

The Dungeoneers
- The Eye of Lyra -

(c) Dec. 02, 2007 Michael Shire

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INTRO:
Villagers lighting torches.

EXT. VILLAGE, OUTSIDE TAVERN - NIGHT

Just outside of village, very dark, sexy woman hides in shadows watching a few people enter and exit the tavern. They carry lanterns and leave to go to their homes. A single man, ROBBIE, 40, exits and comes staggering towards her - he has no lantern.

CLOSE UP on her eyes. They have slight glow. She smiles slowly, and then we see her vampire teeth. She is SOPHIA, 20, very sexy, wearing mostly black - with red accent.

SOPHIA

Good night for a drink.

Robbie looks up and stops, smiles crookedly at her. She puts her arm around him.

SOPHIA

Come. You can escort me.

She looks into his eyes and her eyes glow for a flash. He is under her spell now. They walk off into the darkness behind a nearby barn.

IN FRONT OF TAVERN - the man's friend, BUDDY, 40, comes out standing on the porch, holding a lantern, and looks around. He squints and sees something happening at the barn.

BUDDY

Hey Robbie. You OK? You gonna make it home alright?

ON BARN - Sophia pushes him down to the ground in dark shadow. He lets out a muffled yelp.

IN FRONT OF TAVERN - Buddy staggers a bit over towards the barn. As he gets close, he hears slurping noises.

BUDDY

Robbie? Is that you?

He gets up close enough to see the woman in black feeding on his friends neck. She looks up and he sees her red eyes, face bloody and baring large fangs. He is shocked a bit and moves back almost falling. Then he turns and runs back to the Tavern - shouting.

BUDDY

VAMPIRE! VAMPIRE!

INT. TAVERN - NIGHT

Buddy enters, slamming through the doors. He slams his hands down on the first table.

BUDDY

VAMPIRE! She's killed Robbie! Just beside the barn.

INSERT reaction of a few men turning and looking very serious. One man says 'WHAT?'

EXT. TOWN STREET - FRONT OF TAVERN - NIGHT

20 villager men have gathered here with a few dogs barking. Five have lit torches. One brings ten more torches, and they are passed out and lit by the other men. The leader of this party is a priest named BOLLA, 40, somewhat balding, strong voice, dressed in long robes.

BOLLA

Alright men - she was here only ten minutes ago, and went that way. Now, we've got some dogs to help track em down. This is our chance to finish a damned and cursed undead soul. I will cast a spell and BLESS us all for protection against evil.

Bolla lifts his staff and a blue light flashes and permeates everyone in the crowd.

BOLLA

Now let's get going.

They all shout in excitement. BOLLA leads them, marching fast as a few men catch up with their dogs on a leash. The entire group follows, shouting "Kill the Vampire".

EXT. FOREST - NIGHT

SOPHIA sits up in a tree, wiping the blood from her mouth. She looks down and sees the men approaching. She hisses toward them. Then jumping out of the tree, she floats down elegantly, turns and starts running away from them.

ON BOLLA - he thinks he might see her. He stops to cast a spell. Other men with dogs pass him. Another priest, his apprentice, TOM, 20, comes up to him, seeing him preparing with eyes shut.

TOM

What spell would you cast now, Master?

BOLLA

Detect evil.

He casts his spell, and a slight wave goes out from his hands. Up front, in the distance we see a slight glow of red.

MEN WITH DOGS - are up front and see a human figure glowing faint deep red, and running away, dodging in between trees. They shout - "That's her. Don't lose her."

One man pauses to catch his breath and looks back. He sees lots of men fanned out, some running and with torches though the woods, shouting "Don't let her get away!"

ON SOPHIA - She runs up to a tree, and glances quickly back. She looks forward and smiles. Her eyes flash a quick red again

and she runs off. CAMERA PANS - She runs toward a very tall wall.

TRACKING shot - she runs and transforms into a BLACK WOLF!

The WOLF runs up a fallen tree very near to the wall, and across a large branch. She takes a huge leap and goes over the 12 foot wall.

EXT. CASTLE COURTYARD - NIGHT

She leaps down into this large courtyard that is in front of a castle with two towers. It is overgrown here with wicked looking trees, vines and bushes. She lands and rolls into some tall grass, coming up to a stone STATUE of a man on a horse. The moonlight lights it more here than in the forest.

Two figures fly down from the tower on the right. They are all in black and land on the top of the WALL where the black wolf left. They stand up, young men, with long black capes, and walk along the top of the wall looking down at the men approaching.

EXT. CASTLE WALL - NIGHT

The men with dogs are running to keep up with the barking dogs who pull hard on the leashes. They get to the base of the tall old wall, twelve feet tall, and pull the dogs in.

ON BOLLA - he arrives and they all pause looking up. The apprentice TOM catches up.

TOM

Well. Are we going in there?

BOLLA

The men won't go in there. It is a cursed place, full of evil.

Bolla turns to face all the men with torches.

BOLLA

She got away this time men. We almost had her. Maybe next time.

They turn and start to head back to the village. The two VAMPIRE MEN float down silently behind a few men, and use their

strength to THROW them a great distance. The rest of the men turn in fear, and shout for 'BOLLA'.

One villager has a crossbow. He kneels, speaks the word "brescia", and the whole weapon glows with blue for a FLASH. He fires it and the bolt flies true - hitting one vampire right in the HEART!

The vampire screams, his body turns to ash, and his clothes fall to the ground, empty. The other vampire sees this, turns to smoke which disappears then reappears beside the crossbowman, and then re-materializes as a man. He grabs him by the throat, lifting him off the ground, and throws him back into a tree. The man falls to the ground. Vampire grabs the crossbow and throws it great force at a tree and it smashes apart.

BOLLA casts a spell and throws it with his hand like a baseball. It is a magic arrow, glowing white, and shoots directly for the remaining vampire. The Vampire sees it coming and turns sideways to have it JUST miss him across his chest, cutting his vest, burning a wound. He turns into smoke again, and this time appears on top of the wall, looking down, and squatting. He watches for a moment.

The villagers are now afraid and call each other to retreat, picking up their dead or unconscious comrades. The vampire stands up, turns and jumps down into the courtyard.

EXT. CASTLE COURTYARD - NIGHT

He lands gracefully onto the ground, and then transforms into a BLACK wolf too. He runs up to the FEMALE wolf (Sophia) and sniffs at her. She turns and nastily snarls back at him. He pauses at that, turns away, then turns into black smoke form and flies off and up toward the castle tower.

ON FEMALE WOLF - She looks up to the moon and howls. Then runs and jumps up on a stone bench, overgrown with plants. She looks at the moon for a moment, panting. Then she hears a TWIG SNAP. She looks sharply in the direction of the sound. We don't see anything.

CAMERA POV - ANIMAL eyes. The Vampire Wolf has a sort of heat vision (ie. predator). She sees the outline of a human figure standing nearby, watching her.

She snarls and goes towards the human. As she gets close a LIGHT RAY like a flash light appears in light teal color. As the light hits her in the eye, she is suddenly transformed to STONE , in mid-stride.

VOICE (o.c.)

Cursed Beast!

We see a floating dagger with a teal glowing ORB for pommel. It disappears behind a cloak of invisibility.

WIDE SHOT - A vampire LORD, VAN BOREN, 30, descends straight down from the tower, then walks gracefully toward the stone wolf statue. Two other vampires slowly float down and land behind him.

CLOSE UP - Van Boren's eyes, glowing red as he scans around carefully. He kneels down to the female wolf.

VAN BOREN

Sophia, my love. Whoever did this will pay dearly. I'll find a way to turn you back. I don't care what it takes - I'll do it.

INT. CITY INN - NIGHT

The Tavern here is crowded with city people. Some merchants, gamblers, tradesmen, along with a few ladies all mingle and drink. A loud argument over the best BOOTS available in this town is mixed with some laughter. We come to a table where the only ELF in the tavern is sitting with three humans. They are listening to a professional female THIEF, 25, by name of MILA. She has very fair skin and looks ghostly.

MILA

That happened over a year ago. The reason I mention it is that the castle itself is the 'Vandermere Castle' and has a hundred year curse on it. But that was a hundred years ago.

She addresses an ENCHANTRESS, an older sexy woman with a lower voice. Her name is TESS, 40, a very experienced magic user, with very nicely embroidered robes under her large hooded travelling cloak. She takes a sip of her hot brandy chocolate drink.

TESS

Hundred year curse? You believe in fate?
I've heard of the 'Vandermere Treasure'.
People say it's a myth, but then again?

They look to the ELF, who looks like a young boy, 10 - 12, very fair face, only about 4-1/2 feet tall. His name is JURI. He has pointy ears but we can't see them now, as he's wearing a floppy side hat.

JURI

All myths have truths somewhere in them.

Then the PRIEST in the group puts in his 2 cents. His name is FYNN, very large, maybe 250 lbs, somewhat balding, 40ish, and wears simple black robes.

FYNN

So what do we have to do, to help the Vampire Lord?

MILA

I know where to get the magic scrolls that he'd need. It would have to be 'Stone to Flesh'. And of course we get a few extra magic items for ourselves.

JURI

For certain magic items, I'll take the risk.

TESS

Yes. But a calculated risk. In other words, we make a plan.

JURI

Well, aren't we four of the most talented people in the venture business?

They raise a glass or tankard and toast to that, emptying their glasses. A very buxom server woman comes over with new drinks on a tray. She looks at the elf with the hat on and motions back to the bar.

SERVER

Are you sure you're old enough to drink?
The manager there thinks you should probably wait outside.

The manager is scowling in their direction.

FYNN

(somewhat annoyed)

He's actually 30 years old. I think you can give him some light wine at least. You wouldn't discriminate against him because he's an elf would ya?

Server puts down all the drinks and collects the money.

SERVER

It's not me. We just need to know he's an elf then.

Juri takes off his hat, and pulls his hair back over one ear to show the manager at the bar. The Server bows to them.

SERVER

Our apologies to you sir.

The Server leaves the table. The Thief girl MILA, breathes a big sigh.

MILA

So what about it? Are you all in?

JURI

I wonder where are these magic spells? Under lock and key no doubt. Probably some very tricky traps too.

MILA

Hasn't stopped us before. I can get us through most places.

FYNN

The question on my mind is - how far is it?

MILA

Looking on my map here...

She brings out a leather map (10" x 10") that she spreads out on the table. They look at it and they can see some things are moving slightly - it is magical. She points out something close to a mountain range.

MILA

(cont.) Only about three days ride.
It's on the way to the castle.

FYNN

(to TESS)

Any chance **of** us teleporting there?

TESS

I can only go where I've been before,
not somewhere new. I could portal us
to this town nearby.

(points out on map)

FYNN

That's better than riding a horse for
ten leagues.

MILA

How can you be a dungeoneer and not
want to travel. This is the life. The
FUN part anyway.

JURI

You might think it's just fun. But I
remember it's dangerous work.

FYNN

I like the treasure part, myself.

(then to TESS)

What about you? Got enough money to
retire yet?

TESS

I was thinking about the castle. What
sort of magic can hold a curse for a
hundred years?

EXT. WIZARDS TOWER - NIGHT

We see a very tall TOWER with no apparent door or windows on
it. Lit by moonlight only, probably 30 feet across, fifty feet
tall. It is in a wooded area, and we see nothing moving. Then
coming out of the woods, Tess, Mila, Fynn and Juri come within
twenty feet of the tower.

ON MILA - She motions them to stay back as she checks for
traps. She slinks into the night going around the tower.

Fynn is out of shape and out of breath. He decides to sit down, leaning against a tree.

FYNN

I need to catch my breath.

Tess looks at him, shaking her head, and looks at Juri. Juri just shrugs his shoulders at her.

They look back at the tower. Mila has circled it and she motions for them to come up closer. Tess and Juri walk fast to the front of the tower. They look up. It is dangerously tall. Juri sees something.

CAM JURI'S POV - He looks up and sees the heat shape of an OWL looking down on them.

JURI

There's an owl looking down on us. You think it's just an owl?

MILA

I hope. There seems to be no way to get in on the ground.

TESS

Let me try something....

Tess concentrates with her eyes closed for a few seconds, and then puts out both hands to the width of the tower. The other two get behind her and watch. They see an outline of the single large door appear in a glowing line. Fynn is just catching his breath and comes up to watch too.

TESS

Just what I thought. Of course there's a door. Hold on.

Tess walks closer and puts her hand out to the door. After a moment nothing happens, and the blue light fades. The others watch carefully. Finally Tess comes back to them.

TESS

I can't open it from outside. It's magic locked.

MILA

If you can't get it open, I won't be able to.

ELF

So how do we get in?

MILA

My plan was to go in through the top. I'll show you.

They stand back a bit. MILA brings out some really cool hooks to put into her hands and knees.

MILA

Custom-made by me.

She then starts to scale the wall - easily and quickly.

TESS

I know how I'm getting up there. Are you two coming?

JURI

Yes. I've got my way too.

FYNN

I'll just stay down here. I'll guard outside. When you get the door open, then I'll join you.

Juri and Tess smile at each other.

JURI

Alright then.

Juri goes to the base of the tower and says a few elven words under his breath to the ground. Some very thin vines on the wall start to grow fatter and longer. Very quickly there is enough to grab onto. Juri grabs some vines and starts climbing.

The enchantress, Tess, uses her staff, turns around once waving it in a circle on the ground as she speaks some words. The staffs path remains in the air in a dim blue light and some small magic particles falling. Then she puts the staff in front of her and aims it upwards. She starts to float up.

Halfway up the tower, floating, Tess slowly passes Juri the elf. Tess then catches up to Mila, just as she reaches the top.

EXT. TOP OF TOWER - NIGHT

Tess levitates gently onto the top platform of the tower and sets down on her feet. They look down and see the elf, JURI climbing up the last ten feet.

TESS

Now we need to see if there is a door here.

MILA

No problem.

Mila finds a door in the floor here. She pulls up a ring, then cuts a short piece of rope quickly. She ties it onto the ring in a special knot, then uses her body as leverage and gets it open. She pulls out a long steel spike and wedges it open.

Meanwhile Tess has helped Juri come up over the top. Tess goes to the edge, looks down and can barely see Fynn on the ground in the dark. She whispers something into her closed fist, then throws it toward the ground and we see some very light fairy dust following the throw.

ON THE GROUND - Fynn is looking up and suddenly he hears:

TESS (v.o.)

We're going in now. Wait for us at the front door.

AT THE TOP - Mila is down a few steps into the trapdoor. She looks up at Juri and Tess.

MILA

(with a big smile)

We just need a little light.

