

SOMEWHERE INBETWEEN

"Switchback"

by
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TEASER

FADE IN:

1 INT. PRISON - CORRIDOR 1

We open on a seemingly endless corridor that is dimly lit with small globes, that appear to be hovering just below the ceiling.

The globes are PULSATING in time with the various sounds that we can hear around us. SCREAMS, MOANS and CRIES for help.

Along the corridor we can see locked doors marked at intervals in the walls along both sides of the corridor.

Within each door is a steel grille, like a prison cell. Behind each door, we hear the source of these terrible sounds, coming from within.

As we move down the corridor, we pause briefly taking in each the prison cell.

In one cell, we see a MAN chained upside down. He is looking in terror at something we cannot see.

In another, we can see a young GIRL, sitting tightly against the corner of her cell. She is MUMBLING incoherently, shaking her head.

We pass another and a WOMAN presses her face against the grille, not before SOMETHING grabs her HEAD and pulls her back into her cell SCREAMING.

The next cell we see a young brunette WOMAN sitting cross-legged on the floor, her hair covering her face. We push into:

2 INT. PRISON - CELL 2

ANGLE ON THE WOMAN

Slowly she RAISES her head, and BRUSHES her hair from her face with her right hand.

We close in and focus on her right hand, and we can see an elaborate TRIBAL TATTOO on the back of her hand.

Pull back slightly, and we can clearly see the face of the woman, and we recognise her as the young cat-burglar, KATE - (last seen back in 'Strays').

She closes her eyes and BREATHEs in slowly and deeply.

We watch her for a beat, as the sounds of the inmates drift all around us. We gradually close in on her face, before her eyes FLICK open.

(CONTINUED)

Pull back slightly and we see a smile spread across her face.

She studies the door of her cell for a beat, before leaning over to the left wall and REMOVING a fragment of brick. She sticks her fingers in the hole and takes out a small GOLD RING that has a RUBY set in it.

Placing the ring on her ring finger of her right hand, she grins once more. We can see her normally brown eyes GLOW a slight GOLD, before returning to normal.

She lifts up her hands, and they are CRACKLING with a white energy! She stares and points both her hands at the door.

KATE

*Aprire la porta... Aprire la
porta... Aprire la porta!!!*

Suddenly white energy SHOOTS from her hands straight into the door of her cell, shattering it completely off it's frame!

Wasting no time at all, Kate quickly JUMPS up and makes do her daring escape.

She glances left and right, but already a loud SIREN can be heard coming from all directions.

From her left she can hear the sounds of MARCHING FEET. She glances to her right and see nothing, yet.

She turns on her heel and races down the corridor. As we travel with her, one step ahead of her and moving backwards. We can see a rather tall FIGURE chasing her.

She glances briefly over her shoulder, and RUNS all the more harder.

As she runs, she frantically RUBS her right hand and using the power of the ring. She tries to rub off the TATTOO, but she can't seem to get off. She looks back over her shoulder again and redoubles her sprinting efforts.

ANGLE ON THE FIGURE

We see what looks like a man, but he must be well over 8 feet tall. He is dressed in a grey uniform with cut off sleeves, revealing well toned muscles.

Gripped in his right hand is an EBONY STAFF that at it's leading end is CRACKLING with a RED ENERGY field.

We focus on the face of the man and we can see that he is clean-shaven, and nearly bald, save for a long strand of white hair, which is tied back and is flowing behind him as he chases Kate.

The right side of his face is decked out in more tribal tattoos, giving the impression of a Maori warrior.

Yet, it isn't the tattoos that dominate his complexion, but the fact his eyes are COMPLETELY WHITE! He should be blind by our standards, but he seems to SEE Kate very well. Whatever he is, this is no man...

He is a WARDEN, one of many, that patrol this vast magical prison...

The Warden raises his staff and FIRES a bolt of crimson energy towards Kate.

BACK TO SCENE

Kate instinctively ducks to the side as the bolt of red energy SHOOTs past her.

She rounds a corner, but slows a little, when she see up ahead.

More wardens are APPEARING from nowhere and commence chase towards to the young thief.

Kate gulps slightly, and spies a corridor a couple of metres ahead.

She runs towards the wardens, and one of them raises his staff, shooting her with it.

Kate does an elaborate FLIP in the air, and narrowly misses being hit by the crimson blast.

She DARTS down the corridor, looking over her shoulder briefly.

We pan to see the junction and several wardens round both ends and file into the corridor, pursuing Kate relentlessly.

Kate gasps, and she runs even more harder, letting out a small WHIMPER, when she sees what's up ahead.

We can see that the corridor ends in a dead-end, with only a small window in the wall at the end.

She GLANCES over her shoulder once more, and gives a wry smile, as she formulates a plan.

CONTINUED: (2)

Focusing the power of her ring, she points her hands at the window, and with a YELL, white energy shoots out from her hands, HURTLING towards the window and the surrounding wall.

ANGLE on Kate's anxious face, we switch to her POV.

We can see the approaching Wardens as they run towards Kate and the camera, forcing us to:

BLACK OUT:

END OF TEASER

ACT ONE

FADE IN:

4

INT. SAFEHOUSE - AFTERNOON

4

We focus on the TEAM as they are gathered around a table, covered with PAPERS, MAPS, TEXTS and Julie's LAPTOP.

JULIE is poring over some of the texts, and cross-referencing her notes with what she has on the screen of her lap-top. She closes her eyes, before raising her hands to her head. She looks clearly frustrated.

TWIST is raising her hand and points to CHRIS, who is sitting the far end of the table, looking morose. He STARES off into space, not really paying attention to the others.

TWIST

All I'm saying is, this sounds all too much for us to handle.

(beat)

Our fearless leader returns from... wherever the Hell he went to, and just like that he's back in charge? He can't even remember where he was, for crying out loud!

JULIE

Yes, Twist. You are crying out loud. You've been crying out loud for the best part of half an hour, but you haven't come up with anything that could be called 'help'!

Julie lowers her hands and glowers at Twist, before softening slightly and looking concerned at Chris.

TWIST

Don't change the subject! You know as well I as I do I like to be the centre of attention around here, but we need to regroup and try to work out our next plan of attack.

(beat)

Because Chris' little hostage taking of a clearly deranged and homicidal psycho bitch, that was incidentally his ex, sure as hell didn't get the Trinity off our case!

She stands with her arms crossed, as she gives Chris a dark look, who isn't paying attention in the slightest.

(CONTINUED)

JULIE

Well, in a way, it did. They didn't kill us, for one thing. They could have, but they didn't.

TWIST

Tell that to Syren! She was nearly squished by that crazy redhead. Did you see the looks her sisters gave her? They were surprised, but excited at the same time.

Julie places her elbow on the table, cupping her head with her palm. Her eyes droop in mock tiredness, she nods intermittently with Twist's tirade.

TWIST (cont'd)

Don't just sit there, pretending to agree with me! You know I'm right! We have to do something, and now!

DIEGO listens to the one-sided argument spiral out of control. He sits there quietly and closes his eyes, deep in thought. From his intense look of concentration, we can see that he is planning something, but what exactly, we are unsure as yet. He opens his eyes and glances at Chris and sighs slightly.

DIEGO

Twist. Chris made a bad judgement call. We have all made bad calls, but the fact is we are still here.

(beat)

Chris has survived the trauma of the place he disappeared to for a reason - because he knows what he is doing. If he believed that taking Charlotte was going to be a bargaining chip against the Trinity, then I have no objections.

Twist stares at Diego with narrow eyes.

DIEGO (cont'd)

My only regret is that he decided to use a powerful dark mage to try and coerce her, when clearly that was a shaky decision at best.

(beat)

Remember, Sanctus died bringing Chris back. He knew how important Chris is to us and our cause. You know this too, deep down inside.

He pauses and stares at Twist, daring her to respond.

TWIST

It kind of makes you wonder who they were planning to bring back with the Quatro thingy...

JULIE

Twist, it's called a Quaero...

Twist shoots a glance to Julie. "Not helping." She turns back to Diego.

Diego crosses his arms and continues to stare at Twist. Twist looks deep into his eyes and sighs.

TWIST

Damn it! You go and do all the dark and mysterious eyes, and I'm just... ugh. That's not fair.

Julie raises an eyebrow, before shaking her head.

JULIE

All this bickering is getting us nowhere. At the moment, the Trinity aren't bothering us. We have to use this lull to our advantage and come up with a better plan!

Just at that moment, DANYAEL and NAOMI enters the room, he closes the door behind him.

TWIST

Well, well! If it isn't Mr. And Mrs. Norton.

He and Naomi share a glance and he roll his eyes, while Naomi shakes her head with a slight smile.

DANYAEL

Could you keep it down? I'm sure the people a couple of houses down aren't exactly that interested to hear what we're all doing. All the Trinity need to do to find us again is follow the sound of your voice!

