

SOMEWHERE INBETWEEN

"Talk To Me"

by
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TEASER

FADE IN:

- 1 EXT. RENGLER MANOR - TWILIGHT 1
- The MANOR is ghostly. Downright eerie, you could say. The sky is a grey colour, thunder and lightning crackling high above. Rain crashes down from the heavens.
- 2 INT. RENGLER MANOR, MAIN LOBBY 2
- Lavish in design, expensive in scope, a sight to behold.
- Stepping into frame is a rain-soaked CHRIS, casting a disapproving eye over the proceedings.
- Though it isn't actually so, it appears that the paintings are casting foul looks towards Chris.
- Chris sighs, and then begins to walk off. His breath lingers in the air a tad longer than you'd expect.
- 3 INT. RENGLER MANOR, CORRIDOR 3
- Yes folks, this is where Chris fought Rengler's Harryhausen army. He slowly walks along, looking left to right at various D-Grade artefacts and paintings. Then, he stops and stares ahead, bewildered expression on his face.
- In front of Chris is the Skeleton Army. They still have their swords from the previous battle, and look worse for wear in the old bones department.
- Chris stares them down for a second, almost willing them to make a move against him. The Skeleton Army meet the gaze, but slowly decide to manoeuvre themselves out of the way. Their faces belie the fact that it isn't by choice.
- Chris breathes a sigh of relief, and walks past them. As he does so, he stares into the foremost Skeleton's empty eye sockets. For a brief millisecond, they appear to FLASH red.
- This frazzles Chris, but it disappears as quickly as it came. He carries on walking, missing the fact that the skeleton almost appears to be grinning..
- 4 INT. RENGLER MANOR, STAIRCASE 4
- Chris slowly walks down the stairs. There is no sound whatsoever in this scene, a notion not lost on him. He looks around from left to right, increasingly on edge.
- Reaching the door to the Torture Room, Chris stops. He rests his hand on his pocket, tapping a gun. We don't see what the gun is yet, but we get the succinct impression it'll have a part to play.

5 INT. TORTURE ROOM.

5

The Torture Room is empty, except for:

DANYAEL, lying on an operating table, his body sliced open in the exact fashion that Rengler did it.

Two of the biohazard-suited Doctors are here too, currently cutting into Danyael. He should be horrified, but he has a slight smile on his face.

Chris walks over to Danyael. His accomplice in the Good Fight slowly looks up at him, and smiles warmly.

DANYAEL

Hi, Chris.

(beat)

You can't save me.

Chris stares in a prolonged fashion at Danyael, haunted by the nature of his words.

DANYAEL (cont'd)

She's expecting you.

Chris nods, knowing before we do whom Danyael means. He walks across the Torture Room, past Danyael. As he does so, we hear some more cryptic comments.

DOCTOR #1

Wow, that's interesting...

DOCTOR #2

I've never seen one quite like that before...

Chris forgets them, cutting a silent trail through the remaining section of the Torture Room. An alarm sounds faintly in the background.

Chris reaches the door at the end, and KICKS it clean off its hinges. (It's a real big door). A FLASH of pure white light that carries us into the next scene envelops him.

6 INT. ROOM

6

REGLER stands at the far side of the room, digging through a file cabinet that wasn't there last episode. TWIST stands across the room. She's wearing all white clothes and looking very sunny.

She approaches the increasingly bewildered Chris. He tries to speak, but the words won't come.

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TWIST

Shush!

(puts her finger to his
lips)

We both knew it would end someday.

(beat; smiles)

Our flaws define us. In the end,
that's all we are.

Chris can only watch as two SPIKED DEMONS appear out of thin air, and grab Twist. He tries to intervene, but he can't. She smirks slightly, as they walk away towards the far side of the room.

A Wall of FLAME appears, and they walk through it.

REGLER (O.S.)

Finally!

Chris faces Rengler, who in turn faces him. Rengler holds up a scroll, retrieved from the cabinets.

REGLER (cont'd)

Ah, Chris, glad you could join me,
I could use a hand.

(off scroll)

These prophecies are really tricky.
This one happens to be in Russian,
I'll do my best to translate it for
you.

Rengler speaks in Russian, but we are given a subtitled translation.

REGLER (cont'd)

(Russian; subtitled)

Where once was a child with a
Golden Voice, power above the
universal reach. The Powers That Be
could not abide. Sent the child
into purgatory. To curse the one
who knows too much, take his voice
and test him again, knowing that
his path is just, and his ending is
written in stone.

7 INT. MOTEL ROOM, CHRIS'S BEDROOM

7

Chris lies asleep in bed.

Chris's eyes open wide, real wide to be exact. There's a fear there we haven't yet seen.

Chris sits up with a fury. He starts breathing heavily, but finds himself unable to speak.

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CONTINUED:

He tries again, looking confused. He slowly comes to the realisation he is still unable to speak, and as the horrible reality kicks in, we:

BLACK OUT:

END OF TEASER

(CONTINUED)

CONTINUED: (2)

ACT ONE

FADE IN:

8 INT. HOTEL ROOM, CHRIS'S ROOM 8

Chris sits up in bed. He breathes heavily, sweats slightly. He wipes some sweat from his brow.

Noises abound from every orifice.

Chris climbs out of the bed. He moves around, frantically looking from left to right. On his chest is a circular red scar, though he hasn't yet recognised it yet.

Calming slightly, he stands tall in the centre of the room, mellow and chilled, breathing growing slightly less rapid by the second.

The sound of a car driving outside ROARS on the soundtrack. Chris drops to his knees, clutching his head. It's pure agony. Sounds have taken on a new, extreme dimension.

Chris gets up. The noise is gone. He breathes a sigh of relief. There is a moment of reflective calm.

Thunder CRACKLES overhead.

Chris clutches his ears again. Think the car was bad, it was nothing compared to this. He tries to yell in pain, but nothing emits from his mouth. He has no way of alerting Twist & Danyael to his discomfort.

It stops as suddenly as it starts.

Chris slowly rises. His breathing is again heavy, and it's taken its toll. He stands to his feet.

Chris looks around, wary. He's almost waiting for the next noise to come and haunt him.

The window is open. Wind rushes into the room. It's a gentle breeze, but Chris takes no chances. He shuts the window immediately, but does so slowly to avoid the noise pollution. The window shut, Chris sighs in relief. Then, he stops, looking around quizzically.

Chris looks at his chest. He sees the red circular scar. It puzzles him. He rubs a hand along it.

It's one of those days.

9 INT. HOTEL ROOM, DANYAELS ROOM 9

Danyael is watching TV. But we don't hear anything, as he wears some headphones. He impassively stares at it.

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CONTINUED:

A cheesy late-night film starring Jude Law is on.

Danyael looks noticeably bored, but he carries on watching.
(Hoping for something to happen.)

He lifts up his t-shirt slightly. The scar that Rengler caused is covered in bandages. Danyael slowly unwraps the bandages, layer by layer. As they wrap off, more and more skin is exposed until we see the scar.

It's nasty and deep. Though Danyael's vampire side is healing it rapidly, it is noticeably grim.

Danyael vaguely recalls what Rengler said while he was unconscious. He puts a hand to the scar. His fingers run along it. It's clammy and still very fresh. His finger accidentally opens it up slightly. Danyael regards it a moment, and then begins bandaging it back to it's original state.

Some things you don't need to know.

10 INT. HOTEL ROOM, BATHROOM 10

Water is running in the shower. The cubicle itself is lined with fog, so we are unable to see anything. Twist is humming a happy little tune while she cleans her cuts & bruises.

The water stops. Twist grabs a towel, and wraps it around her waist. She exits the shower and walks over to the mirror, her hair-dripping wet. If she had a reflection, she'd be examining herself in it by now!

Twist starts brushing her teeth. She stops halfway through, and closes her eyes - when she opens them, they've turned blood red, and her vampire fangs have made an appearance.

She starts cleaning her teeth again, including her fangs.

11 INT. HOTEL ROOM, LIVING ROOM - LATER 11

Twist, Chris & Danyael are all sat on different chairs. None of them make much eye contact. Chris catches sight of Twist & Danyael acting a little too weird. It freaks him out. He tries to speak, and curses under his breath (*bollocks!*) when he remembers he can't.

Something clicks in Danyael's head. He grabs a scrap piece of paper and a black pen. Writing real fast, he crafts a message on the paper before he crumples it up. He throws it across the room, where it flies towards Twist before it hits her in the head.

She spins around, and sees Danyael smiling giddily. Twist shoots him a foul look. (*What the hell was that for?*)

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CONTINUED:

Danyael gives her thumbs up, and then points to the paper. She slowly unwraps it.

(Why aren't we talking?)

Twist writes her own message with a blue pen. She throws the paper to Danyael. He catches it.

(It'd bum out Chris. I don't want to show him up.)

Danyael smiles at Twist. He writes another message on the paper. He goes to throw it to her, but Chris stretches out a hand and catches it. Danyael & Twist trade nervous looks as Chris reads.

