

**SOMEWHERE INBETWEEN**

"Carnage Exposition"

by  
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TEASER

FADE IN:

1 INT. MONASTERY - ROOM - NIGHT 1

CHRIS gapes in horror at the body of JULIE, sprawled on the floor in a pool of her own blood. He snaps to attention and rushes to her as TWIST and DIEGO enter behind him.

TWIST  
What's...  
(sees Julie)  
Frack!

Chris tries to control his rising panic as he looks over Julie - an ugly STAB WOUND stares back at him. He reaches and checks her pulse - nothing.

CHRIS  
Get the others, quickly!

He snaps round - Twist is still staring in slack-jawed shock at Julie' body, while Diego checks the body of JACQUELINE on the other side of the room.

CHRIS (cont'd)  
Twist!

TWIST  
(blinks)  
What?

CHRIS  
Get Danyael and the others, anyone  
you can find!

TWIST  
Right! I... I got it.

She tears her eyes away and stumbles out of the room. Chris tries to slow his brain down and think, gently moving Julie to lie flat on the ground as he covers her wound.

2 INT. MONASTERY - CORRIDOR - NEXT 2

Twist stumbles out of the room, starting to race back the way she came as she yells:

TWIST  
Hey! Danyael! Syren! Monk...  
people!

A few MONKS pop their heads out of their rooms, disturbed by the racket she's making, until finally DANYAEL appears round the corner up ahead.

(CONTINUED)

DANYAEL

Twist?

TWIST

Julie! It's Julie, she's... she's hurt.

Danyael double-takes as Twist runs up to him.

DANYAEL

What? What happened? I've been trying to find Naomi, but I can't -

Twist just GRABS his hand and starts to drag him away.

TWIST

Just shut up and come with me!

SYREN (O.S.)

Twist? Danyael?

They turn to see SYREN emerging from another corridor, one hand against the wall.

SYREN (cont'd)

Chris just ran away suddenly, and then I heard you shouting, and...

Syren suddenly takes a sharp intake of breath.

SYREN (cont'd)

Oh, no... Julie!

DANYAEL

Will somebody tell me what's going on?

SYREN

We have to stop her!

DANYAEL

(exasperated)  
Who?

SYREN

Come on!

Syren grabs the bemused Danyael's other hand, the trio racing back down the corridor and weaving through the growing numbers of curious monks as we return to:

Diego returns, kneeling beside Chris and obligingly TEARING strips from his dressing gown to use as bandage.

DIEGO  
Jacqueline is dead.

CHRIS  
(looks up)  
Jacqueline's here?

Chris looks round, noticing the body of the Trinity's former leader at last.

CHRIS (cont'd)  
My God...

He looks back to Julie, tossing away one bloody wad of makeshift bandage and applying another.

DIEGO  
Who did this? How did you know something was wrong?

CHRIS  
It was Naomi.

Diego stops dead. Chris looks up and meets the warrior's disbelieving gaze.

CHRIS (cont'd)  
I'm not sure how or why just yet...  
but it was her.

DIEGO  
How can you be -

CHRIS  
(cuts him off)  
I'm sure.

Diego looks down to Julie as Chris rolls back his sleeves, placing his already blood-stained hands on her belly.

DIEGO  
Is there anything you can do?

CHRIS  
I've got to try -

MICHELLE (O.S.)  
No, there isn't.

The boys turn - a sorrowful MICHELLE stands in the doorway.

MICHELLE (cont'd)  
I'm sorry, Chris... but there's  
nothing you can do.

CHRIS

No. There's still time. She can't  
have been under more than a few  
minutes, I can -

Michelle reaches behind her back - and reveals her CANE, the  
jet black SKULL at its head GLOWING in a black haze.

MICHELLE

Chris, you don't understand.  
Julie's gone.

(beat)

And I'm here to help her cross  
over.

As Chris stares in mute amazement at Michelle, we:

**BLACK OUT:**

**END OF TEASER**

ACT ONE

FADE IN:

4 INT. MONASTERY - ROOM - NIGHT

4

Chris and Michelle face each other down. Michelle is a mixture of sad, guilty and determined, while Diego looks from one to the other, not understanding what's going unsaid.

CHRIS

(stern)

Michelle, get out of here.

He looks back to Julie, a pale white GLOW forming around his hands, still pressed to Julie's chest.

MICHELLE

You know I can't do that.

DIEGO

Chris, what is she talking about?

Michelle takes a step forward, her Cane starting to BUZZ with intensity now.

MICHELLE

Chris... please. Don't make me have to do this.

DIEGO

What's going on here?

Chris is ignoring them both, his focus purely on Julie, and Michelle looks to Diego for support but finds none.

That's the moment Twist and company choose to barge back in, Twist surprised to see Michelle in front of her.

TWIST

Oh, hey! There you are! We need -

CHRIS

Twist, stay away from her.

TWIST

Say what?

Danyaël and Syren usher in, Danyaël going ice cold at the sight of Julie's pale body lying on the floor.

DANYAEL

Holy sh-

SYREN

(meek)

Julie?

(CONTINUED)

All eyes are on Chris as the GLOW around his hands intensifies, Chris seeming to be trying to force life back into Julie through sheer strength of will.

CHRIS

Come on... come on!

MICHELLE

Chris, you can't -

CHRIS

(roars)

I said stay back!

Michelle sets her jaw. This isn't the first time she's been in a situation like this, and it shows.

Syren clings to Danyael, the sense of death in the air setting her nerves rattling, while Danyael spots the dead Jacqueline at last.

DANYAEL

Somebody, anybody, tell me what the hell is going on here!

Michelle aims her Cane at Chris, the staff continuing to HUM menacingly.

MICHELLE

Step away from her, Chris.

TWIST

Are you out of your tiny British mind? He's about the only one of us who has a chance to save her!

MICHELLE

No. He can't.

Twist looks from Chris to Michelle and back, then takes a step forward.

TWIST

To hell with this.

She tries to GRAB Michelle's Cane - but there's a BLAZE of light and Twist is blasted off her feet!

She CRASHES into the wall on the other side of the room, and Danyael breaks from Syren to run over to her.

Diego stands, staring Michelle down. He's unarmed, but that doesn't mean he's not ready to fight.

DIEGO

Michelle, I don't know what's going on here, but if you're going to try and stop Chris from saving Julie, then I can't allow that.

Chris is still fixed on Julie, the WHITE LIGHT around his hands flowing over her torso.

MICHELLE

Diego, seriously... move aside.

Danyael props up the winded Twist, who winces as she watches the scene unfolding before her.

DIEGO

I'm afraid I can't do that.

Michelle now aims her Cane at Diego, but he doesn't flinch.

MICHELLE

Last warning.

He raises his chin, defiant. Michelle SIGHS.

5 INT. MONASTERY - CORRIDOR - NEXT

5

And there's a loud BOOM as Diego goes hurtling THROUGH the door and back out into the corridor!

The gathering monks SCATTER as he slides across the floor, the commotion now having attracted several of the ELDERS.

ELDERLY MONK #1

What is the meaning of this?

MONK

It is the travellers, master! They are -

CHRIS (O.S.)

Get away from her!

There's another BANG from inside the room, causing the monks to all jump back a step. Fuming, the elders barge into:

6 INT. MONASTERY - ROOM - NEXT

6

With Twist, Danyael and Syren keeping well back out of the way, Michelle stands over Chris with her Cane pointing directly at him once again.

Neither of them budge as three of the elders storm into the room, taking in the bloody scene before them.

(CONTINUED)

ELDERLY MONK #2

What do you think you are doing?!?  
This is a place of peace!

CHRIS

I have to save her!

MICHELLE

Chris, you can't! Will you listen  
to me?

ELDERLY MONK #3

Both of you, be silent!

MICHELLE

(to elders)

Look, I'm sorry about this, but I'm  
just doing my job.

Michelle's crystal GLOWS as she waves her hand before her -  
and a wall of shimmering energy rises between her and the  
elders!

Michelle turns to Chris - it's just her, Chris and Julie on  
the other side of the field now.

MICHELLE (cont'd)

(softer)

Chris, come on... you know you  
can't save her.

Chris isn't listening, holding Julie closer, sweat pouring  
from his brow.

MICHELLE (cont'd)

It won't be enough.

CHRIS

Shut up!

He turns and THROWS a shockwave of energy towards her, but  
she dispels the half-hearted attack with a flick of her  
wrist.

MICHELLE

Chris, please... don't make this  
any more difficult for either of  
us.