(beat)

Besides, Syren is sleeping, and she needs all the rest she can get. We all need to calm down a little. No one here is to blame for what happened with Charlotte, agreed?

But Twist will have none of it.

TWIST

(pointing to Chris)

No! There's your problem! He goes weak at the knees over some very young redhead and we all cop it! I think it was pretty clear that time in the car park, when the three Bitches of Eastwick starting carving us up!

She walks around in circles, clearly frustrated, before stopping.

TWIST (cont'd)

Did you see what they did to the Van? How can we fight an enemy that just keeps on coming?

(beat)

So we're in a 'lull' at the moment, but what's to say that this house isn't going to be swarming with Trinity ninjas again the second we drop our guard?

She crosses her arms again, a grim look of satisfaction on her face.

Danyael rolls his eyes and shakes his head. Naomi looks at Danyael and sighs, before she looks at Twist.

NAOMI

Yes Twist, I agree. We did get our asses kicked. We did make a mistake with Charlotte. But the blame can't be solely placed on Chris. What was your big plan to escape the Trinity? I believe it was "run away," wasn't it?

Twist shoots Naomi a dark look. As far as Twist is concerned, she is the competition.

Before she can say anything, Julie CLEARS her throat.

JULIE

Hate to break up the sibling rivalry here, but we really need to get back to work here. Okay, Twist?

TWIST

Yeah, but what about everything else -

JULIE

(interrupting)

Okay, Twist?

Twist narrows her eyes before kicking an imaginary object with her feet, like a child who has been scolded.

TWIST

(pouting)

Yeah, okay. I'm just...

(looking at Chris)

Real pissed off.

JULIE

We can yell at each other until the cows come home, but we'll be no closer to finding out how to get rid of the Trinity, so let's get back to research and try to work out what to do next.

(looking at Diego)

Especially if some people who seem to have a good knowledge of the Trinity were to say something that could be helpful?

She stares at Diego in particular, the others, *sans* Chris and Syren, pick up on this, and stare at Diego for a few beats. He just smiles and shakes his head.

DIEGO

If I had any more information that I could pass on, I would. All I know is that the Trinity will not stop at anything. Once they start something, they will keep going until it is finished.

(beat)

I will say one thing, their armies are vast and we are at a very bad disadvantage, and unless we can find some kind of weapon to use against them, we will always be behind, what Twist would call "the 8-Ball."

The last comment elicits a laugh from Danyael.

DANYAEL

(scratching his head)

Man, I feel we've been behind the 8-Ball even since we come across those guys. I mean they've got gliders! And psycho Ninjas! And The Trinity themselves...

(shaking his head)

Comparing this to what we faced with Manon - Manon seems like a walk in the park.

(beat)

(MORE)

DANYAEL (cont'd)
I'd rather face a Skorpione than
the Trinity again...

This last comment raises an eyebrow from both Twist and Julie, while Diego just smirks. Chris still seems lost in his thoughts. Naomi has a blank look on her face.

DANYAEL (cont'd)
On seconds thoughts, scrap that
last comment.
(beat)
I need a cigarette.

He goes to leave through the front door before closing it.

JULIE
I've managed to find something,
that may be useful to us. Twist,
could you look through this book to
see if there is any information on
this?

She points to an open page for Twist to look at.

Angle on the TEXT, which reveals a sketch of what looks like a pair of gauntlets.

TWIST
(looking at the picture)
It looks like a pair of metal
gloves. How is a pair of metal
gloves going to stop the Trinity?

JULIE
When the pair of 'metal gloves'
turns out to be a magical weapon
that we may be able to use to our
advantage, that's how. Read up on
the description for me, I'm gonna
keep looking online.

Twist and Julie resume their research, while Diego goes off to check on Syren in the other room. Naomi is still left standing there confused.

NAOMI
What's a 'Skorpione'? I'm assuming
you're not talking about some
little insect... right?

TWIST
(without looking up)
Nah, more like a demonic, gigantic,
big frackin' evil demon thingy,
that we've managed to defeat, once,
though it took a team effort.
(looking up; smiling)
(MORE)

4 CONTINUED: (6)

4

TWIST (cont'd)
But nothing you need to worry
about, princess.

Twist looks back down again, looking pleased with herself.
Naomi rolls her eyes and leaves the room to go after Danyael.

We close in on Chris, who still looks to be in another world,
deep in thought as we:

DISSOLVE TO:

5 EXT. RUINED CITY - DAY

5

We see over Chris' shoulders the vast devastation of the
city. He is running through the city again, clearly tired,
but not wanting to stop for a break.

Up above him, we can hear SCREECHING. Chris looks up briefly
and redoubles his efforts. The WINGED CREATURE is in shadow
as the failing light from the sun obscures it from view.

Chris makes for the nearest building and runs into:

6 INT. RUINED CONVENIENCE STORE

6

He runs in through the broken front door, and ducks behind a
counter for cover, just as the creature swoops past. The
thing screeches again and circles outside, it's shadow
visible on the ruined buildings outside.

Chris takes a moment to get his breath back. He looks around
his surroundings, seeing if he can find anything of use.

The food here has long since been taken and anything left
over would surely be inedible. He spies an unopened bottle of
water on the shelf and without thinking, grabs it and drinks
it.

Surprisingly the water is still 'fresh' or as fresh as it can
be due to the circumstances. Chris feels slightly refreshed,
even though we can still hear the creature from outside still
screeching.

Chris walks further in the store and spies an old newspaper.

Lifting the paper carefully he looks at the front page.

APOCALYPTIC DEVASTATION WORLD WIDE.

*"Causes may be related to the World wide Pandemic that
occurred several weeks earlier..."*

Chris stops reading when he hears a sound from the back,
inside the storage room.

He lowers the paper and warily moves towards the back. He
picks up a broken bottle and brandishes it tightly.

(CONTINUED)

As he gets closer he hears a female voice, one that he's heard before.

FEMALE VOICE (O.S)

(quiet)

This isn't what I wanted... this isn't supposed to be this way!

As Chris prepares to open the door, we:

CUT TO:

INT. SAFEHOUSE - AFTERNOON

Twist is shaking Chris.

TWIST

Hey wake up! No daydreaming! We've got a suicidal cult to kill and we need you, o fearless leader, to be on your game!

Chris shakes his head to get his bearings. He rubs his eyes, before he bats away Twist's hands.

CHRIS

I get the point, Twist.

He looks to the others to see what they've come up with. Danyael and Naomi have returned and are sitting at the table.

Diego has brought SYREN in, and despite looking worse for wear and a little tired, she is reasonably alert. She smiles warmly when she senses he's looking at her.

CHRIS (cont'd)

Syren, how do you feel?

(beat)

I'm really sorry for what Charlotte did to you... I didn't think she would do... that.

(shaking his head)

I just thought, I could... bring her around.

(beat)

You know she wasn't always like that.

TWIST

Yeah, well. Let bygones be bygones. Forget the evil whore. She's chosen the dark side - there's obviously no redemption for her.

JULIE

Twist!

(CONTINUED)

TWIST

What?

Julie gives Twist a look, who simply shrugs. It seems Syren is the only one who doesn't bear a grudge against Chris at all.

SYREN

It's okay. I'm fine, and I'll heal.
I've been in far worse situations,
so I guess I'm lucky.

(beat)

The point is that you tried your
best, and that's all that matters.

Twist rolls her eyes and sighs. She still clearly can't get around Syren's way of making the best out of any bad situation.

TWIST

Our 'best' nearly got us all
killed.

(off Julie's look)

What? Can't I speak my mind once in
a while?

JULIE

You speak your mind all the while.

TWIST

(dismissive)

Hey, I can't help the way I am. I'm
good looking and I have an
attitude. It hasn't failed me yet.

Naomi rolls her eyes at the self proclaimed vanity.

CHRIS

(to Julie)

No, Twist is right. I'll have to be
more careful next time. We all have
to be. There's no telling when the
Trinity will strike next.

Angle on Julie as she smiles broadly.

JULIE

I may have some good news. After
looking online and cross
referencing with the texts here, I
think that we can fight them with a
magical weapon said to be buried in
an old mine not that far from here.

(beat)

(MORE)

JULIE (cont'd)

Anything's worth a shot against the Trinity, and all the research tells me that we could have a chance.

Chris checks Julie's notes and pauses on the magical weapon on question.

ANGLE on the TEXT, which shows the sketch of the weapon. We take a closer look at the pair of gauntlets. They look unassuming, except for a number of engravings that remind us of the marks on the Wardens' faces. A closer inspection reveals a RED EYE just above the 'knuckle' of both pairs.

CHRIS

(looking to Julie)

Karakov's Gauntlets? I thought they were lost, assumed destroyed centuries ago.