Chris looks up. He fakes tears. Twist & Danyael laugh. While they do this, he forms an idea.

Chris goes to writing something, but remembers he has no pen. He looks around in vain.

Twist throws him a pen. He catches it, and starts writing. He throws it to Danyael. He reads the top line.

(Pass it on.)

Danyael smirks. After crossing the top line out, he throws the second draft copy to Twist. She reads the final two lines.

(Twist. I need a favour.)

Twist looks up at Chris, as he frantically motions for her to read the rest of it. She turns her gaze back to it.

(I need you to find a spell.)

Twist looks at Chris. She points a finger at herself (Me?), and Chris nods in return. Twist grimaces and smacks her palm against her forehead. This can't be a good thing.

12 INT. RENGLER MANOR, ROOM 12

Rengler kneels on the ground. His eyes are shut, and his concentration is absolute.

On the floor in front of him is a small urn. Rengler is waving his hands over the urn.

His eyes pop open, and a sly smile hits his face.

13 INT. HOTEL ROOM, LIVING ROOM 13

Twist & Danyael are looking through some spell books. By the looks on their faces, neither is exactly coming up with the right kind of spell.

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But neither stops trying. They push harder, Twist throwing one book angrily across the room in frustration, looking like she wants the answer now.

14 INT. HOTEL ROOM, CHRIS'S ROOM 14

To take his mind off current events, Chris is doing some strenuous exercising.

He starts off by stretching his muscles, and we DISSOLVE TO shots of him doing press-ups, some sit-ups and finally some squat thrusts.

Chris just standing around, all the while sweating profusely from his head. He starts to pace around the room, walking in circles.

Finally, he can't take it, and lashes out like a Cobra at the wall. His fist punches clean through the wall, and with a sigh he yanks it out, and sees that it's bleeding.

Ring Ring - it's the phone. Chris exits frame.

15 INT. HOTEL ROOM, LIVING ROOM 15

The phone is ringing.

Chris is the only one there. He looks around for Twist & Danyael. They are currently AWOL. Their spell books are scattered around the room.

Chris continues to stare at the phone. Finally, not best pleased about it, he picks the phone up. Chris doesn't say anything. Not that he'd have a chance to anyway, the person on the other end says enough. Not that we hear her, just that its clear from Chris's increasingly bamboozled facial expressions that he does, and whatever he's hearing isn't welcome news.

His eye starts to drop. His eyes start to twitch. His hand clutching the receiver as tight as can be.

Finally, the person on the other end hangs up. Chris picks up the phone, and yanks it from the wall. He throws it out of the window outside. He hears a yelp.

Chris picks up a spell-book, takes a seat, and starts flicking through it himself.

The door opens. Twist & Danyael enter. He clutches his head, obviously pained. (Possibly by a flying phone.)

Chris stands up, facing them. Though he doesn't speak, he makes his anger clear with constant hand-movements and slightly comedic facial expressions.

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Twist & Danyael stare at Chris, and at each other, just trying to keep up with his distinctly non-verbal venting.

He stops in the middle of his rant, and stomps his feet.
(*Where were you?*)

Twist pulls a stake from her coat pocket. She starts making a stabbing motion. Chris stares at her in disbelief. Danyael stares at her, intrigued. Twist realises what she's doing, and tries to change tact.

Twist points to Danyael, and before he can react sweeps his feet from under him. He hits the ground, and she brings the stake perilously close to his heart. She motions for a staking, and does an overtly dramatic impression of blood flying all over the surrounding area.

During this, Danyael looks mortified.

Chris nods in understanding. Twist smiles, and slowly moves away from Danyael.

He gets up quickly dusting himself off. He shoots Twist a weird look. She laughs at this.

Twist produces a notebook from her pocket. She starts writing inside it. When she's done, she passes it to Danyael. He writes his peace too, in black pen as opposed to her blue. He throws the notebook to Chris. He reads.

(*TWIST: We went Vampire hunting. I killed eight, and stole this notebook from a smack dealer.*)

Chris smirks. He continues reading.

(*DANYAEL: I met a fan - shame she actually tried to beat me to death with it.*)

Danyael bends his head. Twist points to several areas where he's suddenly lacking hair.

Chris laughs at this - though naturally we don't hear it.

16

INT. RENGLER MANOR, ROOM

16

Rengler CLAPS his hands together, and very slowly begins to pull them apart. As he does so, a blue flame oozes from his palms, hovering in mid-air. The act weakens Rengler, but it doesn't stop him for very long.

He stands to his feet, and starts thinking about a spell. His eyelids flicker erratically, and the entire core of the mansion begins to shake.

But still nothing deters him.

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Rengler feels his knees buckle, and his arms suddenly grow too painful to keep upright.

But still he doesn't stop.

Finally the room is engulfed in white light. Rengler opens his eyes, and relaxes. Heavy breaths are the order of the day. He stares forward, into the light.

He smiles, malevolently.

The view is breathtaking (we'll have to take Rengler's smile as proof of that for the mo.)

17 INT. HOTEL ROOM, LIVING ROOM 17

Twist is reading through spell-books. She's clearly struggling, but she battles on.

Danyael is listening to his CD player (with headphones, natch.). We don't hear the tune.

Chris is jotting down ideas in the notebook. He's trying to formulate his knowledge of magic on the pad, hoping it'll strike a spark. So far it's only emitting static.

Suddenly, it comes to Chris. He puts the pad down, and walks straight out of frame.

Twist & Danyael don't notice. She shuts the book, and without looking throws it across the room. There's another yelp. She turns, and sees Danyael rubbing his head in agony again. Twist is glum. (Sorry). Danyael is jovially pissed. (*Two strikes.*)

18 INT. HOTEL ROOM, CHRIS'S ROOM 18

On the bed are the items that Chris pilfered from Monsieur Rengler. They're an odd collection of artefacts. Each has its own distinctly surreal charm.

The one that catches Chris's eye is a square box. Gold lettering is emblazoned on the side. (Sheneathe)

He opens it up, and is instantly blinded by WHITE LIGHT. Chris shuts it, the wheels in his noggin doing 60mph. He blinks a few times as his sight returns, before looking thoughtfully back down at the box.

19 INT. HOTEL ROOM, LIVING ROOM 19

Chris strolls through the room, right over the laptop. He passes Twist & Danyael having a very ungraceful fight - it's not even a fight, so much as a playground level scrap. Neither gains an inch, but then again neither is trying for a real advantage.

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Chris sits down at the table, and starts searching the Internet on the laptop. He types in a search-term on Google (Sheneathe).

There are over a million potential sites, but the first one catches Chris's eye: sheneathedevice.com. He clicks on the site, and is taken on a whirl-wind flash animation tour.

Chris stares intently at the page, slack-jawed by what unfolds before his very eyes.

The other two catch sight of that look. They stop fighting, and look at Chris. He doesn't meet their gaze, too focused on what he sees on the screen.

Twist & Danyael look perplexed by Chris's gaze. It like someone, or something possesses him.

Chris slowly rises, and walks over to his room in a monotone fashion. He slams the door shut.

Twist & Danyael trade a wry look. (*What's going on?*)

A moment later, the door opens.

Twist & Danyael look surprised by what they see. It gives them great entertainment.

Chris stands in front of them, suited up with the Judo Bag by his side, holding a notepad in his hands. On it, in big letters, are the words:

(*It's time we paid Rengler another visit. Are you in?*)

The look on Twist & Danyael's face says it all. Twist gives him the thumbs up, before we:

BLACK OUT:

END OF ACT ONE

(CONTINUED)

CONTINUED: (2)

ACT TWO

FADE IN:

20 EXT. RENGLER MANOR - EARLY EVENING 20

The black Ford pulls into view. Chris stop the engine and looks across at the Rengler Manor - it doesn't look much different to the last time we saw it, except for the added security in the form of several vampire guards who are skulking up and down around its perimeter.

Chris frowns and turns to Twist and Danyael. He motions a jump over a wall, but then shakes his head to say that's a bad idea. He then points downwards, and pinches his nose with his fingers. Twist scribbles in her notebook and holds it up:

(Sewers? Please don't say that meant 'sewers'...)

Chris nods for yes. Twist pouts and scribbles again:

(Sometimes, I really hate you...)

Chris smirks and hops out of the car, not noticing as Twist throws the notebook at him.

21 EXT. SEWERS - ACCESS HATCH. EARLY EVENING. 21

A manhole slides out of view, and Twist peers down into the sewer tunnel below. She wrinkles her nose up and throws a pleading look at Chris, pointing to her flashy-looking New Rock boots and rubbing her fingers together to indicate that they were expensive.

Chris mimes playing the violin, and with a scowl Twist starts down the ladder. Danyael follows, and lastly Chris, pulling the manhole shut after them. As it closes with a loud CLICK, we cut to:

22 INT. RENGLER MANOR - STUDY. 22

Rengler is poring over a spellbook, busy eating from a large plate of meat and vegetables, when his head snaps up as the 'click' of the manhole is heard. He looks from side to side before spotting a flashing red light on a wall of security monitors to his left.