CHRIS

Julie...

With the BLAZING white light pouring from Chris clearly  
sapping his own strength now, Michelle kneels down next to  
him, laying a hand on his arm.

Chris is gasping for breath, the effort of his spell exhausting him.

MICHELLE

She's gone. I'm sorry.

CHRIS

No...

MICHELLE

There wasn't anything you could have done.

CHRIS

(snaps)

No!

He **SHOVES** Michelle away, doubling his efforts, but it's clear he's at the edge of his limits now.

With a final **FLASH**, the white light dispels, plunging the room back into half-light again.

On the other side of Michelle's force field, the elders are **YELLING** for the two to stop, but nothing can be heard.

Chris' chest heaves as he gulps down more air, his shaking hands poised over Julie, ready to try again as soon as his strength returns.

CHRIS (cont'd)

I can feel her... she's still in there... I just have to keep trying...

MICHELLE

(losing patience)

It won't matter! Can't you see that? All you're doing is keeping her body alive.

Chris can't take his eyes off Julie, who is as pale and lifeless as when he started.

MICHELLE (cont'd)

Her soul... her essence, that's what's at stake here. That's what I have to take care of.

Chris turns to her, and Michelle softens, hoping she's getting through to him at last.

MICHELLE (cont'd)

Please, Chris... let her go.

Chris drops his head, leaning back.

(CONTINUED)

MICHELLE (cont'd)

That's it.

She leans forward, looking over Julie's body and taking her eyes off Chris...

... who SHOVES her back across the room with a BLAST of magic! Michelle SKIDS along the wooden floor, her force field disappearing in a FLASH of light.

TWIST

Alright, what the crap?

Chris stands, getting between Michelle and Julie's body.

CHRIS

I won't let you take her away.

Michelle woozily sits up, BLOOD dripping from her nose.

MICHELLE

Have you completely sodding lost it? What are you trying to prove?

ELDERLY MONK #1

Both of you, be quiet! This foolishness will do nothing but bring chaos down around us!

CHRIS

She had to give up on me. I won't do the same to her.

Using her Cane, Michelle pushes herself to her feet.

MICHELLE

Don't make me have to do this.

CHRIS

Likewise.

Michelle takes a breath, then raises her Cane again.

MICHELLE

You asked for it.

A surge of power rattles through the Cane, forming a BALL of black energy at its tip.

ELDERLY MONK #2

(pleading)

Please! Do not do this!

Chris' attention turns for a beat - and Michelle lets fly with her magic!

7 INT. MONASTERY - CORRIDOR - NEXT

7

And with an almighty BOOM, Chris is blown straight THROUGH THE WALL of the room, landing in a shower of fragments and smoking debris out in the corridor!

The monks pull right back, keeping their distance as Chris scrambles to his feet - and Michelle FLOATS through the hole Chris made!

Chris conjures up his defense, a fiercely blazing ball of RED LIGHT in his hand, as Michelle daintily sets herself down.

Twist goes to Diego as the others pile out into the corridor, the angry elders still yelling for Chris and Michelle to stand down.

CHRIS

That's why you're here, isn't it?  
You were never meant to help. You  
were just here to take her away!

He SHOOTS his attack at her, but Michelle CATCHES the bolt in an energy field from her Cane.

MICHELLE

What, you think I let her get  
stabbed? I didn't know any more  
than you did!

CHRIS

You're lying!

Chris BLASTS at her again, and this time Michelle is forced to ABSORB the energy, the effort driving her back a few steps.

CHRIS (cont'd)

You stood by and you waited for her  
to die!

MICHELLE

Why the hell would I do that?  
That's not my job!

CHRIS

Like hell, it isn't!

He FIRES once more, and it's clear Michelle is struggling as she DEFLECTS his attack.

The energy bolt BLASTS into the wall, blowing a huge HOLE out of the monastery to SHOUTS of alarm from the monks.

(CONTINUED)

MICHELLE

What good is fighting me going to do? It won't bring her back!

CHRIS

If I stop you from taking her, I can -

MICHELLE

You can what? Think about this! You know I'm the only person who can do anything now!

CHRIS

That's not true!

He sends a BLAZE of electricity arcing towards her, and Michelle uses her Cane to BLOCK the energy, gritting her teeth as tendrils of lightning SPARK over her.

CHRIS (cont'd)

I won't let her die! I won't let you take her from me!

MICHELLE

She's already dead!

Michelle PUSHES the electricity to one side, and another hole is BLOWN in the monastery walls!

ELDERLY MONK #2

Stop this! We beg you!

Chris calls up yet another attack, raising his palms and forming a JET BLACK sphere of energy before him.

MICHELLE

Chris, look at what you're doing!

BLACK VEINS start to rise across Chris' skin as he pours more power into the sphere.

MICHELLE (cont'd)

You're letting black magic back in!  
Is that what she would have wanted you to do?

Chris is too focused on the sphere to hear her, a deafening HUM sounding down the hall and forcing everyone to cover their ears.

MICHELLE (cont'd)

(quietly)  
I'm sorry to have to do this...

She reaches for her crystal, and it GLOWS...

... and Chris suddenly ARCHES his back, the sphere of dark magic SHRINKING in moments as Chris' whole body is pulled taut!

CHRIS  
(strained)  
What... what are you...

Michelle straightens, a grim look on her face as she walks towards him. Chris is locked in place, unable to move a muscle.

Behind them, Twist and the others join the monks in cautiously watching the unfolding scene.

Michelle stops before Chris, holding his gaze for a moment. Her crystal goes dull, and Chris DROPS to the floor.

CHRIS (cont'd)  
(panting)  
How did you...

MICHELLE  
Perk of the job. Power over the undead.

He looks up. She shrugs.

MICHELLE (cont'd)  
You're close enough.

TWIST  
Wait a second - you mean you could've done that at any time?

ELDERLY MONK #2  
Why did you not stop him sooner?

ELDERLY MONK #3  
Look at the damage you have caused to our sanctuary!

MICHELLE  
I was hoping he'd want to stop.

Michelle kneels before Chris.

MICHELLE (cont'd)  
If she could see how hard you're fighting for her, I know she'd thank you.  
(beat)  
But you were about to start using black magic again to fight me.

CHRIS

(guilty)

I... I didn't know what else to do.

MICHELLE

Believe me, I know how easy it is  
to keep falling back on it.

She stands, offering Chris her hand. He stares at it for a moment - then accepts. Michelle pulls him to his feet.

MICHELLE (cont'd)

Just because I have to do this,  
doesn't mean I want to. Julie was a  
good woman. She deserved better.

Chris keeps his head down, a million different emotions fighting inside his mind.

MICHELLE (cont'd)

But even she would have to accept  
this.

Michelle lays a hand on Chris' shoulder.

MICHELLE (cont'd)

It's time.

CHRIS

For what?

MICHELLE

Chris, you pumped enough magic in  
her to keep a power station  
running. It's keeping her soul  
here. I can't cross her over until  
you take it away.

(beat)

Until you let her go.

SYREN

Chris...

Syren approaches nervously. She's clearly been rattled by what she and the others have just experienced.

SYREN (cont'd)

Chris, she's right. I can feel her.  
Julie. She's... she's not in pain.  
But she needs you to let Michelle  
take her.

Chris looks away - and a TEAR rolls down his cheek.

TWIST

Can we... do we get to say goodbye?

7 CONTINUED: (4)

7

MICHELLE

No. I'm sorry. I can't do anything like that, unless one of you fancies taking a trip to the afterlife.

(as Twist opens her mouth)  
Which could probably be one-way.

Chris walks past her, the monks parting to let him through.

8 INT. MONASTERY - ROOM - NEXT

8

Chris stands over Julie's body. Michelle joins him.

CHRIS

I'm sorry...

He shakes his head, wiping his eyes.

CHRIS (cont'd)

I'm sorry I couldn't love you the way you loved me.

He crouches by her, taking her hand and KISSING it.

CHRIS (cont'd)

Julie, I...  
(beat; sighs)  
Goodbye, Julie.

He stands, stepping back. He closes his eyes and raises his head - and there's a soft GLOW from Julie's body.

Wisps of white light drift up from her, spiralling like smoke as they float towards the ceiling, fading into nothing.

After a few moments, every last trace is gone. Chris looks back down at Julie for a long moment.

CHRIS (cont'd)

(to Michelle)  
Do it.

Michelle lays a hand on his shoulder and squeezes.

MICHELLE

Thanks.