JULIE

It appears that they aren't as lost as they once were.

TWIST

How exactly is a pair of gloves going to win the war for us? I mean, only one of us can use them, and I can tell you right now I've got nothing that'll go with them in my wardrobe...

The sound of crickets.

CHRIS

You won't know how to use them.

I'll know how to use them.

(beat)

Okay, everyone. We're moving out.

Chris goes to his room to gather his things while Julie and Syren clean up the books on the table. Danyael and Naomi walk out of frame talking.

Twist sidles up to Diego, who has already gathered his things and is about to go out the door.

TWIST

Listen, about before. I didn't want to sound like a crabby old bitch. You're not disappointed with me... are you?

DIEGO

(expressionless)

Why should I be 'disappointed'? You have every right to raise an issue.

(MORE)

7 CONTINUED: (3)

7

DIEGO (cont'd)
 But you have to remember, you can't
 always bark at shadows.
 (leaning closer)
 The best place to hide something is
 in plain sight.

He turns and walks out of the room, leaving a perplexed
 Twist. She shrugs her shoulders and grabs her bag before the
 others all begin to file out of the house.

CUT TO:

8 EXT. ABANDONED MINE COMPLEX - EARLY EVENING

8

The old mine complex looks desolate. We can see an empty
 warehouse before us, that must have seen better days when the
 mine was in operation. Now the walls look like they're about
 to fall in and are covered with graffiti. Most of the windows
 are broken or they're missing.

The team arrive in their black rental VAN that doesn't seem
 to have a scratch on it, yet.

They all get out and survey their surroundings.

TWIST

Great place, Jules. You sure know
 where to pick them.

(beat)

Yet another potential site for a
 horror movie... Wonder which one
 this is going to end up like?
 'Cause the *Texas Chainsaw Massacre*
 in the woods of that hick town
 really didn't tickle my funny bone.
 (to Julie)
 Didn't tickle yours either, by the
 way...

A very dark look from Julie.

JULIE

(sharp)

Twist McFadden!

TWIST

Yeeesss....

A beat, before Julie shakes her head.

CHRIS

(to Julie; concerned)
 What happened?

JULIE

(whispers)
 I'll tell you later.

(CONTINUED)

Julie clears her throat and smiles weakly.

JULIE (cont'd)

The weapon is supposed to be buried somewhere in the mine itself. They actually branched into a natural series of caves.

(beat)

This mine tapped into a natural cave system that was rich in minerals. But the digs were abandoned when there were frequent cave-ins.

TWIST

Great. Does that mean we're going caving? You know the last thing I want to do, is run into a bunch of cannibalistic albino monsters.

(to Diego)

I saw *The Descent*, and I'd rather not live through that.

JULIE

Life isn't just based on movies, Twist!

TWIST

I know that!

(beat)

Music and video games. You're forgetting them.

DANYAEL

(chuckling)

Ah, Twist in case you're forgetting, we're monsters as well?

Twist gives him a dark look. She disregards his comment completely.

TWIST

Needless to say, I'm not entirely crazy about this proposal.

JULIE

(rolling her eyes)

You're afraid of going into a cave because of that? It's not like you haven't done this thing before. Maybe you want to check out the warehouse instead? We'll have to check out the mine eventually.

(beat)

I still want to check out the warehouse, though.

(MORE)

(CONTINUED)

JULIE (cont'd)
 According to my research and the texts, the warehouse and the mining complex were both built on top of a ley line.

Twist gives Julie a blank stare, before shrugging her shoulders.

TWIST
 Sure, whatever. As long as we get the weapon and get to kill the major pains in our asses.
 (beat)
 Okay Chris, what should we do?

Chris is once again lost in thought. He is disturbed by Twist waving her hand in front of his face.

TWIST (cont'd)
 Earth to Chris? Come in, Chris?

Chris shakes his head to bring himself back to reality. He bats Twist's hand away, looking annoyed.

CHRIS
 Will you stop that?

TWIST
 Will you stop spacing out and thinking about the redhead that almost killed us?

CHRIS
 (shaking his head)
 Julie, Syren and I will go over the west side, towards the mine itself.
 (to Twist)
 You and Diego will check out the east side before coming around to meet at the mine entrance.
 (to Danyael)
 You and Naomi will check out the warehouse itself. And please be careful.

He leaves without a second glance, leaving the others perplexed by his nature. As Twist stares at Chris, Julie just shrugs her shoulders.

TWIST
 That man is up to something. I just know it.

She and Diego then make off for their side of warehouse, while Danyael and Naomi begin to enter the warehouse itself. This leaves Julie and Syren still in frame.

JULIE

C'mon, Syren, let's keep Chris out
of trouble.

Syren still stays put. She is deep in thought and begins
cocking her head, as if listening to something.

JULIE (cont'd)

Syren, what is it? What's the
matter?

CHRIS (O.S.)

Come on! What are we waiting for?
We can't afford for the Trinity to
show up and surprise us!

But Syren is still staying put. She continues to hear
something none of the others can perceive.

SYREN

Can't you hear it? It's like...
like a soft sighing.

Chris has come back now, wondering what's going on.

JULIE

Oh, honey, it's probably the wind.
Don't worry about it.

SYREN

(determined)

No. It's not the wind. It's
something else. Can't you hear it?
Can't you feel it?

Julie now begins to feel a kind of quickening in the air,
like the feeling of the air just before a lightning storm.
And now she too can hear the noise that sounds like the wind.

She looks up into the sky and spins around trying to pinpoint
the source of the sound.

CHRIS

What's going on?
(looks up at the sky)
I don't sense a storm coming...

But Chris suddenly gets a bad feeling and withdraws his
KATANA. He moves in front of Julie and Syren.

The wind picks up and rattles through the broken windows of
the warehouse. Danyael and Naomi stop when they start seeing
a blue-white CRACKLING ENERGY run across the face of the
warehouse.

(CONTINUED)

Diego withdraws his sword, ever prepared for battle. Twist is staring at the warehouse, wondering what the hell is going on.

Suddenly a portal opens up, and a WOMAN hurtles through, landing on the ground with a THUD.

Seconds later, another FIGURE bursts through just as the portal closes, descending on the woman as she struggles to get up.

We now can see the woman is Kate and she's fighting one of the Wardens!

Diego sees the opportunity for battle that he loves so much, and prepares to move closer and help the woman fight off her attacker. Twist rolls her eyes briefly and takes out DUGGAN and joins him.

Syren's eyes widen in horror, as she can sense what is about to happen.

SYREN

No! No! Wait! It's too dangerous!

Chris himself sensing the danger, runs to help Diego and Twist.

Kate is oblivious to the others and continues her battle with the warden. Her fists are ablaze with the golden energy as she PUNCHES and SHOOTS BALLS OF FIRE at the warden. But the magical charge from the ring is beginning to drain of its power. The warden can clearly see this.

Suddenly Diego jumps into the fray, and the warden without flinching FIRES his staff at Diego!

TWIST

(eyes wide open)

Oh, crap!

She grabs Diego and with all her might YANKS him out of the way, just in time for the red bolt of energy to blast a chunk of the warehouse wall, DISINTEGRATING it!

Danyael and Naomi have DUCKED for cover, as Chris reaches Diego and Twist.

The warden resumes his fight with Kate, and a clearly tired Kate prepares to defend herself.

TWIST (cont'd)

Isn't that that magic cat-burglar chick who nearly stole your book?

CHRIS
(nodding grimly)
Yes. That's Kate, alright.

Twist shares a smile with Chris, and Diego.

TWIST
Then what are we waiting for? Let's
save her, then kick her ass
ourselves!

The three of them charge the warden, who turns on them once
again, charging his staff, we:

BLACK OUT:

END OF ACT ONE

ACT TWO

FADE IN:

9

EXT. ABANDONED MINE COMPLEX - NEXT

9

We pick up right where we left off, and Chris, Twist and Diego are fighting the warden all at once.

Chris and Diego are slashing at the warden with their swords while Twist is bashing at the warden's back with her bat.

Danyael and Naomi are hiding behind the door leading into the warehouse, before Danyael shakes his head. He picks up a timber post and swings it grimly.

He then breaks cover and runs towards the others.

NAOMI

No, Danny! We don't know what that thing is! For all we know, the Trinity sent it here!

But Danyael ignores her and joins in the fray.

TWIST

(noticing Danyael)
Good to see you in battle, Spook!
Beginning to think you'd lost your touch.

Julie and Syren stand by watching the battle. She fumbles in her bag for her GUN. Withdrawing it, she AIMS at the warden but the others are getting in the line of her sight.

JULIE

Damn it! I can't get a clear shot.

SYREN

Shouldn't we help her?