One monitor is labelled 'Sewer Entrance #1', and on screen we can see Twist, Danyael and Chris splashing along the tunnel.

Rengler smirks and snaps his fingers. We pan to the left and see a servant who wasn't standing there a moment ago.

Rengler nods his head towards the monitors, mouth full of food to stop him talking, and with a respectful bow the servant leaves the room.

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CONTINUED:

Satisfied, Rengler goes back to his book.

23 EXT. SEWER TUNNEL. EARLY EVENING. 23

Twist stops by a small wire grille, and motions to Chris. Scribbling on her notebook as she blows a stray lock of hair from her face, she points to the grille.

(Way in?)

Chris nods, then waves a hand - After you. Twist throws a mock smile back at him, then with a quick check up and down the tunnel KICKS the grate as hard as she can.

The loud CLANG that follows as the grille hits the tunnel floor reverberates up and down the tunnel, and Chris holds his hands to his ears in obvious pain. Twist cringes, and bites her lip - *(Sorry!!)*

Chris sighs and shrugs, then stabs a thumb towards the grille - Get moving. Twist peers into the blackness beyond, then hops up and crawls into the grille.

24 INT. RENGLER MANOR - LAUNDRY ROOM. EARLY EVENING. 24

In one corner of the large laundry room, with two huge washing machines clattering away in one corner and several empty laundry baskets lying around, there is a drain next to a large sink, and the grating of this drain rattles as Twist pushes through it.

Scanning the room, she gives the thumbs up to the boys for 'all clear' and then hops up into the room. Danyael follows, climbing awkwardly out, and Chris is last, carefully replacing the grate behind them.

Twist reaches into her backpack and grabs a stick of camouflage paint, daubing two stripes beneath each eye and pulling on a black beanie to tuck her long, blonde curly hair away. She offers the stick to Danyael, who grins and points to the already impressive bags under his eyes. Twist grins back and tucks the paint away.

Chris paces over, looking over the room and spotting another access point through the laundry chute in the ceiling.

(Now what? Up or out?) scribbles Twist on her pad, and Chris indicates he wants her and Danyael head out through the room's main doors, while he's going to climb up the inside of the laundry chute. Twist throws him a sceptical eyebrow at this suggestion, and writes:

(I'm sorry, I didn't realise you were 'Spider-Chris' all of a sudden!)

Chris scowls and snatches the pad off her:

(CONTINUED)

CONTINUED:

(Stop being a smartarse and get out there! I want you two to cause a diversion while I get what I came here for.)

Twist looks at Danyael, who shrugs. Chris sighs again and scribbles some more:

(Remember those demons they were cutting up? Free the ones who can still walk and make some noise. Can you manage that?)

Twist pokes her tongue out at him as Danyael nods. They turn to leave when Chris taps Twist on the shoulder, rapidly scribbling again:

(And for God's sake, be quiet!!)

Twist nods and throws a mock salute, and with a weary look Chris heads for the laundry chute as we follow Twist and Danyael over to the door. Danyael tries it - locked.

He looks to Twist, who holds up a finger - *Leave this to me!* Reaching into her little backpack again, she brings out a small set of lockpicks.

In the background, Chris leaps into the chute, clambering with some difficulty up it and disappearing from view.

When he's out of sight, the door opens with a click, and Twist tucks the lockpicks up her sleeve and holds the door open for Danyael. He mimes applause as the two step through, off screen.

A beat, then with a soft THUD Chris falls back down the chute with a white sack full of laundry on top of him, hitting the basket waiting below. He throws the sack off, and with a face like thunder reaches back up for the chute again.

25 INT. TORTURE ROOM. EARLY EVENING.

25

The same long, grim room, with rows of operating tables and a gaggle of the biohazard-suited DOCTORS milling around.

Demons in various states of life expectancy lie on the tables, some cut open and displayed grotesquely as the doctors work on them, others doped up and awaiting their fate, others restrained and struggling as they see what happens to their fellows.

A side door at the far end of the room opens and Twist and Danyael sneak in, taking cover behind a collection of lab equipment.

The two vamps watch the scenes in the room with a look of horror, Danyael unconsciously rubbing the scar on his chest at the memory of nearly being dissected himself. Twist rubs her chin thoughtfully, trying to cook up a plan as Danyael scribbles in the notebook:

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CONTINUED:

(Do we have a cunning plan?)

Twist thinks for another beat, then takes it back:

(Follow my lead, Spook...)

Danyael watches as Twist stands and strides boldly towards the middle of the room.

One by one, the doctors stop what they're doing and regard this strange intruder as she walks straight into the middle of the room.

Twist looks round, making sure she has all their attention, then raises her hands and makes the universal 'come get some' beckoning gesture, broad smirk on her face.

Not exactly slow on the uptake, Danyael is already sneaking along the rows of tables, using a handy scalpel to free the bonds of those demons that can still move, pressing a finger to his lips of the closest and nodding towards Twist. The demon nods back, knowing to wait for the signal.

Twist puts her hands on her hips expectantly and starts tapping her boot on the floor, the sound echoing around the room.

The doctors exchange looks, then the nearest two raise their hands to each other.

After a beat, they engage in a quick game of Scissors, Paper, Stone, and when one doctor loses, the other jerks a thumb towards something lying on a table just out of view. The losing doctor nods, and leans off screen.

He returns a moment later with a large, blood-stained bone saw, which he starts up, the high-pitched WHIRRING sounding like a million dentist's drills running at once.

Suddenly Twist doesn't look so cocky anymore.

26

INT. RENGLER MANOR - HALLWAY. NIGHT.

26

Scrambling up a laundry chute mounted discreetly into the wall, Chris finally makes it onto solid ground, now on the first floor of the mansion.

He checks the corridor up and down, ducking to one side out of view as a maid walks past the junction at the corridor's end, pushing a trolley.

When the coast is clear, Chris steps out and paces forward, freezing when he sees a camera mounted in the ceiling up ahead. He raises his hand and starts to mutter a spell, but after a beat realises it won't work while he can't speak, and he hangs his head.

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CONTINUED:

Snapping his fingers suddenly as he realises something, and reaching into his jacket he brings out a small black box. Holding it above his head, he walks straight out into the camera's path.

27 INT. RENGLER MANOR - SECURITY OFFICE. NIGHT. 27

A gaggle of security staff stand around watching the monitors, focusing on the two showing Twist backing away from the advancing doctor with the bonesaw.

We pull back to see a chalkboard propped next to the monitor, with a line dividing it in two - one side is labelled 'Crazy Doctor' and the other 'Vampire Chick.'

A beefy guard, barely fitting into his uniform, is accepting wads of money from the crowd around him as another marks off the bets - and let's just say the bookie isn't favouring Twist at the moment.

28 INT. TORTURE ROOM. NIGHT. 28

We're back with Twist, her eyes fixed on the doctor as he paces forward, bonesaw buzzing. Twist's eyes flick left and right, looking for a way out or a weapon, but there's nothing in range.

The doctor would be cackling evilly if we could hear him over the saw, but as it is he just looks ready to start slicing.

Twist suddenly stops, and with a calm look assumes a kung fu fighting stance, ready for his attack. The doctor pauses, confused.

Still working his way round the room, he and the demon he's just freed watch Twist intently, wondering what the heck she's playing at.

The doctor cocks his head to one side, then LUNGES at Twist with the saw. He's inches away from Twist when she starts to turn, and with cat-like grace she sidesteps and trips him, giving him an extra shove and sending him straight into one of the banks of lab equipment lining the room.

The saw slices into the bulky casing round the electronics, and with a SLOW MOTION shower of sparks, the doctor is ELECTROCUTED, juddering back and forth before finally releasing the saw. He SLAMS into the floor, very dead.

She bows her head to her fallen foe, then spins back round to face the rest of the room.

After a beat the demon next to Danyael, short and orange skinned with a large jaw, starts to clap.

She shrugs: (*It was nothing.*)

29 INT. RENGLER MANOR - SECURITY ROOM. NIGHT. 29

One guard at the back reaches out and collects all the money from the rest of the stunned security team, having been the only one of them to bet on Twist.

They don't notice one of the monitors behind them fizzing with static, before clearing up and returning to normal.

30 INT. RENGLER MANOR - HALLWAY. NIGHT. 30

Chris paces along again, past a doorway that is slightly ajar, leading into a large boardroom. Chris checks around and then ducks inside.

31 INT. RENGLER MANOR - BOARDROOM. NIGHT. 31

A long, well polished mahogany table with tables arranged all around, and walls filled with framed photographs that Chris pauses to examine.

We pan along them as Chris examines them - Rengler is seen warmly shaking hands with everyone from Anton LaVey and Aleister Crowley to Bill Clinton and Oprah Winfrey...