She pulls out a small lantern and lights it, and descends the spiral stairs. Juri follows and then Tess.

INT. TOWER SPIRAL STAIRS - NIGHT

After only twenty steps down, Mila stops and sets the lantern down. She sees holes in the walls. Takes out her narrow sword and passes it in front of the holes. Nothing happens so she uses the sword to push down on a step. There is a burst of

FLAME across the stairway. Mila jumps back a bit. She is caught by Juri behind her.

She then gets some PUTTY out of her pouch and blocks the holes. She then puts the sword down again, and then when no flames come out, she remains standing on the step. She gets JURI to stand on the step and she continues forward and down looking carefully.

They descend around another curved section of stairs and they see a door closed. Looking down the stairs further they see it looks flooded with water. Mila is sceptical of what she sees.

MILA

Just wait a moment. Let me examine the stairs.

MILA goes down five steps or so and then holds the lantern over the water-flooded area.

ON TESS - She puts her staff against the wall, puts her hands together as if cupping something, then opens them revealing a glowing white orb in the palm of her left hand. She reaches for the staff and puts the white light onto the end of the staff - holding it out to light the closed door.

ON MILA - She puts her sword down into the water and it makes no ripples. She steps down and steps back without getting wet. It is an illusion!

MILA

I think we can go down here.

ON JURI - He goes to push open the door to their left and his hand passes through it as an illusionary wall. Then he falls through. We hear him shouting as he falls.

Mila is halfway into the illusionary water when she hears this and turns to see Tess.

MILA

What happened to Juri?

TESS

Illusion. He just fell right through that door.

MILA

Should we go after him?

TESS

Yeah - but carefully.

Mila comes back up stairs to the illusionary door. Tess carefully puts the staff through the door, then pokes her head through the illusion.

OTHER SIDE OF DOOR - We see Tess's head through a semi-transparent door. Mila looks through too. They both look down and see a tilted floor that leads down to a narrow CHUTE - going further down the tower.

TESS

Shall we go down here?

MILA

This isn't my first choice, but I'll use a rope just in case.

INT. DUNGEON CELL - BOTTOM OF CHUTE - NIGHT

This dungeon cell has arched ceilings and the only door out is heavy steel bars. Mila climbs down the rope, into this dungeon room. She falls to the ground, onto her feet, and quickly looks around. The lantern is tied to her waist. She moves to one side as Tess comes down the rope a little less gracefully. Mila helps catch her. They look across the room at Juri.

Juri is holding out a torch to keep away a large black mass.

JURI

Glad you could come and help. This thing is afraid of fire.

TESS

(comes forward)

Yes. That's a black pudding. It will corrode your skin if you touch it. Try to set it on fire.

Juri hits it a few times with the torch but only some sparks and embers cover it.

Tess holds her light orb staff in one hand. She opens her cloak and we see a few wands on her belt. She grabs one and waves it at the monster. It is a bolt of lightning! A loud CRACK and a white FLASH as it strikes it. The creature jumps and gets cut

into TWO! Now they must fight both. Tess now gets behind Juri who has the only torch.

Mila meanwhile gets out a glass bottle of lantern OIL. She approaches it and starts tossing oil on it as it is rearing, trying to attack all three now. Suddenly the OIL catches fire and it lights up into a large flame. Both parts of the pudding screech loudly and then they go back down through a broken narrow grate, squeezing through. It is still on fire as they watch the fire recede into the grate.

MILA

Good thing we came after you.

Tess comes close to Juri and gives him a quick hug.

TESS

Are you OK?

JURI

Yes. Thank you. Now how do we get out of here?

MILA

I'll have to pick this lock.

Mila gets out a great set of lockpicks and goes to work on the door.

INT. ENTRY HALL TO FRONT FOOR - NIGHT

From a lower spiral stairway, the yellow lantern glow and white orb on Tess's staff lights up the completely dark tower hallways. This entry hall goes right across the main front doors. Stairs continue going up and they are beside a large living space in the adjoining room.

JURI

Do you really think there's no one here?

TESS

They would have come by now.

MILA

That's right. I think they'd know we're here.

TESS

Do you think we should get Fynn?

MILA

We'll come back for him later. I wouldn't want to trip something at the front door.

JURI

So where's the magic chamber?

MILA

Follow me.

Mila waves to follow and she leads them up the winding stairway to the second floor.

FADE TO BLACK:

INT. MAGIC CHAMBER - NIGHT

They open the door slowly. It creaks and from BLACK we see the light of the ORB shine on the room. She raises the staff higher. Suddenly they hear a VOICE and see a wizard coming toward them.

WIZARD

I don't know you! You're trespassing!
I summon a spectral dragon to fry you!

The wizard stops in the middle of the room. As they watch, the room brightens white as a large SKELETAL DRAGON appears first small and quickly grows to half the room's size. Tess shrinks back, as does Mila. They are deathly afraid. But the elf is no so much worried.

Tess and Mila both turn and run out of the room while Juri stands there and waits even as the image of the dragon threatens him. The dragon blows a burst of enveloping fireball but Juri is untouched.

JURI

(loudly to the
two running away)
You two! Come back. It's only an
illusion.

The wizard disappears. Juri waits as the other two come back up the stairs cautiously. They look around the corner and see the

dragon hovering over Juri. He walks under the neck and into the room. It is lit by the white glow of the dragon image.

Tess and Mila look at each other and smile.

TESS

You were scared.

MILA

Only a little. But you ... you were freaked out.

TESS

I don't think so.

They go together and enter the magic chamber. The image of the dragon now also disappears. As each person moves towards an area, it is lit by a glowing orb somewhere. This room has many long tables and walls with shelves, filled with jars, boxes, and books. The tables have strange apparatus, liquids, and reams of papers stacked with notes.

Juri goes to a back shelf and grabs a small statuette, examining it carefully.

Tess goes to a wall of scrolls, and pulls a few out, reading them.

Mila goes to a table and examines a purple velvet bag, only as big as her head. She picks it up, puts her hand inside and pulls out a big bundle of candle tapers. Then reaching in again pulls out a large hourglass.

Juri puts the statuette in a large pouch.

Tess puts a bundle of scrolls into her pouch. She then sees a nice medallion on a necklace hanging nearby. It remains hanging but she touches it to admire how nice it is.

Mila turns the bag upside down, shaking it, with nothing falling out. Then she puts her hand inside again and pulls out a big roll of a tapestry, larger than the bag can hold.

MILA

This magic bag is exactly the kind of thing I was looking for.

TESS

(still examining)

the necklace)
I think I've got all the scrolls I can
carry.

Tess takes the necklace off it's hook and puts it around her neck. Suddenly she is aging another 30 years. Her black hair now has quite a few streaks of grey in them. Her face gets a few more wrinkles. Juri sees it happening.

JURI

Oh - my. Probably shouldn't have done
that!

Tess looks like she doesn't know what he's talking about.

TESS

What do you mean?

Juri finds a small mirror on a table and brings it over to her. She looks at herself in the mirror. Mila comes over and winces when she sees Tess's face.

MILA

Just take it off!

Tess tries to grab at it but it acts like an illusion too and she can't grab it at all. She looks at the other two and just sighs a big breath like she wants to just give up.

Then they all hear a distant loud roar, and they all stop in their tracks.

JURI

Sounds like we woke something up.

MILA

What do you think that was?

Then they hear the sound again, closer.

TESS

I don't know what that is, but we
should get out of here. Right now!

JURI

OK. I'm right behind you.

They head out the door, heading down spiral stairs.

INT. ENTRY HALL TO FRONT FOOR - NIGHT

The three venturers come running down the spiral stairs and go right for the closed door. Tess is in the lead and puts her hands on the door. From somewhere near they hear the monsters loud roar one more time. They all look around worried.

EXT. WIZARDS TOWER - NIGHT

From outside the tower, Fynn is walking around at the foot of the tower looking up to the top. Then he notices the blue light glow appear that outlines the large door. He stands back and the door opens. From within, the others come running out. First Tess, then Juri and Mila.

TESS

Fynn! Help to close the door.
Something big is coming for us!

As soon as they've exited the door, they all turn to push on it to close it. From out of the opening of the door an electric fireball comes flying out, hitting a far tree. They all push harder and the door is almost closed.

TESS

If we can get it closed, I think it
will wizard lock again.

FYNN

It better!

Another ball of electric mass hits the door, bumping the door, and sparks and electric arcs come out of the crack of the door. Then it SHUTS tight with a THUD and they hold it, while the blue light outline fades.

Now that it's over, Juri and Mila turn around, lean up against the door and sigh a big relief. Then they look at each other and laugh a bit.

TESS

That might have been a beholder.

JURI

You're probably right.

MILA

That WAS close.

FYNN

Tess. What happened to you?

TESS

Oh just the usual cursed item.

FYNN

I hope you got everything we came for.

TESS

Yes. Quite a few magic scrolls.

MILA

And a few extras. Let's get away from here, and we'll go over everything at camp.

They quickly leave the tower.

EXT. ROAD TO CASTLE - DAY

FAR SHOT. The four travellers walk along a few roads, as they make their way to the distant castle.

EXT. CASTLE COURTYARD - NIGHT.

EST. SHOT: The castle with two towers and high courtyard walls overgrown with plants.

From inside the courtyard we see Tess floating up and landing onto the overgrown wall. Then MILA and Juri climb to the top and then stand, looking down. Tess steps off the wall and flies down to gently land.

CLOSER on the wall - MILA and Juri hear heavy panting and look down in time to see FYNN just get to the top in a pant. They look at each other and shake their heads.

JURI

Come on old man. Now you just gotta get down the other side.

FYNN

You're not gonna leave outside this time. I came all this way, and I want my share of treasure.

ON TESS - She looks around the overgrown dark courtyard. She closes her eyes and makes a spell gesture to detect evil. A wave emanates from her. Nothing is glowing on the ground. She hears flapping in the wind above and looks up. She sees the vampire lord VAN BOREN come flying down from a tower window. He's followed by two others. The three of them have a red glow about them from Tess's spell.

Van Boren lands ten feet away from Tess. His two vampire friends land behind him. Behind her, the three companions come up to her closely. Van Boren walks up to them.

VAN BOREN

You cast your spell on me? In my castle?

TESS

(apologetic)

It was not aimed at you. Just looking to avoid - unnecessary - trouble.

MILA

(stepping forward)

We came for you my lord.

VAN BOREN

I hope you have a good purpose for your trespassing.

MILA

Yes. We have brought your cure! This Enchantress can turn your lady wolf back to flesh.

VAN BOREN

That would please me greatly. What would you want in return?

MILA

I have the vampire curse my lord.

Juri and Fynn look at each other quite surprised.

MILA (cont.)

I never wanted it and I know you have the power to remove it.

VAN BOREN

Yes I can. I would hope you'd want to be part of our family.

MILA

Thank you, but no. I love being human too much.

TESS

Can you remove my aging curse too? I'm really only ... well I'm not 40 years old yet!

FYNN

Can you tell us about the 'Vandermere Treasure'?

VAN BOREN

I can do all that. Anything for you - forest kin?

(talking to Elf)

JURI

Just to leave us alone to find the treasure, 'lord of the night'.

VAN BOREN

Agreed. Come. Let me show you Sophia.

Van Boren walks silently between them and to the statue of the wolf. He stops and waits for Tess. He looks into her eyes, and his flashes with a glow of red.

VAN BOREN

Please. Do what you can.

Tess stares a moment too long and then blinks to look away. She looks at the wolf.

TESS

I have the scroll right here.

Tess pulls out a scroll, and reads it quietly and quickly in a strange elven speech.

INSERT - scroll writing disappears as she reads it. It is quickly a blank page.

Then Tess extends one arm out over the wolf statue. A wave of color extends over it. It becomes real before their eyes. The wolf that was in a walking pose falls down in front of the vampire lord. He kneels down to her. Cradles its head in his lap. CAMERA goes up to his eyes that almost can cry for happiness. CAMERA TILTS down to reveal the wolf is now the woman's head in the mans lap. SOPHIA looks up at him shaking a bit. He caresses her face gently.

VAN BOREN

My Lady. Sophia.

TESS

Who did this to her?

VAN BOREN

The same sorcerer who put the curse on this castle. For jealousy sake. It's been a hundred years since these walls heard children's laughter. If you're looking for evil, you'll find it still in these stone walls. (looking at castle)

The adventurers leans against a low wall to listen as the vampire tells his tale:

EXT. FLASHBACK - CASTLE COURTYARD - DAY

The castle is shown as it was in happier times. The courtyard is filled with people coming and going - getting decorations ready.

VAN BORENS VOICE (v.o.)

It's been a hundred years since this castle was getting ready to celebrate a wedding. King Vandermere and his Queen were waiting in the large windows above for the return of their son. Prince Dorian had left and was meeting his bride's party to escort them through the forest. Nobody took much notice of the young Sorcerer

Ramon, who was also waiting nearby for his chance to foil the wedding.

You see, he was also very much in love with the princess, and secretly hated the prince.

He had a secret weapon: he somehow killed a Gorgon named Lyra, who was a magical woman with snakes for hair and eyes with powerful magic. He must have been able to encase one eye into a magical glass orb. I've seen it myself. When he reveals it, anything living that looks into the eye is instantly turned to stone.

When the prince returned, it was a wondrous sight indeed. But Ramon could not stand it any longer. He stepped forward and used the magic of the orb to turn the prince and his horse to stone. Then he turned the magic onto the crowd itself, and almost everyone watching there were transformed. The King was quick enough to avoid the medusa's gaze though, and he gathered some guards, going down to the courtyard to stop the madman.

The guardsmen used their polished shields to view their enemy and surrounded him until the King was able to get close. It turned out that his time was up, as the King was stabbed by the dagger that the orb was mounted to.

The guards, however, were able to force him to retreat back up the stairs to his Wizards Chamber. Ramon used a wizard's lock on his door, but some time later they were able to get it open. Of course the sorcerer had used a portal spell and was gone.

The princess was in the court-yard, heartbroken, and almost at death's door, for she loved the prince dearly.

When even the priest could do nothing to stop her crying, they called for the fairy folk to help her. They wove a new spell: that the blight on the Vandermere's would not be forever ... but last only one hundred years. Then the curse could be broken. And with that, the fairies took the princess away. They say they still have her.

At least the loyal steward of the castle was not affected. He put all the family treasures below, and ensured they were magically sealed from anyone but the family of Vandermere.

The flashback scene ends. DISSOLVE from the original prince on the horse to : NOW - the worn out stone version at night.

EXT. CASTLE COURTYARD - NIGHT.

