place."

Steve gives Weird a puzzled look.

AGRIEL: "Her mum is a witch."

Several witches on brooms fly above them in a flock, laughing and jesting as they pass. The children crouch to the ground as the flock of witches flies past.

STEVE: "I don't care what you say about this being a Santrum. I don't feel safe here."

WEIRD: "Let's get some brooms from the Swasiga. Then we can fly to see my mum at the Catbolical. She would know how to take us back to Earethdom."

The girls walk down the hillock. Steve skates ahead of them. He stops in front of the Swasiga. The girls walk up to him. He beckons to them, his eyes glowing. He points up. Above the Swasiga, there is a broom that shines like a small white star. The Swasiga underneath alternates

its shape continuously: an ape of brooms with all ten hands manually outstretched, a fairy with a wand.

Scene 13

EXT. STREETS OF GLOURMAIN - EVENING

STEVE: " I'm going to get that star broom light for myself."

WEIRD: "No, it could be enchanted. Agriel, get some brooms."

Agriel moves for some brooms (the fairy feet). Suddenly, the brooms transform into a dragon tail. Agriel screams in pain as the spikes pierce her hand. The dragon's eyes open, glowing red and flaming. Smoke pours from its nose and mouth. Agriel runs away, and Weird backs away in fear.

STEVE: "I don't care! I'm getting that broom!"

Steve breaks Weird's hold and skates towards the dragon. He climbs the scaly tail, but the dragon transforms into a serpent with nine heads. Brooms fly at him, but he dodges them and continues climbing. The serpent transforms into an ape with ten heads, and the broom ape throws Steve off its back. He falls to the ground, but he somersaults onto one of the ape's outstretched arms. He lands unsteadily, but he manages to climb onto the ape's palm. The broom ape's fingers close around him, but Steve climbs higher and higher. He reaches the top of the ape's head and hooks his skate on the fairy's wand. The star light broom is just beyond his reach. He moves forward, backward, and side to side, trying to get a better grip. The wand transforms into a dragon head, but Steve dodges it and grabs the star light broom. He skates down the back of the dragon, which transforms into a real dragon.

The dragon swipes at Steve with its tail of fire, but Steve avoids it. He jumps to the ground, but the dragon is waiting for him. Six coal eyes stare at him from the dragon's three heads. The dragon's mouths open, and the flames pour out. Steve is engulfed in fire, but he doesn't give up. He raises his wand and shouts,

STEVE: "Laingrutuse!"

The wand transforms into a sword, and Steve uses it to cut the dragon's neck. The dragon collapses to the ground, and the brooms that made up its body fall to the ground with it. Steve gets up, but the white flame on his body has died.

A young witch in a black coat and top hat appears on her broomstick. She watches Steve as he gets up, and then she calls out to him.

Scene 14

EXT. STREETS OF GLOURMAIN/YOUNG WITCH JOINS THE STEVE, WEIRD AND AGREIL - NIGHT

A young witch watches in amazement as Steve defeats the dragon.

YOUNG WITCH: "Wow... that was amazing."

Steve is taken aback.

STEVE: "When did you get there?"

YOUNG WITCH: "I was here all the while."

She snaps her fingers and disappears. A moment later, she reappears in the same spot.

YOUNG WITCH: " So, what's your name?"

STEVE: "Steve. And yours?"

YOUNG WITCH: "Agriel."

Steve turns to the other Agriel, who is standing nearby.

STEVE; "Can't we call you by another name? You both have the same name."

YOUNG WITCH Well:"I don't have any other name, but you can call me Hope. It's the meaning of my name."

WEIRD: "Hope? My name is Weird. How do we fly on these brooms?"

The young witch lands her broom and disembarks.

YOUNG WITCH: ""Don't you belong to any school?"

WEIRD: "We are..."

YOUNG WITCH: "You can trust me."

WEIRD: "Well, we're new here. We were brought here by a wizard, but he..."

YOUNG WITCH:: "Abandoned you? This happens often. Pendura's influence in Glourmain grows ever stronger. Wizards don't abide by the virtues as religiously as they used to."

AGRIEL (*Sobs*): "No, he died."

YOUNG WITCH:: "Sorry... I didn't..."

STEVE: "So how do we fly on the brooms?"

YOUNG WITCH: "It's quite simple, but because of its simplicity, it's difficult to analyze. You will it to fly."

WEIRD: "What?"

YOUNG WITCH: " Will it. Let's practice. Put the broom between your legs and lift it up with your inner will, in the direction you want to go. It's the same with spells."

Agriel, Steve, and Weird follow her directions. Weird gets it on the first try and hovers above them in circles. Steve gets it on the third try and shoots up into the sky on the starlight broom, blazing like a shooting star.

AGRIEL "Wow!"

Steve comes down slowly. Agriel gets it on the eighth try and rises up unsteadily, not going very high. She joins them in the air.

Scene 15

EXT. STREETS OF GLOURMAIN / START JOURNEY TO CATBOLICAL - NIGHT

YOUNG WITCH: " So, where are you going?"

WEIRD: "To Catbolical."

YOUNG WITCH: "I attend Catbolical. She points at the cat badge on her coat."

WEIRD: "Can you take us there?"

YOUNG WITCH: " Sure."

AGRIEL: "Thanks!"

They fly towards the school, the young witch leading.

WEIRD: (*Proudly*) "My mum is a teacher there."

YOUNG WITCH; " My mum is the head witch."

STEVE " Really?"

YOUNG WITCH: "Yes. She's a very powerful witch."

STEVE; "I'm sure she is. They fly in silence for a while."

YOUNG WITCH: "So, what are you doing in Glourmain?"

STEVE: "We're on a quest."

YOUNG WITCH: "A quest? What kind of quest?"

STEVE "We're looking for the Heart of Merlin."

YOUNG WITCH: "The Heart of Merlin? That's a powerful artifact."

STEVE: "Yes, it is. And we need it to save the world."

YOUNG WITCH: "I see. Well, I wish you luck on your quest."

STEVE: "Thank you. We'll need it. They continue flying towards Catbolical."

Scene 16

INT. CATBOLICAL

The Head Witch of the Catbolical reclines comfortably on a black couch. She holds a silver cat's skull-headed staff in her left hand. She wears a gorgeous black gown that matches her silver hair. Her youthful face glows with warmth as her daughter, the Young Witch, Steve, Agriel, and Weird approach her.

AGRIEL: (*Whispers*) "You have a beautiful mother."

YOUNG WITCH: (*Beams*) "It's a family trait."

HEAD WITCH: "What are your names, dearest?"

WEIRD: "My name is Martha Weddincock. My mother is..."

HEAD WITCH: "And Kate Weddincock was your mother. She has passed on, dear. She moved on to a higher and more glorious world above."

WEIRD: "When did she pass on?"

HEAD WITCH: "She left two weeks ago."

WEIRD: "Don't call me Martha. Call me Weird, as they all do."

She bursts out crying. Agriel moves to comfort her, but she pushes him away.

HEAD WITCH: "I shall accept you as one of my pupils. You will not pay a fee like the other students."

