

Hunted

"Into the Void"

by
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TEASER

FADE IN:

EXT. FIELD - NIGHT

We're in the middle of an empty field, mountains bordering the sky all around us, far in the distance. The sky above is crystal clear, and out here in the middle of nowhere, the stars can shine to their full potential.

As we pan around, we see RAY TIMOR, as he walks slowly forward. He's dressed oddly, however, garbed in medieval-style steel plate armor. He carries a mace in one hand, a shield in the other, and a sword is sheathed at his waist.

The camera circles clockwise around the stoical figure, and as the camera moves around his back, the field, although only out of our sight for a moment, instantly transforms into a raging battlefield.

Several other KNIGHTS are engaging an equal amount of the familiar-looking DEMONS, as well as an army of men wearing armor inlaid with the mark of the SOLVOISTS.

We snap to a close up of Ray's face, as he takes in the bloodshed before him. He looks down at the mace in his hand, hesitating, before steeling himself and looking back up...

... but his allies are all on the ground, dead.

We pan over some of them, seeing vague, indistinctive faces, twisted in pain, death, and in some instances, mutilation - a missing eye here, crushed skull there. It wasn't a pretty battle for these men.

Back on Ray, as he looks at the forces in front of him, eyes wide with fear, which slowly hardens into determination.

He hefts his mace, raises his shield, and pushes himself forward, running right at the mass of enemies.

As he nears the front line, Ray SWINGS his mace, SMASHING it across the face of the first Solvoist Knight in his way, leaving a corpse in his wake.

He SWINGS again, over his head, bringing the Mace down, CRUSHING the neck of a demon.

Ray pulls his arm up, bringing the mace into the face of another DEMON.

He raises his weapon again, but a Solvoist GRABS IT, Throwing the mace to the ground.

More Solvoists grab at Ray, pulling his armor off in bits and pieces. Ray tries to fight back, but quickly finds himself dressed only in desert camoflage fatigues and a black t-shirt.

Defenseless, he stands with his hands out, ready to go down fighting. His eyes are darting back and forth, examining the remaining forces.

With a might YELL, He charges into the crowd once more, and is quickly lost in the crowd.

SMASH CUT TO:

INT. JAIL - RAY'S CELL - NIGHT

Close-up on Ray's eyes as they SNAP OPEN, bloodshot and drenched, tears falling down his face.

As we pull back, we see that Ray is hunched over his desk, sprawled out like he's asleep, next to an empty chair beside him.

He sits upright, wipes his face, and reaches into the drawer beside him, pulling out a dusty JOURNAL, with a pen hanging off the front.

He flips through the pages, finding his place, and starts writing.

RAY (V.O.)
Never felt anything like this
before.

He stops, thinking, then continues writing.

RAY (V.O.) (CONT'D)
All of this... the world being
the way it is, the... the evil
here, it's almost too much for
anyone to bear.

He hesitates for a moment, then continues.

RAY (V.O.) (CONT'D)
So enough. Enough debating,
enough hesitating, and enough
letting people die. Today, we're
going to kill him. Or die trying.

He flips the book shut, caps the pen, and tucks them into the desk, and sits in silence.

INT. JAIL - HALLWAY - NEXT

STEPH is walking down the jail hallway, her eyes full of intent.

She pauses, and hears a loud CRASH from off-screen. She hurries into:

INT. JAIL - RAY'S CELL

Ray is facing away from us, and has kicked his desk over and across the cell.

STEPH (O.S.)

Ray...?

He turns around, angrily looking at Steph, who stares back. They don't say anything for a moment, until:

STEPH (CONT'D)

A-are you... I mean, I-I don't...

She's fidgeting with her hands, stammering her words, completely at a loss of what to say.

Ray doesn't say anything either, just looks at her with wet, bloodshot eyes.

Ray pulls the desk upright, and sits in one of the chairs.

Steph pulls up the other chair, and sits down facing Ray, parallel to the desk. She grabs his hands and looks right at him.

STEPH (CONT'D)

I don't know what to say to you,
Ray. Or even if you want me here.
I'm very grateful for what you've
done for me, and, I...

She trails off, bowing her head.

Ray does the same, until the top of their heads are resting on each other. They hold that position for a moment, before both heads rise, and their lips meet.

They hold the kiss for a moment, before Ray presses into Stephanie. He moves his arms around her, and we gently FADE TO:

EXT. JAIL - SHOOTING RANGE - SAME TIME

TRAVIS is out at the outdoor shooting range, firing off round after round from a large MACHINE GUN he's set up on a bi-pod.

The noise is intense, almost as intense as Travis' angry expression. He's so focused on shooting, he doesn't even hear DES approach from behind, dragging her feet on the grass.

DES

Travis.

Travis keeps firing.

DES (CONT'D)

(louder)

Travis.

(beat; even louder)

TRAVIS!

Still nothing.

She PUSHES him a bit, which startles Travis so much he RIPS the gun off the bi-pod and SWINGS it around at her!

Des throws her arms in front of her face, tucking her head down.

DES (CONT'D)

(panicked)

Don't!

TRAVIS

Jesus Christ!

He lowers the gun, taking a deep breath.

TRAVIS (CONT'D)

What the hell are you doing out here!?

She doesn't have an answer for him.

TRAVIS (CONT'D)

(relaxing a bit)

Don't ever do that to me while I'm out here.

DES

You didn't answer...

Travis sighs. He gently turns the gun over, looking at the snapped bolt.

Setting the gun down, he turns to face her, brushing some hair out of his face.

TRAVIS

Look, I told you before, I don't comfort people. If you want to-

DES

I don't want- god, this is just stupid. I don't even know what the hell to talk to you about, and then something like... this happens, and you don't even...

She trails off, folds her arms in tightly.

DES (CONT'D)

I want to talk to Ray, at least, try and do something to-

TRAVIS

Stop. Just... stop. I know. God help me, I know what it's like, what you want to do. But just leave Timor to himself. Nothing good's gonna come out of it if you try to talk to him now. They guy just can't be comforted right.

DES

I want to do *something*.

TRAVIS

We will. Any minute now, Ray's gonna shake the building up, get us all armed, give us our marching orders, then we're gonna go kill Beowulf and every twisted little follower he has.

DES

Are you sure?

TRAVIS

If I wasn't, I'd be killing something already.

She sighs, and Travis turns back to his gun.

TRAVIS (CONT'D)

This is our best M60. I gotta get
it fixed before we go.

Des exhales, letting her body slouch a bit. She waits a few moments, then turns and walks back towards the jail.

INT. TEMPLE - PODIUM CHAMBER - NEXT

Inside the underground temple, where a number of boxes, crates, and some sparse bits of furniture now fill the room, although there's a large, clear area between the middle of the room and the entrance to the back tunnel.

BEOWULF examines the hieroglyphs on the walls, while his followers do the same.

One Solvoist approaches, nervous and shaky.

SOLVOIST

Lord...?

BEOWULF

(disinterested)

Hmm?

SOLVOIST

The others are growing concerned with the quiet. They trust in you, but are fearful of the demon known as Timor. They fear he may-

Beowulf cuts him off, although his mind appears to be elsewhere.

BEOWULF

He is but a man. I am your promised one.

SOLVOIST

He has killed hundreds of-

BEOWULF

It is irrelevant. Our schedule has been moved forward. The end is here.

Off those ominous words, we

BLACK OUT:

END OF TEASER

ACT ONE

FADE IN:

INT. JAIL - RAY'S CELL - MORNING

We fade in on Ray's cell, where Steph is asleep, a thick military-style blanket wrapped around her, up to her shoulders.