Chris turns and leaves the room as Michelle steps forward and raises her Cane.

9 INT. MONASTERY - CORRIDOR - NEXT

9

Chris exits the room to find Twist and the others waiting.

(CONTINUED)

TWIST

Well? What's the -

She stops as there's a FLARE of light from inside the room.  
Chris keeps walking.

STAY ON CHRIS as he walks on, through the monks, past Danyael  
and the others as they pour into the room.

The elders watch him, obviously angry with his destructive  
actions but also respectful of his loss as they keep their  
distance.

Chris leaves them all behind as he paces on, until he finally  
walks INTO CAMERA, forcing a:

**BLACK OUT:**

**END OF ACT ONE**

ACT TWO

FADE IN:

10 INT. MONASTERY - GARDEN - MORNING 10

Sunlight streams down through the skylight overhead. The gardens have never looked more beautiful - plants blossom, bugs buzz around and the shifting rays of light add to the other-worldly atmosphere thick in the air.

Syren sits on one of the couches and listens, soaking the sounds in as she has before. This time, however, she's CRYING.

Syren doesn't make a sound beside the odd sniff as she wipes her eyes, her hands tugging nervously at her hair.

Before her, monks tend to the gardens, gently raking the small, Zen-like patches of garden and filling pots from the fountains.

None of them look at her - she's alone in her grief, and they respect that enough to leave her to it.

11 INT. MONASTERY - BEDROOM - NEXT 11

Diego leans against the wall over by the window, staring out across the mountains.

He turns to look at Twist, who is curled up on the bed, clutching a pillow for comfort. Her red, puffy eyes tell the same story - a night spent in mourning.

Diego knows there isn't anything he could say, so he keeps his distance. Twist looks up at him, but when she realises he's looking away she turns onto her side.

12 EXT. MONASTERY - BALCONY - NEXT 12

Making sure he stays in the shade offered by the side of the monastery itself, Danyael sits and looks across the mountains.

A light fall of SNOW drifts across the scene, Danyael staring blankly into space like the others.

13 INT. MONASTERY - CHAMBER - NEXT 13

And in the same chamber where she and Chris were cured, Julie now lies peacefully on one of the stone plinths, wrapped in a ceremonial shroud.

Chris stands by her, running one hand gently down her cheek. No-one else is in the large, darkened chamber, Chris alone in his vigil.

14

EXT. HILLSIDE - MORNING

14

And on a hill overlooking the monastery itself, wrapped up tight against the snow, stands Michelle, wrapped up snug and warm. Leaning on her Cane, she lets out a sigh.

MICHELLE

This part never gets any easier.

AZAMANTIKA (O.S.)

It isn't supposed to.

Michelle doesn't look round as a tall, cloaked figure steps into frame behind her - this is AZAMANTIKA. Her boss.

MICHELLE

Why didn't you tell me why I was still with them all?

AZAMANTIKA

You might have tried to stop it from happening.

MICHELLE

No, I...

She trails off. He's probably right.

MICHELLE (cont'd)

It doesn't matter now. She's where she needs to be, and that's what's important.

(turns to him)

Right?

He doesn't answer. She wasn't expecting him to.

MICHELLE (cont'd)

Right.

(beat)

What's going to happen to them now?

AZAMANTIKA

That is not your concern.

MICHELLE

It sort of is.

Azamantika turns his hooded head to face her. No face is visible within the folds of his cowl.

MICHELLE (cont'd)

(rolls her eyes)

Don't look at me like that. I happen to think this lot are alright.

(CONTINUED)

AZAMANTIKA

What do you wish to know? Their future?

MICHELLE

Not as such. Just... alright, let me phrase it differently. If I see them again, is it going to be under better circumstances?

A long beat. Azamantika turns to look to the monastery.

AZAMANTIKA

No.

MICHELLE

(sighs)

That's what I thought.

Azamantika reaches out and lays a hand on her shoulder - a SKELETAL HAND, that is.

AZAMANTIKA

I need you elsewhere.

MICHELLE

Yep. Always on the go, that's me.

We PUSH IN on the monastery, scrolling Michelle and Azamantika out of view, until we CUT TO:

15 INT. MONASTERY - CHAMBER - MORNING

15

Danyael enters the chamber, but Chris doesn't turn or look up from Julie.

DANYAEL

Chris?

No reply. Danyael takes a few steps inside.

DANYAEL (cont'd)

We, uh... the others asked me to come and ask you if, er... you know...

CHRIS

Get out.

DANYAEL

(blinks)

Huh?

Chris turns, repeating slowly and sternly:

CHRIS

Get. Out.

Danyaël looks confused, but Chris' expression leaves him closed to any other interpretation.

DANYAEL

Chris? I, uh... I don't -

Chris suddenly LAUNCHES himself towards Danyaël, LEAPING through the air and TACKLING him to the ground!

Chris and Danyaël CRASH to the floor, Chris grabbing him by the shirt and hauling him up close, Chris' eyes blazing RED.

CHRIS

(screaming)

Get out! Get out of here!

Danyaël manages to PUSH Chris back, scrabbling to his feet and hightailing it out of the chamber.

Chris stays where he fell, breathing heavily, trying to rein in his emotions once more.

Without another word, he draws himself to his feet, then slowly turns and paces back over to Julie. He hesitates, then resumes his lonely solace with her as CUT TO:

Still shaken, Danyaël emerges to find Twist, Diego and Syren waiting for him.

TWIST

Well?

DANYAEL

You heard what he said, right?

TWIST

(bites lip)

I guess I was hoping he was joking.

DIEGO

We should leave him be.

Syren shivers, rubbing her arms.

SYREN

We can't just leave him to suffer in silence in there.

TWIST

It's what he wants, from the sound of it.

(MORE)

TWIST (cont'd)  
 (to Danyael)  
 Although, he's probably extra  
 pissed at you.

DANYAEL  
 Me? What for?

TWIST  
 Gee, I dunno, maybe the fact that  
 your girlfriend went nuts and  
killed one of us!

POW! Danyael SOCKS Twist in the jaw!

Danyael instantly regrets it, even as Diego quickly SHOVES  
 him back, but as Twist recovers, she calls out:

TWIST (cont'd)  
 Diego!

He stops and turns. Rubbing her jaw, Twist shakes her head.

TWIST (cont'd)  
 Don't. I asked for that.

Diego looks to Danyael, who lowers his head sheepishly.

DANYAEL  
 Sorry.

TWIST  
 'S cool. You hit like a girl  
 anyway.

There's no humour in her words. It's more of a reflex.

DANYAEL  
 So what do we do now?

TWIST  
 I say we wait for Chris to pull  
 himself out of this, then we get  
 after Naomi.

DIEGO  
 If she has allied herself with the  
 Trinity and killed Jacqueline, then  
 by their law that means she's now  
 taken her place. Any challenger to  
 one of the three positions of power  
 may attempt to promote themselves  
 by killing their opponent.

TWIST  
 Gee. Whatever happened to good old  
 cut throat democracy, huh?

DIEGO

Isabelle was the Sword and Charlotte was the Fire. That made Jacqueline the Crown, and now that Naomi has killed her, she will take that place.

Danyaël is still struggling to get his head round this. He leans against the wall, rubbing his temples.

DANYAEL

I just can't understand any of this. Why would she do this? We trusted her. We helped her. I've known her for longer than I knew my own parents. I just never...

TWIST

I think that's why they call it a 'shock revelation,' Spook.

SYREN

That's not all, though, is it?

The others turn to her.

SYREN (cont'd)

Think about it. Naomi knows what we've been doing the last few months. She's been working alongside us. She knows what we have access to, our tactics in battle... everything.

DIEGO

This puts us at an even greater disadvantage than we already were.

SYREN

And... and I don't think Chris is going to be able to think clearly now that Julie's gone.

TWIST

We managed without him for six months.

SYREN

But Chris came back.

Twist falls silent. Good point.

DANYAEL

Look, none of that matters. First, we have to find Naomi, and then maybe we can -

CHRIS (O.S.)

What we have to do is remember.

They turn - Chris has exited the chamber and stands before them, head down.

SYREN

Chris?

She moves in, and Chris lets her take his hand.

TWIST

What do you mean, 'remember'?

CHRIS

That's how I knew Naomi was going to turn on us. I saw her in my visions.

The team exchange startled looks.

DIEGO

How is that even possible?  
Unless...

CHRIS

Unless where I went wasn't another dimension at all. It was this one.

TWIST

(nods)  
Not 'where.' When.