Weird raises her head. There is a thin smile on her lips.

The Head Witch turns her attention to Agriel and Steve.

HEAD WITCH: "Your names please."

STEVE: "Steve."

AGRIEL: "Mine is Agriel."

HEAD WITCH: "The name of the wizardry family to which you belong, please."

Agriel looks at Steve, Steve shakes his head.

AGRIEL: "Well, we don't come from any wizardry family."

HEAD WITCH: "Then you shall have to pay the talent fee to be admitted here."

AGRIEL: "How much is it?"

HEAD WITCH: "Two hundred Wizardars per student. If you can't afford it, you will be given free accommodation until your friend graduates."

AGRIEL: "Can we discuss this in private?"

HEAD WITCH: "Feel free."

Agriel and Steve walk out of the room to the corridor. The Head Witch addresses her daughter.

HEAD WITCH: "Take her in. Give her a uniform, wand, moon crystal, and the CATA spell book."

The Young Witch touches a picture of her mother on the wall. A door opens within the wall.

The Head Witch stares through the wall of her office at Agriel and Steve who are speaking in low tones.

STEVE: "I think we should go. I'm not of any wizard ancestry. Are you?"

AGRIEL: "No, but we can't just leave Weird here."

STEVE: "She looks impervious to us anyway. She wouldn't even notice we're gone."

AGRIEL: "She's just happy."

STEVE: "What are we arguing about? We're not staying here, waiting for her to be turned into some witch stew or something."

AGRIEL: "I can use my wishing ring."

The Head Witch sits up.

STEVE: "Can we wish for Witch money?"

AGRIEL: "I can only give it a try. I wish for four hundred Wizardars."

The silver ring on her finger becomes a ring of white light. A small fire of white flame burns on the floor (without fuel). It dies out, leaving some strange coins on the ground.

STEVE: "Cool."

HEAD WITCH: "Impossible."

She walks to meet them. The Young Witch and a uniformed Weird open the door of the wall and join the Head Witch as she walks out of the office.

HEAD WITCH: "What ring is that? Tell me."

The children are frightened. Weird joins Agriel and Steve. The Young Witch stands with her mother.

YOUNG WITCH: (*Pleads*) "You can trust us."

HEAD WITCH: "What ring is that? It is important that I know."

Hesitation.

HEAD WITCH: "It is important that I know."

AGRIEL: "It's a ring I found in the wand's box."

HEAD WITCH: "What wand?"

STEVE: "It's Merlin's wand. The old wizard gave it to me."

HEAD WITCH: "The guardian? Where is he?"

WEIRD: "He's passed on. A hooded witch sent him exploding in feathers".

HEAD WITCH: "Pendura?"

The witch looks up, her eyes distant. The following pictures arise in her mind's eye: the wand on Steve's hand becomes flame; they escape from Earethdom; the destruction of the wizard by Agrenisis; the children's escape.

HEAD WITCH: "She already knows where you are. Anytime you use the ring, she knows. She's coming. Waldcuff!"

Golden light explodes towards the children from the silver cat-skulled staff of the Head Witch, throwing them to the wall where they are held by skeletal silver hands.

YOUNG WITCH (*Shocked*) "Mum!"

HEAD WITCH: "Pendura is too powerful for any witch to defeat. We will just have to give her what she came here for, and she will let us be."

AGRIEL (*Whispers*): "I wish we were free from our bonds."

The silver skeletal hands holding them to the wall break.

HEAD WITCH: "Shut up! What do you know of responsibility or human feelings? Should I sacrifice my four hundred students because of three? I will give Pendura what she wants."

A dark hole opens from the ground. The Hooded Witch rises from the ground, accompanied by some bat-like dressed witches.

HOODED WITCH: "Why should I settle for three Pernomi when I can have four hundred and three?"

HEAD WITCH: "No! You can't do that!"

HOODED WITCH: "Starlitize!"

The Head Witch and her daughter stiffen and move around like dummies.

HOODED WITCH: (*Laughs*) "Make that four hundred and four. Now, where are the three?"

The Hooded Witch turns around to face the children. Weird points her newly acquired wand at her.

WEIRD: "Waldcuff!"

The accompanying bat-like dressed witches are thrown to the wall, as the Hooded Witch is pushed backwards by an explosive wind. She resists.

HOODED WITCH (*laughs*): "Ha...ha...hahaha..."

The explosive wind dies.

HOODED WITCH: (*To Weird*) "Death stuggle..."

Silence. She points her wand at the children.

HOODED WITCH: "Whoever you are, nothing would save you from this."

White light spreads out like a curtain in front of the children.

HOODED WITCH: "Who dares to meddle in my affairs?"

A grey-haired, imperious-looking witch wearing a white robe which hangs haphazardly on her body (like a pair of wings) appears.

GREY HAired WITCH: "Agrenisis, the children are under the protection of the Order of the Rose."

HOODED WITCH: "The order...Engrielnis...then you shall die with them...Voubouz!"

A large ball of lightning leaves the witch's wand, growing ever larger. It approaches the grey-haired Witch and the children. The grey-haired Witch closes her fingers (on her middle finger, a rose-colored ring glows). Opening her palm, a formed rose floats suspended in the air. The lightning ball hits the rose, and the rose absolves the lightning ball. A small explosion rocks the room. Snow falls. The grey-haired witch puts her hands around the children, and they disappear in a flash of white light.

Scene 17

FADE IN:

EXT. ORIADNEOUS - DAY

A cloud floats towards a white castle on a mountain. The children land at the castle steps, followed by the grey-haired witch.

GREY-HAIRED WITCH: "My name is Engrielnis, and this is Oraidneous, headquarters of the Order of the Rose."

AGRIEL: "I'm Agriel."

STEVE: "I'm Steve."

WEIRD: "I'm Weird. Who's that hooded witch who's trying to kill us?"

ENGRIELNIS: "Pendura."

AGRIEL: "But you called her Agrenisis."

ENGRIELNIS: "It's a long story."

AGRIEL: "We've got all day."

Engrielnis leads them to a sitting room, where they make themselves comfortable.

ENGRIELNIS: (Speaking)

[FLASHBACK]

"Glourmain, the world of magic, and Earethdom, the world of men, have always coexisted from time immemorial. Wizards and men knew of their separate existence. We lived separate lives, each one not interfering with the other.

This was so until men started worshipping a dark entity called Pendura. Her Doomrors were also worshipped. These gods demanded human sacrifice from their worshippers. Pendura was said to help her worshippers through her Doomrors to enslave other people; she always helped as long as Men were sacrificed.

The wizards of Glourmain ignored this beastly religious act of the men of Earethdom. Until the Doomrors entered Glourmain, demanding that we worship Pendura and recognize them as Lords. We fought them... but there was no spell fashioned yet that could destroy them."

END FLASHBACK

STEVE: "So you lost?"