The vampire Lord talks to the group. The two other vampires are still at a distance, crouching and petting some wolves. While he's been talking, five black wolves - that he has power over - are pacing nearby.

VAN BOREN

The legend of the treasure is real. But it waits for someone of the bloodline of Vandermere's to open. You might be wondering what I was doing there ... you see I'm almost 200 years old now. I avoided the magic of the medusa's eye only because I'm undead.

Now I want to thank you all for my lovely Sophia's sake. I repay kind favors to me - in kind. Here are your cures : a potion for the thief and one for the Enchantress. We must depart before the day finds us outside.

Mila looks at the sky and sees it is getting lighter out. Van Boren pulls out two potions from his vest. Mila comes forward and grabs hers, as does Tess. Van Boren cradles Sophia and rises to his feet, carrying her in his arms. He makes a few steps and then he gently floats up toward an open window above.

The black wolves leave too, a few leaping over the wall. Juri and Fynn stand and watch.

ON MILA - She examines the potion flask only momentarily, then uncorks it and downs it completely. She winces as it takes effect. She bares her teeth and we see them grow to full length and her eyes turn red as she shows her vampirism. Then all this recedes quickly and she is normal again. She falls down and props herself up, as the pain recedes.

ON TESS - After watching her friend, she knows the vampire has given her a good potion. She also decides to take the plunge and just downs it completely. Tess also winces uncomfortably as we see her face lose some wrinkles and the white in her hair recedes. In only a moment, she is again 30 years younger - to her normal 40 years of age.

Mila comes closer and gives Tess a hug. They are healed again. Juri and Fynn stand up, coming closer to them, nodding that they are happy for them.

INT. CASTLE, FEAST HALL - DAY

The four adventurers are examining a large central room in the castle. There are large windows and sunlight comes through the overgrown vines, spider webs, and broken shutters. There are also a few large panels that have broken stained glass in them - pictures of St. George and the Dragon, and Pegasus. Broken furniture and piles of cloth, and even some bones litter the floor.

Fynn sits down in the large broken throne - made for the King. Tess examines two statues in stone of courtly women. Juri is using a dagger to try to pry open some wood panels on the wall. Mila is admiring a large dusty tapestry.

MILA

This should be worth something. It's at least not torn.

She goes to pull it down and it tears badly.

MILA

Ooops.

TESS

Where do you think all the monsters go during the day?

FYNN

We know the vampires have to stay out of daylight. Mila, how did you manage that?

MILA

What? To stay out of daylight? Just drink, cheat, and steal at night and sleep all day.

Juri finally gets one panel off by pulling hard. There is solid stone wall behind, and some worn out writing. He shakes his head and puts his dagger back. Then he sees something strange - a wispy transparent figure of a soldier coming out of the stone wall. He backs up, watching it go past him and towards Tess.

Fynn recognizes a ghost, so he stands, pulling out his symbol to ward off the spirit. Tess sees it too and makes one short scream. Then she is frozen with fear.

FYNN

Tess. Get behind me.

Tess doesn't move, so Fynn moves quickly to block the ghosts path. He holds out his symbol and boldly stands before the ghost. The spirit shrieks and dissolves into a stream of white smoke that retreats, hitting a wall, and pops out of sight.

FYNN

(turns to Tess)

At least I can turn away undead spirits for us. Are you OK?

TESS

Yes. I'm alright. It's just that I hate ghosts because they're so...

JURI

Ghostly? Lucky that elves don't mind spirits of almost any kind.

FYNN

(then to MILA)

Mila. I for one am very glad you're back among the living.

TESS

So am I.

There's a pause as MILA smiles at them in gratitude.

TESS (cont.)

Should we go upstairs to look for the Wizards Chamber? ... and possibly find the vampires?

MILA

The chamber would be a good start.

JURI

Yes. Maybe we'll find a clue about how to get into the treasure downstairs.

Fynn sits down again in the throne. They all come closer to discuss together.

FYNN

Remember what the lord Vampire said - 'the Bloodline of the Wanderer's.' Well... what if the only bloodline left to this family is sitting out there on that horse?

JURI

Then why hasn't anyone reversed the spell on him?

TESS

It's not that easy, Elf. I've been studying magic for over ten years and I still don't know how to make that scroll. Remember, we had to steal it from a wizard even more powerful than me.

MILA

It seems to me that the sorcerer Ramon might have magic like that in his locked up chamber.

JURI

Then why wouldn't the Vampire lord have used it on his lady?

TESS

Because you have to be a mage of some sort to actually read the spells.

MILA

Then Van Boren might have more magic scrolls in his tower?

They all look at each other.

FYNN

So it's upstairs we go.

INT. SPIRAL STAIRWAY OUTSIDE RAMONS CHAMBER - DAY

Light comes through narrow slits in the walls and the team is outside the chamber door, at the top of spiral stairs.

TESS

Stand back a bit.

Tess reaches into her pouch and pulls out a small wad of purple grass. With her other hand she lights it and then it smolders. She waves the smoke all over the door, and magic writing and symbols appear. It is very well wizard-locked.

MILA

Looks like we won't be going in through there.

JURI

Can you somehow ... see inside?

TESS

Yes. But not through this door.

Tess goes beside the door, takes out some magic chalk and draws a large circle on the stone wall. Then she incants some words while drawing a difficult symbol in the middle of the circle. The wall shimmers and dissolves as they can SEE through it. Now they all look carefully as it is darker inside. It is a round chamber that looks pretty full of interesting stuff cluttered on tables, and hanging from the ceiling.

TESS

Well we know it will be worthwhile to get in there. I just don't have the magic right now to do that. And every spell I make can only be used once a

day, so we should choose carefully
WHEN to use my magic.

Tess releases her chalk from within the circle and the image disappears.

MILA

So, we go to the Vampires next.

JURI

And the only way to that tower is
across this catwalk.

Juri opens a narrow door behind them all.

INSERT - EXT - CATWALK between two towers, forty feet up.

MILA

I'll go first to check for traps or
unlock doors.

Mila steps out and walks pretty easily across the narrow walkway. It's around 50 feet across. She gets to the other side and kneels down to examine or open the other door.

JURI

Alright. Then I'll go next. We
wouldn't want too many people at once
on this wall. It IS a hundred years
old now.

FYNN

I'll come last. You know ... to guard
the rear.

JURI

(smiling)

And walk lightly - friend.

Fynn tries to ignore the remark. Then they see Mila standing and waving them to come. Juri quickly crosses the wall too.

INT. VAMPIRES TOWER - DAY

The narrow door to the outside opens with a creak. We see lots of dust in the stream of daylight. The interior is circular - around 30 feet across. Spiral stairs lead down 20 feet,

continuing past a door. It is very dark now here, so Mila kneels down, lighting her lantern.

INSERT - EXT CATWALK - DAY

Fynn is the last across and as he steps some stones fall away from his weight. He looks nervous and keeps going into the second tower.

ON MILA - She's waiting with Juri as Tess arrives.

JURI

Is Fynn OK?

TESS

Yes. He's coming.

Mila then hands the lantern to Juri, as she checks the door perimeter for traps. She then opens the door carefully looking inside, up and down. Ah! She reaches up and grabs a wire. Reaches in her belt and uses pliers to twist it up. Fixed! She motions for quiet and enter quietly.

INT. VAMPIRES CHAMBER - DAY

The only light in this room comes from the lantern. This interior room is circular and about 20 feet across. There are six coffins here all against the walls of the room. In the center is a steel cage with blood on the floor.

ON TESS. She notices some interesting shelves on the far wall and starts going there, as the others are staring at the cage. There is a pile of bloody rags in the center. Tess makes a 'PSST' sound, and waves Juri to bring the lantern.

At the shelves, Tess quietly looks through some drawers and finds some scrolls. She opens up quite a few, closing them again, putting them back.

FYNN

(softly)

Why don't you just take them all?

TESS

We'll only take the one we need. Why risk angering the vampires too?

Fynn nods, he understands. Tess finds a good one, turns to them nodding.

TESS

This should work.

Then she puts the last few items back carefully. Over her shoulder we see a GHOST rising from the pile of rags within the cage. Mila sees it first. She is frightened and quietly motions to Fynn, who turns and faces it.

FYNN

(quietly)

By the name of Helm.

Fynn pulls out his holy symbol again and this time it glows more in this dark space. The spirit stays in the cage, puts her hands on the bars and starts wailing, watching Fynn as he comes closer. He comes right up to the ghost.

FYNN

(with pity)

Be at rest.

A glow of light from his symbol reaches the ghost. The spirit stops wailing, fades out and rises through the roof. The others gather around Fynn.

TESS

Let's get out of here.

They quickly walk to the door.

EXT. COURTYARD - DAY

Daytime in the courtyard. The four are gathered around the prince on the horse. Mila stands a bit away, looking around for trouble. Tess stands to the horses side, holding out a scroll, examining it.

TESS

This is not a 'Stone to Flesh' spell
or 'Remove curse' but I hope it will
work as well. It's a form of
'Resurrection'.

Tess mutters the scroll in some latin.

TESS

'I command the power in the spirit plane to bring life back into this creature.'

Before their eyes we see the magic permeate into the prince on the horseback. His clothes are a fine doublet and hose for leggings. The color returns to everything except his skin, which stays grey. But his eyes change - their alive now. He gasps a big breath and winces in pain, falling off the stone horse. Fynn reaches out and catches him, helping him to sit down on a stone bench.

The prince is DORIAN, 20. He catches his breath and feels his chest, moves his neck, etc. When he sees his own hands are grey colored, he is alarmed.

DORIAN

What... happened to me? Who are you people?

Then he looks around at the castle and is dumbfounded. He stands shakily, turning.

DORIAN (cont.)

It looks like my castle, but completely foreign - what magic is this?

FYNN

You've been turned to stone - as you can see from your horse.

JURI

Get ready for the big news ... That was a hundred years ago.

The news hits Dorian in the face and he stares at the ground thinking about the implications. Tess comes forward to reassure him. She puts her arm around him and gets him to sit again. She sits beside him to explain.

TESS

You were put under this spell by the sorcerer Ramon.

DORIAN

Yes I remember. He came out and shouted at me.

TESS

We hear that Ramon created a magical orb containing a gorgon's eye. After putting the spell on you, he turned the orb toward the whole castle. Anyone who looked into the magical eye was turned to stone.

DORIAN

He was our castle Mage. Why would he do that?

MILA

Jealousy. He loved your bride as much as you, and couldn't stand to have you marry her.

DORIAN

And what about Princess Laura?

TESS

She was spared. Soon after, she was taken by the fairies. She was spellbound in a magic mirror.

FYNN

Prince Dorian. You have many questions. Let's go inside for safety. We'll discuss everything while we eat.

MILA

Food? That's a good idea. I'm famished.

They stand and head toward the castle steps.

DORIAN

And who are you people?

FYNN

Your rescuers. We're going to help you restore your castle if possible.

INT. CASTLE, FEAST HALL - DAY

The five adventurers are sitting at chairs near a table with a red cloth spread out, breads, cheese, apples, and strips of

jerked beef. They are eating. Fynn draws a big drink from a wineskin.

JURI

(to Fynn)

Don't get too drunk. We gotta keep sharp today.

DORIAN

You heard all this from a vampire lord who makes his lair in one of our castle towers?

TESS

Yes. He witnessed it all himself.

DORIAN

So my father was killed by Ramon, but my mother was turned to stone. And anyone here in stone would be released if we lift the curse. But how do we do that?

JURI

That's why we decided to release you. We know you're the bloodline of Castle Vandermere. You can lift the curse somehow.

Tess and Mila both nodding, listening but eating.

DORIAN

What's occurred to me is... who turned the wolf to stone?

They all stop eating, and put down their food, suddenly realizing their danger.

MILA

He's right. There must be someone - some mage perhaps, still wielding the ORB.

TESS

After a century, Ramon would be dead by now. It could be anyone.

JURI

But why even do it? Why hang around here at all?

MILA

Those are all good questions. I hope we find answers down below the castle - in the dungeons. We know many treasure seekers have come before us and none are said to have returned with gold.

FYNN

I hope the five of us have a better chance.

JURI

Well, we DO have the bloodline, so I hope it's our destiny.

They all laugh at that.

TESS

Let's get going then.

INT. CASTLE FIRST CORRIDOR STAIRWAY - DAY

The team are standing in a wide corridor, daylight coming in through some high window slits. There is garbage, rags, leaves strewn about, vines growing, some walls with cracks in them, broken stones, a few statues of people still in one piece, others broken, some of dogs. They look down the darkening winding staircase.

DORIAN

First thing I need is to find a weapon. I've well practiced with a sword.

Mila pulls out her narrow sword, whips it twice and hands it to him

MILA

You can use this for now.

Dorian takes it and does a few circles in the air with it.

MILA

Just be careful, that's a family heirloom.

DORIAN

It's a little light isn't it?

Dorian takes the lead and steps up to the top stair, looking down.

DORIAN

Let me see if I can remember my way around this place.

JURI

Be careful. There could be anything down there.

Tess reaches up to the top of her staff and it lights with an ORB of white light. She holds it out and descends with Juri as they follow Dorian. Fynn gets out his mace, Mila gets out a dagger for each hand. Juri holds his bow ready.

FYNN

(to MILA)

How'd he get up front? He has no experience at this stuff.

MILA

As long as he doesn't get himself killed....

CLOSE UP on stairs. Dorian steps on a stone and it presses down. He stops for a moment as he hears a series of clicking sounds.

MILA

Oh shit. He tripped something.

They all listen as the clicking gets louder. They look down the darkening , curving stairs. All of them quickly turn and run back up the stairs, leaving Dorian there for only a moment as he decides what to do.

CLOSE ON STAIRS. Half of the steps are mechanically tilting down, from down below and coming up toward them, in fast succession. The step Dorian is on tilts and he slips and begins sliding down the curving stairway into darkness.

At the top of the stairs, Tess is the last one up to the top. The clicking stops but they hear it coming again, this time the steps are re-setting. From down below they start to hear SHRIEKING sounds.

TESS

Sounds like Mushrooms.

Tess creates a second white orb of light and sends it floating down the stairs to help out Dorian.

TESS

Hopefully this will help him.

MILA

(nodding)

Let me go first.

Mila steps down carefully watching all the steps. She points out to them which ones to avoid. They work their way down slowly, not tripping any traps.

INT. SECOND LEVEL, WIDE CORRIDOR -

Dorian is on the floor, face to face with several giant mushrooms, that SHRIEK annoyingly. The light ORB floats down the stairs and lights up the wide corridor. Dorian tries to get up but his leg is broken and he shouts in pain. Then he slices at a mushroom, cutting it up, and it quietens. He struggles and hacks at the others until they finally are quiet.