CHRIS

If I can unlock my memories of where I went, see everything I've been trying to remember, then maybe I'll learn enough for us to find out what the Trinity are planning and stop them.

DANYAEL

Yeah, but... will that work?

Twist shoots him a look, but he holds firm.

DANYAEL (cont'd)

By knowing about one potential future and trying to change it, surely that means we'll just make another, brand new one? One we're not expecting?

TWIST

Stop running off 'Stargate' physics, Spook.

DANYAEL

I'm not! I'm just saying... how can we be sure whatever future Chris saw is the one that's actually going to happen?

Chris looks up at last, glancing at Danyael. There's still a lot of anger behind Chris' gaze, and Danyael flinches.

CHRIS

Come on.

He walks off, his hand slipping from Syren's as the others watch him leave, unsure what to make of him as we CUT TO:

17 INT. MONASTERY - ELDERS' CHAMBER - NEXT

17

As other monks prop open the windows and light braziers for warmth, Chris stands before the three elders as they sit on simple chairs on a raised platform.

ELDERLY MONK #1

What you ask of us is dangerous. Both to yourself and the one who will perform the ritual.

CHRIS

It's the only chance we have of stopping the Trinity.

ELDERLY MONK #2

This 'Trinity' of which you speak... they are known to us, but not as the evil you describe.

ELDERLY MONK #3

They are a force for change when needed. Never wanton destruction.

CHRIS

Things change.

The monks confer amongst themselves for a moment in hushed voices, sticking to their native tongue.

Twist and the others watch from the entrance to the audience chamber, noticing Chris' growing impatience.

CHRIS (cont'd)

Every second we spend discussing this gives the Trinity more time to forward their plans.

ELDERLY MONK #1

(frowns)

Your impatience is one quality we had hoped you would grow out of.

CHRIS

Not everything changes.

Syren suddenly marches forward, despite Danyael's hissed command for her to come back.

SYREN

You have to say yes to this!

The monks exchange glances, and Chris lays a hand on her arm.

CHRIS

Syren, I can handle this.

Without turning, she shrugs out of his grip.

SYREN

You don't know what they're capable of, the lives they'll destroy just to get what they want!

(beat; pleading)

Please, whatever he wants to do... say yes!

CHRIS

(firm)

Syren.

SYREN

If we don't stop them, do you think you'll be safe? Do you think they'll leave your sanctuary in one piece?

Chris tries to pull her away, but she stands her ground.

SYREN (cont'd)

They know where you are, and they know you helped us! Do you think for one moment they'll just let you go on living up here after that? The first chance they can get, they'll come back here and slaughter every one of you!

Syren puts a hand behind Chris' back and pushes him forward a step.

SYREN (cont'd)

If he knows a way we can stop them  
before any more lives are lost,  
then you can't stand in his way!

Over with the others, Twist whispers to Diego:

TWIST

She's good.

Chris turns and places a finger to Syren's lips to stop her,  
then turns back to the elders, awaiting their decision.

They confer with each other for another few moments, before  
the first elder rises from his seat.

ELDERLY MONK #1

We will summon Ang She-rab.

Chris nods, bowing respectfully and nudging Syren to follow  
his movement.

Twist, Danyael and Diego head down as the monks leave the  
chamber through a door to the rear of the platform.

TWIST

That went well.

CHRIS

We'll see.

(to Syren)

Thank you, but you didn't need to  
do that.

SYREN

Yes, I did.

She crosses her arms, convinced she did the right thing.

DANYAEL

So who's this 'Ang She-rab'?

Chris fixes Danyael with a cold glare, until with a grunt  
Twist steps between them.

TWIST

I'm sorry, is this Pin The Blame On  
Danyael Day and I didn't know about  
it?

CHRIS

(darkly)

Twist, be quiet.

TWIST  
 (scowls)  
 Screw you!

Chris blinks, not expecting her fierce reaction as she gets in his face.

TWIST (cont'd)  
 You want to blame somebody for all this? Fine. Blame me. I had a feeling there was something weird about Naomi, and I even covered up when she killed that Kate chick a while back, but I only did that because I knew Danyael loved her and I didn't want to screw things up before I was sure about her.

She stabs a finger towards Diego.

TWIST (cont'd)  
 Pablo here knows more about the Trinity than any of us, so maybe you oughtta blame him for not second guessing that they'd try something like this.

She points to Syren.

TWIST (cont'd)  
 And as for Mariah Carey there, she... well, she...  
 (shakes head)  
 Point is, we're all at fault here. We all shoulda seen this coming, but we didn't. We all screwed up.  
 (beat)  
 But we're all missing something now Julie isn't here.

CHRIS  
 Twist, I don't -

TWIST  
 You want to be pissed at us for what happened, fine. Be an ass. But when you decide to start focusing your anger on those three bitches, the ones who actually deserve it... then you just let us know.

She steps back and starts to walk away.

TWIST (cont'd)  
 Come on, Diego.

Diego hesitates, but with a last glance at Chris starts to walk away.

Danyael is next, placing a hand on Syren's shoulder so she follows as well.

The four of them are almost at the exit when Chris finally calls out:

CHRIS

What I've asked the elders to  
arrange...

They stop and turn.

CHRIS (cont'd)

... it's risky. There's a chance I  
could get stuck.

A beat. The others all look to Twist.

TWIST

(shrugs)

So we'll get you back and try  
something else. Not like we haven't  
done that before.

She smirks, and as Chris himself finally starts to grin back,  
we:

**BLACK OUT:**

**END OF ACT TWO**

ACT THREE

FADE IN:

18

EXT. MONASTERY - GATES - DAY

18

Chris and Twist wait with the elders by the open front gates of the monastery.

Approaching them down the hillside is a train of SLEDS, with the YAPS of huskies echoing round the mountains.

Twist shivers in the chill morning air, pulling her thick coat tighter round herself.

TWIST

Remind me why I'm standing here?

CHRIS

You said you wanted to see what this chap was like.

TWIST

Remind me in a way that makes me warmer.

Chris keeps his eyes on the incoming sleds, which are soon pulling to a halt at the foot of the monastery steps.

The elders wait, letting other, younger monks hurry down the staircase to start unloading bags from the sleds. They all keep their heads bowed respectfully to one figure as he rises from his seat.

Old and wizened, with a long beard and a thick cloak made from a variety of animal furs, ANG SHE-RAB takes his tall walking staff and plants it on the ground, his narrowed eyes surveying the monastery.

TWIST (cont'd)

Is that him?

CHRIS

No, that's the other old soothsayer who was coming today. Of course it's him!

She-Rab starts up the steps, moving surprisingly easily for one who looks so old. The elders step forward to greet him.

They exchange bows, the elder's grins not returned by the stoic She-Rab. His eyes fall on Chris.

ANG SHE-RAB

Is this the one?

(CONTINUED)

ELDERLY MONK #1

This is Christopher, Ang She-Rab.  
He is the one who seeks the truth  
of his own past.

She-Rab strides up to Chris, who keeps his chin high as the  
soothsayer looks him up and down.

ANG SHE-RAB

You have seen great sorrow here.

CHRIS

One of my friends was murdered.

ANG SHE-RAB

Is this why I have been called?

CHRIS

I believe the key to finding them  
lies within my own memories. I'm  
told you're the one to call on for  
that sort of thing.

Ang She-Rab GRUNTS, gives Twist a quick glance up and down  
and then strides imperiously into the monastery.

Twist shrugs as several monks hurry past her, straining under  
the soothsayer's luggage.

TWIST

See that? He gave me The Look. I  
think he likes me.

Chris manages a quick grin as the duo follow the monks  
inside, and we CUT TO:

The door is opened by one monk, who keeps his head down as  
Ang She-Rab paces into one of the monastery's many wide,  
spacious rooms. He nods.

ANG SHE-RAB

This will do.

He SNAPS his fingers, and the monks carrying his luggage pour  
in through the doorway. He points to each one, directing them  
to spots around the room.

The monks begin unloading the bags as Ang She-Rab turns to  
the waiting Chris, Twist and elders.

ANG SHE-RAB (cont'd)

I will begin preparations for your  
journey.

CHRIS

(nods)

Thank you.

ANG SHE-RAB

(grunts)

You should save your thanks until after the ritual. We do not yet know what you will see.

TWIST

We'll take our chances.

She-Rab shoots Twist a sharp glare, but she just quirks an eyebrow, bouncing it right back.

ANG SHE-RAB

I will summon you when I am ready.  
You should rest until then.