ENGRIELNIS: "Yes, temporarily. It was the first era of wizards, and all wizards were pupils of any of the Eight Masters of the Flame. The Master of the Black Flame of Power, Wailden, had no pupil. The wizards sought the help of their Masters. Led by Wailden, the Nine Masters made battle with the Doomrors. They destroyed the Doomrors, went over to Earethdom, and defeated Pendura by combining their powers together, forcing her back to the darkness from whence she came. They destroyed all Pendura alters in Earethdom and forced men to stop making human sacrifices, from whence Pendura derives her power. Men, awed by the display of Wailden's magical power, worshipped her and made alters in her honor. Wailden forbade human sacrifice. In Glourmain, she formed an Order where advanced magic was taught; spells that could destroy Doomrors were taught to the most accomplished wizards; wizards from the eight other masters joined the Order of the Rose.

For a long time, things were peaceful in Earethdom. But then, men started reducing the values of all things to gold. A small primitive tribe which lived where the gold was found attracted the envy of other larger kingdoms. The bigger kingdom attacked the small tribe for its gold, killing thousands in one night. Wailden was so mad at the massacre that, with tears filled eyes, she single-handedly dealt with the attackers. Those who survived went home mad. But the damage had already been done. Pendura had reawakened.

Wailden and Pendura fought. Wailden, Master of the Black Flame of Power, stood no chance against Pendura without the help of the other Eight Masters. Wailden was defeated and imprisoned. Pendura sought to avenge her previous defeat. She and her Doomrors attacked Glourmain, and the battle soon went on forever. The Eight Flames, led by Melin and supported by accomplished Wizards of the Order, were able to equal the strength of Pendura and her Doomrors, but were not able to overcome them.

At the last battle, Melin lured Pendura to the Dome of Light, a Dome of Power that has existed from time immemorial. The home of the Stone of Virtues, where the Nine originally derived their power. It was there Melin used the Power of the Stone of Virtues to imprison Pendura and her Doomrors. Melin of the White Flame of Love led the Order of the Rose to the second era. The era of the Awizals began...the era of flames had ended."

AGRIEL: "What is an Awizal?"

ENGRIELNIS: "I was coming to that. Awizals are wizards who derive their power and magic from the strength and character of

animals. All Awizals were Merlin's students. There were forty-eight of us.

It was an open secret that Merlin, who was the Head of the Order of the Rose and Protector of the Stone of Virtues, wanted to rest with the seven other Masters of the Flame. Who had already rested since the era of the Flame ended.

One of the Awizals will take his place. Agrenisis, the second best among us, thought she would not be appointed."

WEIRD: "Who was the best?"

ENGRIELNIS: "I, Engrielnis, leader of the Order of the Rose."

AGRIEL: "So, what happened?"

ENGRIELNIS: "This is what Thomas told us happened. Agrenisis went to steal the Stone of Virtue from the dome of light. But her power was not sufficient. So she freed Pendura and asked Pendura to help her. But even a weakened Pendura was too strong for her to tame. It possessed her and broke the Stone of Virtue. It imprisoned Merlin when he tried to save the Stone of Virtues.

But before that, Merlin was able to save his wand and encased his power in a Ring of Hope. Therefore, the power of the white flame was shared between the wand and the ring.

I was voted Leader of the Order of the Rose by the Awizals. Thomas is the guardian of Merlin's wand and ring. The Order was able to ascertain that Pendura does not have total domination of Glourmain. But in our weakened form, we were now reduced to rebels. Agrenisis, however, would not dare attack the

Oraldneous. There's an uneasy peace in Glourmain. Most wizards now pay homage to Pendura.

Now that both of you have found the wand and ring, Merlin's power is shared between you two. Pendura fears this, which is why she is after you. I will have you trained and protected here in the Oraldneous until you graduate. Then you must face Pendura alone."

AGRIEL: "And that's why you saved us?"

ENGRIELNIS: "Yes. You are the only ones who can save the world."

STEVE: "We're not sure we can do it."

WEIRD: "But we'll try."

ENGRIELNIS: "That's all I ask."

FADE OUT

Scene 18

INT. ORAIDNEOUS. HALLS OF THE WIZARDS/ WEIRD - DAY

3 MONTHS LATER

THE FINALS

Weird, in her dark blue witch robe and hat, rides her broom through the clouds. She is focused on her instructor, who is dressed in a similar robe and is chasing her. The wind carries the scanty gray hair of the toothless witch, and her eyes are focused as she points her wand at Weird.

INSTRUCTOR: "Octpourgon!"

A lightning storm erupts, and Weird turns her broom frantically to avoid the lightning bolts. She points her wand up.

WEIRD: "Droupleouz!"

The clouds turn black and heavy, each one with a staring pair of eyes. Incessant lightning bolts brighten the sky, and the instructor becomes scared.

INSTRUCTOR: "Aratracatata!"

Green fire balls leave her wand incessantly, entering the dark clouds and exploding as bright flashes of white light. She rotates 360 degrees.

Weird peeks out from a dark cloud above the instructor and presses her wand on the instructor's head.

WEIRD: "Draineouz!"

Red static electricity leaves the instructor's head and enters Weird's wand. The instructor grows weak and falls from the dark cloud.

ENGRIELNIS: "Ressindneous!"

The cloud disappears. The instructor collapses on the ground, and a standby medic wizard helps her onto a stretcher. Four huge owls pick up the stretcher and fly away with the medic wizard.

ENGRIELNIS: *(To Weird)* "Congratulations, you are now a witch. Now it's time for the fancy cupboard."

A cupboard appears and opens. Robes of different colors are hung inside.

ENGRIELNIS: "What color do you fancy?"

WEIRD: "You should have just asked me. It's black."

ENGRIELNIS: "The black of power is then for you. But you can't wear it here. In respect to Wailden, no one here at the Oraldneous wears her color until her heir comes."

WEIRD: "So Wailden left a wand behind for me?"

ENGRIELNIS: "No, her heir will be a direct descendant of Wailden. Agrenisis was the last descendant of Wailden."

WEIRD: "So she might have been chosen?"

ENGRIELNIS: "Yes. There was no telling who Merlin would have chosen between her and me. I am tired. Let's go watch Agriel. She should have started by now."

Scene 19

INT. ORAIDNEOUS. HALLS OF THE WIZARDS/ AGRIEL - DAY

Agriel walks with her instructor, a thin old witch with large eyes, to the center of the room. They are both dressed in blue robes.

THIN WITCH: "Agriel, this is the final test."

AGRIEL: "Thanks for training me, Instructor. I know it wasn't easy."

THIN WITCH: "It wasn't, but you've thanked me several times already."

Agriel forms a white smoke-like circle with her wand by drawing circles in the air. A saucer containing two slices of cake forms from thin air, and she offers it to her instructor.

AGRIEL: "I thought we might not be able to eat after the test. Engrielnis isn't here yet."

THIN WITCH: *(Sighing)* "One last time. Rainbow-flavored cake. Hmm, you know my weakness. You shouldn't have done that. But don't hesitate to use a doom spell on me if you need to."

Engrielnis claps her hands.

ENGRIELNIS: "Rakel, what's this? You're supposed to be giving Agriel her last test, not eating."

THIN WITCH: *(Ashamed)* "We were waiting for you. Agriel, take your position."

