

Script Name

an original script
by <Your Name>

contact: <You or Your Agent>
(???) ???-????

1 INT. ANTE-CHAMBER TO THE CRYSTAL CHAMBER -- DAY 1
 (NARRATOR, WALTER, MARGO, ANWEN, DRAGON MAGE 1, DRAGON MAGE
 2, DRAGON MAGE 3, KAIDA MAGUS, EMMA)

In this scene: Anwen and Walter continue through the hallways of Tarragon, with Margo's spirit guiding them. Anwen reflects on Kern and his condition but any thoughts of the older dragon are cut off when her soul scars activate. Having reached the anteroom to their destination, Anwen and Walter find they cannot go on. She calls upon the spirit of her mother to help and ends up activating the power of all the previous Kaidas, who wrap her in their power so she can make the final stretch into the Crystal Chamber, with Tyler in her arms. The energy they evoke throws Walter and the lights go out before sealing the chamber against intruders.

Sound effects: sound effect: indoor ambiance, dragging, footsteps, etc.

NARRATOR: Walter readjusted his hold on Tyler's limp form and followed after the Kaida. He could feel the dragon's body pulsing with heat.

WALTER: (Strained stage whisper)
 Hang in there, buddy.

NARRATOR: ...He whispered. Part of him couldn't help but wonder how Anwen managed to keep up what energy she had. He recalled the first time he'd seen the manifestation of their Soul Connection and how it had incapacitated the dragon, even though he wasn't the one actually experiencing the physical pain. The current strain had to be greater.

Sound effect: footsteps continue

NARRATOR: With everyone else outside fighting, the corridors seemed more eerie than usual. The last time Anwen had seen them this way was back before she'd woken the dragons. It was hard to concentrate, knowing they were out there, fighting. And that Kern was also out there, watching events from the Sacred Island. She still couldn't shake the feeling something wrong with the aged dragon. She'd noticed something different about him lately. The Nurrin had seemed less vibrant, like the grandfathers she'd observed in her home town. He had the look to him of someone ready to pass on. The thought caused her eyes to prick even more with unshed tears. She didn't have time to cry anymore, or the energy to spar for it.

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MARGO: (Stage whisper)
This way.

NARRATOR: ...Margo's spirit whispered to Anwen as they came upon a turning. With her guidance, the Kaida navigated the corridors. It was something she would not have been able to do alone. As time progressed, she had to use the wall for support. The closer they came to the Crystal Chamber, the heavier she felt.

Sound effect: footsteps stop

ANWEN: (Slight heavy breathing,
ten odd seconds)

NARRATOR: Finally, she had to stop as they reached the room off the main chamber.

ANWEN: (Cry of anguished pain)

Sound effect: thud to ground

NARRATOR: Anwen cried out as she went down, panting for breath. Pain lanced through her limbs as her Soul Scars flared up, overwhelming her. Since it was her own pain, she couldn't shut it out like she'd tried with the shared pain from Tyler. Gasping, she tried to stand.

ANWEN: (Gasping in pain)
Not now!

NARRATOR: ...She gasped. Sweat beaded up on her skin, running down her face and back.

Sound effect: shuffle, set down, steps

NARRATOR: Seeing her in greater distress, Walter set Tyler down and moved to her side.

WALTER: (Concerned)
Anwen, what's wrong?

NARRATOR: He felt her skin. It was as hot as Tyler's, if not hotter. That wasn't good by any stretch of the imagination. They would both burn up into the oblivion of fever if this continued. She arched her back in agony and screamed.

ANWEN: (With a scream of pain)
Leave me be!

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1 CONTINUED: (2)

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NARRATOR: ...The teen cried out.

ANWEN: I defeated you!
(Follow with another
scream)

NARRATOR: She let out another scream that
threatened to deafen her companion.
As the pain intensified, cold hands
touched her fevered skin.

MARGO: (Stage whisper)
You can do it, Anwen.

NARRATOR: ...She heard whispered in her ear.

MARGO: (Stage whisper)
Remember, you are not alone.

NARRATOR: The teen reached out one hand as if
to catch something in the air.

ANWEN: (Begging while in pain)
Help me!