She stirs, and her eyes flutter open.

Taking a deep breath, she looks around the room, but it's empty.

INT. NATHAN'S WAREHOUSE - SAME TIME

It's early morning out; the sun is shining through the windows, and NATHAN is already awake, sipping from a mug while sitting on his cot.

He looks around; there's a few people up, but most of the beds lining the walls of the warehouse are still occupied.

VOICE (O.S.)

Hey, Nate! We got your pal Ray
coming in!

Nathan nods, putting the mug and heading for the front door.

Before he has a chance to get there, however, Ray violently THROWS the side door open and barges in.

NATHAN

Ray, what-?

RAY

Get your people mobilized. We're taking Beowulf and all his little cultists down now. Today.

NATHAN

(taken aback)

What? You're going to... Ray, I told you, my people stay out of-

RAY

(yelling)

No! No-one sits out! Every able body is helping us today!

Nathan narrows his eyes, his voice starting to raise.

NATHAN

There's hardly anyone here who can help. Most of these people have never even held a gun before.

RAY

It's not hard to do.
(yelling out)
Okay, everyone up! We've got a long day ahead of us, and you're all going to-

NATHAN

(shouts)
No! No-one help! Stay where you-

RAY

Get out of bed and get yourself a weapon. We're going out to kill Beowulf tonight, and you all need a quick lesson in defending yourself, so we'd better do it now while-

Nathan **SHOVES** Ray back a step, and Ray instantly reacts, **PUNCHING** him across the face!

Nathan brings his gaze back to Ray, who doesn't look apologetic in the least.

RAY (CONT'D)

Get your people moving. I won't tell you again.

NATHAN

You aren't in charge here. I am. Go get Travis, Jake and Ste-

RAY

Jake's dead.

Nathan stops, unable to form a response.

NATHAN

What... Jake's dead? Ray, how did this happen?

RAY

Beowulf. Beowulf killed him. Or... or ordered his men to kill him, or he...

Ray trails off, choking up. He takes a moment, sniffles, and lets out a long breath.

RAY (CONT'D)

But I don't have time to mourn. Beowulf's forces are split up and weakened; some of them are still hunting for Jake and Des. We need to strike now, or I'll never get...

(beat)

He's distracted by something Des found. We can do this, but I need your help.

NATHAN

Or you'll never get what?

Ray sighs, suppressing his rage.

RAY

This isn't the time!

NATHAN

I'm not going to help you get yourself and everyone else killed.

RAY

Does it matter!? He's going to keep killing us off until there's no-one left!

Nathan sighs, closing his eyes. Ray's got a point, and he knows it.

NATHAN

I can't guarantee anything. And it has to be voluntary.

RAY

Anything. Anyone you can give me.

NATHAN

I'll see what I can do.

JOHNSON (O.S.)

Hey, Nate?

Nathan and Ray turn their heads to the side to see JOHNSON, a fit-looking Italian man.

JOHNSON (CONT'D)
 If we can stop this guy from
 attacking our people every few
 weeks, count me in.

RAY
 Get everyone you can to help us.

NATHAN
 Ray, I just-

But Ray's already walking away.

RAY
 Meet at sundown, at the edge of
 town near route 90.

Nathan starts to say something, but doesn't bother, as
 Ray's already pushing the door open.

As Ray leaves, Nathan turns back to Johnson.

JOHNSON
 I'll spread the word around, see
 who else'll help us-

NATHAN
 They already heard it.
 (beat)
 Christ, Jake...

He stalks off, shaking his head.

EXT. MOUNTAIN TEMPLE - NEXT

A small gathering of Solvoists mulls about outside the
 hidden temple, in the middle of a discussion.

SOLVOIST #1
 There must be some mistake. There
 is no way this will work.

SOLVOIST #2
 It must. For the glory of our
 lord, we shall rise from the
 ashes of the unbelievers and cast
 them down.

SOLVOIST #1
 Don't quote the prophets to me. I
 question not our lord, but the
 one who delivers his message.

SOLVOIST #3

I repeat only the orders which
were given to me, word for word.

SOLVOIST #4

Enough. What Lord Beowulf
commands, shall be done with joy.
(beat)
Release the fallen.

The hesitant Solvoist #1 nods, pulling a two-way radio out
of his robes.

SOLVOIST #1

Message to all guardians of the
fallen: it is time for their
release. The Fallen shall hunt
down and kill the insurgents for
us.

CUT TO:

EXT. MINE ENTRANCE - SAME TIME

A pair of Solvoists, spread out a few dozen meters from
either side of the entrance of the mine, press down on a
pair of buttons stuck to the wall.

After a beat, the entrance itself EXPLODES.

We CUT FORWARD to focus on the entrance, as growls and
snarls are heard from inside.

INT. JAIL - KITCHEN/DINING AREA - NOON

Inside the jail's dining area, Ray and Travis are pouring
over a map, while Des stands behind them, chiming in every
now and then.

RAY

Beowulf followed from the city,
so he's probably got scouts
looking at every other direction,
figure out a good way to get back
to his fortress.

TRAVIS

Or he's covering that route in,
since it's where we'd be best off
coming from.

RAY

That and the direct path, yeah.
Looking away from all of it?

TRAVIS

You mean the side looking out at the country? Yeah, that would work better.

(pause)

What's our entry point?

DES

The only two ways in are the front and that hole you pulled us out of.

Ray stands back, frowning.

TRAVIS

This is gonna be a tough one. Choke points will-

RAY

Choke points play to our advantage; we're the ones who are outnumbered.

TRAVIS

Okay, yeah, makes sense. We gotta be right at the entrance, though.

RAY

Beowulf surrounds himself with his cult and sends 'em out as needed. We can-

STEPH (O.S.)

Ray?

They all turn to see STEPH at the doorway.

STEPH (CONT'D)

Can we talk?

RAY

No.

Steph is taken aback, Ray's abrupt answer obviously not being what she expected.

STEPH

Is that it? Are you just going to pretend everything's fine? Jake is-

TRAVIS

Get it out later, okay? We've got a plan to work out.

Steph looks to Ray for support, but he's already gone back to the map.

RAY

Best off covering both entrances. The hole will give us the high ground, but that'd be anyone's first point of attack; it's gotta be defended.

TRAVIS

(to Steph)

You make some kind of illusion or something? That part of your whole energy thing or what?

Steph sighs, turning her head away.

Travis just rolls his eyes and turns back to Ray.

TRAVIS (CONT'D)

Deak out? Have some of us come at the hole, let the goons report in, then group two takes the front?

RAY

Simple. But it should work.

TRAVIS

Me and you better split up, though.

RAY

Sounds good.

TRAVIS

Any word from Nathan's people?

RAY

Not yet. They'll be there.

TRAVIS

Better. Don't think this'll go down well without them.

Ray folds the map up, tucking it into the pocket of his fatigues. Not wasting a second, he speed-walks out the other door, making sure to avoid Steph.

Steph herself just watches him go, then abruptly turns and walks out, heading in the opposite direction.

EXT. JAIL - EVENING

The sun is beginning to set over the jail as the team walks down the front path. It's starting to snow out, and while the team isn't dressed for it, they aren't showing much discomfort.

Ray has an automatic rifle in his hands, his sword strapped to his leg, and another rifle on his back. Travis is carrying the bulk of the equipment in a large rucksack, and Steph and Des are both carrying spare guns, ammo, and explosives.