Agriel walks to the opposite end of the room. The thin witch's stomach expands like a balloon. She looks at Agriel, shocked.

THIN WITCH: "That wasn't really a rainbow cake, was it?"

AGRIEL: "I don't want to use a doom spell. I'm sorry."

The witch's eyes flash in anger.

THIN WITCH: "You shall soon be sorry for yourself. Deatruntuz!"

ENGRIELNIS: (*Screams*) "No!"

A blazing surge of green light flashes from the thin witch's wand. A towering serpent of green light forms and dashes at the unperturbed Agriel.

AGRIEL: "Meril!"

Gold dust tickles from the tip of Agriel's wand. It forms into a golden ray butterfly, which flies to the serpent's head. As the serpent descends on Agriel, the serpent explodes. This throws the inflated thin witch into the air, where she hobbles around like a balloon.

Small white stars hover around the room. They descend, touching the ground. The ground cracks, and blooming flowers sprout out. The whole room is transformed into a garden of the most exotic flowers within seconds.

ENGRIELNIS: "Impossible. An alternate spell. Beautiful. Impressive."

Agriel points her wand at the hobbling witch.

AGRIEL: "Restroseous!"

The unconscious hobbling witch floats down to a stretcher, which is simultaneously strapped to her as the owls carry her away.

ENGRIELNIS: (*To Agriel*) "Congratulations. You are now a witch."

AGRIEL: "Thanks. How soon will she be well?"

ENGRIELNIS: "Rakel will be up and about in an hour. Don't worry, she'll be fine. Now, it's time for the fancy cupboard."

A cupboard appears and opens.

ENGRIELNIS: "Choose your fancy."

AGRIEL: "Violet."

ENGRIELNIS: "The violet robe is for goodness. It's not very popular, but there are a few violet witches. Agriel, when fighting doomrors, don't hesitate to use a doom spell. They are more reliable than alternate spells. An alternate spell is the opposite of a doom spell. Your will must surpass the opposing witch's will to neutralize it. A doom spell causes damage regardless of how strong the opposing witch is. But that's just my advice.

Let's go and watch Steve so he doesn't give his instructor knives to eat."

(Both laugh.)

Scene 20

INT. ORAIDNEOUS. HALLS OF THE WIZARD/ STEVE - DAY

An aged grey-robed wizard hits a polished wooden staff on the floor. The staff simultaneously turns into a golden sword of laser. Long knives rise from the ground. Steve (similarly dressed)

stands opposite the wizard, holding a golden sword of laser. Steve jumps, sticking his laser sword into the ceiling. He hangs there. The wizard laughs and points his wand at Steve.

AGED WIZARD: **"Firgreneous!"**

The ceiling transforms into a dome of golden red flames. The flames burn Steve, and he falls. Mid-air, he brings out his wand and points it at the wizard.

STEVE: *(Yells)* **"Firgdruz!"**

Several human-size balls of flame leave Steve's wand, blazing towards the grey-robed wizard. Steve whispers under his breath as he falls amidst the surrounding fire balls.

STEVE: *(Whispers)* **"Combuteous..."**

Steve rolls up, turning into a ball of flame. He rushes along with the other fire balls towards the wizard.

AGED WIZARD: *(Laughs)* **"You disappoint me, Steve. Fireballs... Expereunous!"**

All the fireballs except one turn to smoke. The remaining fireball rushes at the wizard. The wizard steps aside, the fireball misses him, and Steve stretches out mid-air, cutting the wizard with his laser sword.

STEVE: **"I would not dream of disappointing you, Master."**

INT. DINING ROOM - NIGHT

A sumptuous dinner table is set for four. Steve and Agriel are seated at the table, waiting for Engrielnis and Weird.

STEVE: "What are they doing over there? He asks, nodding towards where Engrielnis and Weird are standing, conversing and looking out the window."

AGREIL: "I don't know, but they can't be much longer."

Weird and Engrielnis are standing, staring at the crescent moon. Weird holds a moon crystal in her hand.

ENGRIELNIS: "In order to become a more accomplished seer and attain accurate results, you need not limit yourself to your rigid moon crystal. It does not reflect the continual changes of the moon, which are necessary for a perfect result. You must continuously make crystal illusions of the moon to attain the reality. Like this.

Engrielnis stretches her hand out the window, her eyes concentrated on the moon. A crystal image of the fiery crescent moon forms on her palm."

ENGRIELNIS: "In forming an illusion, direct your will at what you want formed and see it manifest where you want it."

WEIRD: (*Interrupts*) "Is there no spell to make this any easier?"

ENGRIELNIS: "No. Spells are too rigid. For the perfection an advanced seer desires, concentration and will power are all that you need. Now, try it."

Weird places the round crystal ball on the windowsill and stretches out her hand, knotting her eyes in concentration.

ENGRIELNIS: "Concentrate on the image you put in your hand."

The moon crystal gradually forms on Weird's palm.

ENGRIELNIS: "Perfect the image."

The illusionary crescent crystal gradually becomes an exact replica of the red fiery crescent.

ENGRIELNIS: "You've tried. Let's go and join Steve and Agriel at the table. I doubt if Steve can contain himself any longer."

They both laugh. Weird picks up her crystal.

ENGRIELNIS: "Let's go. We have a lot to talk about."

They walk to the table.

After eating, Engrielnis, Weird, Steve, and Agriel relax, talking at the table.

ENGRIELNIS: "Now that you have graduated, the time has come for us to concern ourselves more with the Stones of Virtues... and Pendura."

AGRIEL: "Is there more than one Stone of Virtues?"

ENGRIELNIS: "By "Stones," I mean the broken pieces of the Stone of Virtues."

AGRIEL: "You said Agrenisis keeps the largest piece of the Stone of Virtues on Pendura's behalf. Where are the other pieces?"

ENGRIELNIS: "The Doomrors keep them so that no one gets to them. There is one Doomror for each piece."

STEVE: "So the pieces can never be put together again?"

ENGRIELNIS: "That's what Pendura wants. But there's a prophecy that the Merlin heir shall put the Stone together again."

STEVE: "That's me, right?"

ENGRIELNIS: "You and Agriel. Melin's power is said to be shared equally between the two of you."

AGRIEL: "What about Weird?"

ENGRIELNIS: "Weird's life is also threatened. She may assist you if she wishes. She is a very talented witch."

AGRIEL: "What I don't understand is how we are supposed to defeat Agrenisis. We have just trained here for three months, while she has remained undefeated for centuries. And you said Pendura fills her with her power when she is threatened."

ENGRIELNIS: "This is true. Pendura has turned all the eminent wizards and witches that have challenged Agrenisis to Doomrors. The odds we face have so far been insurmountable. But remember that Merlin's Wand and Ring give immense powers. Agriel, it is prophesied that you shall be recognized as the greatest witch ever. And we wouldn't let you face Agrenisis alone. Hopefully, the Elders of Order shall join you."

STEVE: "Does the prophecy say anything of how we shall destroy Pendura?"

ENGRIELNIS: "According to the prophecies, the Wailden heir and not you shall destroy Pendura."