She-Rab tuns his back on them, and Chris nods to Twist - time to go. The duo exit, leaving She-Rab to it as we CUT TO:

Chris and Twist are heading back to their rooms.

TWIST

So what's this She-Ra guy's story?

CHRIS

She-Rab. It means 'beloved wisdom.'

TWIST

Whatever. Is he gonna show us where to find the Trinity?

CHRIS

Not exactly. He's going to show me what happened to me after I fell into that portal.

TWIST

And you think that's gonna show us where -

CHRIS

(wearily)

Twist... look, this isn't an exact science, but it's the only lead we have to go on.

TWIST

I'm just saying. Is this what we should be doing? Shouldn't we be out there, trying to find them?

CHRIS

I think that my memories can tell us what they're planning - or, at least, how it all turned out. Once we know that, we work backwards to find them. And try not to think about Danyael's theory of relativity, because then it all gets very complicated.

They walk on for a moment.

TWIST

When are we gonna talk about... you know...

CHRIS

When we have time to do it properly.

TWIST

Right.

(beat)

We are both talking about Julie, right?

(off his look)

Fine. Just checking.

They arrive at their rooms, to find Diego, Danyael and Syren waiting for them.

DANYAEL

Well?

TWIST

The Tibetan version of ZZ Top will summon us when he's ready.

CHRIS

We should all try to get some rest until then.

DIEGO

I do not feel much like sleeping.

CHRIS

Neither do I, but I plan on moving on from here as soon as we're done, so I need you all refreshed.

He steps into his room - and after a beat, Syren follows him in. Twist looks to the two boys, who seem just as surprised.

TWIST

Are they...

(CONTINUED)

DANYAEL

No idea.

DIEGO

I was not aware of anything.

TWIST

Right.

Diego steps into his and Twist's room, leaving Twist and Danyael out in the corridor.

DANYAEL

I'll, uh... you know. Go find somewhere to sleep.

He turns to leave, but Twist calls out:

TWIST

Danyael?

He turns. She shifts, obviously awkward.

TWIST (cont'd)

You don't... you don't have to be alone, you know. Not after...

DANYAEL

I know. And thanks. But I want to be alone. Just for now.

She nods, offering a smile. He nods back, turning and leaving, and Twist SIGHS heavily as he walks away.

DISSOLVE TO:

21 INT. MONASTERY - CHAMBER - LATER

21

It's later in the day when Chris re-enters the chamber, to find it completely transformed.

Gone is the minimal, monk-like sense of furnishings, and in its place are rugs, blankets, sheets and banners covering every available piece of floor, wall and ceiling.

Incense burners are arranged in several clusters, with RUNES and SYMBOLS drawn onto the odd bare patch of floor.

Intrigued, Chris strolls forward to inspect them as Twist and the others filter in behind him.

DANYAEL

Yikes.

(CONTINUED)

SYREN  
(wrinkles nose)  
What's that smell?

TWIST  
I think that's the soothsayer.

Diego motions towards a waiting row of seats, and the group settle down as Chris approaches Ang She-Rab.

CHRIS  
I see you know your subject well.

ANG SHE-RAB  
You were expecting some amateur?

CHRIS  
Of course not. I'm just glad I'm going to be in capable hands.

She-Rab grunts again, etching out another MAGIC CIRCLE on the floor.

ANG SHE-RAB  
Have you rested well?

CHRIS  
As best as I could.

ANG SHE-RAB  
Your physical body may suffer tremendous pain during the ritual. If any magic has been used to cloak your memories, we must break through it first.

CHRIS  
I'm used to suffering for my art.  
(beat)  
Let's get started.

She-Rab motions to a circular rug on the floor, set in the centre of a ring of incense burners. Chris heads over and sits down cross-legged inside it.

She-Rab looks up as the elders enter through another door, nodding to them as they take their seats and observe.

ANG SHE-RAB  
(to Chris)  
Clear your mind of all things. Do not try to remember anything - let the ritual itself guide you to what you seek.

Chris takes a few deep breaths, closing his eyes.

21 CONTINUED: (2)

21

She-Rab starts to MURMUR a musical incantation under his breath, picking up a thick spell book and leafing through.

PUSH IN on Chris as thick trails of incense smoke waft before him, She-Rab's mutterings starting to ECHO as the spices and herbs within the incense seep into Chris' system.

The sound of COMBAT starts to slowly fade up - swords CLASH and voices SHOUT - and as Chris furrows his brow, starting to be drawn into his memories, we FLASH CUT TO:

22 INT. LINER - CARGO BAY - NIGHT

22

Chris turns and meets Twist's gaze as the cargo bay descends into chaos all around him - more bolts of energy are streaming out of the portal, some hitting stray vampires and guards and frying them on the spot, others PUNCHING their way out of the liner.

TWIST

Now that's what I call a comeba-

CHRIS

(yells)

Twist, look out!

He surges forward and SHOVES her to the side - just as MANON LUNGES forward with his sword!

The blade sinks into Chris' chest - piercing his heart and spearing out through his back. Chris GASPS.

TWIST

No!!!

Manon puts more of his weight on the sword, driving it further into Chris, and we FLASH CUT TO:

23 INT. MONASTERY - CHAMBER - DAY

23

Chris hunches forward, grimacing with pain as he presses one hand over his heart.

Twist sits up in her seat, alarmed, and Syren picks up on Chris' distress, anxiously clutching Danyael's arm.

TWIST

Is he okay?

ANG SHE-RAB

Be silent! Do not disturb the ritual!

TWIST

Hey, is that your friend down there? No! Well, then!

(CONTINUED)

23 CONTINUED:

23

DIEGO

Twist... Chris can handle it.

Twist doesn't look convinced, but as Chris straightens up, the pain starting to pass, she sits back down, pouting.

Ang She-Rab glares at the group for a moment, then returns to his incantation as we FLASH CUT TO:

24 INT. LINER - CARGO BAY - NIGHT

24

Manon looms over the fallen Twist, raising his sword.

MANON

I'll kill you like I should 'ave killed 'er, and then I will finish-

CHRIS (O.S.)

Manon!!

Chris suddenly TACKLES Manon, blasting into him with every last ounce of his strength - and the two tip over the edge of the walkway!

TWIST

(shocked)

Chris!

She jumps up, watching as the two fall - straight towards the mouth of the engorged portal below!

TWIST (cont'd)

Chris!!

Still struggling as they plummet towards the vortex, there is another SURGE of power - and the duo drop straight into it, disappearing in a FLASH of blinding light!

25 INT. PORTAL

25

We're plunged into a chaotic storm of raw magic as the two opponents hurtle through the portal, locked in combat.

The crackling maelstrom of energy around them BLAZES from colour to colour, with snatches of faces, cities and other worlds streaming past on all sides.

Manon finally gets in one good PUNCH that knocks Chris away, and the two men fly apart, spiralling away weightlessly into the depths of the portal.

STAY ON CHRIS as he tries to control his movement, arms flailing helplessly and FLASHES of energy snaking across his body. He CRIES OUT in pain, and we CUT TO:

26 INT. MONASTERY - CHAMBER - DAY

26

Chris lets out a loud SHOUT of pain and lurches forward, doubling over.

Twist is out of her seat now, but she's barely gotten her mouth open before She-Rab holds up his hand to silence her. Diego tries to pull Twist back into her seat.

DIEGO

Twist, please!

TWIST

I can't just sit here and watch this, and neither should you!

DANYAEL

That She-Rab guy said Chris'd feel pain as he was taken back. Chris knew that when he signed up.

He turns to Syren, who is wide-eyed and fearful as she hears Chris' GROANS of pain.

SYREN

(softly)

He'll be alright... he'll be alright...

Fighting back tears, she forces herself to stay seated, and as a pained Twist keeps her eyes on Chris, we CUT TO:

27 INT. PORTAL

27

Chris keeps falling, the walls of energy around him starting to CLOSE IN, shifting to a deep green as the RUMBLE of thunder rings out.

A loud HUM starts to build up, and Chris claps his hands over his ears as the sound builds to a painful volume. The portal starts to LIGHTEN, quickly blazing with incandescent light until we SMASH CUT TO:

28 EXT. RUINED CITY - DAY

28

We're plunged into a hellish, post-apocalyptic landscape, everything tinted GREEN from the sickly-coloured skies.

Buildings stand in tatters, leaning at crazy angles or just disintegrating into rubble. The ground itself is littered with debris - burned out cars, heaps of rubble and fires.