Ray is leading the pack, at least a half-dozen steps ahead of the rest.

RAY

Eyes peeled, weapons ready. I don't want any surprises.

Steph speeds up a bit, catching up to Ray.

STEPH

Are you okay with this?

RAY

I told you I don't want talk right now. We've got more important things to-

STEPH

Look, forget that for a second. We're going out on a suicidal mission for no other reason to avenge Jake.

RAY

Yeah. So?

STEPH

Would he want us to get ourselves killed over him?

RAY

(bitter)
Go ask him.

STEPH

Don't...

RAY

Don't what? Don't turn this into a suicide mission because you want to squeeze one more day out of what's left of your life? Don't try and stand up for yourself and your species? Everyone looks to me to lead, so let me do my damn job.

They walk in silence for a moment as Steph thinks about what Ray just said.

STEPH

He's in a better place, Ray.

RAY

No, he's not.

STEPH

How do you know?

Ray hesitates before answering, then:

RAY

Because he's not here.

He picks up the pace, abruptly ending the conversation.

EXT. WAREHOUSE DISTRICT - SAME TIME

At the same time, Nathan's team is heading out. Nathan himself is at the front, and TWELVE others are with him. All are carrying guns and ammo, and none look to happy about being there.

One on Nathan's left, CHAD (Who viewers might remember from episode 1x02), speaks up.

CHAD

So... we do have a plan, right?

NATHAN

(brisk)

Ray is going to brief us when we arrive.

CHAD

(to himself; sarcastic)

Sorry.

Another man, KEITH, speeds up to talk to Nathan. He's a dirty blond, somewhere in his early twenties, with straight-cut hair stopping at chin-level, and a small goatee on his chin.

KEITH

Nate.

NATHAN

What do you need?

KEITH

Look, some us were thinking... is this really what's best for us? We just wanna survive, man. Most of us... hell, most of us just want to get away from those guys at the jail.

NATHAN

You want to move on.

KEITH

Well... yeah.

NATHAN

Me too.

Keith seems a little surprised by that, but doesn't pursue the matter anymore.

The camera stops following them as they continue on. We pan back a bit, looking down a dark alley. A GROWL can be heard, the same growl heard earlier, from inside the mines.

END OF ACT ONE

ACT TWO

FADE IN:

EXT. CITY - EVENING

It's still evening, and there is a light layer of fresh snow of the ground.

Ray's team is moving at a steady pace through the two-lane street, passing houses in various stages of decay.

We focus on Steph, as she looks around, then right at Ray's back.

Her gaze lingers for a moment, then she looks around again.

This time, however, she sees something.

STEPH

Hey.

Ray stops, looking back at her. She points to the right, between a pair of one-storey houses.

Ray looks at Travis, points at his own eyes, then points where Steph told him to look.

Travis nods, understanding.

RAY

You two stay here, cover us.

He sprints down a few houses, ducking behind one.

We stay with Travis, as he creeps towards the opening.

He peeks around the corner, looking one way, then the other. Nothing.

Ray pops out a few houses down, and Travis yells out:

TRAVIS

I don't see anything!

RAY

(yelling back)

Nothing!

Travis nods, and turns around, heading back to the street.

As he does so, however, a large patch of snow falls in front of him.

Instinctively, Travis OPEN FIRES at the roof of the house, punching holes through the roof and getting a loud SNARL in return.

He ducks around the corner of the house, running along the front of the house.

STEPH (O.S.)
Travis, Down!

The SHADE comes barreling around the corner, looking the same (pale blue with tattered clothes) as the last time we saw them. As it approaches Travis, the soldier DROPS to the ground, and an invisible BLAST tears the Shade from its feet, sending it into the house.

Travis stands, RIPS a grenade from his belt, and THROWS it after the Shade, ducking aside and covering his ears as the EXPLOSION goes off.

Ray jogs up, giving a nod to Steph, then looking into the house.

After a beat, he steps out again.

RAY
It's dead. Keep moving.

Des approaches Travis, tucking her rifle away.

DES
Travis? You alright?

He stands, brushing snow off of himself.

TRAVIS
Been better. Been worse, but definitely been better.

RAY
Shut up and keep moving.

TRAVIS
Pretty sure those things aren't supposed to be out roaming around. Might wanna look into that, big guy.

Ray's already walking across the yard, leaving deep footprints in his wake.

RAY
Figure it out later. We've got a job to do right now.

Travis sighs and falls into place, silently nodding his appreciation to Steph as he does so.

DISSOLVE TO:

EXT. CITY STREETS - NIGHT

Down another suburban street, the team is moving past more snow-covered middle-class houses.

Ray is looking from side to side, shining the flashlight on his gun at each house.

TRAVIS

You wanna stop flashing that thing all over the place? Gonna give our location away.

RAY

Quiet.

Travis furrows his brow, but doesn't press the matter, although it's obvious he wants to.

Ray stops, finally settling on a house with two giant spruce trees in the front yard.

RAY (CONT'D)

(muttering to himself)
Didn't think they'd still be there...

(beat, to everyone)
Wait here.

He heads towards the house, quickly and quietly brushing past the white and green trees.

He reaches the front door and stops, taking a deep breath before proceeding into:

INT. TIMOR HOUSEHOLD - LIVING ROOM - NEXT

Ray pushes the front door open. The house is a two-storey building; the door leads right into the spacious living room, and the stairs going up are right next to us. Another door across the room leads into the kitchen.

Stepping inside, Ray tries the light switch, but nothing comes on. He raises his gun, using the flashlight there to see.

STEPH (O.S.)

Ray?

Steph walks in behind him, but Ray doesn't even look at her.

STEPH (CONT'D)

Are we here to pick up some kind of secret weapon or something?

RAY

Don't be ridiculous.

He shines his light on the wall, where see a framed FAMILY PICTURE. It's Ray, Jake, and what is presumably their PARENTS.

STEPH

Oh.

Ray snatches the frame off the wall, pulling out the picture, and folding it up, before tucking it into his pocket.

Steph takes a deep breath.

STEPH (CONT'D)

I know this is rough, Ray, I really do. But you could get everyone killed.

RAY

Plan looks like it'll hold. Just don't...

He trails off, looking around.

STEPH

What?

RAY

Quiet.

Taking a few cautious steps deeper into the house, Ray listens.

STEPH

I don't hear any-

CRASH!

A Shade TEARS through the wall, leaping right for Steph.

Ray pulls out his sword and SWINGS it across the Shade's neck as it passes by, decapitating it and letting its body fall off screen.

More noises are heard from deeper into the house, creaks, moans, snarls and scratches. Ray brings his rifle up, moving backwards towards the door.

RAY

Go!

Ray FIRES through the walls, although it's just a short burst.

A SHADE scampers through the doorway across from Ray, only to be met with a hail of GUNFIRE, dropping him instantly.

Steph turns, but a Shade barrels down the stairs, forcing her to jump away from the door.

Ray turns and SHOOTs it dead, but another Shade comes in from the kitchen, running up to Ray and GRABBING him.

Steph pulls out a pistol and tries to aim at the Shade, as it brings its head towards Ray's neck...

BLAM!

Travis stands in the doorway, rifle smoking.

TRAVIS

Don't hesitate next ti-

He's cut off by an inhuman SCREAM.

Ray signals for everyone to move into the street, but Travis shakes his head.

TRAVIS (CONT'D)

We got more cover in here.