WEIRD: "That's Agrenisis. It makes sense. One day, Agrenisis will revolt and destroy Pendura."

STEVE: "If we can't destroy Pendura, why do we face her?"

AGRIEL: (*Answers*) "To get the Stone piece Agrenisis is holding."

ENGRIELNIS: "I would like to familiarize you with the Doomrors."

WEIRD: "We are already acquainted with them. The bat-robed witches."

ENGRIELNIS : "No, those are Agrenisis's sentries. They would fight for her, but apart from that, they are no threat. I now want to familiarize you all with Pendura's guards."

- The first is Mentidor, her door guard. We will not concern ourselves with him, since we will be flying and entering through the windows.
- There is a Doomror that protects her there. If you ever engage this Doomror, aim for its heart."

WEIRD: "Why?"

ENGRIELNIS: "You see, Doomrors were either sorcerers who existed before the Era of the Flames or renowned wizards who failed to defeat Pendura. Defeating them, Pendura turns them to her slaves. Possessed by Pendura's evil, they become stronger than they have ever been. However, the evil does not immediately

possess the heart of the wizard. It resists until it finally becomes hardened. We revive its heart with the spell Rossereneus. It must be directed at the chest of the Doomror.

- Then comes the Ingrenites. They are hundreds of innocent people with whom you are familiar. But they are under Pendura's spell. They do her bidding. If they should lay their hands on you, destroy them before they destroy you."

AGRIEL: "How do we free them?"

ENGRIELNIS: "You can't. There is no spell for that yet. What you must do is make sure you don't get emotional. Destroy them before they destroy you.

- Last in the list of those to be defeated is Agrenisis."

AGRIEL: "What I don't understand is why Pendura needs so many guards. She is so strong."

WEIRD: "So that she only fights worthy opponents."

ENGRIELNIS: "That may be. Prepare yourselves. We might be going there tonight."

AGRIEL: "Why so soon?"

Scene 22

INT. ORIADNEOUS. CONFERENCE ROOM/HALLWAY. - NIGHT

ENGRIELNIS: "The red flames around the moon indicate that the bridge between the dark world and Glourmain is exceptionally strong tonight. This is the best time to send Pendura to the darkness from whence she came. The Eleven Elders of the Rose will be arriving soon. We will have a quick meeting to decide."

Engrielnis sits at a round table with nine other gray-haired witches and wizards. She addresses them.

ENGRIELNIS: "You have seen the Merlin's heir and their companion. You have trained them. The Convert Moon shines tonight. There is no debate that they must destroy Agrenisis tonight and chase Pendura back. The only question is whether we, the Elders of the Rose and Protectors of the Stone of Virtues, should risk our lives in this encounter."

A wizard raises his hand.

ENGRIELNIS: "Iseageus, do you wish to say something?"

ISEAGEUS: (*Storms*) "Is this what we sit here deciding? When we have lived centuries without purpose, protecting a Stone of Virtues not in our possession? Now that the fulfillment of the prophecy is at hand, we sit here and start talking?"

(Continues more calmly)

"Let us join wands and fulfill the prophecy."

The other wizards nod in agreement.

ENGRIELNIS: "Where are the twins?"

The wizards and witches look from one to the other.

WILIEN: "They are lost in the dark."

ENGRIELNIS: "I shall help them."

She opens a window and points her wand at the night sky.

ENGRIELNIS: "Servigus!"

A red star shoots from her wand like a firework. In the dark clouds, two old wizards are confused.

ONE OFTWINS: "I'm sure we're late."

THE OTHER: (In despair) "We're always late. All these clouds look alike."

The bright red star blazes towards them, carrying them to Oraidneous.

WEIRD, AGRIEL, and STEVE are sitting in the corridor, waiting for the meeting to end. Weird is comparing spells from the Eagle Spellbook and the Cat Spellbook, recording them on her MP3 player. Agriel is blowing bubbles from the tip of her wand. A butterfly flutters out of each bubble when it bursts. Steve is trying out some spells.

STEVE: "*Merolgrock!*"

A human-sized bowl-like metallic shield with spikes forms in front of him. Weird laughs.

WEIRD: "That shield won't be very useful against a spell that can melt the shield."

STEVE: "That's wrong!"

WEIRD: "Is it?"

Weird points her wand at the shield.

WEIRD: "*Vaporous!*"

Hot red flames explode from her wand towards the shield, but the flames are refracted by a blue magnetic shield, throwing Weird backwards and knocking her to the ground.

WEIRD: (Dazed) "Mag-magnetic shield... impressive."

AGRIEL: (*Laughing*) "Was that necessary? Who are those?"

The two elderly wizards walk in, swaying and almost falling as they approach the children.

CHEERFUL TWIN: (*Coughs*) "That's a nice Merolgrock. Who fashioned it?"

Steve raises his hand.

CHEERFUL TWIN: "Are you the Merlin heir?"

Steve smiles.

WEIRD: (*Sarcastically*) "They're both the Merlin heir."

SEVERE-LOOKING TWIN: "Amore, we're late for the meeting."

CHEERFUL TWIN: (*Looks disappointed*) "We'll have to do this some other time."

They stagger into the office.

STEVE: "*Asunder!*"

The Merolgrock disappears.

AGRIEL: (*Worried*) "I can't stand this anymore."

WEIRD: "Can't stand what?"

AGRIEL: "I can't bear seeing all these old wizards wanting to sacrifice themselves for us."

STEVE: "What's wrong with that? It's our destiny."

WEIRD: "I think we should go by ourselves. After all, they're not mentioned in the prophecy."

STEVE: "Neither were you, Weird. You want to shine. You want to take credit for her fall. But you're mistaken. Pendura is far stronger than you imagine."

WEIRD: (*Mischievously*) "Are you scared?"

STEVE: "I... scared?"

AGRIEL: "Stop! Steve, Weird is right. I will have more peace dying knowing that the old ones are safe. No, don't argue. Are you coming?"

STEVE: *(Concedes)*: "I'll come."

AGRIEL: *(Smiles)* "Thanks, Steve. You know we wouldn't have gone without you."

STEVE: "I know."

Embarrassed, Weird walks ahead.

WEIRD: "*Nightclout!*"

A dark hole appears in the air in front of them. Wind blows Weird's hair.

AGRIEL: "What's that?"

(pointing into the dark hole where lightning flashes from time to time)

WEIRD: "It's the night sky."

STEVE: "There's no need to be afraid. I'll protect you."

Weird laughs.

AGRIEL: "I'm not afraid."

WEIRD: "We all go together."

Agriel and Weird sit on their new brooms. Steve stands on his new skate.

STEVE: "My starlight broom is attached underneath."

He climbs into the air.

AGRIEL: "Cool!"

WEIRD: "Show-off."

All three enter the dark hole into the night sky.

Scene 23

INT. ORIADNEOUS. CONFERENCE ROOM/HALLWAY/ TWINS JOIN THE MEETING. - NIGHT

The twelve Elders sit around a round table, talking.

CHEERFUL TWIN: "Tell us a bit about the children. Is the prophecy what about them?"