Julie stares at Kate, and finally recognises her. Kate is looking worse for wear, as she tries to get her breath back, while the others are busy with the warden.

JULIE

That girl can take care of herself.
She almost hung us out to dry last time we crossed paths with her.
She's the last person I'd trust at the moment.

Syren still looks in Kate's general direction. She senses the pain the young woman has gone through.

SYREN

But still, she needs help.

(CONTINUED)

Julie looks at Kate and lets out a sigh.

Back to the battle. The warden lets fly with his staff, swinging it around him in an effort to trip the others over. The staff itself is CRACKLING with the red energy field, which causes the others to back off.

Diego senses an opening and feigns to the right before sweeping upward at the warden's chest. He succeeds in CUTTING him. The warden falters slightly, and that gives the opening for Chris to bear down with his katana.

As the warden begins to defend himself from Chris, Twist and Danyael double-team and WHACK the warden across his back.

The warden is clearly injured now, and raises his staff, but instead of firing at the others, he points directly at the ground. A red energy field fans out and pools upward covering him entirely.

The others take a couple of steps back from the energy field, expecting some kind of explosion, but instead we see the energy field dissipate harmlessly along the ground.

The warden himself has all but disappeared!

TWIST

Well! How do like that? Couldn't accept the fact that we were kicking his ass, so he decides to blow himself up instead!

(beat)

Assuming he is a he...

Angle on Kate as she hears this and lets out a low chuckle.

KATE

(low)

Oh honey, if only you knew.

She spies Julie and Syren making her way over to her. Panicking, she gets up and BOLTS away from them, heading towards the mine itself.

Julie watches Kate run, and raises her hands in frustration.

JULIE

See?

(beat)

I mean... she isn't so injured after all.

TWIST

(about Kate)

Isn't that just like her? She runs at the first available opportunity.

(MORE)

9

CONTINUED: (2)

9

TWIST (cont'd)

She's a real kamikaze girl, that one.

(looking at Diego)

You'll like her.

Diego cocks his head at Twist's comment. Meanwhile Chris and Julie give chase and go after Kate. With Twist and Diego giving chase as well.

Danyael grabs Syren as they follow suit. Naomi, sensing that she's going to be left behind runs to catch up with them.

CUT TO:

10

EXT. MINE ENTRANCE - NEXT

10

Open on the Mine Entrance and see a breathless Kate running from the team. She spots the entrance and begins to run for it, but is TACKLED from behind by Chris.

KATE

(struggling)

No! Leave me alone! I don't want to hurt you! I'm trying to get away from them!

The others catch up, and Twist is quick to grab Kate.

TWIST

Listen, baumgartner! We thought we saw the last of you when your partner decided to set a bunch of stray dogs on us! As far as I'm concerned, that's still your fault!

(beat)

What are you doing here? And what the hell did Lurch back there want with you?

Kate is clearly terrified. She is thinking rapid fire as she stares back at the team, clearly trapped.

KATE

Wait! Wait... I can explain. How about I make a deal with you? There's a weapon hidden in the caves that's a part of the mine -

JULIE

(over her)

We know about the weapon. We're here for it as well.

CHRIS

Besides, what do you want with the weapon? Who was that thing that was chasing you?

(CONTINUED)

Kate looks from Chris to Julie and back again. She is gulping loudly.

KATE

(slowly)

I've known about Karakov's gauntlets for years. Believed to be destroyed, but certain texts give the location of where they were meant to be buried. Which is here, as we've all guessed by now.

(beat)

You're going to need me to get them for you.

She pauses watching the faces of the others as they scrutinise her words.

TWIST

How do we know you aren't going to pull a fast one?

(leaning closer)

'Cause if I see a black cat again...

She swings with her bat, as if to drive her point home.

KATE

'Cause I have everything to lose as well! I need the weapon to get rid of the warden that's been hunting me.

(off their looks)

Self defence, I swear!

Chris and Julie share a glance. It seems the weapon is proving to be a popular artefact!

CHRIS

What 'warden'? Do you mean that creature we just fought? Where on earth have you been all this time?

KATE

(sighing)

After we last saw each other, when you left me up on the roof, more of Aston's men showed up to take me to a prison in another dimension. While I was there, I was tattooed and robbed of my natural magical power. Eventually, I found a way to channel magical objects, and I came across a ring by chance. I used it to escape the prison and come back here.

(MORE)

KATE (cont'd)

(beat)

The warden, and the prison is full of them, wants to take me back.

She shows them her tattoo. A prisoner's mark. She looks at Chris pleadingly.

KATE (cont'd)

Look, I know there's no way I can make you understand what happens there, but...

(emotional)

I don't want to go back! That place is like Hell!

TWIST

(scoffs)

Believe me, when you want a real idea of Hell - I'm the girl to speak to.

Kate gives Twist an incredulous stare, before turning to Chris again.

KATE

Okay. It seems we all want the same thing. Here's the deal. The gauntlets are in the heart of the maze, that just so happens to be filled with all sorts of lethal traps.

(Twist is about to speak)

Yes, even for vampires. My unique skills in this kind of area means I can get past these traps and grab the weapon.

(to Chris)

So, my deal is that I get the weapon and give it to you, if you and your team can kill the warden.

She stops talking and stares at Chris, who is clearly thinking. Twist switches glances between both Chris and Kate.

TWIST

C'mon, Chris! You're not actually going to fall for this? Remember last time she was around? She nearly flambed me and threw Spook off a freakin' rooftop!

KATE

(snappy)

You were going to kill me! I didn't ask to get into a fight with you!

The two girls begin to bicker with one another. Chris sighs and gives a sharp whistle, that silences them both.

CHRIS

No, Kate. I've seen what you're capable of. Like Twist said, you may just take the weapon for yourself and leave us the mercy of your 'warden.'

(beat)

I suggest we all go into the maze and get the weapon together. Then you can tell us how to kill the warden - assuming it isn't dead already, that is.

KATE

(frustrated)

Are you really stupid, or do you just come across that way? The warden isn't dead. When he knew he was going to lose, he just warped himself away to recover.

(off their looks)

Yes. They have abilities to warp to another location as well as super healing. Which makes them excellent at their jobs. There's only one way to stop 'em.

She draws a line across her throat, with customary a 'schrack' noise. She watches Chris for an answer, but shakes her head when he has no response.

TWIST

(triumphant)

Ha! We see right through you! We'll just wait for the prison guard to come take your sorry ass back to jail.

KATE

Oh, really? Considering that you attacked him, he most likely went back for reinforcements. As far as he's concerned, you're trying to help me, and now you and the rest of your team are the enemy.

The last comment sends a wave of anxiety through the others. Twist doesn't seem all that perturbed, however.

KATE (cont'd)

So you guys have to help me.
Because the wardens, and there will
be more than one, will be coming
after you as well.

JULIE

I didn't read anything about any
'traps' guarding these things.

KATE

(dry)

Yeah, because they'd advertise that
kind of thing, wouldn't they?

(beat)

Whoever created the maze covered
their tracks well. They rigged it
full of traps to deter would be
thieves. You'll only find out about
the traps through word of mouth,
not from some dusty old book.

She waves her hands all around her.

KATE (cont'd)

Why do you think the Mine shut
down? 'Cave-ins'? The miners were
getting close to the Gauntlets
without realising it. The cave-ins
were just the traps going off.

Julie turns to Chris who is still thinking about what Kate
has just spoken about.

JULIE

Chris, maybe we should let her go.
Out of all of us, only you, Diego
and maybe Twist would be able to
survive this maze and get what
we're after.

CHRIS

Don't sell yourself short, Julie.
We've all been in worse situations
than this, especially recently, and
we've come through. As far as I'm
concerned with Kate, I simply don't
trust her on her own.

(beat)

There's no reason why we can't all
go together.

NAOMI

(grimacing)

I'll pass on the trap-filled
underground maze, if that's okay.

TWIST
 (rolls eyes)
 Gee, what a surprise.

Danyael gives her a look.

JULIE
 Chris, we can swing this deal. I
 know we can.

Chris closes his eyes and breathes out slowly.

CHRIS
 Okay, Kate. We'll accept the deal,
 but only on one condition.
 (beat)
 We'll kill the warden or wardens
 should the time arise, and you will
 get the weapon and hand it over to
 us.

Kate face lights up with a hopeful smile.

KATE
 What's the condition?

CHRIS
 Twist is to accompany you on the
 trip.

Twist suddenly pipes up at Chris' counter proposal.

TWIST
 (protesting)
 Whoa, whoa... what?!? There's no
 way in Hell that I'm going in there
 with that murderous magical bitch!
 She'll turn on me the second we're
 out of sight! Probably set me on
 fire again, like last time!

KATE
 As much as I hate admitting this, I
 agree with peroxide. Can you please
 pick someone less... flammable?
 (eyeing Danyael)
 What about goth boy over there?