RAY

They're animals. We can pick them off before they get near us.
Move!

There's no time to argue, however, as Des runs into the house, panicked.

DES

There's an army of those things coming at us!

Travis looks at Ray, eyes widened, waiting for Ray to admit that Travis was right.

RAY

Just kill them!

He pushes Travis aside, leans out the door, and FIRES off the rest of his clip, before dropping it and reloading.

EXT. CITY STREETS - NEXT

We see the horde of Shades scurry through the streets, sniffing out their pray like animals.

GUNFIRE hits the mass of bodies, and several Shades drop to the ground.

But the ones still standing don't seem to notice, instead focusing on where the gunfire is coming from: Ray's house.

They run towards the house, snarling and howling.

INT. TIMOR HOUSEHOLD - LIVING ROOM - NEXT

Ray drops another clip and ducks back into the house as he loads the next.

TRAVIS

How many?

RAY

Too many. We need a better idea.

TRAVIS

Start thinking.

Travis takes Ray's place, shooting at the approaching demons.

DES

I'd be up for "Running."

RAY

Where?

STEPH

It's your damn house!

TRAVIS

(still shooting)

Shut it!

Ray moves over to the door, taking position on the opposite side as Travis, and helping with the support fire.

TRAVIS (CONT'D)

We gotta split. Keep this rate up, we're not gonna have enough bullets to take out Beowulf.

EXT. CITY STREETS - NEXT

The mass of Shades starts is steadily pushing forward, most are walking hunched-over, showing no regard for personal safety. They finally reach the front yard of Ray's house, climbing over the bodies of their fallen brethren.

INT. TIMOR HOUSEHOLD - LIVING ROOM - NEXT

Travis breaks off, leaving Ray alone in the doorway.

TRAVIS
(to Des and Steph)
Go! Get out the back!

He pushes Des forward, towards the other side of the room.

Ray empties his clip, then plucks a grenade from his belt and drops it outside, slamming the door behind him.

He runs across the room, following Travis, Des, and Steph as they make their way out the back.

The first Shade reaches the doorway, but as it SMASHES the door down, the grenade EXPLODES, taking down the Shade, and several others outside, visible through the frame.

EXT. TIMOR HOUSEHOLD - BACKYARD - NEXT

The team exit the back door, heading immediately across the yard, to an eight-foot tall solid wooden FENCE.

RAY
Up and over, through the next
yard, then down the middle of the
street.

He squats, cupping his hands in front of him, ready to give a boost.

RAY (CONT'D)
Travis, secure the yard. Des,
cover the house.

Travis takes a running start, steps into Ray's hands, and LEAPS over the fence.

RAY (CONT'D)
Stephanie.

Steph gently climbs into Ray's hands, peering over the fence.

TRAVIS (O.S.)

Clear!

Steph pushes herself over.

Des lowers her weapon and turns to Ray, ready to jump over, when a Shade BURSTS through the window of the house, overlooking the right side of the yard.

RAY

Climb over!

He OPENS FIRE on the Shade, killing it before it can orientate itself.

Des jumps upwards, hoisting herself over the fence.

Ray stands alone as two more Shades pile out the back door. He SHOOTs them both, then pulls out a small, wedge shaped device.

He runs to the center of the yard, and gently places the device in the snow, with the point facing the house. He pulls a PIN out of the top, and a small lever falls off.

Ray dashes back towards the fence, turning around to cover his own retreat a few feet away.

TRAVIS (O.S.)

Ray! Hurry up!

Ray doesn't answer, instead opting to scan the windows for movement.

We cut over to the wedge-device, which, after a few more seconds, sends seven WIRES flying out in all directions, except backwards. It CLICKS once.

Seeing nothing, Ray tucks his rifle behind his back and turns towards the fence, jumping up to grab the edge, and hauling himself over.

EXT. OPPOSITE HOUSE - BACKYARD - NEXT

Ray jumps down, landing next to the rest of the team, who have their weapons pointed at the house in front of them.

RAY

Got an m86 down, Travis.

TRAVIS

(nods)

Des, Steph, go.

The ladies head towards the house, going around and through a side gate.

TRAVIS (CONT'D)
No sign of anything.

RAY
Let's go.

They both dash across the yard, keeping their rifles pointed at the house.

EXT. TIMOR HOUSEHOLD - BACKYARD - NEXT

We're facing the back door as the next Shade pushes its way through, with several more on its heels.

The group bound into the yard, sniffing for their pray.

We focus on one of them, walking parallel to the house.

ON ITS FEET, as it pushes on of the wires from the mine, knocking it away.

ON THE MINE, as it propels itself UPWARD, a small stream of gas coming out of the bottom.

The Shades notice, and as the device reaches shoulder-height, it EXPLODES, sending hundreds and hundreds of metal fragments everywhere around the yard, cutting through the Shades like they were paper.

EXT. FOUR-LANE STREET - NEXT

As the echo from the mine dies down, the team is already heading down the street, the extra two lanes giving them more room to spread out, without having them too close to a building. This street is line with houses on one side, and a number of smaller, run down stores on the other.

Ray, still at the head of the pack, barks out an order:

RAY
Double time it. Nathan's team'll
be waiting.

Travis rolls his eyes at the unnecessary order, but doesn't say anything.

We pull back from the team, and

DISSOLVE TO:

EXT. INDUSTRIAL AREA - NIGHT

It's nighttime now, and the snow hasn't stopped; all buildings have been blanketed in the stuff.

Nathan is leaning against a chain-link fence, getting all the rest he can, without letting his guard down.

He looks at his WATCH, a nice, gold-colored SEIKO brand.

He drops his arm, sighing. Looking around, it's obvious his men are getting restless. 2 of them are just sitting, but the rest, including Keith and Chad, are walking around, kicking at the snow, and fidgeting with their weapons.

KEITH

Hey, Nate!

Nathan looks over at Chad, gripping his weapon tightly.

Chad points back towards the city, where we can make out four people, moving steadily towards us.

Nathan raises his rifle, looking down the SCOPE:

NATHAN'S POV:

It's Ray, Travis, Des and Steph, walking towards them.

EXIT POV:

Nathan lowers his rifle, visibly relaxing.

NATHAN

It's them.

He motions for Keith to come to him.

The younger man approaches, slinging his rifle onto his back.

NATHAN (CONT'D)

Keith. I trust Ray, as a leader.
I really do. But... today, when
he came to me, he's...

Nathan pauses, searching for the right words.

NATHAN (CONT'D)

I want you to keep everyone safe.
Even if it means going against
what any of those military guys
tell you.

KEITH

...Wouldn't they know how to keep us safe? Isn't that part of their job?

Nathan just eyeballs his friend, letting the silence speak for him.

NATHAN

Don't get yourselves killed for this.

TRAVIS (O.S.)

Hey!

Nathan looks up, as Travis walks towards him.

TRAVIS (CONT'D)

(off weapons)

Good to see you came prepared.

Nathan stands, eye to eye with Travis.

NATHAN

What's the plan?

Ray, looking around the area, chimes in:

RAY

We all go the long way around, then hit them from both sides.

Nathan blinks.

NATHAN

That's it?

Ray glares at him, then turns away.

RAY

Let's go.

He starts walking.

INT. TEMPLE - PODIUM CHAMBER - NEXT

Inside the podium chamber, Beowulf watches the final preparations.

Two SOLVOISTS approach, dragging a battered and bruised PATRICK with them.

The one-eyed man looks up at Beowulf, barely conscious.