ENGRIELNIS: "The prophecy says nothing of Weird, yet she has as strong a will power as I have ever seen. Steve, the bearer of the Merlin wand, has very good reflexes and a quick mind. He deserves being a Knight of the Order. However, Agriel... I don't know. I know the prophecy says the witch who wears the Ring of Hope shall be regarded as the greatest witch of all time, but looking at Agriel, that's very doubtful. She plays fairy like a child."

CHEERFUL TWIN: "But the prophecy..."

ENGRIELNIS: "Forget about the prophecy. Does the prophecy not say that Wailden's heir shall destroy Pendura? Agriel is the

last known descendant of Wailden, and she is Pendura's chief servant."

SERIOUS TWIN: "I don't believe the prophecy is wrong. It is our sacred duty to fulfill the prophecy."

ENGRIELNIS: "Let's join wands. I have a sickly feeling that something has gone wrong. Do you feel it in your stomachs?"

Some wizards nod. All stand and join their wands in one motion.

ENGRIELNIS: "As Guardians of the Stone of Virtues, we raise our wands in love, for we are Servants of the Rose."

A Rose of lights forms and floats down, amidst music. An angel appears from its white light, placing a ball of white light where the wands met. The angel takes the Rose and disappears. The ball of white light is absorbed by the wands, and red static electricity passes through their bodies. There is a youthful glow about the wizards. They redraw their wands and walk out of the office, energized.

The wizards are startled by the sudden disappearance of the children.

CHEERFUL TWIN: "Where are the children?"

ENGRIELNIS: "Weidin, can you see them?"

A witch with black eyelids stares into space.

WILIEN: "They have gone without us."

ENGRIELNIS: "We must go after them."

Scene 24

EXT. CLOUDS AROUND MORINGUES (PENDURA'S CASTLE) / GROUND OF MORINGUES.

Agriel and Weird fly through the clouds at top speed, while Steve surfs above them. Agriel turns to Weird.

AGRIEL: "And now where do we turn?"

WEIRD: "Straight ahead."

They fly straight on, and the outline of a black castle with a black giant human skull as its tower comes into view. Lightning rents the clouds surrounding the castle apart. They approach.

STEVE: "We can't get to the castle through those lightning bolts without getting struck."

WEIRD: "We'll have to get down."

AGRIEL: "What about the Morrindor?"

WEIRD: "I'll destroy it. After all, it's just a guard."

AGRIEL: "I guess we have no choice. Down we go, then."

They fly down and land before the high wall of a gateless castle. Where a gate was supposed to be, there is a tomb that reads: "This castle is forbidden to the living."

STEVE: "This is not good."

Weird looks at the lightning-filled sky and hisses.

WEIRD: "Wands out."

They all draw their wands as they enter, walking on a stone-tarred path. The compound is full of dried trees, but there are no animals to be seen. They try not to make a sound as they walk through this deserted forest of dry trees. After a minute, they relax a bit.

STEVE: "This is definitely spooky."

Suddenly, a whirlwind carries the children flying haphazardly through the sky. They fall face-down on a refuse heap. They get up, wands still raised, and look around feverishly, ignoring the dirt. The trees have disappeared, and there is refuse everywhere. Fifty or so meters in front of them is the castle door. A small fire burns without fuel in front of the door, and beside it stands a black lion with nine heads. Its deep voice resonates through their minds. The nine-headed lion laughs.

The nine-headed lion, Morrindor, appears before the children.

MORRINDOR: "Sorry! I have been waiting. You were walking too slow, and I haven't been challenged for centuries."

The children are speechless, staring at the lion. The sound of its paw hitting the ground is like a sledgehammer breaking rocks.

AGRIEL: (*Shivers*) "The Morrindor."

Morrindor laughs, and Weird points her wand at it.

WEIRD: "Mondraneous!"

A spear of glowing green flames leaves her wand, but it hits an ice wall of a mountain and Weird is frustrated.

WEIRD: "That wasn't there."

She stamps her feet on the ground, and the thin ice on which she stands cracks and breaks.

AGRIEL: "We're in the attic somewhere."

The ice underneath them continues to crack, and the children run for higher ground.

WEIRD: "We're still in the compound. It just turned into this."

STEVE: "As it turned the trees to rubbish."

AGRIEL: (*Swallows*) "We're facing a formidable opponent."

WEIRD: "It's just a guard, not the master."

Several wolves surround them, pouring from the gaps in the four mountains.

WEIRD: "This I can deal with. Phantroneous! Phantroneous!
Phantroneous! Phan..."

White light darts repeatedly from her wand, hitting the oncoming wolves and turning them into smoking forms that are blown away in the wind.

STEVE: "Conflagneouz! Conflagneouz! Conflagneouz!"

Huge balls of flame leave his wand, burning twenty or so wolves out of existence at a time. Agriel makes a frantic effort to remember a spell, but she fails. The wolves get ever closer.

Suddenly, Agriel floats up into the air, her wand held up high.

AGRIEL: "Deercourceous!"

Thousands of small white stars shoot out of her wand into the sky, then slowly descend all around them. Wherever they touch the ground, a deer appears. The wolves run after the deer, leaving the children alone. Weird scrambles for her wand and gets up.

WEIRD: (*Screams*) "**Phantroneuz!**"

A beam of white light shoots from her wand, turning the wolf above her into smoke. The smoke rises into the sky and is blown away by the wind. The wolves chase the deer across the mountain, while the ground on which Weird and Steve stand suddenly disappears. They fall through the sky towards a sea of molten lava.

AGRIEL: (*Floating on her broom*) "**Come on!**"

Steve quickly puts on his skates and skates across the lava, catching Weird just before she hits the surface. Weird balances on his skate, and Agriel joins them. The clouds around them suddenly turn to flame, and the wind blows the flames towards them.

WEIRD AND STEVE; (*Simultaneously*) "**Merolgrock!**"

Two bowl-like metallic shields appear on either side of them, shielding them from the flames. The shields then click together, encasing the children in a magnetic ball. The ball falls through the clouds of flame and towards the lava.

Scene 25

EXT. INT. CLOUDS AROUND MORINGUES/PENDURA'S HALL OF SACRIFICE

Engrielnis and nine of the eleven elders (including the twins) approach the lightning storm that surrounds the castle. Engrielnis raises her wand.

ENGRIELNIS: "*Experidom!*"

The lightning storm dies.

ENGRIELNIS: "I hope we're not too late."

In one motion, they sweep through the clouds.

ENGRIELNIS: "*Porougeus!*"

A rectangular door of white light forms directly in front of the palace wall. They enter the door and come out at the side of the wall, in Agrenisis's hall. Agrenisis stands alone, leaning on her staff, behind her a dark cloud.

AGRENISIS: (*Laughs*) "You have come at last. I've been waiting."

ENGRIELNIS: (*Whispers to Weidin*) "Where are the children? I can't see them anywhere."

WEIDIN: "I can't sense them either. We're too late."

ENGRIELNIS: (*In anguish*) "No!"