NARRATOR: ...She begged.

ANWEN: Please! I want him to live. Please
help me!

Sound effect: huff of air, shattering, thud of body

NARRATOR: The light orb she'd conjured went
out, pitching the room into darkness.
Then, with an explosion of intense
light, the emerald stone on her ring
shattered. Walter fell to the
ground. He felt as though a giant
hand had thrust him down.

Sound effect: glass flying into stone

NARRATOR: Overhead, tiny shards of crystal flew
out. They embedded into the walls and
ceiling like shrapnel. A few hit him
as well, stinging like embers flung
from the fire.
As Walter tried to peer through a
sudden haze of green-tinged mist, he
noticed Anwen was on her feet once
more. Not only was she on her feet,
but she was surrounded by a host of
ghostly women formed from the mist.
They clasped hands as they circled
the auburn-haired girl. And even
though Anwen was upright, there was
something unnatural about her stance.
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NARRATOR: She stood more like a puppet on a string than someone under their own power. He tried to reach out a hand in warning but couldn't. His body wouldn't move.

DRAGON

MAGE 1: (Chanting softly,
pronounce as seen)
Aye gee dahn-oh-la. Aye gee rih-nahk.
Aye gee droo-kahl tehn-dahd'ah-naht.
Aye ahn-dah Kay-dah, beh-lih-naht gee-
kah-zoo behl-dahs. Kah-moo-mahl kah-
chee-lay loh Kah-moo-lahl danjee-al.
Kahz gah-nahk. Kahz chahn-taht. Kah-
moo-lahl mohr dah-chee-lay loh kah-
zoo loo-mehn dah-chee-leebool-trah-
kahzihn-fee-naht.

DRAGON

MAGE 2: (Chanting softly,
pronounce as seen)
Aye gee dahn-oh-la. Aye gee rih-nahk.
Aye gee droo-kahl tehn-dahd'ah-naht.
Aye ahn-dah Kay-dah, beh-lih-naht gee-
kah-zoo behl-dahs. Kah-moo-mahl kah-
chee-lay loh Kah-moo-lahl danjee-al.
Kahz gah-nahk. Kahz chahn-taht. Kah-
moo-lahl mohr dah-chee-lay loh kah-
zoo loo-mehn dah-chee-leebool-trah-
kahzihn-fee-naht.

DRAGON

MAGE 3: (Chanting softly,
pronounce as seen)
Aye gee dahn-oh-la. Aye gee rih-nahk.
Aye gee droo-kahl tehn-dahd'ah-naht.
Aye ahn-dah Kay-dah, beh-lih-naht gee-
kah-zoo behl-dahs. Kah-moo-mahl kah-
chee-lay loh Kah-moo-lahl danjee-al.
Kahz gah-nahk. Kahz chahn-taht. Kah-
moo-lahl mohr dah-chee-lay loh kah-
zoo loo-mehn dah-chee-leebool-trah-
kahzihn-fee-naht.

MARGO:

(Chanting softly,
pronounce as seen)
Aye gee dahn-oh-la. Aye gee rih-nahk.
Aye gee droo-kahl tehn-dahd'ah-naht.
Aye ahn-dah Kay-dah, beh-lih-naht gee-
kah-zoo behl-dahs. Kah-moo-mahl kah-
chee-lay loh Kah-moo-lahl danjee-al.
Kahz gah-nahk. Kahz chahn-taht. Kah-
moo-lahl mohr dah-chee-lay loh kah-
zoo loo-mehn dah-chee-leebool-trah-
kahzihn-fee-naht.

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KAIDA

MAGUS: (Chanting softly,
pronounce as seen)
Aye gee dahn-oh-la. Aye gee rih-nahk.
Aye gee droo-kahl tehn-dahd'ah-naht.
Aye ahn-dah Kay-dah, beh-lih-naht gee-
kah-zoo behl-dahs. Kah-moo-mahl kah-
chee-lay loh Kah-moo-lahl danjee-al.
Kahz gah-nahk. Kahz chahn-taht. Kah-
moo-lahl mohr dah-chee-lay loh kah-
zoo loo-mehn dah-chee-leebool-trah-
kahzihn-fee-naht.