By then the others arrive and see this mess of hacked mushrooms.

MILA

Prince Dorian. You better let us lead the way. Can you get up?

DORIAN

No. I think my leg is broken, and my ribs hurt.

MILA

Can you fix him up Fynn?

FYNN

Of course.

Fynn steps closer to Dorian, kneels down, sets down his mace, gets his holy symbol from inside his robes and then closes his eyes to concentrate.

Behind him, Tess reaches out to grab the second ORB. She then merges it with the one on her staff.

Juri is watching their backs, as is Mila, both looking out for trouble. Fynn holds out the symbol in his left hand while he puts his right hand on Dorian's leg. Some light appears, pulsing, and he is healed. Dorian is very grateful and you see the relief in his eyes. Then Fynn also does the same for his chest area. A pulsing light again and he feels better.

DORIAN

Thank you so much, Fynn. What is your faith?

FYNN

The power that heals you, is Helm, God of Battle.

DORIAN

I'll make sure to give him an offering.

FYNN

(smiles at that)

That would please him very much.

They get to their feet now and look around. Mila waves them to follow.

MILA

This way. The floor is more worn here.

They pass some more adventurers in stone statues. Juri pause to examine a statue of an elf girl - to see if he recognizes her. She's with a statue of a dwarf.

INT. SECOND LEVEL, KITCHEN -

Mila leads the other four as they walk through a large castles kitchen area. Of course most objects are missing now, but there are large fireplaces, ovens, and nearby are some side rooms. Mila pauses and lights a lantern, lifts it in front of her and peeks into a few rooms with Juri watching too. Tess walks up to

a brazier on a wall, makes a flame appear at her fingertips and lights the brazier.

Juri holds out his palm into the adjacent rooms sensing something. He stops at the second room and wants to go in.

JURI

Hold it. Let's go in here.

INT. SECOND LEVEL, SIDE ROOM -

Mila and Juri enter a small room about 10' square, with another open doorway on the other side. There is an old wooden bed and shelves here. On the bed is a statue of a man laying down and looking in surprise to the front door. The floor looks a bit tilted, with shallow water covering half the floor. They look up and see and hear DRIPPING water into this pool. Juri goes to the edge of water and looks across, feeling the magic energy.

JURI

There is something magical in that far room.

Juri walks carefully through half the water, then suddenly falls INTO a pit of water. Mila shouts and runs up to grab for her hand and help her get out.

INSERT - KITCHEN - The other three hear the shouting and go running into the room.

IN ROOM - As the others come running in, Juri is half-way out of the water pit, with Mila's help. He stands up, completely soaked, and embarrassed.

MILA

You still want to go see what it might be?

JURI

Yes. I was hoping I could do it by myself.

Mila and Tess stand together, smiling at each other, watching the elf boy taking off his soaked cloak, leaving it on the floor.

TESS

Must be something really good in there.

JURI

I hope so after all this.

Juri then holds out his hands, utters some elf spell, and the VINES on the walls start growing, and intermeshing and on the floor making a net of vines covering the water. When it's done, Juri takes out his dagger and walks carefully across the vines and to the other open door.

FYNN

There's something magical in that room?

TESS

As usual. That's what he goes for.

DORIAN

I thought it was dwarves who go for treasure?

MILA

Oh yeah. Dwarves love gold, but elves go for magic.

At the far doorway, Juri re-appears and holds up a pouch.

JURI

There's GOLD. And a magic ring.

Juri is smiling and comes carefully across the water, as a ZOMBIE in tattered rags appears right behind him in the doorway.

DORIAN

Watch out. Behind you.

Juri turns, getting caught in the vines on the floor, and falls back, but not into the water pit. The zombie is almost on him.

Fynn moves quickly, comes forward and uses his symbol to turn back the zombie. It stops moving forward, but does not retreat. Dorian comes forward too and slices at it with the light sword. The zombie snarls. The sword does not have enough force to cut into it hard.

Juri gets untangled, and to his feet and backs up to get behind Fynn and Dorian.

This time Fynn pulls out his mace, and smashes the zombie in the chest who flies back into the door jam, slumping down.

FYNN

Hopefully that will do it.

They gather around Juri, who shivers but shows them a pouch of gold. He hands it to Mila, who happily accepts.

MILA

I thought I was the thief here?

JURI

Some gold for you.

(then brings out the ring)

And there's this. I know it's magic, just don't know what it does.

TESS

That's the trouble with enchanted items. At least with scrolls you can see what they do.

DORIAN

Should we make a fire so you can dry out?

FYNN

That's a good idea. We can warm up a bit and have a rest.

They exit the room.

FADE TO BLACK:

INT. SECOND LEVEL, KITCHEN -

FYNN found a small metal plate, and has fried some large mushroom pieces. He takes a few more of the plate and eats them. Dorian is eating a piece too.

DORIAN

I'm very surprised that those giant mushrooms taste so good.

FYNN

When you've been stuck in a dungeon you find ways to survive. Do you want some wine?

DORIAN

No thank you. Do you think we can drink that water in that other room?

JURI

Sure. Just fill up a wineskin. I can cast a spell to purify it.

Dorian gets his wineskin off his shoulder and leaves taking the lantern. Mila remarks to the others as she follows him.

MILA

I better go with him.

Juri is just in a white shirt and pants only. It looks pretty dry now, He shakes out a vest and puts it on. Then leather arm guards. As Juri puts on his leather shin guards the others put out the fire, Fynn takes a long drink from his wineskin again. It's almost empty.

FYNN

I'm gonna need to get more. There's gotta be a wine cellar around here.

INT. SECOND LEVEL, STAIRS GOING DOWN -

The five adventurers arrive at the top of winding stairs going down. They all pause here. Mila has a lantern, Tess has the staff with a light orb on top. Dorian pauses at the top and turns to them.

DORIAN

Someone else's turn.

JURI

Mila is the best for traps. But I can look ahead into the dark ... see if there are any creatures.

MILA

We'll go down together.

Mila and Juri lead and go down the curving stairway. Tess is at the back with her light.

INT. THIRD LEVEL, CORRIDOR -

They come onto a narrower corridor. They see a statue of a blink dog. The adventurers recognize it and look at it with raised eyebrows. Dorian just looks puzzled. Tess walks to the wall and uses her finger flame to light a torch here. The corridor looks the same left or right, each going around a corner.

TESS

So which way?

They all are thinking when Dorian answers.

DORIAN

I think to the right it continues to the dungeons - and crypts. To the left, possibly some storage areas?

MILA

Then let's go left first - just to have a look.

No one disagrees. They go left, with Tess leading with her staff this time.

FYNN

(to Juri)

Storage areas? That's good. I'm still hoping for a wine cellar.

INT. THIRD LEVEL, STORAGE ROOM -

With Tess leading, they come around another corner and see a party of four adventurers turned to stone. A KNIGHT that has his head smashed off, lying nearby, a dwarf, and an elf. They are all looking toward a closed door. Mila stands at the door looking close at the dwarf and elf, frozen in poses of wincing or fear. She turns to face the large door.

MILA

It could have been the Sorcerer, with his Lyra's Eye, right here in the doorway. I think we better be prepared.

Dorian holds the lantern for Mila as she goes down close to the door to check for traps and unlocks the tricky locked door. She cracks the door just a bit, stands up, gets out her daggers, and nodding to the others she pushes open the door - ready to

fight. They all have their weapons ready, and Juri has an arrow pulled back in the bow.

The door opens and it is dark and quiet. They see large shelves here, mostly empty, as they enter slowly into a 20' wide room. They look on the shelves and find some blankets stored here on the first shelves. Then they see lots of plates, cups. As they move down a bit they see against the far wall, lots of furniture, covered with dust.

Dorian sees some armour on a few shelves: several breastplates, arms, shoulders and leg guards.

DORIAN

This IS a good storage room. Look at this stuff. At least not everything has been stolen yet.

He tries on a breastplate and gets Fynn to help him buckle it up. Then he sees a nice broadsword. He picks it up and a scabbard too, and whips it around a bit.

DORIAN

Very nice. Mila, my dear, you can have your sword back.

Mila gets her sword back and admires him in some simple armour. They are all deeper into this room and no one notices as the large door swings shut slowly. It CLANGS shut and followed by a loud CLICK.

MILA grabs the lantern and makes a rush for the door, but it's too late. She kneels down to examine the door from the inside. It is locked good. She takes out some long steel tools and starts working on it.

The others catch up to her and look at each other a little worried.

MILA

I should have spiked the door open. Especially such a well locked door. Of course it wouldn't stay open by itself.

JURI

That's OK, we can smash through this door.

TESS

Don't worry. I can get it open.
(to MILA)
Is it wizard locked?

MILA

I don't think so. But it's impossible
to open from the inside.

TESS

Stand back. Let me try something.

Tess pulls out a wand and touches it on the door. Some glow of magic comes onto the door. They hear a loud CLICK, and the door opens by itself.

FYNN

(to Dorian)
This is why I always go venturing with
a Mage. And Tess is one of the best.

JURI

Thank you Tess.

MILA

Yes, thank you.

They leave through the open door. Mila is the last one out and she closes the door herself. Dorian is nearby and watches her.

MILA

Might as well keep everything safe
from other thieves.

He nods and they leave the door.

INT. THIRD LEVEL, CORRIDOR -

They all walks past the central area, below the stairs, and the torch still lit on the wall.

INT. THIRD LEVEL, LARGE ROOM -

They come across another large door. The locks and handles have been smashed off and the door is slightly open. Mila enters first carrying the lantern. It is a large dirty dark room with mostly empty shelves against the walls. They can just see the

far side, and another open doorway. Juri looks in to see any creatures in the dark.

JURI

Don't see anything.

Tess enters too, followed by the rest. When inside, Mila checks over the shelves, as do the others.

Tess goes just ahead of everyone and looks into the other room through the doorway. From just above her, a GIANT SPIDER jumps down on her and picks her up, carrying her to the large WEB in the next room. She shouts to them for help.

They all immediately drop what they were looking at and run to the next doorway.

INT. THIRD LEVEL, SPIDER ROOM -

Juri is first through, checking around the doorway, then entering this room, followed by the others. They look and see a large web across the whole room, with lots of skeletal bones on the floor and a few stuck in the web.

The light of the staff is wiggling as Tess struggles to fight against the four foot spider. She is then stung on her thigh and she makes a small scream at this. She passes out, limp.

They all look at each other in horror. There goes their Mage! Juri immediately pulls out his bow, then an arrow out of his quiver on his back, and shoots it at the spider.

Then another arrow out, in the bow, shoot and hit! The spider makes a small scream as it is hit.

The spider SHOTS a web at Juri, who ducks, but instead it is DORIAN who is hit by the sticky stuff.

Juri runs up closer to get better aim and pulls another arrow out, shoots it, and SCREAM - the spider is hit.

Meanwhile, Mila sets down the lantern, runs up closer as well and takes out a throwing dagger, throws it and it hits too.

Fynn runs up to the web and starts pulling in it to get to Tess.

Mila and Juri move to the left to attack the spider so it will come after them. Juri shoots another arrow. Mila throws another

dagger. They both hit again. This time lots of brown ooze comes out. It struggles to come after them now, and it gets very close. Juri shoots another arrow, standing his ground, and hitting in the eye. Mila throws a dagger and hits it in the head. It SHRIEKS one last time and falls down twitching.

Dorian is getting out of the sticky mess. Fynn is pulling hard to free Tess, but she's stuck good. He has no dagger.

Mila and Juri both arrive, pulling our long daggers, and carve the web accurately, cutting her loose. Fynn drags her back towards the doorway. They all help and get to safety, examining her. Dorian is free enough to join them.

JURI

Hopefully it's just knock-out poison.

FYNN

I can heal her, but need you to use magic to remove the poison.

JURI

Yes, I can do that.

Juri kneels down and lays hands on her. On the other side Fynn does the same, but on her wounded thigh only. A glow of magic light goes through her and subsides. Then she takes a breath and wakes up.

FYNN

Welcome back to the living.

TESS

Thank you for inviting me back.

MILA

We killed the creature. You're safe now. (then to all)
Maybe we should just rest here now, anyway.

TESS

Yes, I need to rest, and to study my spells again.

FYNN

We should all rest. I need some quiet to meditate too.

JURI

Let's make our camp here. I'll take first watch.

MILA

I want to look through the web. See if there's anything worthwhile.

DORIAN

And I'll just remove all the sticky spider stuff.

Juri walks over to Tess, and hands her the ring.

JURI

Maybe you can find out what this rings does.

TESS

Yes. I can.

Dorian sits down, trying to pull off all the sticky stuff.

INT. THIRD LEVEL, STAIRS GOING DOWN -

The group is rested and ready for anything. They come out the large smashed door and go down the corridor. Around one more corner, they see a straight stairway going down. Mila is still nervous about all the traps here. She moves to the front.

MILA

Let me check it out.

She steps carefully toward the first step down. She sees lots of blood splatter on the walls and floor here. She frowns and looks suspiciously at the walls. She takes one gentle step down. Then she hears a CLICK, freezes for a flash, looks up (in slow motion) and sees a narrow slit in the ceiling. She leaps back, rolling backwards, and gets out of the way JUST as the sharpened spear-point portcullis bars slam down where she was.

DORIAN

THAT ... was a close one. Could've killed any of us.

FYNN

(to Dorian)

That's why I never go anywhere without an expert thief.

TESS

That was very close. This place is really booby-trapped.

MILA

(getting to her feet)

Yes. With any luck this is one of the worst. Let's check out the side rooms for another entry.

They walk past the stairs down, to another small room, with a simple door. Juri leads this time with the lantern. He goes in the little room, and looks around, seeing only a small broken and old-looking bed there. He looks carefully and uses his palm out to feel for anything magic.

Mila enters after him, and examines the floor in front of the bed. She reaches out to grab around at the foot of the bed. It makes a CLICK sound and then it hinges up easily going against the wall. Beneath it is revealed a STAIRWAY leading down.

MILA

This is more like it.
(motions an invitation
for Juri to lead)
Just be careful.

Juri goes down first, followed by Mila, then the others.

INT. FOURTH LEVEL, GOBLIN TUNNELS -

Juri descends the stairs into an entry room that narrows to smaller dirt-carved tunnels - and only 5' tall. It is lit with a few torches. It's smokey and stinks of Goblins. Juri scrunches up his nose. The others come down into this entry room to the tunnels.