BEOWULF

See what your selfishness brings you? Your desire to live has brought all the more pain to your doorstep, cretin.

PATRICK

(struggling to speak)
She didn't... she didn't come?

BEOWULF

Of course not. She was never meant to. Stephanie can see the big picture; she wouldn't give in to me to save her friends.

Patrick SPITS BLOOD on the floor.

PATRICK

Heh. S'pose you gonna just take 'em, then.

BEOWULF

(wistfully)
Were you a better human, you could have been a force to be reckoned with. Wasted potential.

PATRICK

Why you keeping me alive?

CLOSE-UP on Beowulf's face, as he grins, baring his fangs.

BEOWULF

You think I am? My boy, you live because you are supposed to. When your time comes, you will die of your own accord. All we do in life is follow our paths until they end. I'm only here because I'm supposed to be.

PATRICK

You don't wanna be the big bad demon man?

BEOWULF

Oh, no, of course not. I was plenty content to follow a life of quiet study. But fate is kind to none.

There's a long pause as Patrick contemplates this.

PATRICK
You're fucked.

BEOWULF
Is that so?

We PULL BACK, and take in a room PACKED FULL of SOLVOIST WARRIORS.

BEOWULF (CONT'D)
Well. If it's my time...

Patrick just shakes his head, giving up.

BEOWULF (CONT'D)
Throw him away.

The Solvoists drag Patrick off, leaving the demon to his own thoughts.

Off Beowulf's expressionless face, we

BLACK OUT:

END OF ACT TWO

ACT THREE

FADE IN:

EXT. FORESTED MOUNTAIN - NIGHT

The snow has finally stopped, and the leafless trees are iced over.

Ray trudges up the hill, along with Nathan and Chad, each around a dozen feet apart.

CHAD

So, when we get to the hole, what-

CRACK!

Chad falls backwards, bleeding from a gaping HOLE IN HIS HEAD.

NATHAN

Chad!

He starts to run towards his fallen friend, but Ray GRABS him and SHOVES him to the ground.

RAY

(hissing)

Stay down!

Nathan looks back at the body, as it slides down the hill.

RAY (CONT'D)

Eyes forward. I didn't see the shooter.

NATHAN

Let me get to him, I can try to-

RAY

No! He's dead, you saw the hole.

Nathan cringes at the mental image, taking a few ragged breaths before calming himself.

Ray looks around, trying to spot the shooter.

He squints his eyes at a funny-looking tree. It's hard to see from here, but it almost looks... square.

Ray brings up his rather large ASSAULT RIFLE, pointing it at the post.

He moves his hand from the main trigger, to the under-barrel GRENADE LAUNCHER.

PTOOM!

A grenade flies out, and EXPLODES, right on target.

Almost instantly, two MACHINE GUNS open fire, one sweeping the mountainside, the other aiming dangerously close to Ray and Nathan's position.

NATHAN

Christ!

Ray OPEN FIRES on the MACHINE GUN NESTS, and yells at Nathan:

RAY

(shouting over gunfire)
Head down and left! Flank the guy
shooting at us!

Nathan obeys, with one last glance to where Chad fell.

ON RAY, as he fires in tight, controlled bursts, trying to provide covering fire and conserve ammo at the same time.

We CUT UP TO THE MG NEST, where the Solvoist warrior is shooting back, definitely aware of Ray's location.

Another warrior is waiting next to him, another belt of ammo ready.

The gun runs out, and as the shooter flips the top up, he's SHOT IN THE HEAD.

A moment passes as the second warrior realizes what just happened, but in that time, more SHOTS ring out, and the warrior is gunned down.

CUT TO RAY, as he notices the first gun stop.

The second gunner starts shooting at the first nest, giving Ray the opportunity to run up the hill, pushing towards the enemy position.

He ducks behind a tree, peering around to see the two-man Solvoist post.

Bringing his rifle to bear, he takes careful aim, then FIRES TWO SHOTS...

...each hitting a Solvoist square in the head.

ON RAY, as he crouches behind the same tree, reloading his gun. After only a few second's pause, he jogs towards the second MG nest, meeting Nathan there.

RAY (CONT'D)
 They might not have heard that,
 but don't take any chances. You
 see something, yell at me before
 you shoot.

Ray turns to continue up the mountain, but:

NATHAN
 Chad's body. We can't just-

RAY
 (stops)
 Got bigger things to worry about,
 Nathan. Only two of us now, so
 let's-

NATHAN
 You can't just leave him there!
 What happened to no-one gets left
 behind?

RAY
 (sarcastically)
 Call for evac.

Nathan shakes his head in a mixture of disbelief and anger.

NATHAN
 If it was Jake...

Ray spins around, staring daggers into Nathan.

RAY
 Don't you say a damn word about
 him, alright!? This is my
 mission, and you'll follow my
 orders, you got that?

Nathan clenches his jaw, but doesn't say anything.

RAY (CONT'D)
 Now move.

He turns and keeps walking up the mountain.

After a moment, Nathan follows.

EXT. FORESTED MOUNTAIN - OTHER SIDE - SAME TIME

Travis leads the rest of the attack force up the mountain.

Keith is barely two steps behind him, something Travis
 clearly isn't keen on.

KEITH
How well do you know Ray?

TRAVIS
(curt)
Well enough.

KEITH
You think he's got a good idea of
how many cult freaks are down
there?

TRAVIS
Probably.

KEITH
So, we-

TRAVIS
(realizing)
You don't have a goddamn clue
what you're doing here, do you?

Keith stops, unable to form a response.

TRAVIS (CONT'D)
(thinks)
Nevermind.

He shrugs, turns around, and keeps walking up-hill.

FADE TO:

EXT. TEMPLE - CLOAKING ROOM - NEXT

A dozen SOLVOISTS are littered around the area, pulling guard duty. They've shoved most of the broken stone and crystal into one corner, right under the hole in the roof leading outside.

We focus on said pile of rubble, as a small FLASHBANG GRENADE drops into it, making just enough noise to attract the attention of everyone in the room.

After a second, the flashbang goes off, WHITING OUT the screen for five seconds, while producing a loud, painful RINGING SOUND.

As the white fades, we see the Solvoists covering their ears and squeezing their eyes shut.

Two ropes fall through the hole, and Ray and Nathan slide down, each FIRING their rifles into the Solvoists in the room.

All twelve Solvoists fall almost instantly, the close-quarters giving them no cover at all.

Ray and Nathan dislodge from the ropes, taking up positions at each side of the passage way into the main chamber.

Within moments, shouts are heard from deeper in the base, and as the clamor gets louder, Ray and Nathan exchange a look of agreement, and turn down the hall, FIRING.

EXT. MOUNTAIN - TEMPLE ENTRANCE - NEXT

Travis, Steph, Des, and the rest of Nathan's team are crouched outside the main temple entrance, a half-dozen dead Solvoists scattered about.

Travis is in the middle of removing a silencer from his rifle, when GUNSHOTS from inside are heard.

He tosses the rifle aside, and unslings a smaller SUB-MACHINE gun, and MP5 with a 100-round drum magazine, to be exact.

TRAVIS

Everyone, check your corners, and
keep those eyes in the back of
your heads open. Follow me in.

He pulls the gun right up to his face, leading the charge.

INT. TEMPLE - PODIUM CHAMBER - NEXT

Beowulf is already in full battle mode, barking orders out to his followers, who are piling into the tunnel leading to the cloaking room.