Chris manages a wry smile at the motley crew of characters Rengler seems to know, before spotting something in the far wall.

Hung across the whole of the back wall is a large tapestry, which seems to depict some exquisitely detailed battle scene between two hordes of dark-clothed warriors, literally tearing one another apart with tooth, claw and fang. A large tower rises out of the centre of the piece, with thunderclouds and lightning crackling all around it.

Distant sound effects punctuate the scene as we CLOSE IN to make out two figures standing on top of the tower, locked in a titanic battle.

Chris studies the tapestry for a moment, then snaps his head round as he hears muffled voices talking in the corridor outside. Grabbing a pocket digital camera from his pocket, he takes a few photos and then looks for a way out.

Spotting a small passageway leading off to the right of the tapestry, he heads down there.

32 INT. TORTURE ROOM. NIGHT. 32

THWACK. Another dead Doctor drops into view as we lie sideways on the floor, and as we level out and pan back, we can see that most of the doctors in the room are lying dead either on the floor or slumped over the operating tables, while the released demons exact bloody vengeance on those still standing.

(CONTINUED)

CONTINUED:

Danyael joins Twist in the centre of the room as they survey the happy carnage raging around them. The sounds of punches and kicks, the clanks of heads bouncing off tables and the thuds of blows landing are creating a sort of rhythm for the scene, and after a shared look, Twist and Danyael start bopping on the spot to it, living out their breakdance fantasies in this unusual setting.

33

INT. RENGLER MANOR - ANTECHAMBER. NIGHT.

33

The small passageway we left Chris in opens out into a larger room, and Chris slows down as he walks into it, the brightly lit rectangular room obviously having something that captures his attention.

Behind a protective wall of glass is a long and ornate painting, depicting some kind of chair and an attached device, DaVinci-style, split out and separated into its component parts, but viewed from a diagonal angle so the method of assembly can be seen.

We pull back a little to pick up a glass cabinet, man-sized but only containing one thing: a plinth with a black velvet cushion on it, on top of which glints two small, golden pieces of machinery.

Chris peers into the cabinet at the two pieces of machinery, looking back across to the painting and identifying them as parts of the machine.

Chris walks up to the painting, a fascinated look on his face, and reaches out a hand for it but freezes at the last moment, correctly realising it's alarmed.

He steps back and draws his camera, but the glass covering flares up when the flash goes off and Chris frowns as he realises he'll have to remove the glass to get a picture.

He looks round the room for something to throw, but the long room is empty apart from those two things. With a shrug, he rears back and prepares to kick the glass away. Just before his boot lands, we cut to:

34

INT. RENGLER MANOR - CORRIDOR. NIGHT.

34

With a collective ROAR, the angry demons, freed from captivity, burst out of the doors from the torture room and as one race towards the stairs leading up into the mansion proper, followed a moment later by Twist and Danyael, Twist brushing her hands together at a job well done.

She and Danyael exchange a nod before starting up the stairs after the demons, distant sounds of breaking glass and shouting voices indicating that their diversion is well underway. Twist pauses suddenly, and taps Danyael on the arm. She writes down as he turns:

(CONTINUED)

CONTINUED:

(Hang on a sec, I just spotted something...)

She breaks off towards a doorway to the left. Danyael looks around, then with a roll of his eyes follows his erstwhile team-mate into the room.

35 INT. RENGLER MANOR - COMPUTER ROOM. NIGHT. 35

Twist steps into a darkened room with three desks, all with computer terminals on them. She flicks one on, and with the whirr of its tower and the clicks of its hard drive, it starts to boot up.

Danyael pulls a face at her, indicating that they should hurry up, but Twist holds up a finger to him to wait, before turning to the screen, her face illuminated by the soft blue glow from the monitor.

After a beat, she clicks on something on screen with the mouse and starts to type.

36 INT. RENGLER MANOR - ANTECHAMBER. NIGHT. 36

Chris hops up and down, grimacing with pain and holding his wounded hand under his armpit. Obviously his attempt to kick the glass failed, and his follow-up punch just succeeded in proving how strong the glass is.

A boot print on the glass stares back at Chris as he draws his katana, first rearing back for a swing at the glass, but pausing mid-way through and using its tip to cut a small circle out of the glass instead.

He waits a few beats for an alarm to sound, and when nothing happens he starts to cut away at the corners of the glass, hoping to detach the glass from the painting without activating the alarms.

37 INT. RENGLER MANOR - COMPUTER ROOM. NIGHT. 37

Danyael fidgets in the background as Twist taps away at the computer's keyboard, pausing to read of whatever's on the screen.

Danyael coughs once to get her attention, nodding towards the door when she looks round. Twist scowls and writes on a pile of printer paper lying on the desk next to her:

(Important!)

She turns back to the screen and reads on, at first frowning and then looking shocked, her expression one of surprise. She looks round for a floppy disc, finds one and slams it into the disc drive, saving whatever it is she's seen. After a few clicks from the disc, she removes the disc and dashes out of the room, Danyael in tow behind her.

Chris is at the far edge of the glass screen, carefully cutting away the last corner so that the glass will fall away from the painting and he can either photograph it or steal it.

Bracing himself to catch the glass as it falls forward, it falls against him with a meaty THUD, his shoulders flat against it as he tries to lower the glass carefully to the ground. He's halfway there when there is a tinkling sound to his right.

A hairline crack is creeping across the opposite end of the screen, from top to bottom.

Chris is about eight feet away from the crack. He looks flustered as he tries to edge slowly along the screen, keeping it braced as he stretches his fingers out to reach the crack before the whole chunk of glass breaks away.

Making painstakingly slow process, freezing every time the glass cracks a little further, Chris makes a superhuman effort to get his right hand just inches away from the crack...

Chris' fingers snake into screen, and at the last moment, as the chunk of broken glass starts to fall away, his hand lances out and catches it, his palm flat against the broken piece to support it.

Chris breathes a sigh of relief, but moments later there is another CRACK, and he is helpless as he turns and sees the glass crack at the other end of the screen, the fracture snaking up the screen in seconds.

The chunk of glass falls to the ground and SHATTERS, and a loud alarm klaxon sounds, the room bathed in red flashing lights. Chris leaps forward, hands pressed over his ears.

In a glorious slow motion shot, the rest of the screen SHATTERS as it falls to the floor.

Chris looks down at the mess of glass on the ground, and rubs a hand over his weary eyes. Looks like another fine mess he's gotten himself into.

He doesn't look up as we hear the sounds of running feet rapidly approaching the room.

BLACK OUT:

END OF ACT TWO

(CONTINUED)

CONTINUED:

ACT THREE

FADE IN:

- 39 INT. RENGLER MANOR - ANTECHAMBER 39
Resume. Chris stands in the room, motionless, the alarm bleeping constantly at increasingly loud levels.
- 40 INT. RENGLER MANOR - CORRIDOR 40
Twist & Danyael race along.
- 41 INT. RENGLER MANOR - BOARDROOM 41
The Angry Demons cross the Boardroom. Halfway through, they stop suddenly. Their anger turns to fear.
We catch a brief glimpse of a DEMON staring at them, but we can't get a decent look at him. He appears to have skin of rock, or maybe lava.
- 42 INT. RENGLER MANOR - ANTECHAMBER 42
The alarm stops. Chris looks bemused, and a little concerned. He reaches into a cleverly concealed holster, and pulls out a small little dagger before he approaches the door.
- 43 INT. RENGLER MANOR - ROOM 43
Rengler stares at a Filing Cabinet in front of him. (The same one from the Teaser.) He eyes it wearily. In his hands is a Prophecy. It's written in Russian. He laughs unsettlingly as he reads.
- 44 INT. RENGLER MANOR - CORRIDOR 44
Twist & Danyael stop. They stare ahead, exchanging quizzical looks at what stands in front of them.
- 45 INT. RENGLER MANOR - BOARDROOM 45
A plethora of blood-curdling screams abound, as blood splashes against the window. We can hear the sounds of some sort of ruckus going down in there.
- 46 INT. RENGLER MANOR - ANTECHAMBER 46
Chris approaches the door, tentatively.
- 47 INT. RENGLER MANOR - ROOM 47
Rengler reads the prophecy out loud in subtitled Russian.

RENGLER
(Russian; subtitled)
The 35th test is grave with peril.
(MORE)

(CONTINUED)

CONTINUED:

REGLER(cont'd)

The vampire with half a soul will fight an enemy unconventional in means. The escapee from Hell, and her accomplice, will fight an Army of the doomed.

(beat; eyes widen)

We do not govern the tests. The results are not set in stone.

He smiles wryly.

48 INT. REGLER MANOR - CORRIDOR 48

PAN AROUND from Twist & Danyael to the SKELETON ARMY standing in front of them, and back around to Twist & Danyael, looking a lot less confident. Twist sets her jaw and makes a few practice swings with her trusty bat.

49 INT. REGLER MANOR - BOARDROOM 49

Chris enters the room, looking around in horror. PAN AROUND from Chris to the carnage before him, noticeably the very dead angry demons who were headed for him.