JURI

Damned goblins moved in.

FYNN

We'll probably have to go through. It might be the only way.

MILA

Let me go first. I can hide in the shadows along the walls.

JURI

But I can see them from a far distance.

TESS

Then both of you go first. But be careful. We don't want to start a war with the whole goblin tribe down here.

Juri gives the lantern to Dorian. Tess puts out the light orb. The elf and thief start down the corridor to a corner. The others follow. Mila is crouched over to walk through, and she goes around the corner first.

INT. NEXT TUNNEL -

The next 50 feet of tunnel is almost the same, with some alcoves here and there, and the torches casting dark shadows. The last three in the group are bent over to get through, and Fynn is last - almost as wide as the corridor itself. They peer around the corner to watch as Mila moves from one shadow area and into another. She recedes into the shadow there and disappears.

Juri is half-way down the corridor when he stops, smelling left and right. The others walk slowly, looking carefully, and catch up. Mila is gone. Juri motions for them to follow, and he goes to the next corner. He sees something ahead, and while watching around the corner waves them to come closer. Fynn gets to him first.

FYNN

(quietly)

Mila's gone. What's up ahead?

At this time they start to hear goblin's voices. Juri mimes the 'SHHH' sound. Then he peers around the corner, followed by Fynn.

INSERT SHOT - of three GOBLINS playing cards. Goblins are from 3 to 4 feet tall, pointy ears, pretty ugly.

The two venturers come back to talk to the others.

JURI

Filthy goblins. Disgusting.

FYNN

They're playing some cards just ahead.
I think they're guarding this
entrance.

DORIAN

What can we do?

TESS

A little magic?

Fynn nods his head, as do the others. Then Tess goes carefully to look.

INSERT SHOT - of table with no goblins.

She looks puzzled, pauses, and comes back.

TESS

They're gone.

INT. FOURTH LEVEL, GOBLIN GUARD ROOM -

This is a small room at the end of a tunnel, but it has three doors facing each other, and a wooden plank floor instead of dirt. A torch in one corner casts a few dark shadows. The goblins must have left through one door. Tess enters first and looks at the card table. All the cards are still on the table.

Dorian is staring into darkness. Juri goes to one door to listen carefully. Suddenly the FLOOR drops out on the four in the middle of the room. The table smashes on the floor below and there is chaos, as they fall into a brick walled room ten feet down.

Dorian and Fynn hit pretty hard, Tess lands a bit gentler as holding her staff out gives her some kind of magic, and Juri is light enough and nimble to land with a light bounce, and get out his bow ready to shoot above.

Up above, the three doors all open and three goblins step out, looking down, holding spears pointing down. Juri fires one arrow and a goblin ducks back just in time to have it miss him.

GOBLIN1

Shoot again elf, and we will kill you.

GOBLIN2

That's a NASTY room. Death is easy.

Dorian and Fynn look quickly around and see lots of holes in the walls. Not sure what might come out of there.

JURI

You mean you won't kill us? Isn't that what you do?

GOBLIN1

No. It's what you humans do.

TESS

Let us go now and we won't kill you.

GOBLIN1

We'll let our captain decide what to do.

One of the other goblins steps back out of this room, and we hear a CLICK, and the large wooden plank floor panels quickly reset and are closed. Dorian shouts 'NOOOO' as it closes.

The goblins come forward to step on the floor again.

GOBLIN2

(to goblin 3)

Get another table, Horjack.

INT. THE CAPTURE ROOM, BELOW THE GUARDS ROOM -

BLACK. We see a small orb glow quickly and placed on the end of Tess's staff. They look around and see a small 10 foot square room, bricked walls, with some shackles on the walls and lots of small holes in the walls. Broken table in the center.

FYNN

(putting his finger
in a hole)

Ventilation?

DORIAN

Pretty tricky of them, wasn't it?

FYNN

They're trying to protect their place.

DORIAN

But this is my place.

TESS

I think it WAS... about a hundred years ago.

JURI

(looks at Fynn, then
Tess, shaking his head)
I can't believe you two sticking up
for those stinking creatures.

FYNN

Goblins are disgusting, thieving
creatures, yes, but they don't kill
everything they see.

Juri is really mad and turns around, away from them so he won't start screaming at them. Tess and Dorian are looking around the whole room for some way out.

TESS

We'd better find a way to get out of
here before it gets worse.

Once she says that, we see smoke come in through the holes in the walls. They are gassed and fall down unconscious. The staff's light gets very blurred through the thick fog, then it fades out to black and becomes silent.

INT. HALL LEADING FROM THE GOBLINS GUARD ROOM -

In a dark shadow in a hall, we see the glint of Mila's eyes. She watches as a goblin comes toward her. Very near is an open wooden door. The goblin walks past Mila and waits at the doorway. Then four goblins come up some stairs and out of the doorway, carrying packs and weapons of the captured four. They go to a large chest against a wall, a goblin opens it, and they put all the stuff inside, closing it. Mila watches as one closes the wooden door, and locks it, then they all leave.

Mila waits until they are just gone around a corner and she quickly runs to the lock, kneels and starts to pick it open.

INT. THE CAPTURE ROOM, BELOW THE GUARDS ROOM -

The four in the capture room are CHAINED up against walls. But they are awake and looking up. There is a small fire in a brazier in the middle of the room for light. They can hear goblins walking over the wooden floor occasionally above them. A very narrow light comes down from above.

DORIAN

I haven't seen too many goblins in my life. They all live below, and rarely come out at all.

JURI

Many years ago there were lots more of them and they almost took over the elven lands. So we created a form of magical energy that would keep them out of our lands.

FYNN

They also were at war with the dwarves too.

JURI

There was a truce of sorts, and now they mostly stay out of dwarven and elvish lands.

DORIAN

So what are they doing here?

FYNN

Their own lands are the far Barrens. So some have come to human lands. The good news is that there are a lot fewer nowadays. When humans find a tribe they usually decimate them.

DORIAN

But they are kind of like little people - of sorts.

JURI

They're just thieving little weasels ... if they were smart, they'd stay underground and hidden.

FYNN

I think they are distant cousins to elves. Look at their pointy ears.

JURI

That's absurd!
 (then smiling,
 getting the joke)
Don't make me use magic on you, monk.
How would you like goblin ears?

They hear a noise of STONE GRINDING, as a narrow brick-wall door is pushed open. Mila enters. They all see her and are relieved.

JURI

So good to see you.

TESS

Thank you for coming for us.

MILA

I'll unlock Juri first... you can help
unlock the rest.

Mila unlocks Juri, then goes to Tess, as Juri goes to Fynn.

TESS

Have you found a way out?

MILA

I think so. We're not under the castle
anymore. I found some tunnels that
lead back there.

Juri unlocks Dorian. The rest get up and get ready to leave.
They realize some equipment is gone.

TESS

We can't leave without our stuff. I
need my staff.

JURI

I need my bow.

FYNN

I need my wineskin... oh never mind
it's here.

Fynn takes a drink and a big smile comes across his face. The others just shake their heads at him.

JURI

There's more to life than drink, you know.

FYNN

Yeah. There's treasure too. That's why we're here.

Dorian is now ready to go too. Mila goes to the brick-wall door.

MILA

Don't worry I know where all our stuff is. Come on.

Mila leads them quickly up stone steps in the dark stairway.

INT. HALL LEADING FROM THE GOBLINS GUARD ROOM -

The door opens and Mila pokes her head out, looking both ways. Seeing it is safe, she opens the door more, and goes quickly for the large chest. The others are behind her. She opens the chest, and then they all pass the equipment out to each other. After only a moment, they are ready, and Mila motions for them to follow. She goes down a long corridor.

INT. GOBLINS MAGIC ROOM -

PAN across a large round room, mostly cut in rough rock, with dirt floor. The ceiling is about 6 feet tall. Along the outside walls are four various doorways. In the center is a large round table and a deep bowl inside. There are many small torches around the table, and one goblin is dressed fancy as a priest. There are ten goblins here, and they are startled when the humans enter the room.

The humans look like giants here with the low ceilings. Some goblins grab spears, while others run for the far doors. The priest waves something over the bowl and immediately a column of fire erupts in the center of the table.

FYNN

Don't let them leave.

Mila and Juri sprint into action. As one two goblins try to run for a far door, Mila runs after them, but she's stopped by two with spears.

Juri reaches onto his finger with the RING he found, turns the symbol on top, and is suddenly very fast. We see him at twice normal speed, as he runs and catches the farthest goblin, stabbing him with his thin sword. Then he runs and kills four more. Mila is still fighting two, and Fynn and Dorian take on the last three who have spears too. They see it is useless, and give up, putting down their spears. The priest is shouting at the other ones angrily, muttering some gibberish. Then the priest speaks in human tongue.

GOBLIN PRIEST

Don't kill us. We stop fighting.

DORIAN

He wants to surrender.

Mila and Tess watch as they give up too. Juri comes back to Dorian and Fynn, and removes his ring.

JURI

Why should we spare them?

DORIAN

If we command them to leave these caves, and these lands ...

FYNN

That might work. We threaten to come back and kill them all.

TESS

Yes. No need to kill them. They can tell the others that their time is up.

MILA

Let's do that. But first we examine the room. They may have stolen treasure here.

Juri is outvoted, so gives up, but glares at the goblins. They cower and abase themselves to him. He motions for them to go into a circle, and Prince Dorian helps him. With two swords pointing at them, they become quiet.

DORIAN

We can rise above our emotions and show mercy. That's what makes us civilized.

Tess goes to examine the strange fire. She walks up slowly and puts her hand out and passes through the flame, because it is only illusion. Inside the fire she pulls out a crystal ball around 4" across.

Mila and Fynn look into the other doors, and see nothing of interest. Tess brings the ball to Dorian and Juri. Then they all gather around to see.

TESS

This is something special. I'll bet you can look into it and see where you've been.

DORIAN

How does that help?

TESS

You must think of somewhere you've been, and it will show you what it looks like now. You could see if it's safe to go somewhere.

FYNN

You could see if an army is approaching.

TESS

Exactly.

MILA

Why don't you try it?

TESS

It can only be used once a day, so we better discuss what to see first.

JURI

That's a great piece of magic for us.

DORIAN

Alright, what do we do with these goblins then? Tie them up?

FYNN

Or send them back, where we came from.

JURI

Normally I'd say let's kill them - but
I can put them to sleep.

MILA

That's very forgiving of you, elf.

JURI

Hanging around with humans is making
me soft I guess.

TESS

(to the goblins)

You don't want to be killed do you?

GOBLINS

No. Spare us our lives.

TESS

(to the goblins)

Then you better listen to the Prince
of the castle. Go ahead.

DORIAN

(directly commanding
the goblins)

I am the lord of the castle above.
When you wake, you will tell your
whole tribe to either leave now, or we
come back and kill you all.

GOBLINS

We understand. You pity us.

JURI

Yes we do.

Then Juri opens a very small bag of fairy dust and sprinkles it
on them. The goblins fall asleep.

DORIAN

Now where to?

FYNN

(to Dorian)

We're still looking for the
'Vandermere Treasure'.

MILA

And it's locked up where only you can open it. If we go in that direction

...

(pointing to door)

... we should get beneath the castle.

TESS

OK. No time to waste. Let's go.

They come up to the closed wooden door. It is iron-bound and has scribbles all over it. Fynn comes up front of everyone.

FYNN

I can read some goblin. For quite a number of years, all I did was study - everything.

He stands in front, tracing his finger as he translates roughly.

FYNN

Something about... lock ... safe from ... undead. Then some spells and ancient elven script too.

JURI

Let me see!

FYNN

See? Here.

JURI

Wow. That is some old magic. Handed down to these stupid creatures. I am amazed.

FYNN

(turning to everyone)

It looks like beyond these walls are the undead - so they definitely lead to the catacombs of the castle.

Fynn goes to open the door and it won't budge.

FYNN

OK. Mila, you try.

Mila comes over and tries for a while. It is stuck! She stands up and turns to face Tess.

MILA

It is wizard-locked of some sort. You want to try?

Tess pulls up her staff and makes a grand gesture, touches the staff to the door... and nothing. Then she puts her palm right on it and ... again nothing.

JURI

How can we get past it?

FYNN

Look out!

Fynn comes up to it swinging the MACE. He smashes the door, but it remains stuck.

DORIAN

I can't believe we'd get stuck here after all this.

Dorian gives it a good boot and it still does not budge.

DORIAN

Can we burn the door?

TESS

Let me try another magic.

This time Tess gets in front of the door, and pulls out a small vial, and drinks the whole thing.

TESS

I was saving this for a special occasion.

As she holds out her hands we see her get 50% transparent. She is ghost-like and we walks right through the door. The others are amazed, and they hear lots of CLICKING sounds. Then one door comes OFF its hinges, and Tess pushes it open. She is solid again.

FYNN

(to Juri)

And she says she hates ghosts.

TESS

That was a strange feeling. Anyways,
here we are, come on through.

The others go through the now wrenched-open door.

INT. CATACOMBS -

At the end of a tall ceiling (10') tunnel, there is a stairway coming down. We see Juri coming down these, carrying a lantern, and leading the venturers. They all come into the tall tunnels and look around at the many alcoves, where wrapped corpses are laid to rest. Bringing up the rear is Dorian carrying a lit torch.

They walk down the tunnel just a bit and find another set of rough cut stairs going UP. It is a T-intersection.

MILA

Just keep going Juri. We don't want to
get lost in a maze down here.

DORIAN

Isn't there a way to keep track of
where we've been ... with magic?

TESS

Not exactly. But if we had time, we'd
be making a map as we go.

FYNN

We just keep going, relying on our
memory of where we've been.

The group continue straight down a tunnel. The last person is Dorian.

ON DORIAN - He hears something SHIFT behind him. He pauses and turns to look as the others continue.

A skeletal HAND comes out of the lowest alcove. A skeleton grabs his lower leg, then Dorian sees the skeleton body come out, and stand up to attack him. Suddenly around four skeletons are alive and grabbing the party.

ON FYNN - He turns, pulling out his symbol, and uses PUSH force on them. Only two stagger backwards, letting go of their victims.

ON DORIAN - He beats the skeleton with his sword and it has some effect. The skeleton brings up a rusty old sword and fights SWORDEPLAY with Dorian.

Fynn sees this and comes running past elf. He puts his hand RIGHT on the skeleton and uses his symbol in the other hand. The skeleton backs up now from Dorian, who presses his attack and now smashes the skeleton and it shatters into pieces.

ON MILA - she is being choked by a skeleton. Tess and Juri pry very hard to pull the skeletons hands off of her. Juri stabs at it with a dagger but it has no effect. He pulls hard on a rib and it breaks off!