Scene 26

EXT. GROUNDS OF MORINGUES

The metallic ball falls, rolling towards the sea of lava. The glowing magnetic shield around it makes it resemble a ball of blue flame. Inside, the children disentangle their bodies.

AGRIEL: *"Aglow!"*

A light shines from a mini white star that forms over her wand.

WEIRD: *(Worried)* "We're falling!"

AGRIEL: "Both of you say the floating spell, *Heaventis*, at the same time."

Weird and Steve raise their wands.

AGRIEL: "After the count of three: one... two... three..."

WEIRD AND STEVE: "Heaventis!"

The metallic ball stops and floats just above the lava.

STEVE: *(Sighs)* "Now we just need to get out of this ball."

WEIRD: "No, don't you see? The Morrindor can't affect us as long as we're in this shield. We can use it to move towards the door."

STEVE: *(Surfs)* "There's only one problem with that. We can't see outside."

WEIRD: "I can use a moon crystal."

AGRIEL: "You mean like a Seer? Who would control the ball?"

STEVE: "I will. *Meleomandus!*"

A metal helmet with a triangle-shaped diamond crest forms from his wand and Steve puts it on his head.

AGRIEL: "Telepathic control! Cool! I'll make some seats.
Seventus!"

Three floating chairs appear. A burning crescent moon forms in Weird's hand. She looks at Steve and taunts him.

WEIRD: "Telepathic control, not bad. They do teach you more than shooting fireballs."

STEVE: (*Smiles*) "Stop! Get serious. You're my eyes."

WEIRD: "Move left. Not so fast."

The glowing blue magnetic ball floats above the sea of lava. The Morrindor's eyes glow red in concentration. The lava rises up in waves to meet the ball. The metallic ball moves right, forward, and left towards the Morrindor. Then a tide rises and rushes at the metallic ball and covers it. The metallic ball disappears.

The metallic ball rises directly in front of the Morrindor and half of the shield disappears. Weird jumps out, her wand raised, and shouts.

WEIRD: "*Puff!*"

A blue light leaves her wand and hits the Morrindor in the chest. The Morrindor explodes into black feathers.

INT. PENDURA'S HALL OF SACRIFICE/COUNCIL OF THE ROSE ENTER-
NIGHT

Engrielnis and the Nine Elders stand, opposing Agrenisis in her hall.

ENGRIELNIS: "Agrenisis, this is the end of you."

AGRENISIS: (*Laughs*) "I am the Priestess of Pendura. None of you can touch me. You have all come to die. You have grown too old."

Forty witches dressed in bat-like robes pour out from the dark cloud behind Agrenisis. They rush at the Elders, their wands outstretched.

ENGRIELNIS: "*Egsfirstorm!*"

She points her wand at Agrenisis, and the sudden oncoming bat-like witches are caught in the impact of the spell. The ground shakes, and some of the witches fall. A tornado of fire forms from the air, moving towards Agrenisis, burning most of the witches away.

AGRENISIS: "*Agfrostorm!*"

A tornado of freezing storm forms from the air and rushes to meet the firestorm. They meet, and an explosion rocks the hall. A thin wall of ice forms between Engrielnis and Agrenisis. Engrielnis raises her eagle-headed staff at the wall, as Agrenisis simultaneously raises her monkey-headed staff.

ENGRIELNIS: "*Eagtdumnus!*"

An eagle of white burning light forms and flies at the wall.

AGRENISIS: "*Mondumus!*"

A monkey of burning red light forms and leaps at the wall. The ice wall melts at both sides, and the two animals approach one another. They see one another, and their eyes flash with rage. The eagle's claws come out of its feet, and the monkey's claws come out of its hands. The monkey opens its mouth, its teeth as sharp as a wolf's. The eagle claws grip the monkey, and the monkey bites into the eagle's flesh. They wrestle, roaring in the air.

The surviving bat-robed witches get up and approach the standing Elders. Weidin points her wand at them.

WEIDIN: "*Dispel!*"

A wave of light washes over the witches, and they dissolve into dust. The eagle of burning light and the monkey of burning red light fight, roaring in the air. Engrielnis and Agrenisis concentrate hard on their amiza, controlling their movements. The eagle overcomes the monkey in the air and pins it to the ground. Agrenisis's head bows, and she stoops, clinging to her staff.

AGRENISIS: (In hoarse whispers) "Fool, you can't get me down on my knees anymore. I am Pendura's handmaiden."

A Doomror steps out of the dark clouds behind Agrenisis. Engrielnis (shocked) looks at it, but it is too late. The Doomror's tail is already pointed at her.

DOOMROR: "*Deattreanum!*"

Green light darts from its tail towards Engrielnis.

ENGRIELNIS: "*Shieldron!*"

A blue shield of light forms, but the Doomror's spell hits it and the impact throws Engrielnis backwards. The shield is engulfed in red flames, and Engrielnis crashes to the ground before the

Elders at the other end of the hall. She cries in pain as the pressure from the spell drags her to the Elders, who stop her, bearing the impact on their legs.

The Elders put their wands together and aim at the Doomror's chest.

ELDERS: "*Rossereneous!*"

Red light darts from their wands towards the Doomror's chest.

DOOMROR: "*Repunge!*"

The Doomror holds the red light in a green magnetic field surrounding its palm. Its tail is still bringing out the green light that hits Engrielnis's shield with such force that she screams in pain. The Doomror laughs, but Engrielnis has one last trick up her sleeve.

In a superhuman effort, she stretches her ringed finger into the stream of red light that issued from the Elders' wands. A rose leaves the Ring of the Order and floats along the stream of red light towards the Doomror. The rose hits the green magnetic shield, explodes, and the red light enters the Doomror's chest, piercing through it.

The DOOMROR screams in pain and turns to ashes. Hundreds of old witches and wizards with strained red eyes walk out in a dark cloud, without their wands. They move like zombies towards the Elders, who speak incoherently.

ELDERS: (*Speaking incoherently, mingled voices*) "**That's my mum!
My daughter!**"

ENGRIELNIS: "No! We must not get emotional. They are blind tools and would tear us to pieces limb by limb."

AN ELDER: "But..."

ENGRIELNIS: "Destroy them!"

The Elders close their eyes and scream their most dreadful spells in frenzy.

ELDERS: (*Screaming in frenzy*) "Wuntmetus! Daggeruz! Mottledom! Frantagata! Meringlomendle! Rotreosumm! Penduneuz! Hangleburn! Mantledgrus! Firsfrestrum!"

Lightning bolts rent the air apart. A storm of fire fills the hall, and the Ingrenites explode from within to ashes. A deafening fusion of explosions rent the hall as tornado storms fill the hall and the floors crack. The windows crack, and the Ingrenites' cries fill the air. Dark dust fills the air, turning the Ingrenites to dust.

The hall is dark and filled with grey light. The exhausted Elders open their eyes. Agrenisis stands alone behind the altar. The dark clouds behind her transform into a dark giant serpent.

ENGRIELNIS: (*Whispers to the Elders*) "It is Pendura."

AGRENISIS: (*Pours ashes on the altar table and recites a spell.*) "Deathrom Degenesis Destroms Doomgreror."