PAN AROUND from the carnage back to Chris, who doesn't realise that behind him, stands the perpetrator of this gruesome act of carnage.

Our first good impression of the creature reveals it to be an aptly named HELLSPAWN DEMON. Six feet in height, 240lbs, skin of rock and red eyes that haunt the room.

He reaches for Chris with his large hand, but Chris spins around like a flash, lashing out at the arm with the dagger.

The dagger bounces off the demon's thick hide, causing a slight spark from an ineffectual hit. The Hellspawn laughs and BACKHANDS Chris, sending him hurtling across the room into the wall. Plaster rains down on him as he collapses to the floor.

50 INT. REGLER MANOR - CORRIDOR 50

The skeletons approach Twist & Danyael. They grab decorative swords off the wall as they advance, wrenching them out of Rengler's displays. Without warning, the skeletons suddenly CHARGE the duo.

The skeletons come on with a fury. Twist & Danyael can barely keep up with their onslaught and are pushed backwards, the skeletons keeping them strictly on the defensive.

Twist bats away one sword blow and lands a good hit back with her bat, knocking the creature's skull to an awkward angle, and it staggers away from her.

51 INT. RENGLER MANOR - BOARDROOM 51

Chris slowly gets to his feet, dazed from the punch. The Hellspawn HITS him again. This time, Chris goes sailing into the window, which CRACKS slightly.

The Hellspawn approaches, and throws its fist forward. Chris dodges at the last moment, and the Demon hits the glass, which CRACKS again.

Chris dances round the beast and lands three solid body blows, followed by one ferocious PUNCH to the demon's jaw. After a moment to shake its head, the demon laughs it off and grabs Chris, throwing him across the room again.

Chris goes smashing through a glass-table, cutting his body in a half dozen different places. He tries to slowly push himself to his feet, but the wind is well and truly knocked out of him

The Hellspawn Demon laughs.

52 INT. RENGLER MANOR - ROOM 52

Rengler waves his hands. In front of him appear two glass orbs. With their help, he watches the fights in progress.

53 INT. RENGLER MANOR - CORRIDOR 53

Twist chops down a skeleton in front of her, smashing its rib cage away with one swing and then its skull with another. Getting in the hang of it, she starts pushing the four she's fighting backwards.

Loving every minute of it, she doesn't notice that Danyael isn't faring particularly well.

54 INT. RENGLER MANOR - BOARDROOM 54

The Hellspawn Demon grabs Chris by his collar and raises him into the air, sneering at the helpless hero as he rears back his free hand for another killer punch.

Chris spins his legs round, and SLAMS them into the demon's thigh. He buckles to one knee and Chris rolls to his feet. With a scoop, he grabs the dagger and starts slicing and punching for all he's worth.

He has the demon on the ropes, and doesn't let up. The Hellspawn appears to be losing.

Its eyes tell a different tale.

55 INT. RENGLER MANOR - CORRIDOR

55

Twist takes down the four skeletons in front of her with a truly awe-inspiring collection of bat swipes. The assortment of odd bones vanishes before her.

She turns, and sees Danyael getting increasingly pushed back by the last remaining skeleton, its blade pressed against his throat.

Twist leaps into the frame, and with a flying swipe knocks out the creature's neck. Its head bounces down to the floor and the rest of it falls backwards, shattering into its component parts on impact.

A relieved Danyael gives Twist the thumbs up as she grins back and starts swinging the bat around, making lightsaber 'swoosh' noises.

56 INT. RENGLER MANOR - BOARDROOM

56

Chris grabs the Hellspawn by the back of the head and raises the dagger. He brings it sharply towards the demon's eye, but the Hellspawn stops it at the last moment.

Chris struggles, but it's too much. The Hellspawn lowers the arm, and pushes it so the dagger digs into Chris's gut. His face convulses in agony.

The Hellspawn laughs again.

Chris slowly looks at the Hellspawn with a truly sadistic gaze. Chris pulls his arms away, and locks both arms around the Hellspawn's neck.

With concerted effort, he SNAPS the neck, breaking it instantly. The Hellspawn slumps to the ground.

Chris backs off, and with a wince of pain pulls the dagger from his gut.

Staring at the blood on the Dagger. His eyes go wide.

Chris SNARLS and approaches the barely alive Hellspawn. He grabs the dagger and SLAMS it down into the demon's chest. Chris twists the knife as far as it'll go, and the Hellspawn dies with a final ROAR of pain.

Chris stands up, and looks at the dagger. After a long beat, he slowly LICKS the blood from the blade. When all the blood has been cleaned away, Chris pockets the knife.

He pauses for a moment and closes his eyes, as though sending that part of himself back into its box again. When his eyes reopen, he seems calm, focused once more.

57 INT. RENGLER MANOR - CORRIDOR 57

Twist & Danyael walk along. Twist is still all-warm and tingly from the ass-kicking she meshed out to the skeletons, while Danyael is a little less warm and tingly, more cold and bruised.

They turn a corner and see a long staircase leading down into the ground floor of the manor, and after a quick check left and right for any more bad guys, they start to descend the staircase.

58 INT. RENGLER MANOR - BOARDROOM 58

Chris kicks through the door and into the scene dramatically, the doors knocked off their hinges and clattering to the floor. He takes one step inside and stops, sniffs the air. He turns around, something having attracted his attention.

Spotting the Filing Cabinet, Chris walks towards it cautiously - it wasn't there a moment ago.

59 INT. RENGLER MANOR - BOARDROOM 59

Chris tries to open the cabinet, but it's firmly locked. He puts his hand on it, and closes his eyes, and after a moment green tendrils of magic slowly seem to emanate from Chris' palm, and positioning themselves around the lock.

60 INT. RENGLER MANOR - TORTURE ROOM 60

Twist & Danyael push open the door to the grim chamber and look around tentatively. Save for them, the room is eerily empty. They exchange a cautious look and then step inside.

61 INT. RENGLER MANOR - BOARDROOM 61

With a soft FOOM, the lock is blasted open.

62 INT. RENGLER MANOR - ROOM 62

Rengler suddenly falls to his knees, gasping for air. His eyes snap from side to side, trying to figure out what's just hit him. His eyes narrow as he realises, and with a snarl he jumps back to his feet.

63 INT. RENGLER MANOR - TORTURE ROOM 63

Twist studies an operating table. Fresh blood drips off the side. A disgusted look crosses her face as she ponders just what could have happened on this very table, and she stands, shivering on reflex.

Danyael stands behind her, but suddenly shakes his head, touches his chest, and looks down with alarm as BLOOD seeps through his clothes. He looks up at Twist, concerned.

(CONTINUED)

CONTINUED:

She looks round, and her eyes bulge at his new wound.

64 INT. RENGLER MANOR - BOARDROOM 64

Chris opens the cabinet. He pulls out a blank scroll, but before his eyes, it starts to fill with text.

It reads: The mark of all those who seek power is to change the world. Money is no object, but evil is a necessary must. In the case of the one known as Rengler, he will create something that the world has never seen before, and with it bring a self-manufactured Apocalypse.

65 INT. RENGLER MANOR - ROOM 65

Rengler pulls a blank, white sheet of papyrus from a drawer before him. He puts his palm on it and murmurs a short incantation, and the sheet bursts into FLAMES.

66 INT. RENGLER MANOR - BOARDROOM 66

The scroll in Chris' hand turns to fire, briefly engulfing his hand. He's barely able to put it out, swatting the fire away with his other hand, and in doing so he becomes angrier than we've ever seen him.

With a scowl, he throws the singed scroll down onto the floor and stomps off screen.

67 INT. RENGLER MANOR - TORTURE ROOM 67

Danyael's eyes glaze over, and he totters towards one of the operating tables, flopping onto his back on its surface. He begins to convulse uncontrollably as Twist dashes over, grabbing and squeezing his hand. She looks round frantically, looking for something to snap him out of it as Danyael's eyes roll back in his head.

68 INT. RENGLER MANOR - ROOM 68

Rengler glances round at the wall of security monitors behind him and leans in closer on one of them.

We see the increasingly worried Twist trying to restrain the convulsing Danyael.

Rengler's face picks up. His eyes turn towards the door.

69 INT. RENGLER MANOR - TORTURE ROOM 69

Twist doesn't see the door to the room swing silently open, and Rengler approach her from the shadows behind. She attends to Danyael too much to notice.

(CONTINUED)

CONTINUED:

Rengler rubs his palms together, and as she hears the sound Twist looks up, frowns, then snaps her head round. She sees Rengler at last, but it's too late.

She reaches for her bat, but before she can get to it Rengler fires a BLAST of blue energy towards Twist.

It hits her dead in the stomach, and sends her flying backwards headfirst into the confines of a wall. She slumps to the ground, seeing stars.

70 INT. RENGLER MANOR - STAIRCASE 70

Chris quickly descends. He busts down the door at the end of the staircase like it wasn't there.