EMMA: (Chanting softly,
pronounce as seen)
Aye gee dahn-oh-la. Aye gee rih-nahk.
Aye gee droo-kahl tehn-dahd'ah-naht.
Aye ahn-dah Kay-dah, beh-lih-naht gee-
kah-zoo behl-dahs. Kah-moo-mahl kah-
chee-lay loh Kah-moo-lahl danjee-al.
Kahz gah-nahk. Kahz chahn-taht. Kah-
moo-lahl mohr dah-chee-lay loh kah-
zoo loo-mehn dah-chee-leebool-trah-
kahzihn-fee-naht.

NARRATOR: The ghostly women raised their joined hands and began to chant softly in a language the veteran did not understand. He thought he saw Margo among the specters but wasn't sure. If she was part of events, perhaps it wasn't as bad as he suspected. At least he hoped not.

Sound effect: wisps

NARRATOR: One by one, the women transformed into a wisp of something that reminded him of smoke. Or maybe it was more like a will-o-the-wisp. But each glowed with a faint light, moving to wrap around Anwen forming a skin-tight cocoon of energy. In only a matter of moments, all the past Kaidas had changed, surrounding Anwen like second skin. Except one. Kaida Magus turned to look at Walter with an expression he couldn't place before she also joined the others. As the last specter slid into place, Anwen gasped, her eyes opening. But there was something wrong with her eyes. They burned like molten metal from the heart of a dying star. Anwen turned and looked down to where Walter and Tyler lay.

ANWEN: We have become as one.

MARGO: We have become as one.

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1 CONTINUED: (5)

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EMMA: We have become as one.

KAIDA

MAGUS: We have become as one.

DRAGON

MAGE 1: We have become as one.

DRAGON

MAGE 2: We have become as one.

DRAGON

MAGE 3: We have become as one.

NARRATOR: ...She said, but it sounded as though many voices spoke at the same time.

ANWEN: With this, the past, the present, and the future are joined. Only one thing remains.

MARGO: With this, the past, the present, and the future are joined. Only one thing remains.

KAIDA

MAGUS: With this, the past, the present, and the future are joined. Only one thing remains.

EMMA: With this, the past, the present, and the future are joined. Only one thing remains.

DRAGON

MAGE 1: With this, the past, the present, and the future are joined. Only one thing remains.

DRAGON

MAGE 2: With this, the past, the present, and the future are joined. Only one thing remains.

DRAGON

MAGE 3: With this, the past, the present, and the future are joined. Only one thing remains.

NARRATOR: Still unable to move, Walter could only watch as the woman he thought was Anwen moved.

Sound effect: footsteps, rustling fabric. Sliding stone

NARRATOR: She lifted Tyler like he weighed nothing. She then turned and carried the unconscious dragon lord through the doorway leading to the Crystal

(MORE)

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1 CONTINUED: (6) 1

NARRATOR: Chamber. The moment they passed through, the opening sealed shut and Walter could move once more.

2 INT. LATTICE-COVERED TOMBS -- MOMENTS LATER 2
(NARRATOR, CALLUM, COURTNEY, ANISE)

In this scene: Courtney is lowered into the lattice-covered tombs of the fallen Keepers. Once there, she is approached by the spirit of a former Keeper, who sacrificed her life to seal the gate she was charged with protecting. Courtney realizes it's the same woman who helped her defeat Daphne's manticore prior to Anwen unsealing the Mountain the first time. She then learns that this woman, Anise Hayward, is actually one of her ancestors.

Sound effect: sounds of battle that fade out

NARRATOR: Courtney felt her body sinking as Callum called upon his power to manipulate matter. Her heart thudded as she realized the dragon meant to bury her alive. The urge to scream filled her but she couldn't utter a sound. Like the stone around her, she remained silent. The moment the Gates were resealed, Callum had taken her up into his arms. In what felt like a blink of an eye, they were standing outside the lattice-covered niches of the tombs.

CALLUM: (Voice over)
I will hide you here.