BEOWULF

Keep pushing forward! Drive them
out or kill them before they set
foot in-

He's cut off by a loud EXPLOSION from the main entrance.

Travis runs through, MP5 spewing out round after round of lead, tearing into the backs of the Solvoists.

He ducks behind a crate, using it as cover as he continues to fire.

After only a few seconds, the rest of his team follows, all finding some form of cover to crouch behind.

The Solvoists turn around, shooting all sorts of different kinds of guns at Travis' squad.

Johnson, the man Nathan talked too earlier, stands, holding the trigger of his M16 down.

Of course, the gun quickly runs out of bullets, and as Johnson, struggles to pull the magazine out, he's shot dead by a Solvoist.

STEPH

One's down!

Travis doesn't respond to her, instead lifting his head clear of the crate, and shouting at the rest of the team.

TRAVIS

Fire in bursts, try to make every shot count.

A bullet WHIZZES past his head, and his hand snaps to his ear as he winces in pain.

He pulls it away, and we see that the bullet has taken his earlobe off.

TRAVIS (CONT'D)

(through pain)

And keep your heads down!

He takes his own advice, ducking down out of sight, and we watch him press his hand to his ear again, wincing through the pain...

...and a few seconds later, he springs back up, firing FULL-AUTO at the Solvoists.

It only takes a few seconds for the magazine to run dry, and Travis tosses the gun away, unslinging the AK-47 from his back and double-tapping the trigger with that gun.

Beowulf, in the meantime, has gotten himself behind a large pile of crates, as far away from both groups as possible.

He reaches into his robe, and pulls out a SCROLL, the same one Isabella recovered in 1x03 "Enigma".

He unrolls it, quickly scanning the contents...

Then glances over to a pile of crates, where STEPH pops her head out.

Beowulf grins to himself...

INT. TEMPLE - CLOAKING ROOM - NEXT

Ray and Nathan are still crouched at the tunnel entrance, although there is noticeably less bullets coming at them from when we last saw the pair.

NATHAN

When did you want to push through
the tunnel?

Ray doesn't answer, however, instead keeping his eyes forward, firing single shots down the tunnel at any visible targets.

He squeezes the trigger again, but it just clicks. Empty.

Tossing the gun aside, Ray starts walking into the tunnel, drawing his sword.

INT. TEMPLE - TUNNEL - NEXT

The Solvoists take note of the cease fire, and four of them rush into the tunnel, guns held close to their bodies and NOT facing Ray.

Ray moves like lightning, STABBING the first Solvoist through the back. He yanks the blade out, and spins around, DECAPITATING the second.

The remaining two stare in disbelief as Ray draws his sidearm and shoots them both in the head.

Nathan starts advancing through the tunnel, keeping his rifle pointed at the opposite end.

NATHAN

Ray, hold back. You're going to
get yourself killed.

RAY

Quiet.

Another Solvoist enters the tunnel, gun facing forward, but Nathan SHOTS him down before he even has a chance to aim properly.

Ray just calmly steps over the body, one hand gripping the sword tight, the other holding the pistol.

Three more Solvoists enter the tunnel, running forward with knives in their hands.

Ray sprints to meet them, swinging his sword up, and SLICING the first Solvoist's throat open!

Ray KICKS the second in the gut, causing him to fall to his knees, and STABS the third through the chest.

He pulls the blade out, and jams it down, into the back of the second Solvoist's neck!

Ray pulls his blade out and kicks the bodies aside, striding forward, towards the end of the tunnel.

Nathan darts after him, going into:

INT. TEMPLE - PODIUM CHAMBER - NEXT

Ray emerges from the tunnel, taking in the battle before him.

Most of the Solvoists are directly in front of him, hiding behind crates and boxes, some not even aiming at Travis' team, rather opting to hold their weapons above them, keeping their heads out of sight.

Ray charges down the small ramp leading up to the tunnel, SWINGING his sword down, the blade slicing through the shoulder and into the chest of the nearest Solvoist.

The others quickly realize the new peril, and turn to face Ray, who SWINGS HIS SWORD left and right, hacking away at the Solvoist forces within his grasp, while the ones that are too far away are unable to get a clear shot.

Up at the tunnel entrance, Nathan is shooting at the Solvoists on the edge of the cluster.

There's only a few dozen left now, and Travis' team is starting to move out from cover, keeping sustained fire on the Solvoist forces.

TRAVIS
(shouting)
The hell are you doing, Ray!?

CLOSE-UP ON RAY

His eyes are wide with rage, his mouth grimly set. He displays no other emotions as he massacres the Solvoist forces, leaving bodies piled on top of each other around him as the mass of fanatics try to bring him down.

Travis rushes up to Ray, bringing out a COMBAT KNIFE, and STABS one in the back.

TRAVIS (CONT'D)
 (yelling at Ray)
 Calm the hell down you idiot! We
 ain't here to get killed!

Des is watching the melee between Ray and Travis and the Solvoists. She's trying to aim her rifle, but isn't taking any shots, instead switching targets every other second.

DES
 C'mon... back off, guys...

She takes a deep breath, and FIRES, clipping a Solvoist's head, sending the man reeling over backwards, bleeding.

DES (CONT'D)
 (taking charge)
 Push forward! Take them all down!

The rest of Nathan's team obliges, dashing out from behind cover with their weapons at the ready, closing the gap in a matter of seconds. Some use their rifles as clubs, SMASHING them over heads and across faces. Other prefer FIRING POINT BLANK, keeping their guns low at the hip, aiming for torsos.

Ray is still in the middle of it all, hacking into Solvoists. His clothes are soaked with blood, although he doesn't appear to have any major wounds on him.

Stephanie is still hanging back, along with Keith, crouching behind the same crate, both FIRING their guns as safely as they can, without hitting either friend or foe.

KEITH
 Go into the fight. I'll cover the
 exit.

STEPH
 I don't-

She's cut off as a sickening SNAP is heard.

Keith's body falls forward, and Beowulf GRABS Steph by the throat.

BEOWULF
 Here, girl. Your life ends so
 mine can begin.

She struggles, kicking at Beowulf, but he SHAKES HER VIOLENTLY, causing her to start choking and coughing.

BEOWULF (CONT'D)

Make this easy.

He drags her over to where he was hiding, near the half-podium the crystals all meet at.

Throwing her on the ground, Beowulf rears back and PUNCHES her across the face, knocking her out cold.

He reaches into his robes, and withdraws a small KNIFE, which he uses to make a large, disturbing CUT across Steph's left palm.

We focus on said palm, as the blood drips down onto the half-podium. There's more than just a few drops, maybe a half of a cup's worth.

The blood quickly finds its way into small GROOVES in the half-podium, where it runs down towards the middle of the cavern, making a direct connection between the center podium, and the half-podium on the wall.

Beowulf turns, looking out at the battle in the chamber, which has spilled out from one side, closer the middle of the room, next to the large podium.

It's descended from a tactical gunfight into a melee clusterfuck. People are using whatever they can grab to kill their enemies, everything from broken rifles, to swords, to pieces of wooden crates.

Beowulf calmly strides into the thick of it, taking the long way around. He PUNCHES one of Nathan's men, then SLAMS HIS FIST down on one of his own Solvoists.

Finally, after shoving and punching his way through, he stands on the center podium.

Extending his hand to the wall behind the still-unconscious Stephanie, he FIRES a small wave of energy, only noticeable due to the slight distortion it causes.

A small bit of the wall moves backwards, and we hear a low rumble, almost like metal scraping on stone.