71 INT. RENGLER MANOR - TORTURE ROOM 71

Chris enters, seeing Twist & Danyael strapped down to operating tables with manacles, and Rengler over the side of the room. Rengler has the bonesaw in his hands and is dressed in a PVC labcoat, with gloves and goggles too.

They stare off for a few beats. And then, it begins.

Rengler throws the saw to the ground as Chris charges towards him, each gathering up a ball of magical energy in one hand - Chris has blue, Rengler red. They THROW their respective bolts at each other.

Rengler's spell catches Chris in the stomach, just as Chris catches Rengler in the legs. Both are temporarily frozen to the spot, struggling to move.

The spells break, and they start again. Rengler fires a black bolt of energy towards Chris, while Chris replies with a yellow ball of magic.

At the speed they're moving, both spells have the added bonus of sending each man hurtling into opposite walls as they SLAM into each of them.

They slowly pick themselves up. Rengler clutches his head, while Chris clutches his gut. Charging forward again, Chris readies another blast of magic.

Chris fires his spell towards Rengler, but with a wave of his hand he parries it away, and with a gesture from his other hand pulls Chris towards him.

When Chris gets closer, Rengler grins, reaches behind him and STABS Chris in the gut with a dagger. Chris coughs up some blood, staring with disgust at Rengler.

Rengler lets him fall to the ground. Chris' eyes slowly begin to shut.

(CONTINUED)

CONTINUED:

REGLER

Don't give up now, Chris! Talk to
me...

Chris's eyes finally shut, and we:

BLACK OUT:

END OF ACT THREE

(CONTINUED)

CONTINUED: (2)

ACT FOUR

FADE IN:

72 RENGLER MANOR - STUDY. NIGHT.

72

We fade up on a warm study room, a log fire crackling in one corner, the licks of flames dancing across the rows of neatly ordered books, boxes, scrolls and cabinets lining the walls.

In the centre of the room is Chris, unconscious and strapped to a high-backed leather chair. He stirs, looking around him as he wakes up, testing his bonds but finding he can't move at all. He hears footsteps and tries to turn round, but can only see so far.

After a few moments, Rengler strides into the study, wearing a blood-soaked PVC apron and pulling off a pair of latex gloves. He smiles down at Chris, who glares back as Rengler picks up an A4 notepad from his desk and writes on it, turning it to face Chris.

(How do you feel?)

Chris throws Rengler an incredulous look, and he chuckles.

REGLER

My apologies, I couldn't resist.
Come on, Chris, play along! I know
your two vampire puppets downstairs
won't say a word either, so either
my spell affected them as well as
it did you, or...

Rengler pauses, and places his hands over his mouth in mock surprise, before grinning.

REGLER (cont'd)

Oops, now look at me. Let the cat
out of the bag, didn't I? Must have
been the same cat that got your
tongue. Now, let's try this again.

Rengler passes the pad and a pen to Chris, who has just enough movement free with his right hand to write:

(Where are Twist and Danyael?)

REGLER (cont'd)

They're... well, I was about to say
safe, but that'd be a bit of a
white lie. They're not dead yet, if
that's what you mean.

(beat)

Or dead *again*, I should say.

Chris' eyes blaze as he writes again:

(CONTINUED)

CONTINUED:

(Exactly what are you up to here?)

REGLER (cont'd)

A masterpiece, Chris, pure and simple. I'm a man of great vision, and for years I struggled to find the tools to achieve that vision. Now, I have seen the way... and this very night, it shall be completed!

Rengler stands and starts to pace the room, Chris never taking his eyes off him.

Carefully sliding the pen up towards the bonds on his wrist, Chris tries to break through with the pen's tip.

Rengler stands before the large window in the study, watching a storm start to rage outside.

REGLER (cont'd)

Many years ago, I was travelling out in some backwater country, I can't remember exactly where, one of those interchangeable Eastern European states that feature so heavily in bad Forties movies, on one of my many relic hunting trips abroad.

73

INT. EASTERN EUROPEAN TEMPLE. NIGHT.

73

A younger looking Rengler walks into frame, dressed for exploration and holding a flaming torch as he pushes through the cobwebs of the crumbling stonework of the temple.

REGLER (V.O.)

I chanced across an old, abandoned temple, and as I headed inside, on the lookout as always for anything of value I could liberate, I saw a painting.

Rengler walks into the main hall of the church, full of rotting wooden pews and shattered stained glass windows. His attention is drawn to a frieze running along the back wall behind the altar.

The wall appears to be glowing softly, his torch casting flickering shadows around the interior as he creeps forward cautiously.

REGLER (V.O.) (cont'd)

But it was much more than just some colours splashed ungracefully onto the plasterwork, it was... *alive*.

(CONTINUED)

CONTINUED:

Rengler approaches the painting, and as we draw closer we can see what he means - the picture depicts a horde of seemingly random monstrosities, chaotic beings all fused together in one mass of flesh and bone.

That's not the main thing, however - the whole painting is MOVING breathing almost, and as Rengler reaches out a cautious hand to touch it, it reacts to him, moving beneath his fingers. A look of perverse joy hits Rengler as he starts to realise this is something very important.

REGLER (V.O.) (cont'd)

At first, I thought fatigue was playing tricks on me, but I soon came to see that there was magic at work in there. What the temple's old purpose was, I haven't been able to discover. The purpose of the painting, I did find out - it was a channel. A focus point for supernatural energies, both from this world and another beyond, linked together and drawn to that place almost like a sink tap running from the side of a reservoir. Tremendous power, Chris, beyond my comprehension!

74

INT. REGLER MANOR - STUDY. NIGHT.

74

Rengler has a distant, happy smile on his face as he remembers the experience.

REGLER

But, alas, the well had run dry at that particular spot, so there was nothing to be gained from the site. That's when I learned about ley lines. An almost circuit board-like network of naturally occurring energies, criss-crossing the entire planet. It was no coincidence that the painting was at one of these locations! All I needed to do was find another, fashion a new conduit and tap into all that free power...

Chris writes something down again, making sure Rengler doesn't think he's using the pen to get free.

(What does this have to do with us?)

REGLER (cont'd)

Oh, nothing, really.

(MORE)

(CONTINUED)

CONTINUED:

REGLER(cont'd)

You've just interrupted my preparations, and that's the kind of thing I'm afraid I do frown quite heavily upon. That, and the fact that one of your accomplices has something that I need.

Chris raises an eyebrow, and Rengler smirks.

REGLER (cont'd)

All in good time. Well, I'd best be getting back to work. Those vampires aren't going to dissect themselves! Your male accomplice has a particularly unhealthy liver that should provide just the right amount of...

(feigns shock again)

And there I go, giving everything away! Silly me, eh?

With an evil smirk from ear to ear, Rengler exits, not before taking the pad and pen away from Chris.

When he's safely out of the room, Chris closes his eyes and relaxes, then tenses his arm as hard as he can, managing to TEAR through the bonds with some effort. With one hand free, he quickly gets to work on the rest.

75 INT. TORTURE ROOM. NIGHT.

75

Rengler walks into frame, humming something merrily under his breath. As he ties a surgical mask on and pulls on a new pair of latex gloves, we pull back to see his target - Danyael is laid out on one of the grim steel operating tables, a gas mask keeping him anaesthetised and his body stripped to the waist. The red scar from his last encounter with this room has been marked out with black marker pen.

We pull back further to see Twist, also wearing a gas mask but trying to fight its effects as she looks over to Danyael. She's lying on a table too, still fully clothed but noticing the mobile tray of wicked-looking surgical tools just next to her.

Rengler walks over to Danyael's table, a bonesaw in his hands. After a glance down at the comatose vampire, he activates the saw which squeals, dentist-drill like, before he lowers it down, out of frame, towards the helpless Danyael.

We hear a brief WHINE as it connects, then:

76 INT. RENGLER MANOR - HALLWAY. NIGHT.

76

Chris opens the study door and peeks outside - no sign of any guards.

(CONTINUED)

CONTINUED:

Tip-toeing along the plush carpet underfoot, he starts to make his way back towards the torture room, pausing along the way as he passes a small storeroom, noticing something inside.

77 INT. RENGLER MANOR - STOREROOM. NIGHT. 77

Chris leans into the room, and we see what caught his attention - his bag, next to Twist's and Danyael's. The hilt of his katana sticks out from his bag, with Twist's bat lying on top of hers. With a grin, he scoops them up and heads back out of the room.

78 INT. TORTURE ROOM. NIGHT. 78

Rengler turns off the saw and steps back, lifting his goggles and wiping his brow with his shirt sleeve as he stares down at Danyael.

He reaches one hand very carefully downwards, as though searching through Danyael's body for something, before lifting up something, a fleshy-looking internal organ, unrecognisable and dripping blood, which he turns back and forth, checking it all over.

With a satisfied nod, he turns to leave, but pauses as though forgetting something. He turns back to Danyael, and tuts as he realises he's left the vampire literally wide open. He clicks his fingers in the air above him before turning to walk away again.