Danyael finds he becomes the centre of attention, but he
 remembers Kate very well.

DANYAEL
 Ah, no thanks. Last time you threw
 me off a building. The landing
 really sucked.

Naomi starts patting Danyael on his shoulder, giving Kate an evil look.

TWIST

See? Even Danyael doesn't want to go with her! What next? Diego?

Kate looks at Diego up and down. And not in a way that Twist is liking at all. Chris is about to open his mouth to speak back at Twist when:

DIEGO

Chris, if Twist doesn't want to go, I'll gladly do it.

TWIST

(off this)

No! No! No! I'll go.

(to Diego)

I just saw the way she looked at you.

She turns back to Kate with a narrow gaze.

TWIST (cont'd)

No sneaky tricks, okay?

KATE

(sarcastic)

I guess I have no choice.

As we pull back from the team, we:

CUT TO:

11 INT. TRINITY STRONGHOLD - NIGHT 11

We follow a young red haired woman who we now see is CHARLOTTE. She has an old text in her hands and is carefully carrying it as she enters a room.

12 INT. TRINITY STRONGHOLD - ROOM 12

Inside the room JACQUELINE and ISABELLE are having an argument. They momentarily stop when Charlotte enters the room. From the tone of their voices and the appearance of Charlotte, it's obvious the argument was about her.

JACQUELINE

So, what does our little sister have to say now? Come to apologise for sleeping with the enemy?

ISABELLE

Jackie, c'mon. You know Charlie doesn't love Chris any more.

(CONTINUED)

Jacqueline gives Isabelle a cold stare. She looks back at Charlotte. "Well?"

CHARLOTTE

I have nothing to apologise for. He kidnapped me thinking I might be able to help him against us. He was wrong. Not the first time he made a bad decision. Not the last either, I imagine.

(beat)

Right now, I think they must be scrambling to find a way to defeat us.

JACQUELINE

Unlikely. We have our own agenda to fulfil. They will be helpless when it reaches fruition. Even Chris knows that we are everywhere. Something I'm sure that assassin Diego will surely tell him.

(wry grin)

Or maybe not...

Ignoring Jacqueline and going straight to Isabelle, Charlotte shows her the section in the book she has in her hands.

CHARLOTTE

I've come across this old magical artifact that I just know Chris will want to get his hands on.

She shows Isabelle the picture - it's an identical sketch of Karakov's Gauntlets!

ISABELLE

(shrugs)

So? We've got hundreds of magical weapons stacked up. What's so special about these?

Jacqueline snorts in contempt.

JACQUELINE

Why don't you run off and let the grown ups do the real work?

Charlotte's eyes begin to glow deep red. Her left hand slowly glows red as well.

Jacqueline sees this and has already mentally spoken a spell that causes her hands to glow in kind.

JACQUELINE (cont'd)

(cold)

If you want a duel, you little upstart, you'd better make sure the first shot counts.

Isabelle steps between them both with an angry look on her face. She stares at both of them.

ISABELLE

Hey! We'll have less trouble with outside problems, if we don't start creating new ones on the inside! Got it?

The two women glare at each other, but both finally back down. Charlotte continues talking to Isabelle.

CHARLOTTE

As I was saying. Chris will most likely want to get these gauntlets, and from what I've seen they could cause us a little damage. What I'm saying is that we should get to them first.

Jacqueline finally takes an interest in what Charlotte has, and looks at the book that Isabelle is currently perusing.

JACQUELINE

(reading)

From the sounds of it, getting the gauntlets will be the least of their problems. I know about this cave - it's filled wall-to-wall with traps.

CHARLOTTE

(shaking her head)

You don't understand Chris like I do. He's pigheaded enough, when he puts his mind to a single goal. If he wants the gauntlets, he'll go and get them.

JACQUELINE

(dismissive)

Then let him. If he and his team survive the maze, they may have a fighting chance against us. Provided they know how to use them.

(beat)

But it won't do them any good. We will crush them in the end.

CHARLOTTE

But the weapon is important, it
could still hurt us -

JACQUELINE

(angry)

I said enough! We have our own
agenda to look at! I will not waste
manpower with this... trivia!

Charlotte's anger rises again. She looks to Isabelle, then
turns on her heel and stomps out of the room.

Jacqueline sneers at the schoolgirl tantrum that Charlotte
just gave. Isabelle, however is studying the sketch of
Karakov's gauntlets more closely now.

ISABELLE

Ah, Jackie? You might want to take
a closer look at this sketch.

JACQUELINE

(irritated)

How many times? Stop calling me
that!

She shows Jacqueline the picture and points at a certain
spot. Jacqueline peers down, a look of recognition growing on
her face.

Isabelle is pointing to the RED EYE on the Gauntlets. It's
part of the design that makes up the Trinity's symbol.

ISABELLE

Look familiar?

JACQUELINE

It seems the *wunderkind* has some
uses after all.

She muses on this latest development.

JACQUELINE (cont'd)

Okay. I'll send a team to this
location and retrieve the
gauntlets. If they come across
Chris and his team... then maybe we
can solve two problems at once.

As we focus on Jacqueline's grim face, we:

BLACK OUT:

END OF ACT TWO

ACT THREE

FADE IN:

13

INT. CAVE

13

We open on Twist and Kate walking down a tunnel, both with high powered torches. Other than the light from the torches, the tunnel is pitch-black. It appears that they've been walking for quite some time now.

TWIST

Ugh! I don't know how anything could live down here!

KATE

Do you complain a lot? Or does it come naturally to you?

Twist shoots Kate an dark glare, but in this low light, the stare is lost on Kate. Twist rolls her eyes.

TWIST

Not as natural as you being a mega bitch, for instance.

Kate loudly gasps. Twist allows herself a smile as she mentally chalks up one win.

KATE

What makes you so perfect? You're a vampire, for crying out loud!

TWIST

It's not every day that a vampire dies, goes to Hell and comes back to Earth. I'm a special vampire, make sure you get that right.

KATE

(rolls eyes)
Right. Real special.
(under her breath)
Like mentally special...

Twist stops and shines her light in Kate's face.

TWIST

Vampires have excellent hearing, and I distinctly heard you say something. Care to repeat it?

KATE

(grimace)
I was just saying how wonderful it is to have you here with me.

(MORE)

(CONTINUED)

KATE (cont'd)

I'm sure your vast intellect will help us to survive the maze we're about to enter.

TWIST

Are you trying to be smart with me? Cause Duggan might want to have a few words with you. And besides, how do we know we're anywhere near this fricken maze?

Kate stops and points her torch directly ahead.

We look to where she's pointing and we can see an obvious man-made TUNNEL that doesn't match that of the cave itself.

The walls are completely smooth, and from their vantage point, the tunnel looks just like that of an ordinary maze.

Kate also switches off her torch and gestures to the walls themselves, which give off a luminescent light source.

KATE

That maze. And it looks like we don't need the torches after all. Best to save the batteries for the trip back out. Not all of us have preternatural vision.

Twist rolls her eyes, and switches off her torch as well.

TWIST

Okay. Let's boogie and find out what *Pan's Labyrinth* has for us.

Kate shakes her head and enters the maze, with Twist quickly following her.

CUT TO:

The others are all milled outside. Julie is rubbing her hands and blowing on them to shake the cold that's crept up on them all of a sudden.

Syren is walking around aimlessly. She is listening to the night time sounds and is humming a tune quietly to herself.

Chris is staring at the mine entrance, but we can clearly see he is a million miles away.

Danyael and Naomi are having a conversation between them that we cannot hear.

Diego is sitting cross-legged with his sword across his lap. His eyes are closed in deep meditation.

(CONTINUED)

Julie walks over to Chris and taps him on his shoulder.

JULIE
Penny for your thoughts?

CHRIS
(distracted)
Hmm? Oh, it's nothing Julie. I'm wondering how the girls are doing.

JULIE
(not buying it)
Uh-huh. We both know you're not thinking about Twist. So spill.

Chris runs his hand through his hair and sighs.

CHRIS
Charlotte... she wasn't always the way she is now. I just wish...
(beat)
If she was on our side, things would be very different.

JULIE
(understanding)
But she isn't on our side. She's against us. You can't let a former lover cloud your judgement, Chris. You of all people should know a lost cause when you see one.

CHRIS
(turning to her)
Really? You know the first time I saw Twist, I thought she was a lost cause.

Julie is surprised by this statement. Chris has never said that about Twist before.

CHRIS (cont'd)
(off her look)
But I soon realised how invaluable she's been to the goals I've set myself to complete.
(beat)
All of you play a part.

Julie smiles, sitting down next to him.

JULIE
(smiling)
I'm glad you came back.

CHRIS

That makes two of us.

JULIE

Remember how I was back at the hospital? You know, after...