NARRATOR: ...He'd told her. Part of her wondered if she'd blacked out while in his arms. But now she felt more uneasy about this plan than she had before. Feeling her molecules slide through the stone was not a sensation she relished. She could feel the Mountain quake as the attacks continued above, almost as if she were part of it. The stone magnified the sounds. It left her feeling as though she were in the midst of the fighting once more. Courtney's ears popped as she hit solid stone with fresh air all around her. Wherever Callum had sent her, she had arrived. But it was too dark to see anything. And the Master Key lay lifeless against her chest.

Sound effect: rustling footsteps that stop, echoes

NARRATOR: She moved to a more comfortable position. Her movements sent out a
(MORE)

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2 CONTINUED:

2

NARRATOR: slight shuffling sound that echoed back at her. The sound told her she was in some kind of cavern, though she had no idea how large.

Sound effect: bump into stone

NARRATOR: As she moved, the keeper bumped into something solid, jarring her elbow.

COURTNEY: (Exclamation of pain)

NARRATOR: She let out an exclamation of pain, reaching out to try and discover what she'd hit. After a second's hesitation, she conjured a light orb. The sudden light almost blinded her, though it wasn't strong.

COURTNEY: (Gasp of surprise)

NARRATOR: Courtney gasped as her eyes adjusted to the light. She stood in a room carved from dark rock. Several sarcophagi lay in order, their heavy lids made from marble and granite. Each was inscribed with dragon runes.

COURTNEY: (in awe)
What is this place?

NARRATOR: She couldn't read any of the ruins and could only guess at what they said. But, judging from the carved figures on the lids, no dragons were buried here. That legend about this being the final resting place of all dragons was apparently not true.

Sound effect: slight breeze

NARRATOR: From a far corner, something stirred, like dust disturbed by a sudden breeze. Courtney watched as the particles solidified into a familiar figure. It was the same one formed from vision dust in the Ruined City before she'd fought the mantichore.

COURTNEY: I know you!

NARRATOR: ...She exclaimed as she pointed at the ghost.

COURTNEY: You helped me defeat the mantichore back when we first opened the Mountain.

(CONTINUED)

2 CONTINUED: (2)

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NARRATOR: The ghostly woman nodded. As she stepped into the light, she became more solid, as though taking on flesh.

ANISE: I was once like you.

NARRATOR: ...She said, speaking for the first time. Her voice sounded husky with disuse.

ANISE: I was called upon to be a key keeper, though I too was a mage. I kept one of the lesser keys and died sealing the gate I had charge over. My blood fused the stone, destroying the gate and its key.

NARRATOR: Courtney couldn't help but stare as the woman shared her story.

COURTNEY: Why didn't you tell me before? Or say anything, for that matter?

NARRATOR: She recalled how the ghost had silently aided her, using signs to communicate. The woman threw her head so her hair fanned out.

ANISE: I am bound to the Mountain. The Nurrim gave me this gift before he was sealed away at the Circle's defiance. But now, with time hanging in the balance, I am more on this side of the veil than I was before.

NARRATOR: It was hard to not feel confused, Courtney decided. Had this woman's sacrifice been so great that she would garner the attention of the Nurrim?

COURTNEY: I don't even know your name.

NARRATOR: ...She finally said. The woman inclined a bow.

ANISE: I am Anise Hayward, a keeper of the keys, former guardian of the Southern Gate. And though you may not know it, I am your many times great grandmother. And I couldn't be any prouder of what you have become.

3 INT. ANTE-CHAMBER TO THE CRYSTAL CHAMBER -- CONTINUOUS (NARRATOR, WALTER, MESSENGERS OF THE MOUNTAIN)

3

In this scene: Walter "comes to" only to realize that the crystal chamber has been sealed and he can't get it. And, without any light, he can't see to return to the main gate of the Mountain city.

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Not sure what to do about the situation, he is surprised to find the room growing lighter as a being forms in the air. The being declares itself to be a messenger from the Spirit of the Mountain and end up giving him a gift of fire, which he doesn't understand right off. They then light the way for him to return to the gate, telling him to run.