JURI

FYNN! We need you here.

Fynn sees this and quickly runs to help. He puts his free hand directly on the skeleton's skull, and it moves back a bit, releasing its hold on MILA.

JURI

Damn it! Let's get these things off of us.

Fynn gets out his mace, and again smashing it into pieces.

They all slump down to the floor. Mila is catching her breath but she'll be OK.

ON DORIAN - He is watching them save Mila, but does not notice another skeleton behind him with another sword. The skeleton makes a slight SHING! sound of the sword. Dorian turns just as it thrusts into his SIDE. Dorian falls to the ground getting weak.

TESS sees this in horror. The others look too. Fynn immediately gets up, runs a few feet and smashes the skeleton in the head, taking his head clear off. The skeleton falls to the ground, unmoving.

He looks down at Dorian, then crouches down beside him.

DORIAN

I think he's killed me.

FYNN

Not yet, Prince.

Juri has jumped up too and runs up beside Dorian. He gets behind him, and helps to pull off his breastplate armour. He then puts his hand on the sword.

JURI

Should I pull the sword out?

FYNN

Yes, go ahead.

He pulls the sword out and Dorian shudders, taking in a big breath, then he starts spitting up blood!

FYNN

Help me lay him back.

Juri and him both lay him down carefully.

FYNN

I need to heal him before he dies.

Fynn takes out his symbol in his left hand, then his right is placed on the wound. He silently prays, mouthing some inaudible words. A glowing light comes out of his palm and permeates the body at the wound. When the light finally recedes back to his hand, Fynn lets go and almost passes out from the stress.

ON DORIAN - He opens his eyes. He looks over at Juri and then Fynn. He winces in pain still. He opens his torn

DORIAN

I thought I was gone.

FYNN

You almost were. If you had actually died, you'd have to be resurrected by someone more powerful than me.

DORIAN

But I still feel the pain.

FYNN

I'm sorry. I can only heal so much of your life energy at one time. I'll try to heal you every day until you feel no more pain.

DORIAN

You stopped the bleeding.
Thank you. I owe you my life.

FYNN

I do my best, prince.

They help Dorian stand up, he holds his side like he has a bad pain there. He limps a bit. They go over to Mila and Tess.

TESS

I think we should find a safe place to rest again... to study my spells. I can only use most spells once a day, and we're gonna need them.

MILA

Somewhere safe ... might be hard to find.

They all get to their feet and continue down the narrow tunnel-like corridors.

INT. OUTSIDE CRYPT, SKELETON ATTACK -

This is a large stone carved room, at the bottom of wide stairs going up, across from huge stone doors. Just to one side is a smaller doorway, leading down. The party comes up stairs and out this doorway into the dark room. The leader is Fynn now. He carries a lantern in front of him, as he steps into this room. It is very dirty, with lots of piles of bones and rags, and rusty weapons.

He looks at these piles and gets a bad feeling.

FYNN

Oh no. More skeletons.

As he walks across the room, ten skeletons start to rise up. MILA comes into the room next, followed by Tess, with her lit staff.

MILA

They're coming alive! Fynn? Fynn!

Fynn sets down his lantern, grabs his holy symbol from under his robes, puts out his free hand and utters some words. He makes three of five fall down into a heap, turns and faces the

rest, making three more fall down. Now there are only four to fight.

Fynn takes out his mace and smashes one, shattering it. But he is crowded and one gets behind him, slicing him up on his shoulder with an old sword.

Mila has come to fight with him and she pulls out her sword, parrying their blows, and fending them off to give Fynn more time.

Fynn turns and hits the second skeleton, smashing it. One pushes hard to get to Fynn.

The other fights Mila. She jumps and dodges, and gets behind it, finally able to decapitate it - the head rolling onto the floor.

Fynn gets cut a second time on his forearm, but is able to smash the skeleton a few times, until it falls to the floor.

MILA sees the skeleton she decapitated still wanders aimlessly - looking for someone to fight. She does a very effective high kick to its chest, and it flies back finally to smash against a wall. It does not move.

The others have all come into the room. They witnessed the last fight, and Dorian comes over to Fynn, who has dropped to the floor, sitting, holding his bleeding wounds.

DORIAN

FYNN! Now it is you who are hurt!

FYNN

(smiles)

I'll be alright. I can heal myself too. But I have to rest first.

TESS

I'm going to put a spell around this room. We'll rest here.

Tess takes the bottom tip of her staff and draws a large perimeter on the floor. She utters some words and where the staff has touched, a glowing line of light appears. Soon she has it surrounding them all.

TESS

That should give us a moment to react to whatever might come.

Fynn sits back against a wall, puts his hands on his wound, on his left forearm, and utters some words. You can see the pain recede in his expression. His robe is still cut and bloody, but his arm has at least stopped bleeding.

DORIAN

(trying to be helpful)
I'll stand guard.

JURI

You need rest too, after cheating death in the catacombs. Tell you what ... I'll do the first watch.

Dorian is about to protest again when MILA speaks up.

MILA

He's right, Prince. You rest first.

Dorian slides down a wall beside Fynn, and sits there too.

DORIAN

Well, at least we're here. This is the crypt.

They all look up at the large stone doors. They look it over carefully. It has the name VANDEMERE carved on it. There is quite a lot of stone-carved scrollwork.

Tess sits down now too, with her back against a wall. She gets out the crystal ball, holds it in her hands, and looks over at Juri and Mila.

TESS

I want to look at the castle courtyard - to see if it's clear in case I need to teleport us out.

Mila and Juri both nod their heads. Tess holds it closer and stares into it for a moment before it becomes cloudy with smoke. It clears, revealing the courtyard, which is in DAY and has no other creatures there. The image fades out. She puts it back into her side pouches.

TESS

It works wonderfully. It's clear outside.

She leans back and closes her eyes.

INT. OUTSIDE CRYPT, ENTERING -

Tess opens her eyes again, and looks around. Everyone is sleeping, even the one who should be guarding. The ring of light is pulsing and flashing here and there. She stands up to have a look. She sees some small flashes in mid-air, then she sees a ghostly image in front of her, of a human face in pain. Then another nearby of someone shouting , although she only hears a faint noise of it.

Fynn wakes up too, sensing something. He stands up, beside Tess, watching the ghosts.

FYNN

Ghosts of the castle. Probably never released to the next spirit plane. Condemned.

TESS

They can't get in here, but ...

FYNN

I'll turn them away.

Fynn pulls out his symbol and puts his hand up to the flashing and glowing images of ghosts faces. They react to his higher power and fade away.

Mila jerks awake, looking at them. Tess and Fynn stand there watching her. Mila nods and gets up. Then Juri and Dorian both wake up. Dorian is the last to stand, and he winces in pain.

DORIAN

I'll not get used to sleeping on a stone floor!

Fynn goes to Dorian and puts his hands on his side.

FYNN

I can heal a bit more now. Just stand still.

Meanwhile, Tess takes her staff and stamps it on the floor, and the ring of light goes out. Mila goes to the large stone crypt doors and closely looks them over for any way in.

Fynn stops his healing and Dorian feels a bit better.

DORIAN

Thank you, Fynn. You know, I owe you my life.

JURI

Well, your highness... we need you here. (motioning to the large doors)

Dorian comes over and looks it over too.

DORIAN

Is there a handle?

MILA

I cannot find one.

DORIAN

What was that about the bloodline opening the door?

JURI

You are a Vandermere, right?

Dorian looks at him sideways.

DORIAN

If I can't get it open, then nobody can.

Dorian pushes on the door with both hands. Moves his hand all over the scroll work feeling for a hand hold.

- He stops abruptly when the palm of his hand is CUT.

DORIAN

OW. It cut me. This dungeon will be the death of me.

Dorian looks at his cut palm with some blood oozing down.

DORIAN

(to himself)

The 'Bloodline'.

He takes his cut palm and feels around for a hand hold again. He sees a carving of a dagger blade. He puts his hand on it. He hears a low hum start. He takes his hand off and stands back a bit. The hum grows a little louder, and they see the stone dagger with blood on it. The dagger starts to glow a deep red. Then the dagger recedes into the door and the hum stops. A loud CLUNK, and the one door snaps open an inch, letting out a bit of wind pressure from inside.

The group all look at each other, impressed with the magic. Dorian then gets a hand hold on a carving and pulls on the one door. He winces from side pain, so Mila helps him. It swings open smoothly, and eventually there's room for everyone to go through.

They see it is dark inside, and some steps leading down. Juri kneels and lights the lantern. Dorian starts going in and down.

TESS

Hold on Dorian. You're still in pain.

DORIAN

It IS my family crypt. I don't think it will kill me.

TESS

At least let Mila go with you.

The others all nod, Juri hands the lantern to Dorian, and they follow him and Mila down.

INT. CRYPT -

This room is a long rectangle, 20' wide, and 40' long. Stone walls with shelves here, and many large carved stones with names on them. In the center is a large stone coffin. Dorian goes up to it to read the engraving. It reads 'King Bron Vandermere'.

Tess enters the room and uses her magic to light a flame on her fingertip, and lets it fly to a few torches along the walls. Dorian sets down his lantern.

DORIAN

(setting down his lantern)
Help me to open the coffin. I've got to see if he's really in there.

Fynn and Mila help to push, while Juri and Tess stand guard. They get the lid sliding and finally it slides back half-way to reveal inside.

DORIAN

(to Fynn)

Give me the lantern.

Fynn gives him the lantern and he looks into the coffin. He sees a skeleton. The remains of his father.

DORIAN

He IS here. Of course he'd be here.

Dorian is a bit despondent, and sits down on the side of the coffin. Mila and Fynn comfort him for a moment.

DORIAN

It's been a hundred years now.

Juri is walking in front of each shelf cover, with his hands raised to sense if there is magic.

MILA

I'm going to search the crypt with Juri.

FYNN

Be careful.

Mila goes toward the far side of the crypt, where she sees a stone fountain against the far wall. Suddenly she stops, looking down, seeing the floor just ahead has some mist rising. She looks left and right and spies the flower pots with dead flowers on either side.

She back up and turns around. She goes to the side wall and examines the stone vases. She pulls the bouquet of dead flowers out to throw them away, but she notices that they quickly change to look like new fresh flowers.

She puts the flowers back in the vase, goes to the other side and does the same there. She steps to the middle of the room again and sees the mist recedes quickly. She looks to either side of the fountain and sees dead flowers there too. She calls to Juri.

MILA

There's some magic here, Juri. Can you tell me what it is?

Mila waits for Juri, then walks up to the fountain. He follows her. Tess is interested too and comes to see.

Juri watches Mila grab the bouquet of dead flowers from the right side, and it springs to life. She puts it back in the vase.

MILA

(to Juri)

You try it.

Juri grabs the dead flowers from the left vase, and they renew themselves. Juri puts them back. Just then the fountain starts to pour water, and the bowl is washed out of dust and the water becomes cleaner and clearer.

MILA

Healing font?

TESS

I'm pretty sure of it.

Tess reaches in, cupping two hands, brings it out and takes a small sip of it. She nods to Mila and Juri, enthusiastically.

MILA

FYNN! DORIAN! Come on over here.
You're gonna like this.

They leave the coffin and quickly walk the twenty feet.

FYNN

Healing water?

TESS

Absolutely. Try it.

Fynn cups his hands, puts them in the water, puts it to his mouth and drinks a sip. Fynn smiles wider and feels his left arm where the red welt was. It is gone.

TESS

Go ahead Dorian. This will completely heal you.

Dorian goes to the font, cups his hands and drinks. He winces a bit and puts his hand over his abdomen, holding it. Quickly his expression changes, and he starts rubbing his belly. No more pain!

DORIAN

That is miraculous water. And just below my castle! Thank you, for finding this.

JURI

Now let's find the treasure.

MILA

That's a good plan.

FYNN

Now you're talking.

They are all happy and they go back toward the coffin. Dorian gets up to look into the coffin again. Fynn comes beside him, while the others continue to search the crypt.

DORIAN

I bet my father knows where the treasure is. If only we could ask him.

Fynn looks sharply at Dorian. That statement might be true!

FYNN

You know, I can try a powerful prayer for you. It enables you to speak to the dead.

DORIAN

If you can do that, I'd give you anything.

FYNN

Let me try.

Fynn gets out his symbol, some holy water, and a special black ribbon necklace with the same symbol on it. He sprinkles all the water on the corpse, and then starts his prayer, with closed eyes. As Dorian watches everywhere the water fell starts to glow blue. Then the blue glow spreads over all of the corpse. Soon he sees the face of his father superimposed over the skull. The GHOST opens his eyes and sits up.

KING'S GHOST

Son. It's been so long.

DORIAN

Father. I'm sorry that you died.

KING'S GHOST

I'm pleased that you're still alive.
You can revenge our family.

DORIAN

Yes Father, I will do my best. Where
is the princess?

At this time the others have come over to witness the ghost
talking to the prince.

KING'S GHOST

She was very sad, and heartbroken over
you. The Fairies took her away
secretly to the Dark Forest.

DORIAN

What happened to the sorcerer RAMON?

KING'S GHOST

He is still here. Over a hundred years
of age. A long time to be angry and
jealous.

MILA

(whispers to Dorian)

Ask about the treasure.

DORIAN

Where is the Vandermere Treasure?

GHOST

It is buried with me in this crypt.
Son, use the treasure to rebuild the
castle.

He starts to fade away.

GHOST (cont.)

Carry on with our family, son. And
find your true love.

The ghost fades out.

FYNN

Sorry. It only lasts a short time.

DORIAN

That was wonderful to talk to him one more time. Thank you.

Dorian sits down again on the bottom ledge of the coffin.

FYNN

Well he did say the treasure was buried here?

TESS

Buried WITH him.

MILA

Maybe BELOW him.

JURI

Yes. Let's move the coffin.

They all get off the coffin ledges and try desperately to move the coffin.

FYNN

It's solid stone. It's not going to move.

MILA

Hey. Look here. The same flower vases.

Mila points out the empty stone vases on the four corners of the coffin.

JURI

Get some more flowers.

They all search quickly and find other vases with dead flowers in them. The flowers all come back to life. Then all four corner vases are filled with flowers again. They stand back as the coffin starts to glide backward eight feet revealing steps going down. They all look at each other like - who goes first?

Mila finally grabs the lantern and goes down. A glow of yellow light comes from below.

MILA

This is it.

They all smile and laugh shaking hands. Juri and all them go down except Dorian.