Engrielnis and all the Elders transform into Doomrros.

WEIDIN: "No!"

ENGRIELNIS: (*Dumbfounded, whispers*) "Impossible."

Their bodies transform into those of dragons.

AGRENISIS: "Pendura accepts."

ENGRIELNIS: "No!"

The fingers of her hand become thin and bony like those of a Doomror. The Ring of the Order of the Rose falls to the floor. The Elders scream in helpless despair as they transform.

Scene 28

INT. PENDURA'S HALL OF SACRIFICE/AGRIEL, WEIRD, AND STEVE ENTER
- NIGHT

Agriel, Weird, and Steve bound into the hall. They see the wailing Doomrors, Agrenisis standing at the other end of the hall in front of an altar table. The Doomrors are scattered. They desperately try to peel their skins with their talons but to no avail.

STEVE: *(Stammers)* "I believe we were told of one, not ten."

WEIRD: "I will put an end to their miserable lives. *Rosereneus!*
Weird cries, pointing her wand at the chest of the nearest
Doomror. Steve and Agriel join her, pointing their wands at the
chests of other Doomrors."

The Doomrors explode one after another into ash, without resisting the spell. They stop screaming as they await their death. The children have killed all the Doomrors.

STEVE: "It's as if they want us to kill them."

WEIRD: " I had that strange feeling too... It was too easy."

WEIRD *(Continues calmly)* "Anyway, Agrenisis will be a tougher
fight."

The Catbolical Head Witch, her daughter, and several Catbolical students with strained red eyes rush out of the dark clouds, walking determinedly toward the children.

STEVE: "First comes the Ingrenites."

AGRIEL: *(Compassionately)* "They're the students from the Catbolical. Agriel and her mother are with them."

WEIRD: *(Admonishes)* "Don't get emotional. They will kill us."

Weird and Steve raise their wands. Agriel hesitates.

AGRIEL: *(Whispers to herself)* "It's as if she wants us to slaughter those closest to us."

STEVE: "*Expourendum!*"

WEIRD: "*Horrogrum!*"

AGRIEL: "No!"

Agriel jumps in front of them, blocking the spells from reaching the Ingrenites. The spells carry her rolling through the air.

STEVE: *(Cries)* "Why?"

(Catching her as she falls.)

AGRIEL: *(Dying; whispers)* She wants us to slaughter the innocent, our closest friends.

Agriel dies in Steve's arms. Weird stands behind him, crying. The Ingrenites regain consciousness.

INGRENITES: *(In confusion)* "Where am I? What am I doing here?"

STEVE: *(Crying)* "She was right."

WEIRD Yes, she is the greatest witch.

(Weird continues whispering.)

"It is our slaughter of the innocent that gives Pendura power over us. The closer they are to us, the more powerful we make her."

Weird kneels down beside the crying Steve. On the floor beside Agriel's body, she finds the Ring of Rose and shows it to Steve.

WEIRD: "The Elders must have come while we were fighting the Morrindor and they were defeated."

Steve: *(Frowns.)*

The spell *Dearenoatume* echoes through the hall. Steve and Weird look up. At the other end of the hall, a few meters from where Agrenisis stood, a stream of boiling lava rises from the ground, threatening to overflow the hall.

STEVE: *(Screams in anger.)* "**Langrutus!**"

He runs, bounds through the hall as a lion of flames, bounds over the flowing lava, his sword held tightly between both fists. He stabs the stunned Agrenisis as he lands.

WEIRD: "**Frousum!**"

The lava freezes. Weird wears the Ring of Rose and several rose flowers hover around her. She rises in a white light that came from above. Agriel rises in the light. Roses hover around her, and Agriel regains consciousness.

Scene 29

INT. PENDURA'S HALL OF SACRIFICE/ TWINS ENTER- NIGHT

The Aged Twin Wizards enter and look around the hall.

SERIOUS TWIN: "We came here too late."

They watch Agriel and Weird rise in a beam of light.

CHEERFUL WIZARD: "No, we are here to witness the end of Pendura and the beginning of the third era."

Agriel and Weird come down. Weird, now glowing and with red roses embroidered along the length of her robe, walks with the awakened Agriel to Steve (the flaming lion), who stands beside the fallen Agrenisis. Her monkey-headed staff lies beside her, broken. Within the broken pieces of the monkey head lies the largest piece of the Stone of Virtues. Steve (the lion of white flame) picks up the stone and reads.

STEVE: "Courageous love alone conquers all evil."

Silence. Steve respectfully hands the stone to Agriel. Agriel smiles. A dark serpent of Pendura rises from the dying Agrenisis, joins the dark cloud, and transforms into the large serpent.

SERPENT: "Fool! That is just a piece. I still rule!"

The serpent disappears into thin air.

AGRIEL: *(Shouting after the serpent)* "I don't care how long it takes. I will get every piece of the Stone of Virtues!"

STEVE: "I shall be with you all the way."

A weakened Agrenisis looks up at the white flaming lion.

Agrenisis: *(Whispers)* "I am sorry, Merlin."

STEVE: "I am not."

AGRIEL: *(Interrupting)* "You are forgiven."

Agriel forms a rose from thin air and gives it to Agrenisis. Agrenisis nods in acknowledgment. She looks at Weird, her eyes open wide.

Agrenisis: *(Crying aloud)* "Wailden..."

A derisive voice echoes through the hall.

PENDURA: "All your souls are mine."

Agrenisis' body disperses, decays to ash, and is

blown into the air.

CHEERFUL TWIN (AMURE): "Why did she ever do it?"

WEIRD (Puzzled): "Why did she call Waiden? And looked at me like... like that?"

SERIOUS TWIN (ACROS): "It is because you are the first Witch of Black Robe to be the head of the Order of the Rose and Protector of the Stone of Virtues, since Waiden left us. You are Waiden's heir. The only one that can free Agrenisis' weakened soul from Pendura. This can happen only when you destroy Pendura."

Agriel (beaming) hands the stone to Weird.

ACROS (*SERIOUS TWIN*): As surviving Elders of the Order, we are at your service. So is every Witch and Wizard not under Pendura's service.

Weird smiles. She closes her eyes.

WEIRD: "No... You Elders keep the Stone safe. Agriel, Steve, and I shall seek the remaining pieces."

She hands the Stone to Acros.

WEIRD: "We shall communicate."

ACROS: "Yes, we shall."

WEIRD: "Let's go home."

AGRIEL: "First, they all go home."

Agriel nods toward the confused Ingrenites.

AGRIEL: "I wish they are at home."

Several doors of white flames appear in the hall from which the confused but recovered Ingrenites could see their home. The Head Witch of the Catbolical and her daughter enter a door,

returning back to the Catbolical. The other students enter different doors back to their different homes.

WEIRD: "*Wendreneous!*"

The whole hall becomes dark (the darkness of night). A bridge of white light forms, at the sharp edge of which the flowing white light pours down like a waterfall.

Steve (The flaming lion) steps upon the bridge confidently. Agriel and Weird follow him on either side.