Everything is coated with thick layers of DUST, coating every available surface and kicking up as a wind HOWLS through the scene.

(CONTINUED)

Lightning FLASHES as distant storm clouds RUMBLE overhead, the churning skies always on the move.

PUSH IN on one heap of rubble dead ahead as distant CRIES for help drift past on the wind. SCREAMS float by.

There's a loud BANG - and Chris DROPS from the skies, landing face first on the ground with a heavy THUD!

PUSH IN closer as the sounds of FIGHTING filter in, followed by a piercing, high-pitched SCREECH that echoes through the ruins. Faint wisps of WHITE LIGHT drift up from his body.

UP CLOSE on Chris' face, the man himself out cold, as the sounds start to build in intensity and volume, until we hear:

WHISPER

This isn't what I wanted...

And Chris' eyes SNAP OPEN!

INT. MONASTERY - CHAMBER - DAY

Chris is lying on his side, sweat dripping from his skin as he breathes quickly and deeply.

She-Rab puts down his spell book and kneels before him, running a hand over Chris' body.

ANG SHE-RAB

He is there. Now... we wait.

Twist is curled up in her chair, an obvious bundle of nerves as she bites at her nails. She stares at Chris as we CUT TO:

EXT. RUINED CITY - DAY

Chris pushes himself up, starting to take in the world around him with wide, shocked eyes.

He winces, clutching at his chest, but as he tears his tattered shirt aside to check where his wound should be, he gets a shock - his flesh is knitting itself back into place!

As he stares, the wound seals itself up in moments, leaving the impressive scar Chris has been sporting since.

He looks up, utterly lost, as the sounds of this new world return, with SCREAMS and HOWLS floating by on the wind.

CHRIS (V.O.)

As soon as I arrived, I could tell that the whole place was saturated with magic.

CUT TO:

31 INT. MONASTERY - CHAMBER - DAY 31

The others lean forward as Chris speaks, still prone on the floor. She-Rab stands nearby, head down.

CHRIS

My injuries healed in seconds. It felt like I was swimming through a swamp just trying to stand up.

Twist and Danyael exchange a look as we CUT TO:

32 EXT. RUINED CITY - DAY 32

Chris staggers along, shielding his eyes from the DUST blowing all around until he falls against a battered, low wall, resting for a moment.

CHRIS (V.O.)

Everywhere around me was just... chaos. Like the aftermath of a nuclear detonation. Nothing but dust and ruins... and voices.

Chris hunches over, hands on his knees as he tries to catch his breath, until he hears:

WHISPERS

Who is he? Stranger...

Chris jerks up, alert, reaching for his katana - but it's not with him.

CHRIS

Who's there?

WHISPERS

Question... does it want to know?

Chris takes a few steps forward, flinching as he hears an EXPLOSION somewhere nearby.

CHRIS

Show yourself!

WHISPERS

It wants to see... wants to know more...

Chris' eyes spot movement, and his head snaps up - a SHADOW, moving from a window in a half-demolished tower block.

He races forward, feet kicking up dust as he runs for the building's main entrance, more like a jaw hanging open thanks to the huge HOLE blown where doors should be.

33 INT. BURNED OUT BUILDING - DAY

33

Chris clatters up a staircase and BURSTS into the room where he saw the shadowy figure - but it's empty.

CHRIS (V.O.)

I wasn't in any shape to look around, so I tried to find somewhere to rest for a few hours...

Chris sinks to his knees, leaning back against the wall. He's completely exhausted, and much as he tries to fight it, sleep soon falls on him.

34 INT. BURNED OUT BUILDING - NIGHT

34

Chris suddenly JOLTS awake - it feels like only a moment has passed, but it's dark outside now.

He stiffly gets to his feet, stretching out and looking out through one of the empty window frames.

His view of the landscape beyond doesn't offer much encouragement - more desolate terrain, smashed buildings and ominous storm clouds.

With a sigh, he turns away from the view and takes a step towards the doorway opposite - and then freezes.

SOMETHING is standing in the doorway looking right back at him, shrouded in darkness.

Chris tenses, and the figure in the doorway HISSES, a throaty rattle that definitely does not sound human.

Chris' eyes flick from side to side - there's no other way out except through the window, and he's several storeys up.

We hear FOOTSTEPS as whatever's in the doorway pads slowly into the room, and as Chris' eyes widen, we see:

ISABELLE. But this isn't the red-haired swordswoman we used to know.

Isabelle's whole body is WARPED and MUTATED, equally hunched and arched as though her body tried to double in size without warning.

Her features are feral and vicious, her lips drawn back as she SNARLS, drool dripping from her razor-sharp teeth.

WHISPERS

Now it sees... now it knows...

Chris takes a wary step back, sizing up this new foe.

(CONTINUED)

CHRIS  
(frowns)  
Isabelle? Is that...

Mutant Isabelle suddenly ROARS, the sound so deafening that Chris TRIPS and falls flat on his ass, eyes bulging as the mutant's monstrous form squeezes into the room.

CHRIS (V.O.) (cont'd)  
It was when I first saw her that I  
knew where I was... and that  
something had gone horribly,  
horribly wrong.

Mutant Isabelle LUNGES forward, mouth full of fangs rushing towards us at blinding speed, and we:

**BLACK OUT:**

**END OF ACT THREE**

ACT FOUR

FADE IN:

35 EXT. RUINED CITY - DAY 35

CLOSE on Chris' feet as he tears across the landscape, hopping over obstacles in his path - fallen signs, downed street lights and heaps of bricks.

Something EXPLODES to his right as we PULL BACK, and Chris shields himself with his arms.

That same SCREECH rings out again, and the twisted, scorched husk of a POLICE VAN to his left DETONATES, arcing up into the air!

Chris veers to the side, avoiding the van as it CRASHES back to earth, but he STUMBLES and falls.

Throwing a quick glance over his shoulder, we're UP CLOSE as what sounds like FLAPPING WINGS can be heard.

Chris' gaze leads us up into the air - and it's Isabelle again, a pair of grotesquely mismatched WINGS sprouting from her back!

The landscape BLURS past as Chris regains his speed, the mutant's SCREECHING still close behind.

His foot suddenly SINKS into the ground, and before he can react the whole area around him starts to CRUMBLE!

Chris scrabbles for grip, but as the ground gives way and falls into a huge PIT below, he's got nothing to hold on to.

Chris FALLS, hands flailing through the air as he plummets down into:

36 EXT. RUINED CITY - PIT - CONTINUOUS 36

Two sections of freeway have collapsed against each other, causing this rift in the earth, and Chris SMACKS painfully from surface to surface on his way down.

He hits the deck with a THUD, the wind knocked out of him as he rolls onto his back with a grimace.

BLOOD is on his lips, and as he tries to sit up he suddenly CRIES OUT in pain.

Looking down, he sees a huge chunk of STEEL sticking out of his side, a souvenir from his trip down.

Clearly in agony, he grabs hold of the twisted hunk of metal and PULLS - but all he gets is another ROAR of pain.

(CONTINUED)

Weakly pushing himself up as far as he can, he quickly looks round for some place he can crawl to:

And a SHADOW falls over him. He slowly looks up:

SILHOUETTED against the pale green skies is Mutant Isabelle, a huge black SHAPE blotting out the light.

ON CHRIS as the creature's SCREECH rings out again, and as she closes in on him, Chris has nowhere to run.

His hands find the piece of steel in his side again, and deciding it's the only weapon he's got he PULLS at it again, letting out another YELL:

And the steel comes free in a spray of BLOOD, just as Isabelle DIVES towards him again!

Chris swings the steel up and round, and with a sickening CRUNCH the hunk of metal sinks into the creature's neck!

Chris dives to one side as Isabelle SMASHES into the ground where he once lay, letting out a keening WAIL as she thrashes wildly, clawed hands scrabbling to pull out the metal.

Chris starts to climb, his body burning with pain at every stretch on his wounded side. He grabs at exposed girders and chunks of concrete, gradually emerging out into:

Chris claws his way back to the surface, Isabelle's WAILING echoing around the desolate city as Chris pauses for breath.

CHRIS (V.O.)

I knew I needed answers - what had happened here? Was I in some alternate dimension, or a future version of our own?

He looks up and around - and then another set of SHADOWS pass him overhead.

He looks up - more FLYING CREATURES are circling, drawn by Isabelle's cries of distress.

Chris looks around quickly, spotting a still relatively unharmed convenience store. He jogs over to it:

He runs in through the broken front door, and ducks behind a counter for cover, just as the creatures swoop past.