LATER , NEAR THE FRONT STONE DOORS -

The coffin is back in its place. There are a few piles of gold coins in front of it, some small statues in gold, plates of silver, and small chests of gems. Juri is kneeling down, putting two hands into the small magical velvet pouch, and withdrawing a huge pile of gold coins, spilling them into the pile on the floor. Then he stands up and tries to lift the pouch. It seems very heavy. Juri shakes his head and removes more gold coins.

FYNN

Juri. You know you can only take what you can carry.

TESS

That's still a lot.

MILA

(to Dorian)

We try to get as much as possible.

DORIAN

I'm happy to give you what you can carry. At least there's enough left over to rebuild the castle.

FYNN

Normally we'd get it all.

TESS

(quickly)

... but we know we wouldn't have anything if it wasn't for you.

Without any warning, a BEAM of teal light comes from the open door. Tess sees the teal light illuminate Fynn's face as he turns. She starts to turn but something instinctive in her tells her to look away, so she looks down.

TESS

(yells)

DON'T LOOK.

She looks over at Fynn and he's turned to stone. The others also see him and turn away. They immediately all start to think how to fight this enemy. Mila looks down at the pile of gold and sees a silver plate. She picks it up and turns it to look in the reflection at the light.

It's shaky, but she sees nothing but the floating ORB with the light coming out. She starts coming for it, walking sideways, looking at the silver plate, pulling out her sword. The ORB retreats and the door closes just as she gets there. It makes a final CLUNK sound. She turns to face it, push on it, but it won't open.

DORIAN

Think that was RAMON?

MILA

He must have been invisible. All I saw was the ORB. He would have turned us all to stone if we had looked into the eye.

TESS

He got poor Fynn. You know we'll have to come back for him.

MILA

The sorcerer might think he's trapped us in here.

JURI

But we're not trapped, right Tess?

TESS

That's right. I can spellcast us out of here.

MILA

Let's go now, before Ramon makes it to the courtyard.

DORIAN

Wait. Where are we going? The courtyard?

TESS

Yes.

DORIAN

And then to wait there for Ramon?
Shouldn't we make a plan first?

JURI

He's right. Let's not get too hasty.

MILA

Here's another thought. Do you think
we can spellcast with Fynn's statue?

TESS

Hmmm. I think I could.

MILA

Then we take him with us.

DORIAN

OK. But what's the next step? Can I
convince you all to come with me to
the Dark Forest to find my Princess?

MILA

I think our next step is to reverse
the magic on Fynn here.

TESS

If we could destroy the Eye, then it
should break the spell on everything
he's turned to stone.

DORIAN

Now that's something worthwhile. You
get Fynn back and I get my castle
back. And we both get rid of a
powerful enemy.

MILA

That would be worth everything. But we
have to think of a trick - maybe ...
someone as bait.

TESS

Sounds too risky. He might get us all
that way.

DORIAN

I was thinking... the one thing he
wants is... the Princess.

JURI

Of course. He never turned her to stone before. He'd spare her.

MILA

I'd hate to put her in harms way...

TESS

But it might be the only way. I haven't told you this but I have one spell that is very special. But I can use it only once. If we could work out a way to use it, in the right place, the right time...

(pauses thinking)

but let's get out of here first. I think we should spellcast all the way to the town - AND take Fynn.

DORIAN

That's a good plan. Then tomorrow we go to the forest and find the fairy folk.

JURI

That's a whole other adventure.

MILA

Maybe. But it's worth it ... for Fynn's sake.

Juri lifts the heavy bag of holding, puts it in his shoulder pack, then puts that over his shoulder.

TESS

Get close so it will work on all of us.

Tess gets out a scroll this time. She reads it aloud, and a whirling LIGHT surrounds them like a cyclone. They are fade out in the spinning vortex, and the vortex dims. We see only the few torches on the walls now.

FADE TO BLACK:

EXT. TOWN MAIN ROAD - DAY

Just off to one side of the main road, near the TAVERN, is the statue of Fynn - standing. Dorian walks up to it and talks to the Stonecutter, 50, long beard, with funny hat.

DORIAN

That's why I went to find you...
because you know how to move stone.

STONECUTTER

SO you want I should take this statue
to my shop?

DORIAN

Yes. Keep it safe for me. I'll pay you
one gold piece in advance.

Stonecutter looks it over very closely.

STONECUTTER

Very real. The artist is very good.

DORIAN

Just make sure it is not damaged in
any way.

INT. TOWN OUTFITTERS SHOP - DAY

PAN - to view the shop. Many shelves with blankets, saddles, rope, clothing, lanterns, oil, simple leather armour - nothing in steel, bows, arrows. Behind the counter a few swords, axes, daggers, and here is JOHN, the shopkeeper. Juri enters the shop, looking around.

JOHN

Good day to travel, friend.

JURI

I hope it is, shopkeeper.

Juri walks up to the arrows and inspects them. He eyes them carefully and they are not very good. He tries to pick out the best 10 he can, setting them aside.

JOHN

Pardon me for saying, but it's not too
often we see your kind around here.

JURI

As long as you don't hold it against me, that's OK.

Tess enters now, looking beautiful.

JOHN

Good morning.

TESS

And to you.

She walks up to Juri.

TESS

Find any worthy of your bow?

JURI

A few.

Tess smiles, and continues walking the aisle, and approaches the shopkeeper.

TESS

We'll need four horses, complete with tack. Can you arrange that?

JOHN

That's a tall order for our small town, but I know the stable man. You look like you have the money, my lady.

TESS

Actually my elf friend here takes care of the money. I'm sure we have enough.

JOHN

May I ask where you are heading?

TESS

Actually I wanted some advice. I hope you can help. You see, we're on a quest ...

John is impressed and leans closer.

TESS (cont.)

.. into the Dark Forest. Can you sell us a map ... a magic map?

JOHN

Yes, I have two. They are rare enough to be expensive, but I can see that is not a problem.

John turns around and opens a few drawers in cabinets behind him, and produces a leather scroll.

JOHN (cont.)

Magic map you say .. of the Dark Forest? This should do for you.

John rolls it open. They see a large tan leather piece with intricate scroll edging, and a simple map of the forest.

TESS

Can you show us where we are now?

JOHN

This little symbol here is always where the MAP is. If you're holding the map, then it's where you are.

TESS

How about asking it where the fairies live?

John rolls it up.

JOHN

Fairy folk live all over the forest. If it's fairies you're looking for, I don't think it'll be too hard to find.

Juri has selected a dozen arrows and comes to the counter.

TESS

Well then I will take that map, thank you. And four horses ready for travel. And of course whatever you want, Juri.

JURI

Well I need these arrows. And I'll get a set of six throwing daggers and lamp oil.

Juri takes his velvet bag and slams it heavily onto the counter. It impresses the shopkeeper.

EXT. IN THE FOREST - DAY

Four venturers all riding along a road in the forest.

DORIAN

So how can we find fairies?

JURI

We need to find someone living here who can point us in the right direction.

DORIAN

Like who?

JURI

Like whoever lives in THAT cottage there.

He points out a cottage, hard to see through the trees. The others look at each other, nodding, impressed by the elf.

EXT. SMALL COTTAGE - DAY

They ride down a narrow pathway and come up to an old but cozy cottage. It is surrounded with flowers. A few small forest animals scurry and watch them approach. As they get closer to the cottage, they see it is smaller and smaller than they thought. It is half-size. They look at each other in amazement?

JURI

Let me go first.

They all stay back a bit with their big horses. Juri gets down from his horse and goes to the door. He knocks and waits a moment. He looks around the flowers and thinks he sees something moving, but can not see it. Then he sees the back of a GNOME'S HAT among the flowers. He slowly walks over to it, talking.

JURI

Hello? Can you help us? We're travellers, and need directions.

As he gets close he comes around and sees the male GNOME, only 3 feet tall, large nose, tall hat, who is standing very still. Then he moves and faces Juri.

GNOME

Tell the others to stay back. I don't like big people.

JURI

It's only me. Can you tell us how to get to the fairies home?

GNOME

Before I give you any advice, I must ask why do you seek them?

JURI

This man with us is a Prince, who we have released from an old spell. The fairy-folk have his princess bride and we've come to re-unite them.

GNOME

That sounds like a good quest. (pause)
The fairies live in an enchanted old well in the middle of the forest.

JURI

Thank you. We'll leave you in peace. Beautiful flowers by the way.

GNOME

(beaming happily)
Thank you, elf friend.

Juri turns and walks back 30 feet to his horse.

DORIAN

Was that a dwarf?

JURI

Actually that was a gnome. He was very helpful.

DORIAN

I thought they lived in mountains.

JURI

(nods)
Dwarves make mountains their homes, because they love to mine for gold. These Gnomes love the forest. They

make friends with the animals and even fairies, but stay away from people.

TESS

I don't blame them. People would just raid their homes for treasure.

MILA

I wouldn't. I only steal from forgotten ruins, and evil creatures.

TESS

We wouldn't, but others may.

They turn and leave, going back down the trail.

EXT. FAIRY WELL - DAY

Dorian, Juri, Tess, Mila all ride their own horses along a forest path. The trees are very large around here now - around six feet across. They come upon an area which has a lot more flowers than is normal. Almost like a botanical flower garden. (and large mushrooms)

TESS

Look at all these beautiful flowers.

JURI

Wow. That's a lot of work by some gnomes. We must be getting close to the fairies magic well.

Juri is in front, and they walk their horses slowly. They hear a VOICE.

GNOME2 (o.c.)

Stop. That's far enough. What is your quest?

JURI

We are with the Prince of the castle Vandermere who....

GNOME2 (o.c.)

(interrupting)

We heard you were coming. What is the Prince's name?

DORIAN

I am Dorian Vandermere.

The well gnome appears on top of a huge fallen log. He is similarly dressed as the first gnome they met.

GNOME2

Very good. And who is your bride?

DORIAN

Lady Laura of Sylvan Lake.

GNOME2

Excellent. The fairies have been waiting for quite some time for you.

From behind trees, and inside bushes, 20 small fairies, 6" tall, come flying up to them and around them. One fairy is 12" tall, female, SPRITE, comes up to Dorian.

SPRITE

Welcome, Prince. You don't need your horses now. Come on down.

Dorian smiles and dismounts. They all get off their horses. Mila takes them to one side and ties them up before returning.

Tess is looking around and they are led twenty feet to the foot of a tall and wide tree. They watch as the tree vanishes slowly and a large stone WELL is revealed. It is 6 feet across inside, has a roof, and a heavy cross-bar with coiled rope attached to a large bucket. Four fairies swoop down into the well and out again. The larger SPRITE stands on the edge of the well.

SPRITE

Down the well, Prince. Your bride is waiting.

Sprite motions to the bucket. Dorian steps up onto the ledge, and sits facing inside, then gets the bucket and sits inside. Sprite goes to the turn crank handle and turns it, letting him down.

Mila ties off a rope to a nearby tree, throws the coil down the well, and starts going down herself.

Tess uses a spell and levitates, then goes up and into the well, descending.

Lastly, Juri goes to follow, but the last 6 fairies grab him and lift, and fly him down. After his head goes below the edge of the well, a magic teleport cyclone appears off in the distance.

A cloaked figure, Ramon, appears within the swirling lights. Nearby, Gnome2 sees the lights and looks - to see only a teal light beam, and the gnome is turned to STONE! Ramon immediately pulls his hood up over his head and he disappears.

INT. WELL - DAY

In a large circular room which mushrooms beneath the well, we see some daylight coming down from outside. Along the walls are 20 various dimensional magic wreaths, staggered with soft white glowing orbs to light the room. The 20 fairies buzz around here. One fairy flies right up to a wreath and through it - and disappears.

A wall space holds a beautiful ornate mirror. Sprite motions Dorian to follow her.

SPRITE

Look inside this mirror.

Dorian looks into the mirror and sees in the same room a reflection of his princess on a luxurious bed of flowers. He turns to look where it SHOULD be, but it is empty in the room. The other three also look into the mirror. Juri stands where the bed should be.

SPRITE

We've kept her in a deep sleep.

DORIAN

How do I go inside?

SPRITE

No need. We can release her now.

Sprite flies into the mirror room and goes to the bed. Flying around the bed, the fairy sprinkles gold dust on the whole bed.

In the real room, the bed starts to materialize, Juri quickly gets out of the way. The bed and Princess solidify as the gold dust fades out. Dorian comes right up to the bedside and looks at his beautiful bride.

TESS

Now you have to wake her up.

DORIAN

How?

MILA

With a kiss.

JURI

You should know that one, Prince.

Then Juri gets a bad feeling, stops and looks sharply at the prince.

JURI

Uh oh. Something's wrong.

Juri turns to look behind them and sees a teal beam of light. Juri is turned to stone right there. Dorian glances too, and he turns to stone.

Mila sees them both, so does not look at the light, instead she kneels beside the bed, looking down.

Tess turns to face Ramon's Eye of Lyra. She has her eyes shut, holds out her staff and shouts some spells. Ramon is thrown backwards, but remains standing.

Mila now springs into action, tumbling to one side to get around him. But she is unlucky. She glances into the beam of light and screams just before she is also turned to stone.

Tess hears the scream and runs toward Mila, but bumps into the bed, falling down. Ramon pulls his hood back - becoming visible now, gets to his feet and now has the dagger with the eye in one hand and a wand in the other. He uses it to cast a spell at Tess. She is picked up at the throat by some invisible giant's hand and carried to the mirror on the wall. She is thrown backwards through it, landing in the mirror room.

Ramon looks around, sees no other opponents to fight, and puts away his wand and the dagger too. He comes over to the princess in the bed, and kneels down.

RAMON

I've been waiting for you so long. You
will love the man who frees you from
this sleep.

Tess gets to her feet and runs to the mirror shouting but we
can't hear her. She puts her face up to the mirror like a
window looking in, and hammering her fists at the glass.

Ramon bends down and kisses Laura. Her eyes flutter open, and
after a moment looks over at Ramon. She smiles very warmly to
him. He smiles back. He picks her up and carries her to below
the well opening. Then he casts a spell and they levitate up
and out of the room.

ON TESS, IN MIRROR ROOM - She watches Ramon levitate out
through the ceiling. She has tears in her eyes and slumps down
the wall, turning and putting her back to the wall.

Then she remembers her special spell he has saved. She pulls
out a small glass orb with blue lights sparkling in it. She
speaks some magic words to it, holds it out in front of her,
and drops it to SMASH on the rocky floor. A CYCLONE of magic
blue light swirls around her, going out in a wave, going to the
entire room.

INSERT - External shot of well with the wave flying out like
the shock of a bomb.