Sound effect: whoosh of air, indoor ambiance

NARRATOR: Walter felt as though a ton of bricks had slammed him into the next dimension. Only a short amount of time had passed since Anwen had dragged Tyler into the sealed chamber. Despite that, it felt like forever had come and gone. He rolled onto his back and raised a hand, trying to see even part of it in the pitch black room. All the light had gone when Anwen left.

WALTER: (Low utterance)
Crap!

NARRATOR: ...He uttered, realizing he'd never be able to find his way back alone.

WALTER: They're going to forget I'm here. I just know it.

Sound effect: shuffling fabric, etc.

NARRATOR: Resigned, he tried to assess the damage to his body. Without light, he couldn't be too sure but felt that nothing was broken. He also couldn't find any wet spots that might mean he was bleeding. Despite that, he felt old and sore.

WALTER: (Grunt of pain)

Sound effect: roll to knees

NARRATOR: Grunting, Walter managed to roll to his knees. At least he was away from the fighting, he mused. He couldn't help but wonder if that was really a blessing or not. Fighting was what he was good at. While contemplating his predicament, a light began to form near the middle of the room. It came on so subtly it took a moment for Walter to realize something was going on. As he turned towards the source, he had to shield his eyes. An almost humanoid shape formed inside the light, neither distinctly
(MORE)

3 CONTINUED: (2)

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NARRATOR: male nor female. It bent towards the veteran, raising a slender hand as if to touch his face.

MESSENGERS
OF THE

MOUNTAIN: *WELL MET, WALTER WATKINS.*

NARRATOR: Walter almost sat back at the unexpected greeting.

WALTER: (Shocked)
Who are you?

NARRATOR: It sounded as if two voices spoke as one.

WALTER: What are you?

NARRATOR: The figure wavered like fire, momentarily separating into two, male and female.

MESSENGERS
OF THE

MOUNTAIN: *WE ARE THE MESSENGERS, SENT BY THE SPIRIT OF THE MOUNTAIN. WE HAVE BEEN TASKED WITH IMPARTING TO YOU A MESSAGE AND A GIFT.*

NARRATOR: The veteran shook his head.

WALTER: I must be dreaming. This can't be real.

NARRATOR: He had hit his head when he'd gone flying. Maybe this was the result. The elemental reached out once more, lifting his chin with a gentle caress.

MESSENGERS
OF THE

MOUNTAIN: *YOUR EFFORTS ARE KNOWN. BECAUSE YOU DARED FORM FRIENDSHIP WITH DRACONIC KIND, AND UPHELD YOUR BOND, YOU WILL BE REWARDED.*

NARRATOR: It seemed as though fire gently licked Walter's face, though it neither burned nor hurt. Instead, it felt warm and alive.

WALTER: What is the message?

NARRATOR: ...He asked. The figure moved towards the tunnel he'd helped Anwen and Tyler down earlier.

Sound effect: licking flames

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3 CONTINUED: (3)

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NARRATOR: A thin trail of fire raced away down the corridor. It reminded him of watching a movie.
Except this wasn't a movie.

MESSENGERS
OF THE

MOUNTAIN: *FOLLOW THE PATH TO THE GATES AND WAIT FOR THEM TO OPEN. BE PREPARED TO REJOIN THE BATTLE. LIVES DEPEND ON THIS. WHEN THE TIME COMES, YOU WILL KNOW WHAT TO DO.*

Sound effect: get to feet

NARRATOR: Walter pushed to his feet, moving towards the path to see how far it went. He paused, looking back.

WALTER: What do you mean?

MESSENGERS
OF THE

MOUNTAIN: HOLD OUT YOUR HANDS.

NARRATOR: Walter brought his hands forward, holding them together to form a bowl. As he did, the elemental moved to place something inside the makeshift hollow. Amber-colored light poured into his hands. It spread through his body until every part of him glowed.

MESSENGERS
OF THE

MOUNTAIN: WE GIVE YOU THE GIFT OF FIRE. USE IT WELL. NOW GO. YOU MUST REACH THE GATES BEFORE THEY REOPEN. ALL IS SET IN MOTION. RUN!

Sound effect: running that fades out

NARRATOR: Not wasting any time, Walter plunged down the lit corridor. He only hoped the trail wouldn't lead him astray.