We pan down onto Danyael, just missing anything too gruesome as the vampire's pale flesh quickly knits itself back together again, leaving a long, Y-shaped scar burning an angry red across his chest.

79 INT. RENGLER MANOR - DARKENED CORRIDOR. NIGHT. 79

Rengler is walking down a flight of steps just past the entrance to the torture room, pulling his mask down and carrying a small steel tray with the liberated piece of Danyael's inner anatomy on it.

He turns the corner and disappears from view, just as we pull back to see Chris slipping through the shadows and up to the torture room door. He checks both ways before opening it and stepping inside.

80 INT. TORTURE ROOM. NIGHT. 80

Chris dashes up to Danyael, tearing off the gas mask and checking the vampire over. Chris glances up and spots Twist, and jogs over to her table, taking the mask off and helping her sit up.

(CONTINUED)

CONTINUED:

Woozy from the drugs, Twist tries to focus but sways back and forth as she tries to steady herself. Chris gives her the thumbs up with a shrug (You okay?), and Twist nods.

Chris points to Danyael, and Twist mimes being sliced open from throat to belly, then lifting something out of her chest, followed by a shrug. Chris' look darkens. He traces the letter 'R' in the air, and Twist points back towards the door.

Helping her off the table and handing over her bag, he takes her by the shoulders and gives her the 'ok' thumb-and-forefinger symbol, to ask if she's up for this. She closes her eyes and takes a deep breath, then nods, slapping the bat into her palm to back up her point. Chris smiles warmly and heads back for the door.

Twist pauses by Danyael, raising her hands (*Are we leaving him here?*). Chris points to the door, then back in again (*We'll come back later*), and with a nod Twist follows him.

81 INT. RENGLER MANOR - CORRIDOR. NIGHT. 81

Rengler steps out through a doorway leading into another room, closing it behind him and dropping the now empty tray onto a table by the door, covered with other, empty trays. He grins to himself as he walks off screen, obviously pleased with whatever he was doing in there.

82 INT. RENGLER MANOR - TROPHY ROOM. NIGHT. 82

Rengler walks into the middle of the large, high-ceilinged circular trophy room, piled high with Rengler's ill-gotten gains from over the years.

Given pride of place in the middle of the room are six glass vases, each a pale blue with dozens of intricate symbols etched across them, and each protected by a sturdy glass cabinet.

Rengler paces away from us towards the other side of the room, but as we hang back near the entrance, two pairs of boots step into frame:

Chris and Twist are here, not looking like they want to play any more games, Chris draws his katana as Twist rests her baseball bat against her shoulder.

They share a look as they realise Rengler hasn't heard them, and so to attract his attention, Chris taps his sword blade lightly against a nearby cabinet.

We pan right until Rengler appears in the foreground, his back to us, and he freezes as he hears the sound.

(CONTINUED)

CONTINUED:

Rengler slowly turns round, malice in his eyes as he sees the duo. Twist waves chirpily at him, before she notices that Rengler is casting nervous glances at the cabinet Chris is next to.

A large wooden box is sealed inside it, medieval in design with thick brass locks.

With a mischievous grin, Twist rears back and prepares to swing her bat. Rengler starts to dash forward, mouth open to start yelling 'Nooo!', but before he can, Twist SMASHES the glass around the cabinet. Rengler freezes, eyes bulging, looking terrified for the first time.

With a nod to Chris, Twist KICKS the box off the plinth inside the cabinet, and it SMASHES onto the floor. There is a HOWL of wind and a FLASH of white light, and Rengler moans and collapses to the floor.

His brow creases as he puts a few things together - the importance Rengler seems to be putting over certain objects, and also how smashing these things seems to affect him - and with a jolt he realises what's going on.

Chris nudges Twist, points to the six vases and makes a slash with his sword, and then points to Rengler and draws a finger across his throat.

Twist gets it - smash the vases and it hurts Rengler - and jumps forward. Rengler is ready, and kneels up to launch a fireball from his palm at her.

The red energy gathers in his hand, but as it launches, a blue bolt of energy SHOOTs from Chris' hand, intercepting Rengler's spell, and the two bolts EXPLODE as they cancel each other out.

In action mode now, Twist jump-kicks through the air towards the closest cabinet, cracking the glass. She starts hammering at it with her bat, working at the dent she's made and trying to break through.

Rengler stands, smoking with fury, and starts towards Twist, but Chris is there, katana ready, leaping between Twist and Rengler, a confident grin on his face as he stares his foe down.

Rengler takes a step back, and without looking raises one hand behind him, clenching his fist and pulling it towards him slowly.

On a wall display behind Chris, a collection of finely-crafted swords rattles and vibrates, before one sword detaches itself from the others and flies through the air.

(CONTINUED)

CONTINUED: (2)

The weapon shoots into Rengler's outstretched hand, and with a flick of his wrist he brings it to bear on Chris.

As Twist continues her attempt to break into the glass cabinets in the background, the two opponents go to work, sword blades sparking as they thrust and parry at each other, Chris the better swordsman but Rengler's blade glowing yellow as he channels his magic to improve his skill.

It's a standoff - Chris is too good to get hit, but can't get past Rengler's sword - until Twist SHATTERS the first cabinet.

Rengler's eyes go wide as Twist swings her bat again, and with an almighty CRASH the vase is blasted into a thousand fragments.

Rengler clutches his chest and staggers backwards, and Chris seizes the moment to lunge forward, knocking the sword out of Rengler's hand and knocking him to the floor.

Chris turns to Twist, who nods and raises her bat to start on the second cabinet, only for Rengler to raise his hand, pleading for mercy. Chris narrows his eyes - why should they stop?

As if to answer, Rengler taps a finger to his lips, then traces some angular lines through the air, and finally points at Chris.

There is a HUM as a haze of black energy forms in the air around Chris' head, which dispels just as quickly as it arrived. Chris blinks a few times.

Rengler, panting heavily, pushes himself upright.

RENGLER

There!

CHRIS

What did you-

Chris freezes, realising he can speak again, and he turns to Twist who breathes a sigh of relief.

RENGLER

There, no more silence. What more do you want?

Chris kneels down and grabs Rengler's collars, pulling him up close.

CHRIS

One last thing. Explain to me exactly why I shouldn't kill you, right now.

(CONTINUED)

CONTINUED: (3)

Rengler just grins and starts laughing, and as he does so an ALARM starts to sound, and we hear the sound of dozens of pairs of heavy feet running towards the trophy room.

Chris looks up at Twist, who is looking towards the back entrance of the room and seeming pretty alarmed.

REGLER

I just needed a few moments.
Breaking that first cabinet alerted
my personal security force, who
should be here any second.. and
believe me, you don't want to be
here when they show up.

Chris throws Rengler back against the ground, but Rengler just carries on cackling. Twist starts to back away, towards the way they came in.

TWIST

Chris? Kinda needing to do a Steve
McQueen now...

CHRIS

I'm coming, let's go.

They start towards the door, but Chris pauses on the way out and turns back to the prone Rengler.

CHRIS (cont'd)

Oh, by the way - since when have
you been in the habit of employing
hellspawn demons in your security?

REGLER

Hellspawn? I don't have any of
those, the only people who use
those are...

Rengler pales suddenly, as though realising something pretty serious.

REGLER (cont'd)

Oh, God... they're coming!

TWIST

Who are?

REGLER

Do the sums, peroxide! I slice up
demons for a living. And a lot of
those demons have friends and
family who want to know where they
keep going...

(CONTINUED)

CONTINUED: (4)

TWIST

Hmm... so all those demons downstairs that Danyael and I freed earlier must have run straight to find Mom and Dad, huh? Well, shucks.

The doors at the back of the room BURST open, and a team of twelve burly looking demon security guards hustle inside, drawing guns and training them on Chris.

Twist's eyes widen and she reaches out towards Chris, who is still slow to react.

TWIST (cont'd)

Time to go!

Twist grabs Chris and SHOVES him out of the room as a hail of bullets are FIRED towards them, ricocheting off the doorframe and any cabinets nearby. A hail of woodchips and fragments chase them out the room.

83

INT. RENGLER MANOR - CORRIDOR. NIGHT.

83

Ducking against the volley of bullets chasing them, Chris and Twist race back out towards the torture room to grab Danyael.

They're most of the way along when they spot him, shirt on but hanging open, leaning against the wall for support. Twist dashes up to him.

DANYAEL

(weakly)

There you are... I was wondering where you two ran off to...

CHRIS

No time to wait, Danyael, we have to go, now!

DANYAEL

Hey... you can speak...?

TWIST

Explaining later, move it!

Chris pauses as he hears a commotion coming from the hallway behind them, and he takes a few steps out towards the large main entrance hall of the manor to see what's happening.