We look up, and see that the stone crystals facing the center podium are MOVING SLOWLY DOWNWARDS, picking up speed as they go. They finally fall past the point of no return, and come CRASHING DOWN, staying in one piece, SLAMMING into the center podium, although there's still enough crystal to connect back up to the roof.

The fighting stops. Everyone is watching Beowulf, dumbstruck.

Beowulf allows himself a wide grin, as he reaches out and touches two of the crystals with his hands.

We focus on Steph, still out, as her skin begins to PALE.

ON CENTER PODIUM, as the crystals begin to glow.

Beowulf is still holding the crystals, smiling now. A small RIPPLE on his neck is seen, and his face begins contorting in agony.

He doubles over, losing his grip on the crystals, but recomposes himself and grabs them again.

CLOSE-UP ON BEOWULF'S FACE:

As his skin begins to dull, going from plain green to a deep forest hue. His mouth WIDENS, and his teeth become even sharper and more uneven. A ridge of SPIKES bursts through his skin, starting at his forehead, and running all down his back, where a TAIL is beginning to grow.

He's increasing in size, and has already grown so big that his clothes have been shredded. Small STUBS begin to form on his back, and quickly grow into WINGS.

CLOSE-UP ON RAY:

As he watches in awe, at the transformation before him.

He blinks, and as his eyes widen with realization of just what exactly is happening, we

BLACK OUT:

END OF ACT THREE

ACT FOUR

FADE IN:

INT. TEMPLE - PODIUM CHAMBER - MOMENTS LATER

We fade back into the Podium Chamber, where Beowulf has just completed his transformation into a full-fledged DRAGON!

Standing at least 30 feet tall, he's still mostly humanoid, with green, scaly skin, thick leathery wings, five-fingered claws at the ends of his arms and legs, and a thick tail, about as long as his torso.

He looks up at the roof, and begins flapping his wings, ready for take-off.

After only a few moments to get going, Beowulf expels a MASSIVE AMOUNT OF ENERGY at the roof.

EXT. FORESTED MOUNTAIN - NIGHT

The top of the mountain EXPLODES, sending snow, ice, rock and bits of trees for miles in all directions.

Beowulf flies out of the crater, stretching his wings and soaring up into the sky.

INT. TEMPLE - PODIUM CHAMBER - NEXT

With the roof now gone, the inside of the temple is flooded with natural light, and snow is starting to fall in.

Ray pulls himself up from off the ground, and looks around the room.

Travis is sprawled out near the front entrance, while Des is nowhere to be seen.

Nathan is lying over by the back, closer to Steph, who is still lying on the mini-podium.

Ray dashes over to her, dropping to his knees and lying her flat on her back.

RAY

Steph? Stephanie, can you hear me?

No response. He feels for breath, but finds none.

Ray leans over to initiate CPR, breathing into her mouth, then leaning back to push down on her chest.

She starts coughing almost immediately, sucking in lung fulls of air.

RAY (CONT'D)
(hopeful)
Steph?

She shakes her head, still coughing, and looks up.

STEPH
(weakly)
Ray... he used me to... kickstart
his trans... transformation...

Ray pushes a sub-machine gun into her hand.

RAY
Here. I've got to bring that
thing down before it comes back
and finishes us.

STEPH
You can't...
(coughs)
To strong.

Ray darts over to Nathan, who's just starting to pull himself up. He grabs a large MACHINE GUN lying next to him, and checks the ammo.

RAY
Look after Steph, Nathan.

He hefts the over-large gun up, and starts walking towards the exit.

We focus on Steph, who manages to push herself to her feet.

STEPH
(hoarse)
No!

Ray either doesn't hear her, or doesn't listen. He quickly disappears out the main entrance.

We turn to focus on Travis, who's also just getting to his feet. He looks around for Des, but can't immediately spot her.

TRAVIS
(calling out)
Des? Hey!

No response.

He starts digging through the nearest pile of rock, trying to find any sign of her.

He finally spots her shoe, and starts digging up her leg.

When he reaches the knee, however, he finds that it ends in a bloody stump!

Off Travis' horrified face, we CUT TO:

EXT. FORESTED MOUNTAIN - SAME TIME

Ray is outside now, looking up at the sky, searching for any sign of Beowulf, but he's not seeing anything.

Suddenly, a loud ROAR is heard from the other side of the mountain peak, and Dragon Beowulf FLIES PAST.

Ray hefts his machine gun up to his shoulder, and starts FIRING WILDLY, sacrificing accuracy for rate of fire.

ON DRAGON BEOWULF, as he takes notice of Ray's fire.

He turns around, using his tail as a rudder, and flies directly at Ray!

Ray keeps firing, though, holding his ground, as Dragon Beowulf approaches, rearing back so as to slam his feet into the much smaller Ray...

...but he's KNOCKED BACK by a large burst of ENERGY!

STEPH is standing at the entrance to the cave, holding out a bloody hand. And she looks pissed!

INT. TEMPLE - PODIUM CHAMBER - NEXT

Travis is digging through the same pile of rock, trying desperately to locate the rest of Des.

TRAVIS

Des? Deseree!? Answer me, woman!

He's getting more and more frantic now, pushing aside large clumps of rock with his bare hands, not caring that they're cutting into him.

TRAVIS (CONT'D)

(screaming)

Des!

Finally, he uncovers an arm, and as he pushes more and more rock aside, we see that a bruised and battered Des is indeed buried under the rubble, and the only major wound is her severed leg.

Travis redoubles his efforts, pushing aside enough rock to pull her free.

He lays her out, examining the severed limb.

It looks like a clean cut, but it's still bleeding profusely.

TRAVIS (CONT'D)
(panicked)
Jesus Christ...

Thinking quickly, he tears off a piece of robe from a nearby Solvoist, and wraps it around a piece of crate. He flicks his lighter open, and holds it under the flame until it lights.

He drops the lighter and holds the makeshift torch up to the wound.

It cauterizes it instantly, turning it from a wet, red sore into a dry, black scab.

Travis throws the torch aside, and pulls Des in close, holding her tightly, as tears start to fall down his face.

TRAVIS (CONT'D)
(whispering)
I'm so sorry...

We pull back from that scene, and after a moment, CUT TO:

EXT. FORESTED MOUNTAIN - NEXT

Steph throws another BLAST OF ENERGY as Dragon Beowulf tries to right himself.

Ray resumes SHOOTING, this time trying to aim properly.

ON DRAGON BEOWULF, as tiny spurts of blood pop out from where Ray's bullets hit, all along his torso.

He's KNOCKED ASIDE by a THIRD BLAST from Steph, which causes him to lose altitude significantly, although he manages to pull up before crashing into the trees.

He swoops around, putting some distance between himself and his opponents.

Ray keeps firing as Steph approaches him. He keeps his eyes on Beowulf as he calls out to her:

RAY
Can you hit him with a few more of those?

STEPH
(out of breath)
I don't... I don't know. He took so much energy... I'm almost out.

RAY
(demanding)
Well how much do you have?

STEPH
I need to eat to replenish. I can drain myself, but...

RAY
Well, don't. If you need to stop...

He FIRES another burst at Dragon Beowulf, who's veers aside to avoid it.

RAY (CONT'D)
Then stop. But do what you can.

He looks over at her.

RAY (CONT'D)
Please.

She nods, steeling herself.

Ray turns his head back and FIRES at Dragon Beowulf again, causing the monster to once again veer off course.

We focus on Steph, as she holds her hands together and slowly pulls them apart, revealing glowing red ORB OF PURE ENERGY!