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.

Chris walks further in the store and spies a burned fragment of a NEWSPAPER front page. Lifting the paper carefully, he reads what he can of the headline:

*APOCALYPTIC DEVASTATION WORLD WIDE.*

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

Chris tears his eyes away and looks at the date: 'Tuesday May 1st, 2007.'

CHRIS (V.O.)

I was only a few months ahead, but somehow, everything was different.

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, picking up a broken bottle and brandishing it tightly.

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:

Chris is sitting upright again, calmer now, and since our last visit several more monks have appeared around the room, drawn by the ritual taking place.

CHRIS

No...

(shakes head)

No, that's not when that happened.

ANG SHE-RAB

Your thoughts may deceive you.  
Concentrate on the *devotchka* root  
as it runs through your blood.

TWIST

(whispers)

The what?

DIEGO  
(whispers)  
It's part of the incense.

ANG SHE-RAB  
Let your mind show you the true  
path...

Chris falls quiet, bowing his head and focusing his thoughts again, as we return to:

40 INT. RUINED CITY - LIBRARY - DAY 40

Chris pushes open the doors to a huge central library, which seems to have weathered the worst of the disaster outside.

He paces down between rows of tables, his footsteps echoing around the empty building.

Chris DROPS several thick leather-bound NEWSPAPER ARCHIVES onto a table, blowing away the dust and opening one up.

CHRIS (V.O.)  
The records I found were  
incomplete, but from what I could  
tell there'd been some kind of  
global pandemic that started in  
late April, spreading from the  
United States to the rest of the  
world in short order. What it was,  
I couldn't tell.

He closes the archive, looking frustrated, and we CUT TO:

41 EXT. RUINED CITY - HILLSIDE - DAY 41

CLOSE ON Chris' boots as they trudge up a hillside, PULLING BACK as Chris gets to the crest and looks out.

He can see the whole RUINED CITY from up here, with its decaying buildings and SMOKE rising from its husk. The stormy skies overhead RUMBLE menacingly.

CHRIS (V.O.)  
One advantage to all that magic in  
the air was that it was easy for me  
to know where to look for more  
answers.

Chris kneels down, scooping up a handful of dirt and clasping his hands over it. There's a quick GLOW from his hands, and when he opens them there's a small BALL OF LIGHT in his palm.

He straightens, the ball gliding up from his palm and circling him a few times, before zipping towards the city. Chris sets off after it, hurrying to keep up.

42 EXT. RUINED CITY - FACTORY SITE - NEXT 42

The light ball leads Chris into the twisted, burned-out skeleton of a huge FACTORY. The angle of the warped, almost melted machinery suggests this was Ground Zero.

Chris lays a hand against the wall, closing his eyes and seeing what he can pick up - and we FLASH TO:

43 EXT. FACTORY - NIGHT 43

A furious BATTLE as a horde of TRINITY WARRIORS sweep forward, with a BEAM OF LIGHT blazing up into the sky behind them!

44 EXT. RUINED CITY - FACTORY SITE - DAY 44

Chris snaps his hand back, the force of the vision hitting him like a haymaker.

CHRIS (V.O.)

I found a place where some kind of battle against the Trinity seemed to have taken place.

Rubbing his temples, Chris paces forward into the middle of the factory floor, its roof blown open in several places.

Something CRUNCHES underfoot, and he lifts his boot to reveal a SKELETON.

With FANGS. And a STAKE poking from its ribcage.

Chris crouches, carefully brushing away the dust to reveal the rest of the skeleton, noticing many, many more spread across the floor.

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

And that's when I found the bones.

Chris hesitates, then reaches out towards the skeleton, bracing himself for what he's about to see:

45 EXT. FACTORY - NIGHT 45

And there's a FLASH back into the depth of the battle, with Diego, Syren and Danyael fighting the waves of warriors on all sides.

We're through the POV of the skeleton's owner - as a pair of hands holding a BASEBALL BAT rise into frame.

46 EXT. RUINED CITY - FACTORY SITE - DAY 46

Chris stumbles back with a GASP, his shock turning to anger when he realises what he just saw.

(CONTINUED)

CHRIS (V.O.)  
We didn't make it.

Emotion bursts out of him as he KICKS the bones away, YELLING with rage as he ATTACKS the skeletons at his feet.

CHRIS (V.O.) (cont'd)  
I couldn't find out any more than those few flashes, but you all took on the Trinity without me - and you lost.

A distant SCREECH gets his attention, and he struggles to rein in his anger as he backtracks, turning and running away from the scene as quick as he can.

47 INT. MONASTERY - CHAMBER - DAY

47

Chris is still deep under, reliving his memories, but the emotion of that last event is strong enough to send a TEAR rolling down his cheek.

Twist has her hands over her mouth, while Diego's expression is more grim - he just heard his future, and he did not like it one bit.

She-Rab lays a firm hand on Chris' shoulder, giving him a gentle shake.

ANG SHE-RAB  
There is more. Keep your mind clear from emotional distractions.

Chris bows his head again, and we CUT TO:

48 EXT. RUINED CITY - DAY

48

With defeat etched into his features, a lonely Chris trudges through the hollow remains of the city.

CHRIS (V.O.)  
I couldn't tell where it happened or how, only that it didn't end well.

NOISES echo through the streets, and at the edges of our vision we see MOVEMENT - figures scampering through the rubble, watching this stranger walk on.

CHRIS (V.O.) (cont'd)  
There were survivors, but they kept out of my way. I think they could sense I wasn't like them.

Chris spies a man-sized hole in the wall of a nearby building, and ducks through it into:

49 INT. ABANDONED BUILDING - NEXT 49

Chris pushes his way through a flimsy barricade, seeing two BODIES locked together over on a bed. They seem peaceful, as though they died in their sleep.

50 EXT. RUINED CITY - LATER 50

Chris digs a grave for the two corpses, their bodies wrapped in a sheet nearby as he shovels away at the earth.

51 INT. ABANDONED BUILDING - LATER 51

Chris settles down - their hideout is his home now. As a chill wind HOWLS through the empty streets, he SHIVERS and pulls his filthy coat tight around him.

CHRIS (V.O.)

So when I found a place to stay...  
that's what I did.

Chris lowers his head, huddling in tight for warmth, and we DISSOLVE TO:

52 INT. ABANDONED BUILDING - NIGHT 52

Chris stays where he is, but now there are several dozen SCRATCHES on the wall - a rudimentary calendar.

DISSOLVE TO:

53 INT. ABANDONED BUILDING - MORNING 53

Chris has a FIRE lit, and is writing the latest in a long line of SYMBOLS on the wall - preparation for some kind of spell. Behind him, the calendar shows much time has passed.

DISSOLVE TO:

54 INT. ABANDONED BUILDING - DAY 54

Chris' hair is now much longer, and his beard has returned. He appears to be COOKING something using a scavenged camping stove. The room is gradually building up an array of amenities - an old chair, a mattress, and more weapons.

DISSOLVE TO:

55 INT. ABANDONED BUILDING - NIGHT 55

Chris lies his 'bed,' staring up at the ceiling. It's impossible to tell how long he's been here from the calendar - the marks cover the whole of one wall.

TWIST (V.O.)

How long?

56 INT. MONASTERY - CHAMBER - NIGHT

56

Chris' head turns a little towards Twist.

TWIST

How long were you there?

A long beat as Chris works it out.

CHRIS

Almost nine years.

SYREN

(disbelief)

Nine years...

DANYAEL

Didn't you try to escape? You know, open up another portal? Try to get back home?

CHRIS

(shakes head)

Nothing worked. Whatever the Trinity did, they made sure it was irreversible, and no spell I ever cast had even the slightest effect in bringing me home.

(beat)

Eventually... I just stopped trying.

Syren bites her lip, her heart breaking at Chris' simply delivered tale.

DIEGO

So it took Sanctus using the Quaero to find you?

CHRIS

(nods)

I couldn't break out - he had to break in.

Chris turns back to Ang She-Rab as we CUT TO:

57 EXT. RUINED CITY - DAY

57

Chris hides behind a wall, watching as more of the winged scavengers circle in the stormy skies overhead.

A larger one leads them - and a trail of RED HAIR tells us Isabelle survived her earlier encounter with Chris.

The creatures move on, and Chris is about to scurry out when he hears something - a faint SOBBING from nearby:

58

INT. GUTTED BUILDING - DAY

58

With the rubble-strewn room bathed in a green haze, CHRIS steps into frame. He squints as he looks around, light flooding in from the empty window frames.