(beat)

After what happened with my baby?

CHRIS

(nodding)

That wasn't a happy time.

JULIE

You helped me through. Just like I know you'll help us all, now you're back.

CHRIS

Julie, there's something I need to tell you...

JULIE

(silencing him)

It can wait.

She smiles again, then leans her head on his shoulder. Chris hesitates, then finally exhales and lays his hand on hers.

We switch to Syren, who has stopped humming and stands completely still.

A CRACKLING noise can be heard through the air, which gets all their attention, even Diego's.

SYREN

(sing song)

They're back.

A number of PORTALS open up around them, and as the team spring to their feet, half a dozen more WARDENS burst out into the air!

Chris is galvanised into action and has his katana out, at the ready. Julie sighs quietly at the potential tender moment and gets her gun out as well.

Diego has his sword ready for the impending battle.

Danyael and Naomi each have a weapon from the van and get ready for the fight as well.

Syren stands there, passive, as she senses the wardens' presence.

DANYAEL

(to Syren)

Uh, you do know the bad guys are back, right?

SYREN

Looks like I have to get my soprano voice ready. Things may get a little messy.

Danyaël raises an eyebrow at this statement. Clearly Twist has been rubbing off on Syren.

We move to an aerial view as we see the team form a tight circle with their backs to each other, and we see at least half a dozen wardens surround them. Their staffs glowing with their crimson energy, as we:

CUT TO:

15 INT. MAZE

15

Twist and Kate tread carefully down the tunnel, clearly the two women are on edge.

However, something is different - they're both covered in SOOT, with rips and tears dotted over their clothes.

TWIST

Okay, that... that was just mean.

KATE

You think? I thought they were just warming up.

TWIST

'Warming up'? Try roasting! What kind of fiendish mind dreams up of multiple razor wheels, followed by jets of fire?

(beat)

Man, I hate fire.

Kate grins at this last comment. She appears to make a mental note.

KATE

Well, we know that it's probably going to get worse.

TWIST

(ignoring her)

Who the hell invented this maze? *Jigsaw*? Or maybe it's the guy who invented the *Cube*?

(CONTINUED)

KATE

(raises eyebrows)

You do know movies aren't real,
right?

(beat)

Heads up. Looks like another trap.

We look ahead and see what appears to be a normal tunnel,
almost featureless, except for tiny holes in the walls.

Kate gets as close as she can to look at the holes, and
decides that they couldn't be a trap.

Twist is impatiently tapping her foot as she waits for Kate
to give the all clear.

Kate turns to Twist and shakes her head.

KATE (cont'd)

Guess I was wrong.

Twist rolls her eyes and move forward.

ANGLE along the ground, just near Twist's shoe. We can make
out a hairline across the screen.

TRIPWIRE!

BACK TO SCENE

Kate's eyes notices it and they widen.

KATE (cont'd)

Twist, wait! Don't move!

Twist does an impersonation of a statue. Mentally, she's
draining Kate of all her blood. She gives Kate a dark look.

TWIST

How come you didn't see this
before? Or are you trying to kill
me, so you can have your precious
weapon for yourself?

KATE

(frustrated)

If I really wanted to kill you. I
would've done it already!

(beat)

Now listen to me and back up
slowly...

Twist follows Kate's instructions to the letter. The tripwire
stays intact.

Kate fist the air at success, and unbeknown to her, she trips another wire that is directly overhead.

In fact, a closer inspection reveals that there are tripwires strategically placed all over this section of the tunnel.

KATE (cont'd)

Oh...

She ducks down, not caring she set off yet another tripwire.

The walls open up to reveal hidden compartments that contain dozens of STAKES! These fly out from the wall at chest height.

Twist's quick thinking saves her life as she ducks and weaves before hitting the ground.

The barrage of stakes continue until their supplies are exhausted.

The compartments slide shut, not leaving any trace of their existence.

After the dust has settled, both girls get up slowly. The trap has been set and everything is quiet for the time being.

Until Twist YELLS blue murder. There's a stake buried in her left shoulder!

TWIST

Son of a... gah!

She SWATS Kate with her good arm.

TWIST (cont'd)

What in the Britney Spears did you do that for? Now I know you're trying to kill me!

KATE

(raises her hands)

I just sensed a trap, and saw the tripwire! D'you think I knew we were about to get a face full of stakes?

Twist is having none of it. She grabs the end of the stake and YANKS it out, releasing another yell.

TWIST

You're lucky I heal quickly.

KATE

(rolls eyes)

C'mon. Let's keep moving.

(CONTINUED)

She is a bit more mindful of what she sees before her, and manages to negotiate the remaining tripwires without setting them off again. Twist follows her.

TWIST

If the stakes were all finished,
would it matter if we trip the
wires again?

KATE

(without looking)
Probably not. I've a feeling the
compartments have just replenished
themselves. Besides. The tripwires
I set off have appeared again.

TWIST

You mean the traps have reset
themselves?

KATE

(sarcastic)
You're not as stupid as you look.

TWIST

(dark)
Watch it.

Kate chuckles slightly as both girls round a corner off-screen, we:

CUT TO:

We arrive in the thick of a battle between Chris' team and the wardens.

Chris and Diego expertly swing their swords at the respective warden opponents, who defend just as expertly back.

Julie is firing at a warden, who just seems to warp away and come back again striking at her with his staff.

Danyael and Naomi are back to back as Danyael swings his axe and Naomi, her quarterstaff, defending themselves from the wardens who are attacking mercilessly.

With the exceptions of Diego and Chris, only Syren seems to be calm and collected. She lets a low cry before it escalates into a piercing sound.

Suddenly a SHOCKWAVE issues from her and the warden who is attacking her literally EXPLODES.

(CONTINUED)

Julie grimaces slightly, but the distraction means that her warden is off guard and she fires a bullet in his head, putting it down permanently.

Chris finally manages to decapitate his warden, his body dropping to the ground.

One of the remaining wardens places his hand to his temple, almost as if he is calling reinforcements!

Then on cue, a number of PORTALS open up and more wardens come jumping through!

DANYAEL

This is going to be a long night...

Of this we:

CUT TO:

We are at a tunnel opening in the maze, and we can hear the two girls yelling at each other before we join them.

TWIST

Are completely blind? What do you mean, you 'didn't see' the spikes coming from the ceiling?

KATE

Jesus Christ! I don't have your fricking vision! How am I supposed to know that the floor is pressure sensitive until one of us actually steps on it?

Twist makes exaggerated hand movements, her face a mask of sarcasm.

TWIST

Oh, but you said you knew when we'd come to a trap! You said you'd know how to get past them!

KATE

(angry)
It worked, didn't it?

TWIST

(shaking her head)
Since when does yelling 'run!' count as 'knowing how to get past'?

Kate looks at her and shakes her head. She makes a "I can't be bothered with you" hand gesture as she looks ahead.

The pair stop outside the opening and are on the banks of what looks like an underground river.

Kate steps forward and examines the river, but only manages to see her reflection.

TWIST (cont'd)

It's a river. We cross it. Are you afraid to get you feet wet?

Kate waves her hand at Twist in a dismissive fashion. She continues concentrating on the river.

TWIST (cont'd)

Oh, for the love of Justin...

She is about to make her way into the river, when Kate pulls her back.

KATE

Be careful. You might want to rethink your next step.

TWIST

What? Is it a mirage? Is this a chasm in disguise? What?

Kate just steps back and pulls something from her pockets. It's a handkerchief. She then **THROWS** the handkerchief into the water.

It floats down gradually until it hits the water, where it **SIZZLES** and dissolves until there is nothing left.

Twist gapes as Kate casually slips her hands back into her pockets and shrugs.

KATE

Told you.

TWIST

So... how are we going to cross a river of acid?

She looks down the river, but finds that its edges taper out. There is only the walls for the length of the river from both sides.

KATE

I can make it across.

She taps her ring once and suddenly she **HOVERS** above the ground, and **WALKS** on air, right over the acid! Now on the other side, she turns and smiles at Twist, crossing her arms.

KATE (cont'd)

Your turn.

Twist stare back dumbfounded.

TWIST

How the hell am I supposed to jump that? It must be ten feet wide! We don't all have magic to fall back on, you know!

KATE

(smirks)

Looks like you'll need to make a running jump.

Kate turns and makes her way down the tunnel, slowly. Angle on her face revealing a huge smile, clearly pleased with herself.

Twist breathes deep, and takes a few steps back.

TWIST

(to herself)

I can do this. I'm the great Twist McFadden.

She then launches into a sprint and RUNS to the river's edge. Just before she hits the edge, she LEAPS into the air long jump style.

SLOW MOTION

We see Twist flying over the water, her legs in a split formation.

We see Kate turn around, the smile still on her face.