84 INT. RENGLER MANOR - MAIN HALL. NIGHT. 84

Looking down into the main hall from the first floor balcony that leads back to the torture room, Chris sees a dramatic sight - a group of several of the hellspawn demons he fought earlier have barged into the manor, and are busy winning a fight against more of Rengler's security men, tearing the vamps and demons apart as they make their way into the building.

Paling, he jumps back from the ledge and races off screen.

85 INT. RENGLER MANOR - CORRIDOR. NIGHT. 85

Chris runs past Twist and Danyael, back towards the Trophy Room. Twist double takes and shouts after him.

TWIST

Hey! Didn't we just-

CHRIS

No good that way, turn back, quick!

86 INT. RENGLER MANOR - DARKENED CORRIDOR. NIGHT. 86

Chris bounces down the steps leading up to the room we saw Rengler exit earlier, with Twist helping Danyael down the steps behind as he reaches the door.

He tries the handle but it's locked, so with an almighty KICK he knocks it open and hustles Twist and Danyael inside.

87 INT. MASTERPIECE ROOM. NIGHT. 87

Chris pulls the door closed, then with a wave of his hand the lock POPS with a flare of smoke and sparks as he magically seals it.

The alarm still sounds as he turns to Twist and Danyael, who are staring at the off-screen walls of the room, dumbfounded. Chris frowns before seeing what they see. We pan slowly round.

As the trio slowly pace into the centre of the room, the muted alarm klaxon being the only sound, we see Rengler's 'masterpiece' at last - a three-dimensional horror show that lines the other three walls of the room.

Instead of a painting, Rengler has gone one better and made an actual living piece of 'art,' stitching together body parts and internals from hundreds of different demons, vampires, monsters, ghouls and god only knows what else.

(CONTINUED)

CONTINUED:

As Twist and Danyael stare around, shocked, we make out more details - eyes of dozens of shapes and sizes track them as they move, claws, fingers, fangs, tentacles and spikes reach out for them, a hundred mis-shapen mouths grunt indecipherable pleas for help as wings flap weakly, stitched together with every other part of the living wall of underworld flesh.

TWIST

What... the... fu-

CHRIS

(wary)

Just keep moving. Watch your step, don't get too close.

DANYAEL

Hey, I think I can see my... whatever it was he took out of me... Is that my *liver*?

The trio make their way towards a second door set into the far wall, and once Twist and Danyael are safely by it, Twist recoiling in horror as a tentacled arm flails half-heatedly towards her, Chris readies another spell.

TWIST

What are you gonna do?

CHRIS

We can't leave without taking care of this. If what Rengler told me is true, he can channel an incredible amount of magical power from this, enough to make him nearly unstoppable.

Chris' head snaps round as we hear HAMMERING at the other door. He frowns.

From beyond, we can hear the shouts of the security guards as they try to force their way inside. There are also distant screams and yells as the gang of hellspawn demons work their way through the manor.

Chris shouts back to Twist and Danyael.

CHRIS (cont'd)

Go! Get moving, I'll catch up!

Twist doesn't need to be told twice, barging the door open and shoving Danyael through.

Chris closes his eyes and raises his hands before him, snaps of flame starting to build up in his palms.

(CONTINUED)

CONTINUED: (2)

CHRIS (cont'd)
 (chanting)
 Ignis totalis... virilis liberate.
 (opens eyes)
 Here's to finding some peace on the
 other side.

He claps his hands together, and the flames build to one large ball of fire before him, just as the door to the room is barged open by a hellspawn demon, dragging the dead body of a security guard behind it.

Chris turns and tears out through the back door as the fireball becomes more unstable, finally EXPLODING with a tremendous wall of flame a moment later.

The demon raises an arm but can't hold back the inferno, and the masterpiece starts to howl from two dozen different mouths as it starts to burn, howls both of pain and of finally being released.

88 INT. RENGLER ESTATE - KITCHENS. NIGHT.

88

Twist barges through the back doors of the kitchen, half dragging Danyael along behind her as she moves, quickly followed by Chris.

Flames can be seen licking through windows on the next floor, and dead guards are littered around the grounds as the hellspawns continue their assault inside.

CHRIS
 The car's over here, this way!

He SLICES open the lock on the gate leading to the road outside the estate, letting Twist and Danyael head through. He starts to follow them, then pauses, turning back towards the house.

TWIST
 Chris? Come on, man, we're gonna
 end up as barbecued as one of your
 steak dinners if we stay here!

CHRIS
 (thoughtful)
 I wonder if...

Without looking back, he heads back into the house.

TWIST
 Chris? CHRIS!

She calls after him, but Chris isn't stopping.

89 INT. RENGLER MANOR - ANTECHAMBER. NIGHT.

89

Back in the chamber where Chris found the strange machine blueprints earlier, the glass front of the display still in fragments across the floor.

Chris suddenly dashes into frame, heading for the cabinet with the two small machine pieces inside. With a grunt of effort, he levers the top of the cabinet open, not having to worry about alarms this time, and he snatches up the two small fragments, pausing long enough to retrieve his small digital camera and take a few panoramic snapshots of the painted blueprints, before quickly turning and dashing back out of the room.

90 INT. BLACK FORD. NIGHT.

90

An anxious Twist drums her fingers against the car steering wheel as a still woozy Danyael slumps in the back seat. A shadow jumps over the bonnet, and with a start Twist looks round, only for Chris to open the passenger door and dive inside.

CHRIS

Sorry about that, almost forgot something.

TWIST

(exasperated)

Don't pull a stunt like that again, you little baumgartner! Can we go now?

CHRIS

(nods)

Drive on, Starsky.

Twist floors the accelerator and the car screeches out of frame, away from the Manor as fast as it can. We stay on the road, looking back up at Rengler Manor in the background as the fire spreads to the other floors.

91 INT. INTERNET CAFÉ. EARLY MORNING.

91

Before dawn but a few hours after the scene at the Manor, we're inside a small, almost deserted internet café with Chris and Twist as they tap away at one of the terminals.

Danyael is grabbing three cups of coffee in the background as Twist hands Chris the disc she used back at the Manor.

CHRIS

What's this? Is this why you wanted to stop here?

(CONTINUED)

CONTINUED:

TWIST

I spotted a little I.T. room just after Spook and I released those demons from the chop shop downstairs. I figured Rengler might have some kind of network in the manor to keep track of his business, and I managed to download a few files before we left.

CHRIS

Good girl!

Twist peers over - Chris is plugging his digital camera into the PC and downloading the images he took at the mansion.

TWIST

Whatcha doin'?

CHRIS

It's what I went back inside for, I saw some kind of strange painting inside the manor, it appeared to a plan or blueprints for some kind of machine. I'm not sure what exactly, but I noticed a few phrases that made me think it had something to do with healing, and- ah, here we are.

Looking at the screen, we see a collage of the individual pictures. The first half dozen are of Twist, larking about and pulling a variety of faces.

CHRIS (cont'd)

This explains why I'm always running out of space on that camera...

TWIST

Oh, right, and I suppose you've never done that before?

A beat as Twist reads Chris' expression.

TWIST (cont'd)

Silly me, of course you haven't. That would require a sense of humour.

CHRIS

This is what I saw.

He selects three images, and we see the blueprints. Chris points to two sections of it.

(CONTINUED)

CONTINUED: (2)

Chris reaches into his pocket as Twist peers at the screen.

CHRIS (cont'd)
See those two pieces?

TWIST
Not very clearly, but yeah.

Chris holds up his hands - the two small metal components sparkle under the café lights. Twist grins at him.

TWIST (cont'd)
Nice work! So what does it do?

A beat. Chris has no idea.

CHRIS
I guess we'll have to find out when we find the rest of it!

92 RENGLER MANOR - ANTECHAMBER. MORNING.

92

We see the display, with the now empty cabinet next to the singed painting. Fire damage is all around but the worst of it seems to be out.

Rengler steps into frame, cut and bleeding and blackened with soot. He steps over the body of a fallen hellspawn demon and grabs a phone from one of his servants, dialling a number.

RENGLER
(into phone)
Hello? It's me.
(beat)
He stole the pieces.
(beat)
No, I don't think he knows what it is yet. But if he does, and puts the rest of it together, we have a serious problem.
(beat)
Me? I had a bit of a fire problem, but it's all under control now.

93 INT. STUDY. MORNING.

93

We're looking at the back of a chair, sitting behind a desk in a plain office. Someone in the chair is talking on the phone, cigar smoke filtering into the air.

PERSON IN CHAIR
It had better be. I can't afford many more setbacks.

The figure spins round - it's MALKUTH. Chomping down on a cigar, he sighs and leans back in the seat.

(CONTINUED)

CONTINUED:

MALKUTH

Okay, fine. Do what you have to.
But I won't tolerate another
failure like this. Goodbye.

Malkuth hangs up, lighting his cigar.

MALKUTH (cont'd)

Well, Chris, you've finally done
it. You've found your cure.

(beat; blows smoke ring)

Part of it, anyway. And there's no
way in Hell you're finding the rest
of it...

BLACK OUT:

END OF SHOW