Chris hears someone SOBBING and moves closer, trying to locate the source of the sound as it echoes around the desolate building.

He takes a few cautious steps forward, bringing up a looted SWORD as he tenses, ready for anything.

The SOBBING grows louder as he approaches the entrance to one large room, again filled with nothing but trash and debris.

Chris frowns, cocking his head to one side as he hears a WOMAN'S VOICE through the sobs, repeating a phrase over and over again:

VOICE

This isn't what I wanted... this  
isn't what I wanted...

Chris steps forward, looking into the room:

59

INT. GUTTED BUILDING - ROOM - DAY

59

Chris steps forward, eyes on the woman before him. Long BLACK HAIR trails over her shoulders, her pale skin covered with SCARS and her clothing tattered and torn.

VOICE

This isn't what I wanted... this  
isn't what I wanted...

The figure starts to move, and we ANGLE ON CHRIS as his eyes bulge at what he sees:

NAOMI lifts her head, her features also distorted and her body twisted unnaturally, and Chris steps back in horror.

NAOMI

Who... who are you?

Chris doesn't recognise her either - they hadn't met in our time yet - but as the degenerate form of Naomi slouches forward, nails digging into the floor as she hauls her body towards him, Chris does what we'd all do.

He runs.

60

EXT. RUINED CITY - DAY

60

Still appalled at the grotesque sight, Chris jogs back out into the wasteland outside.

(CONTINUED)

If he'd look up, he'd see another group of the winged creatures heading his way.

Chris straightens - and then tenses up.

Little WISPS of energy start to SPARK around him, and Chris slowly turns in a circle, realising the energy is building up all around him.

He finally sees the winged monsters above just as they spot him, the creatures letting out a SCREECH as they swoop and dive towards him.

The energy is intensifying into several shimmering WAVES of energy now, rising and starting to form a sphere around Chris.

He tries to dodge through the hazy waves, but gets SHOCKED and stumbles back into place.

Trapped, he looks back to the skies - the creatures are just seconds away, beaks and claws poised to tear him to shreds!

Chris tries to PUSH through the energy as it closes up and seals him in, but there's nothing he can do.

He keeps trying as a VOICE starts to sound from within the sphere of electricity - it's SANCTUS:

SANCTUS  
(gritted teeth)  
*Addo domus... unus... quisnam  
eram... lost nobis...*

Chris double takes, recognising the voice - then realises the winged monsters are almost on him!

He DUCKS as they SCREAM into frame, but the sphere of light suddenly BLAZES with brilliant light, knocking the horrors off course.

One by one, they're PUSHED ASIDE by the energy, SLAMMING face first into the ground and buildings all around.

SANCTUS (cont'd)  
*Re... rep... reperio...*

And with a final BLAZE of light, we WHITE OUT TO:

Chris finally collapses, slumping to the floor. Syren leaps from her seat, managing to locate Chris and cradling him as he breathes heavily.

Ang She-Rab rises, dusting off his hands, as Twist angrily marches up to him.

ANG SHE-RAB

It is done.

TWIST

Never mind all that Zen crap! Is he okay?

ANG SHE-RAB

His body survives. He is strong.

DANYAEL

What about his mind?

She-Rab raises an eyebrow at the question, but answers:

ANG SHE-RAB

He returns from his past as he was.  
No part of him was left behind.

Chris' eyes flutter as he comes to, falling on the panicking face of Syren. He smiles.

CHRIS

I'm fine... really...

Ang She-Rab turns to the elders and BOWS.

ANG SHE-RAB

I will be in my quarters.

He turns and leaves the room, and as the team cluster round the recovering Chris, we DISSOLVE TO:

It's later that night. Chris is looking much better now, packing up his bags as the others stand by.

CHRIS

So now we know.

TWIST

We took on the bad guys...

DANYAEL

... and got our asses kicked.

SYREN

(sombre)  
That wasn't what I was hoping to hear.

DIEGO

(shakes head)

I do not believe our fates are set so easily.

TWIST

Easy for you, you weren't the one who made a cameo as a freakin' skellington!

DIEGO

But that's just it - that was a different battle. Chris wasn't there.

Chris stops, the logic of this suddenly sinking in.

CHRIS

Diego's right.

TWIST

Say what now?

CHRIS

That battle was fought without me. I was in the future. The magic the Trinity unleashed is most likely what pulled me back there.

SYREN

So if you're here now...

DANYAEL

... then things are already changing.

CHRIS

Perhaps for the better.

Diego nods, and suddenly the mood lifts a little.

TWIST

Hey... sweet! So maybe this time, we won't go down so easily.

DANYAEL

It's about time we had a little hope around here.

Danyael's words resonate with them all, and the team exchange looks - this is their chance to make a difference.

DANYAEL (cont'd)

So let's find those witches and kill them.

62 CONTINUED: (2)

62

Chris nods, and we PUSH IN on Danyael before a FADE TO:

63 INT. TRINITY BASE - NIGHT

63

A huge congregation of TRINITY WARRIORS stand before a makeshift stage, inside what appears to be a disused factory.

ISABELLE and CHARLOTTE wait on the stage, glancing off to their right occasionally.

CHARLOTTE

Where is she?

ISABELLE

Probably putting on her makeup.

CHARLOTTE

Do you have any idea what she's going to say?

ISABELLE

I doubt she'll open with 'hey, boys, I'm in charge now because I ripped your last leader's throat out.'

CHARLOTTE

(beat)

I can't believe you just sat there after she did that.

ISABELLE

Rules are rules.

CHARLOTTE

But... she killed her! Right in front of us! How are we meant to -

ISABELLE

Aren't you forgetting how you got your job? Or how I got mine, for that matter?

Charlotte falls silent, and Isabelle crosses her arms.

ISABELLE (cont'd)

Exactly. Keep that in mind.

CHARLOTTE

(eyes widen)

She's coming.

The girls turn as NAOMI paces out onto the stage, and the assembled warriors sharply SNAP to attention at the sight of her. Naomi grins at Isabelle and Charlotte, then takes to the front of the stage.

(CONTINUED)

NAOMI

A lot of you have probably heard by now what happened to Jacqueline. Join me in a moment's silence for her.

She bows her head, and the warriors follow suit. Charlotte looks bemused, but Isabelle nudges her - do what she says.

NAOMI (cont'd)

(raises head)

The Trinity exist to maintain the world. When we need to destroy something, somewhere or someone, we do it. When we need to protect something, somewhere or someone, we do it. Without question.

(beat)

Not any more.

Some of the warriors swap quick glances.

NAOMI (cont'd)

We're going to change. Everything.

More glances - what is she talking about?

NAOMI (cont'd)

No more pain, no more suffering, an end to war and bloodshed and a new era of peace in our time.

(beat)

But we've only just begun this great mission. There's still time for any one of you to step down and walk away.

(beat)

So anyone that doesn't want to be a part of this new order, step forward.

There's a moment of silence - and then a handful of warriors step forward. Then some more, and more, until finally about a hundred warriors are lined up before the stage.

Naomi grins. She looks across them all, then turns to Charlotte behind her.

NAOMI (cont'd)

You know what to do.

Charlotte nods, walking up to Naomi's side. She hesitates, taking a deep breath, and then raises her hands.

Two of the warriors turn to look at each other - now what?

And FLAMES pour from her hands, engulfing the warriors! They SCREAM as they're consumed by the fires, bodies stumbling blindly into one another until within moments, there's just a heap of smouldering FLESH where the warriors once stood.

NAOMI (cont'd)

Now... I hope this leaves you all in no doubt as to how seriously I take this crusade.

The warriors BANG their fists against their chests - an action of respect and honour. They're with her.

NAOMI (cont'd)

So unless there are any final challenges, we can get on with -

SLAM! The doors at the far end of the hall fly open, and a lone figure strides inside. Long, dark hair, long jacket.

FIGURE

(Spanish accent)

I have a challenge.

The warriors spring to action, forming a wall between their leaders and the new arrival, who strolls casually forward.

FIGURE (cont'd)

I challenge the Crown for leadership of the Trinity. A fight to the death. Right here, right now.

NAOMI

And who the hell are you?

The figure steps under a light at last.

It's CIEGUE.

CIEGUE

(broad grin)

Somebody who knows your organisation very, very well.

Ciegue's grin stays in place as he slowly starts to draw his sword, and from Naomi's startled expression, we:

**BLACK OUT:**

**END OF SHOW**