We see Twist's face: eyes and mouth wide open.

BACK TO SCENE

Twist lands heavily on the opposite side of the river with only an inch to spare. She ROLLS forward, panting.

Kate wanders in frame, smile still on her face.

KATE

Ah, you made it.

TWIST

(still panting)

Not... funny. Wipe... grin off... face now... before I do it myself.

(CONTINUED)

17 CONTINUED: (3)

17

KATE
 (chuckling)
 C'mon. We ain't out the woods yet.

Twist brushes herself and gets up to follow Kate down the tunnel.

Both girls reach a chamber, that contains a single STATUE in the centre. On the other side is another tunnel leading out.

18 INT. MAZE - CHAMBER

18

When they enter the chamber, an unseen door SLAMS shut behind and before them. They are trapped in the chamber with the statue.

TWIST
 Gee. Didn't see that one, did ya?

Kate ignores her and she carefully wanders around the room, looking for any signs of more traps.

Standing tall before them is a STATUE of an old man dressed in flowing robes.

As the two girls peer around, they hear the GRINDING of stone against stone - and the statue's mouth starts to OPEN!

TWIST (cont'd)
 Woah!
 (edgy)
 How do we kill a statue?

KATE
 (rolls her eyes)
 Will ya listen?

They look at the statue - and to Twist's amazement, a VOICE starts to echo round the chamber!

STATUE
 To leave this chamber, you must answer my question correctly. A right answer will open the door behind me. A wrong answer will mean your space will shrink rapidly. Here is the question:
 (beat)
 "What is the 5th prime number multiplied by its square and divided by zero?"

The statue waits for the answer. Twist closes her eyes and groans. Why did it have to be maths?

(CONTINUED)

KATE
 (thinking)
 The fifth prime number is 11... 11 squared is 121. Um... 11 times 121 is... 1331, so...

TWIST
 (yelling out)
 1331!

STATUE
 Incorrect.

Kate looks at Twist in horror.

KATE
 You idiot! That's not the answer!

TWIST
 But you said 1331 -

KATE
 (interrupts)
 You can't divide any number by zero! The answer's supposed to be infinity!

A RUMBLING sound is heard. We look up and we see the CEILING closing in on the girls!

Kate and Twist share an anxious look.

TWIST
 Well, I guess I always did want to lose a few pounds...

Kate is thinking double time, trying to come up with an answer. She looks up at the ceiling and notices a circular hole, directly above the statue. The proverbial light bulb shines above her head.

KATE
 Help me move the statue!

Twist and Kate grab a hold the statue, but it doesn't budge. Twist tries to get a better purchase but doesn't realise that she activates a small button just above the waist of the statue.

A grinding noise is heard as the ceiling of the chamber stops just above the statue's head. The ceiling then moves back up again.

Both doors to the tunnels open up as before. Twist wastes no time in running down the tunnel, with a rattled Kate following her.

19 INT. MAZE - NEXT

19

Kate spins Twist around.

KATE

What the hell was that? Couldn't you wait for me to work out the answer?

TWIST

Hey, I managed to reset the chamber, so we're okay now. Stop your complaining.

KATE

No. You fluked it. There was no way we were going to get out of there alive.

TWIST

Really? You probably would've thought of a way while I got squashed.

KATE

Maybe. But I think we both need to work together from now on in.

TWIST

(shrugs; 'whatever')
What next?

KATE

C'mon. We're nearly there. I can feel it.

They move further along until they come to wide clearing. They've reached the heart of the maze.

At the exact centre of the clearing is a stone plinth. On top of the plinth, we can see Karakov's Gauntlets.

TWIST

Hmmm. If only we had a bag of sand.

KATE

(rolls her eyes)
And again - movies aren't real!

She looks around to see if she can see any more traps. The clearing is surprisingly clear.

The two make their way slowly to the centre. They reach the plinth without incident and stare at the gauntlets.

(CONTINUED)

The gauntlets are made of silver. The ambient light shining off their features. We can clearly see the markings on both gauntlets.

TWIST

(pointing)

Hey, those markings look similar to the ones on your warden demons.

Kate doesn't react to this as she continues to stare.

KATE

(whispers)

No, it's all too easy.

Kate goes to grab the gauntlets when Twist sees something out of the corner of her eye.

She grabs Kate's wrist and shakes her head. Pointing to the ceiling they both can see two hollow chambers pointing directly at the plinth.

KATE (cont'd)

The plinth is the final trap. How do we get the gauntlets off it?

TWIST

Told ya. Bag of sand.

Kate pauses for a beat, before coming up with the answer.

KATE

We're going to have to time this perfectly. We have to both grab the gauntlets at the same time. I'll grab the right one, you grab the left one. Once we've grabbed them, we fall backwards, okay?

Twist looks at her as if she's crazy, but seems to see a logic in her reasoning.

KATE (cont'd)

On three. One. Two. Three!

Twist and Kate both grab their respective gauntlet.

Angle on the two hollow chambers as they begin to GLOW GREEN.

The two girls fall back and roll away from the plinth, just as the chambers discharge their BEAMS of ENERGY towards the plinth!

The girls stare in horror at what could have happened, if there was only one person here.

(CONTINUED)

The plinth remains unscathed, as the two chambers power down.

Twist throws the gauntlet at Kate, who catches it without taking her eyes off the plinth.

TWIST

That was way too close.

KATE

You said it.

TWIST

Still say some sand would've made this way easier.

KATE

(grins)

C'mon. Let's get out of here.

The two girls turn and leave, and we pick them up again in:

20 INT. CAVES - TUNNEL ENTRANCE - NEXT

20

Just as they are about to leave, Kate turns towards Twist with a smile that suddenly disappears. She GRABS Twist's hand in a firm handshake.

KATE

Sorry. But I only just figured it out now.

ANGLE ON BOTH THEIR HANDS

We see the tattoo on Kate's hand glow and shimmer. It floats in the air and make their way towards Twist's hand.

Twist sees Kate's tattoo is now on her hand, while Kate's hand is unmarked!

TWIST

What the hell was that? What did you do?

KATE

One word. Freedom.

She gives Twist a sudden SHOVE, knocking her off her feet before sprinting out of the Mine Entrance with the Gauntlets in her hands.

Twist recovers, SNARLING under her breath as she chases after Kate out into:

21 EXT. MINE ENTRANCE - NIGHT

21

The team are still fighting the wardens, who relentlessly keep coming.

Chris spots Kate running from the mine entrance and down past an abandoned building. He sees Twist run out before she stops dead.

The wardens stop what they're doing, and as one make their way over towards Twist!

One of the wardens places his hand to his temple, and we see more and more portals open as more wardens swarm through.

TWIST
(look of horror)
Oh. Crap.

From this we:

BLACK OUT:

END OF ACT THREE

ACT FOUR

FADE IN:

22

INT. MINE ENTRANCE - NEXT

22

Back where we left off. We see Twist look at the tattoo on her hand briefly, then at the impending wave of wardens bearing down on her.

She gulps and withdraws Duggan from her back, swinging it a few times.

TWIST

(brave)

Yeah, come and get some! You bunch
of bald, albino, blind rejects!
I'll take you all on!

Though it looks like she seems confident, her bravado is shaky at best as she mentally counts how many wardens there are.

TWIST (cont'd)

Baumgartner! There must be like
twenty of them...

(beat)

All for me. That's just... great.

(yells to Chris)

Do I even need to ask?

The nearest warden raises his staff and is about to strike down on Twist, when his head disappears in a cloud of red. The headless body drops to the ground.

In the background is Julie, having just finished her shot, and is aiming for another warden.

TWIST (cont'd)

Thanks!

Chris raises his free hand up and shoots a blue bolt of magic at an unsuspecting warden who also drops dead.

Some of the advancing wardens turn and recommence the fight with the team.

Diego flings himself at the wardens, taking on three at a time with long graceful sword strokes.

Danyael and Naomi run into the thick of it, Danyael swings his axe, while Naomi attempts to sweep a warden with her quarterstaff.

Syren is at the back, and we can see her hair move of its own accord as she slowly builds up her energy.

(CONTINUED)

Danyaël moves closer to Twist, who is batting away as if her very life depends on it.

DANYAEL

(in between swings)

What happened down there? We saw Kate do something, then she ran off...

TWIST

(in between swings)

That double-crossing, small assed bitch somehow managed to pass on this freakin' tattoo to me! So I'm the one these blind bastards are after, not her!

Chris in the midst of his fight, clearly hears this and starts to formulate a plan.

DIEGO

Don't worry, *chica*. We'll destroy these demons and find the girl.

But the wardens sensing a tide in the battle isn't going their way, warp away some distance, before more PORTALS open up and even MORE wardens show up.

TWIST

How many of these things are?

CHRIS

Too damn many...