FADE TO WHITE:

FLASH BACK 5 mins TO:

The wall space holds a beautiful ornate mirror. Sprite motions
Dorian to follow her.

SPRITE

(to Dorian)

Look inside this mirror.

While Dorian looks into the mirror on the wall, Tess pulls Mila
aside to have a quiet conversation.

TESS

Don't ask questions. Just go to the
far side of the room and hide in the
shadows. Ramon is coming. When you see
him

MILA

... I'll know what to do.

Tess nods and so does Mila. Tess quickly gets back to the mirror, as the sprite inside is materializing the bed in this room.

At this time, Tess takes Juri aside to talk quietly to him.

TESS

Just do as I ask. See if you can
DETECT EVIL in this room.

Juri looks a bit confused, but obeys anyways. Juri concentrates, with a spread out palm and slowly pans the room. As his hand passes the invisible form of RAMON. He stops. We see a red glow of light like an aura.

Dorian is looking down at Laura and
asks:

DORIAN

How do I wake her up?

CLOSE UP on Mila - She emerges from invisible and walks out of a shadow with a dagger in each hand. She goes directly for the glowing red outline of Ramon, and STABS in the neck and chest with both daggers simultaneously. Ramon lets out a short scream. Dorian looks up from beside the bed. Juri and Tess are watching.

Mila stands there with two daggers in mid air covered in blood. She pulls them out, and the outline of RAMON slumps to the floor. The magic of the cloak quickly fading and revealing him laying there, dead.

Dorian gets up and goes to see, joined by the other two. The sprite shyly flies over to see, peering behind Dorian.

TESS

This is Ramon. Only five minutes ago
he used his Eye of Lyra to turn you
all to stone. Then he made off with
your bride, prince.

JURI

How did you ...

TESS

I had that one special spell - a TIME reversal ORB. Seemed like the only thing I could do.

DORIAN

He was wearing an invisibility cloak.

MILA

(bending down)

Yes, and here's the Eye's ORB - attached to the pommel of a dagger.

MILA shows the dagger, with the pommel covered with a small leather bag.

DORIAN

That little bit of magic was the ruin of my entire family. And for what?

TESS

For jealousy's sake. He wanted her to love him.

DORIAN

That's not true love. It must come from the heart.

Dorian looks over at the sleeping princess. He walks over and kneels down again.

DORIAN

Now I must release her from her sleep.

He bends closer and then slowly... he kisses her. Her eyes flutter open, and after a moment looks over at Dorian. She smiles very warmly to him. He smiles back.

LAURA

Prince Dorian, my love. You're back. But your face is grey.

DORIAN

Beautiful Laura. You haven't changed a bit.

The fairies come flying around and landing to watch as the prince helps her to slowly sit up.

CAMERA PULL BACK:

EXT. VILLAGE, OUTSIDE TAVERN - EVENING

Dorian, Laura on one horse, with Mila, Tess and Juri all riding their own horses. They ride on the main roadway and go up to the INN. They ride into a side building for horses, dismount and tie up their horses.

TESS

It's too late to go any further today.

MILA

We don't want any encounters with vampires.

JURI

And there are a few of them at the castle.

Laura and Dorian dismount. Laura is a little worried about what they are saying.

LAURA

We'll be safe in this inn, right?

DORIAN

Of course my lady.

The STABLEMAN comes out to greet them.

STABLEMAN

You'll be wanting to stay here tonight?

TESS

Yes. You'll take care of them for us?

STABLEMAN

Of course. Just go inside and you can get a room from Pris.

He takes down a lantern and lights it, while they go into the inn.

INT. TAVERN, INN - EVENING

The five of them are sitting around a table talking, while finishing eating a simple meal of stew with bread.

JURI

I think that we can break the curse by destroying the Eye.

TESS

That sounds simple but we may only be able to destroy it in the same fire that it was made.

MILA

And that would be up in the sorcerers room in the tower.

TESS

And the last we saw of it, it was wizard locked.

DORIAN

Now that he's dead, maybe the magic for that is gone too.

TESS

That type of magic doesn't work like that.

JURI

So he would have used a magic chant or spell to re-enter his room?

MILA

Perhaps a magic item - like the dagger.

TESS

You know... there was a slot in the door. It could be for the dagger!

JURI

Let's hope that that will work.

MILA

We'll find out tomorrow. Barman! One more round of ale for our table!

EXT. CASTLE MAIN GATES - DAY

The five arrive on four horses at the main gates of the castle. They are completely overgrown with vines and can not be opened because of that. Tess dismounts.

TESS

I think it's time to clear these doors. We can't keep going over the walls.

MILA

(dismounting)

I think Juri can help us with that, right?

(looks to Juri)

JURI

(dismounts too)

I think I can.

Juri walks over to the doors, stands in front and looks it over. The grass is 4 feet tall, and there are bushes and all sorts of green plants growing here, although many are dead. Juri puts out his hands, touches the wall, and closes his eyes concentrating. He speaks some old elven words softly.

A green glow of magic emanates from his touch and the vines, grass and bushes all recede and reveal huge wooden doors that are half rotted away now.

JURI

(to everyone behind him)

Stand back.

As the last of the vines recede, the vines themselves grab hold of the doors and pull them open, but because they are so old, they break apart and half of one door crumbles to the ground. Now there IS a pathway to take horses into the courtyard.

Juri walks in through the opening looking up and around him. Mila follows leading hers and his horses, followed by Tess, then Dorian and Laura.

EXT. CASTLE COURTYARD - DAY

They pause in the center of the courtyard to look around.

TESS

Juri ... Mila ... shall we go up to the tower to try to destroy the Eye?

JURI

Let's do it.

MILA

Yes. The prince and princess should be safe here in the open.

DORIAN

(with Laura beside
him, nodding)

We don't know anything about magic.
We'll trust you to do your best.

The prince and princess stay with the horses in the courtyard, and watch the three walk to the large front castle doors that are broken and ajar.

LAURA

Do you think they can actually break the curse?

DORIAN

They seem to be very expert at this, and I think the Enchantress knows what she's doing.

LAURA

What would you do if all the people here in stone came back to life?

DORIAN

I hope they'd be happy to be alive. But considering it's been a century since they've been cursed, anyone they knew then is now gone.

LAURA

You're right. (pause) Who would you most like to see again?

DORIAN

Well, I'd love to see my mother again. And to know that we have each other again. And to be with you is the most precious thing I can think of.

Laura puts her arms around him and they kiss.

LAURA

I love you too.

INT. SPIRAL STAIRWAY OUTSIDE RAMONS CHAMBER - DAY

Tess stands in front of the door. She has a small wad of purple grass burning in one hand and wafting the smoke of the entire door - it reveals only a few special written symbols. Mila stands to one side with a lit lantern. Juri is here too.

TESS

Most of the spells are now gone from here.

MILA

Is it possible to use 'KNOCK' to open the door?

TESS

Well I can try.

Tess gets out a wand and twirls it at the door and touches it. The door itself shakes once like it was struck hard, but it does not open.

TESS

Just as I thought. At least one other spell holds it closed. Look carefully for any slot to put the dagger or a key.

They examine it carefully and JURI finds something not on the door, but beside it. It's a small vertical slot.

JURI

Like this?

He points it out to the other two, who nod. Mila gets out the dagger, inserts it, and the door shakes again, but this time it pops open just a fraction. It is now unlocked.

They look at each other with smiles and Tess pushes the door open, and enters the room first

INT. RAMONS CHAMBER - DAY

They enter the darkened room. Tess uses her magic in one hand to create the glowing light and put it on the top of her staff. She raises it high and they slowly examine the room.

It is a round chamber that looks pretty full of interesting stuff cluttered on tables, and hanging from the ceiling.

Mila comes behind her and uses a thin straw-like matchstick to get fire from the lamp, and then light a few short and wide candles on the tables.

JURI

Let me do my magic.

Juri holds up a hand to cast the spell DETECT MAGIC. As he does this, a number of interesting items glow with a dull red outline.

Tess goes to the central fire. There is a small cauldron propped up by four heavy iron spikes, over the fire pit. It is glowing red revealing it's magic.

TESS

This must be it. But he must have some stones here to make a spell-fire that will burn with enough energy to create - or destroy.

Tess opens some lower drawers and finds a huge tray of stones here.

TESS

This is what I was looking for. No alchemist would be without these.

Tess quickly shifts through a few stones and finds some fire-agates.

JURI

OK. What do we do with the dagger?
Should we remove the Orb?

TESS

Yes. Carefully, somehow.

MILA

I've got just the thing. Here's a mirror.

MILA brings a small tabletop mirror to the fire pit edge. She sets it up at a good angle to use the mirror to work on the dagger. Juri then pulls out the dagger with the little bag covering the EYE in the pommel. He looks to Tess.

JURI

Should I put it in the cauldron?

TESS

Yes.

Juri looks in the mirror and works on removing the orb. The other two avert their eyes, and we see a pale green light glowing from the pommel. Juri is able to quickly screw it off and plunks it in the cauldron, which is deep enough to look at it without seeing what's inside.

TESS

Now it's my turn.

The other two stand back. Tess takes the few small fire-agates, whispers to them in her hand, making them start to glow. She shakes them up and throws them into the fire pit. Immediately a blazing fire starts, shooting flames high, but quickly grows to the sound of a blow torch as the heat gets intense, and the glow turns from orange to red, then purple and blue. The green light of the ORB glows onto the ceiling and turns whiter and whiter. Mila looks to Juri. They both are impressed with the spell-fire.

EXT. CASTLE COURTYARD - DAY

Sitting on a stone bench in the courtyard, the prince and princess are looking at each other when a stiff wind suddenly appears and starts swirling lots of leaves and grass around them. The wind creates a fierce cyclone in the courtyard, even picking up some broken branches and flinging them in the air. They huddle together.

Suddenly a CRACK of lightning - and a FLASH of WHITE light. The wind dies down and they look at the prince's horse. His color changes like a wave from stone grey back to white. Dorian's skin changes from grey to normal.

The horse's eye moves and looks at them - his nostrils open and he takes a breath - and he moves his head up and down. The horse is free and starts prancing around the courtyard.

INSERT - MAIN HALL CASTLE - In the main hall, we see the few people who were in stone, change to live people. They stagger and step, and are a bit stunned because they are not sure what happened to them.

OUTSIDE - COURTYARD - The wind is gone and Prince Dorian stands up, trying to catch his horse. As he gets the reins, he looks and sees that the horse is scared of a grey wolf coming from the castle doors and heading out past them. Quite a number of forest animals scurry past and exit the big doors. Then through the brush within the yard, Dorian hears voices of people. From behind some bushes a few lords and ladies in fine clothing shyly come out of hiding. They sense something is wrong.

The prince steadies the horse, pats him and the horse is calmer. A fine lady, young, 20ish, comes up to him and recognises him.

COURTLY LADY

My prince. I feel so strange.
Something has happened.

Dorian knows that he must assure them all.

DORIAN

My lady. We were all under a curse,
which has just been lifted. We should
all gather in the main hall so I can
address all the people together.

COURTLY LADY

(bowing)
Very well, my lord.

The Courtly lady leaves him and goes to her confused friends, explaining, and guiding them into the castle.

LAURA

This is completely wondrous, my
Prince. But we'll have to explain to
them what happened.

DORIAN

Yes. Soon enough I'm afraid. Let's let
them recover for a bit first.
(then looking up
to the left tower)

It looks like our friends in the tower were successful.

INT. RAMONS CHAMBER - DAY

Within the chamber, soon it is very bright and FLASHES, then fades out as the fire itself dies too. When it is quiet, Tess picks up a pair of tongs and pulls out of the cauldron a grey round stone that was once the ORB. She sets it down on the stone shelf.

TESS

That's the end of that.

INT. MAIN CASTLE HALL - DAY

There are many people milling about here examining the aged stonework and cracks and dirt and are very excited to see who else is here with them. In total around 10 lords and 10 ladies from the court, 20 servants - men and women. Even a few adventurers: humans, dwarves, elves. They all look and point when Prince Dorian enters the room, and he is accompanied by his bride, Laura. He greets them, shaking hands and bowing to each as the two make their way to the broken-down throne. Dorian then turns to address the people gathering, when they look behind him and also bow low. Dorian turns and sees his MOTHER, the Queen, around 50, who was frozen. Dorian can't help himself, so he goes to her and gives her a big hug. She is happy to see him too so she hugs him back.

DORIAN

Mother! I'm so glad you're back.

He puts her at arms length, and smiles at her, then kisses her on her cheeks.

QUEEN

My son. I fear a lot has happened. I see our castle is in very poor shape, and I have not seen the King yet. Do you know where he is?

DORIAN

I'm sorry to tell you this mother, but he is now dead. Come and let me explain all this to you and to all our people.

He turns and escorts her toward the throne.

Just then Tess, Mila, and Juri come into the room from the spiral stairs up the tower. They walk through among the people and they stay back to hear what the prince will say to the people here. They hang back with the other treasure seekers.

Dorian helps the queen to sit in the throne, then turns to talk to the crowd of about 50 people.

DORIAN

My friends. My people. I have some sorrowful news to tell you. We were all cast in a spell and turned to stone by our own sorcerer, Ramon. Thankfully, we've found a way to remove the curse. But the hardest news to tell you all, is that it has been ... a hundred years since the spell was cast.

He waits for everyone to realize that everyone else they knew would now be dead, long ago.

DORIAN

But I have recovered my mother, and my bride, and I have our large family treasure saved for me by our loyal steward. So today will be the first day of rebuilding our castle.

LAURA

And, my lord, I hope with the help of some of our very powerful new friends, right here among us...

(she beckons the
three venturers to
come forward)

... we might rebuild very soon. Let's welcome the people who freed us from our curse, and embrace them as our newest friends.

DORIAN

Let us applaud them for being our heroes. We thank you so much.

The three venturers have come between the space of the people and the royalty and now are in the center, looking around a bit embarrassed. They bow and shake hands with the courtly ladies and lords and servants, and are revered like the heroes they are.

FADE TO BLACK:

INT. STONECUTTERS SHOP - DAY

Over the shoulder as the Stonecutter is hard at work with hammer and chisel. From behind him a hand is placed on his shoulder. The stone cutter jumps up, surprised, and looks behind him. He sees FYNN, with a big grin.

FYNN

I know I was stone, but I hope you understand I was only under a spell.

STONECUTTER

Nobody told me.

FYNN

If you could just point me in the direction of a tavern, I'd be most grateful.

STONECUTTER

(pointing his finger)

Out the door and down the road to the right.

FYNN

May Helm bless you.

END