He cuts his warden in half, killing him.

CHRIS (cont'd)

We're going to lose this fight. The wardens obviously know how to deal with us as a problem and by overwhelming us, they are succeeding.

Julie continues firing at the wardens, but they've clued onto her gun and simply warp away when even she takes aim.

Syren however, is much more lucky. Her energy has built up and she unleashes, with a SCREAM, a SONIC BOOM that bowls over a group of wardens, killing a few, and crippling some of the others.

The others grab their fallen comrades, and warp away, only to come back again, fully healed!

NAOMI
 (to Danyael)
 This is getting nowhere, real fast.
 We can't stop them! We can't even
 slow them down!

There is a lull and Chris pauses for a moment. His eyes flick open and they glow WHITE. He does a 360 degree turn, waving his hands around the fighting team.

CHRIS
Nascodere.

A white sheet ENVELOPES all the team members completely, before fading away.

The effect is immediate. The wardens stop fighting and look about the area - everywhere other than where the team is now.

All the rest of the team stop fighting and take in this new development. Except for Chris, who is looking woozy all of a sudden. Julie grabs him as he tries to steady himself.

JULIE
 What did you just do?

CHRIS
 Cloaking spell. Should buy us a little time, but I can't keep it up for long. Needs a lot of power against them.

The wardens seem to have lost their quarry, and gather around, before they WARP away leaving the team alone.

TWIST
 What just happened? How come they left?

CHRIS
 I guessed what was going on when they didn't immediately chase after Kate.
 (looking at Twist)
 She passed on her tattoo to you, didn't she?

Twist nods grimly, showing the back of her hand. Chris looks at it, trying to determine how they can get rid of it.

CHRIS (cont'd)
 I think the wardens themselves are almost blind, but they can detect shapes or maybe heat signatures, and from the looks of it they're drawn to these tattoos.
 (MORE)

CHRIS (cont'd)

When they didn't go after Kate,
it's because they seemed to think
she was still here.

He points to Twist and her new tattoo. She SPITS on it and
tries rubbing - no good.

JULIE

You mean, that the wardens can't
see a person, they just see the
mark? That's how they knew where
Kate was?

CHRIS

(nodding)

As far as they're concerned. Their
escaped prisoner is still here, and
we're holding them back. The
cloaking spell should buy us some
time to figure out what to do next.

TWIST

But Kate and I weren't bothered by
the wardens in the maze. Why didn't
they just come after us in there?

CHRIS

Most likely the maze itself has a
cloaking spell of its own.

Twist stares in the direction Kate ran to.

TWIST

That bitch took the gloves! I'm
going to tear her limb from limb
when I get a hold of her!

(beat)

Okay, next problem. How are we
going to get the tattoo off of me?

(examines it)

Even though it does look kinda
cool...

Chris rolls his eyes, and looks at the mark. He tries a quick
spell that makes the mark GLOW, but it still stays put.

CHRIS

What did she do, just before she
passed on the mark?

TWIST

She smiled at me... you know? A
double-crossing smile, and grabbed
my hand, then she said: "Sorry. But
I only just figured it out now."

(beat)

(MORE)

TWIST (cont'd)

Then the mark flowed from her hand to mine! She took off like the sneak she is! Damn it! I knew we shouldn't have trusted her!

Chris ponders on this development, and Julie clues in on what he is thinking.

JULIE

You think we might need Kate to reverse the change again? Whatever the case, she's long gone by now. We may never find her.

Syren pipes up pointing her finger towards the ruined buildings in the distance.

SYREN

No, she's still here. I can sense her. When she and Twist come out from the mine, I felt the energy of the weapon in the air.

(beat)

She's still in this complex, and clearly terrified.

They all look to her, Twist with a small amount of hope.

CHRIS

Then let's hunt her down and get what we came for.

As they run towards the building Syren pointed to, we:

CUT TO:

The team step into the building, seeing no sign of life. Chris scans the area for any potential hiding places. He turns to Syren for further information.

Syren stands by passively, humming a indistinct tune.

SYREN

(eyes closed)

She's hiding upstairs... Can't you hear it? The weapon's power is incredibly loud...

The others can't hear a thing, but don't doubt Syren at all.

Chris motions for the others to move upstairs, but Twist has a grim look on her face, and SPRINTS towards the stairs.

JULIE

Twist!

NAOMI

Don't worry, I'll go after her.

She follows after Twist and begins to ascend the stairs, the others not far behind.

NAOMI (cont'd)

C'mon! Now's not the time to go all gung ho!

TWIST

(over her shoulder)

Cool it, Mrs. Norton! I'm getting me some payback, and I expect it to be short and sweet!

The two are leaving the others behind now.

NAOMI

You know, you have a real issue with me, don't you? Do I detect a hint of jealousy?

TWIST

Ha! Jealous? Of you? Looking like that? As if!

CUT TO:

The pair continue their bickering.

NAOMI

Danny and I have history. End of story. Like it or lump it.

Just as Twist is about to 'lump' something else, the two duck from an energy burst from the right!

We pan to the source of the blast and we can see Kate is wearing the gauntlets, but she's having trouble controlling them!

KATE

Why can't I make these things work?!?

She takes them off and ties them to her waist.

KATE (cont'd)

Guess normal magic'll have to do. Mind you, it's only you two. I don't need anything special.

She fire a blue bolt at the pair again, this time controlled.

(CONTINUED)

TWIST

Oh, keep it up, sister! I swear to God, they're gonna find your body in not one dumpster but twenty. And each one will be six blocks apart!

Kate FIRES again at Twist, as she ducks behind a broken desk. She doesn't notice Naomi move around her.

KATE

Is that the best you can come up with? You don't know true power, when you can summon it from within...

She's about to fire again, but doesn't see Naomi, until it's too late. She gasps as Naomi slips her arm around her neck and starts CHOKING her!

Twist sees this development and runs up to them.

TWIST

(to Naomi)

Have your uses after all?

Naomi ignores her comment, instead starting to SHAKE Kate and SQUEEZE harder.

NAOMI

How did you give Twist the mark? I want you to reverse it, now!

KATE

(struggling)

Go ahead! They'll still come and take Twist away. It doesn't matter to them, or me! If you kill me, then I can't do jack!

Naomi loosens her hold, she spins Kate around and SLAMS her against the wall.

NAOMI

There are worse things I can do to you...

Naomi's eyes turn red and she bares her TEETH at the young magic user.

KATE

Get off me, you Amy Lee wannabe. I'm the only one who can help Twist, so why should I? You guys never fulfilled your end of the bargain!

(CONTINUED)

TWIST

That's because there never was a bargain! It was always about you!

Naomi places her hands around Kate's throat. Her vampire guise is still up, and from Naomi's look, she means business.

NAOMI

Get rid of the mark and we'll help you! It's what we do!

Kate isn't at all happy with what's going on, and she starts to see that she has no choice. She doesn't want to die, especially after only getting the weapon now. She begins to formulate a plan.

KATE

Okay, okay!
(beat)
Twist, come over here.

She takes Twist's hand and shakes it. We see the tattoo glow on Twist's hand and lift off back to Kate's hand again.

KATE (cont'd)

(to Naomi; unhappy)
Happy?

NAOMI

Ecstatic.

Naomi quickly spins Kate around and SNAPS her neck!

The young woman's eyes widen in surprise, before she slides out of Naomi's hands.

Naomi bends down and grabs the gauntlets, looking at them briefly, and slowly nodding, she gives them to a very shocked Twist.

TWIST

You... did...

She looks at Naomi with a continued stunned expression.

NAOMI

Twist, she'd have blown a hole in your back the second you turned round. We both know that.

Before Twist can react, the others make it up the stairs, but find the battle is over when they see Kate on the floor, dead.

JULIE

What happened?

(CONTINUED)

Twist is still dazed, so Naomi quickly answers:

NAOMI

She took the mark back off Twist,
but then went for the gauntlets.
She was going to blow us both away,
so I had to stop her.

(beat)

I didn't have a choice.

Danyael is shocked at what Naomi did, and immediately runs to her, placing her arm around her.

CHRIS

It doesn't matter now.

He steps towards Twist, as she gives him the weapon.

CHRIS (cont'd)

We have what we came for. Let's
leave this place.

They all stare at Kate for a beat, until they hear crackling energy in the air.

The wardens return and begin to surround the team. They all assume fighting positions, waiting for the impending battle.

But the wardens ignore them - one of them picks up Kate's body and warps away with it. The other wardens take one look at the team, before warping away themselves.

As the others begin to go downstairs, we close in on Twist's face as she continues to stare at Naomi.

She should be grateful for her help, but she can't help feeling troubled by her Naomi's cold blooded act of murder.

She shivers slightly, before walking out of frame, forcing a:

BLACK OUT:

END OF SHOW