It looks like swirling air, crackling with electricity.

She lets it build, growing from the size of a billiards ball to the size of a basketball.

On DRAGON BEOWULF, as he swoops at Ray again.

Ray starts to pull back the trigger of his machine gun, when Steph calls out:

STEPH
Hold off! I got him!

Ray relaxes his grip on the gun, and we focus on Steph as she LAUNCHES THE ENERGY at Beowulf!

We follow right behind the ball, as it streaks through the air, and SLAMS into Dragon Beowulf's torso!

The ascended demon is knocked right over by the impact, and PLUMMETS forward into the ground, SMASHING into trees and rocks, finally coming to rest no more than a mile away from the mountain.

Ray breathes deeply as he lowers his machine gun.

He hears Steph FALL TO THE GROUND behind him, and throws his gun aside as he darts over to her.

STEPH (CONT'D)
(weakly)
Got him...

Ray pushes her onto her back, tearing off strips of his shirt to wrap around Steph's hands.

RAY
The hell did you do?

STEPH
(still weak)
Put most of what I had left into a ball. Used the rest to throw it.

RAY
Good shot.

Steph smiles as she passes out.

Nathan hobbles out of the entrance to the cave.

NATHAN
Ray!

Ray looks up as Nathan approaches.

NATHAN (CONT'D)
(gasping)
Tried to tell her not to-

RAY
Watch her again.

He picks up the Machine Gun and hands it to Nathan.

RAY (CONT'D)

Get this set up at the entrance,
then get her inside and gather
anyone left alive.

He reaches up to his back and pulls his SWORD out,
examining the blade.

Satisfied, he shoves it back into its sheath.

NATHAN

Where are you going?

RAY

Came here to kill Beowulf, didn't
I?

Nathan blinks.

NATHAN

How many... how many of my people
died?

Ray's already walking away by the time Nathan finishes his
sentence.

RAY

(over his shoulder)

Lots.

He disappears into the trees, as Nathan picks up the gun,
lugging it over to the entrance of the cave, and setting it
up to face outwards.

As he goes back for Steph, we DISSOLVE TO:

INT. TEMPLE - PODIUM CHAMBER - MOMENTS LATER

Nathan carries Steph in, setting her gently down near the
entrance.

Travis walks up to him, looking at the other girl.

TRAVIS

(calmly)

How is she?

NATHAN

Drained.

He looks around, not seeing anyone else standing.

NATHAN (CONT'D)
Where... Where are all my people?

Travis just looks at him apologetically.

NATHAN (CONT'D)
(shouting)
No! Don't tell me my people are
dead! Don't-

TRAVIS
(yells)
Hey!

Nathan clenches his jaw, trembling.

TRAVIS (CONT'D)
This is war. It sucks, and people
die.

NATHAN
I don't want to fight your war.

Travis sighs, heading back over to where Des is.

TRAVIS
Nobody does.

He crouches down in front of her, but she's not awake.

ON NATHAN, as he drops to the ground, trying to calm himself.

DISSOLVE TO:

EXT. FORESTED MOUNTAIN - LATER

Dragon Beowulf lies in the middle of the woods. He's bleeding black blood from small holes all over his body, and it looks like his chest has collapsed. His wings have been impaled by several trees, and there's a (relatively) small amount of blood coming out of his mouth and trickling down his face.

Ray approaches from out of the trees, drawing his sword as he nears the Dragon's head.

Dragon Beowulf moves his neck, dragging it through the snow, until he can see Ray.

He speaks, in a low, deep tone, weakened by his condition.

DRAGON BEOWULF
Come to finish it? I knew you
would.

Ray doesn't say anything as he approaches the beast,
gripping his sword tightly.

DRAGON BEOWULF (CONT'D)
Your brother... I did not see him
in the attack. He is dead, then?

RAY
You killed him.

DRAGON BEOWULF
No. One of my servants did.

RAY
They wouldn't have, if it wasn't
for you.

DRAGON BEOWULF
Maybe. Or maybe it was simply his
time.

Ray stops in front of the head.

RAY
I don't believe in fate.

DRAGON BEOWULF
I based my life around Fate. Fate
and Faith.

RAY
You believe in your own hype?

DRAGON BEOWULF
No. I know I am not god. I know I
am no savior.

RAY
Then why? Why do this?

DRAGON BEOWULF
You seek a reason for the death
of your brother. You will find
none.
(beat)
I was human once, long ago. I
found a prophecy... one foretold
on the scrolls I spent so long
gathering.

(MORE)

DRAGON BEOWULF (CONT'D)
 That I, and I alone, would ascend
 and conquer this world for my
 kind. Fate.

RAY
 (scoffs)
 Looking for pity?

BEOWULF
 No. I seek only to explain. To be
 understood. I may not look it,
 but I am still human inside. As
 are my followers.

RAY
 You think I care?

The dragon only smiles.

Ray brings his sword up, and SWINGS DOWN, SLICING Dragon
 Beowulf's neck open.

As the black blood starts gushing out, Ray steps back,
 watching Beowulf's life drain out...

...but after a moment, he steps forward again, hacking down
 into Beowulf's throat, again and again, blood splattering
 him as he works his way to decapitating the dragon.

DISSOLVE TO:

EXT. WAREHOUSE DISTRICT - MORNING

Ray, Nathan, Steph and Travis are walking back, with the
 still-unconscious Des in Travis' arms, who is for once, not
 carrying a gun.

The approach one side of the warehouse district; the
 opposite side from where Nathan's warehouse is.

TRAVIS
 You gonna be alright with
 protection, Nate?

On NATHAN, as he looks up at the warehouse.

NATHAN
 Frankly, I don't want anything
 else to do with you people.

Travis recoils at this, surprised.

He turns to Ray, who just shakes his head and looks away.

NATHAN (CONT'D)
We'll do what we can for you to
get you patched up, but after
that, don't come here again.

Travis shakes his head.

TRAVIS
No. There's a hospital nearby. We
took what we needed from it years
ago, but there's still plenty
left.
(beat)
And... I'll need something for
Des to...

He motions towards her missing leg.

NATHAN
Fine. Just go.

He starts walking towards his building, and Ray calls out:

RAY
Wait.

Nathan stops, turning back.

RAY (CONT'D)
Listen we... I didn't want this
to happen.

NATHAN
I don't even want to hear it.

RAY
I am sorry, Nathan.

Nathan doesn't answer. He just stands there for a full
minute, before turning around and walking away.

DISSOLVE TO:

INT. NATHAN'S WAREHOUSE - MINUTES LATER

Nathan pushes the door open, and walks into a massacre.
There's eviscerated people lying all over the place. Men,
women, and even a small child are dead.

Nathan looks on in horror, unable to immediately process
what he's seeing.

NATHAN
 (grasping for words)
 Wha...what...?

As if drawn by the noise, a SHADE creeps out from behind a pile of boxes, blood dripping from its mouth. It's carrying a just-killed human, as evidenced by the fact that blood is still flowing out of a gaping neck wound.

Nathan RUSHES TOWARDS IT, screaming bloody murder, as he grabs it by the throat and STRANGLES it!

The Shade hisses, trying to claw at Nathan's face...

...but Nathan grabs it by the chin and the back of its head, and TWISTS with all his might, snapping the creature's neck, and letting it fall to the floor.

He stumbles back, breathing deeply.

We PULL BACK, as Nathan starts yelling and crying, beating his face with his fists.

DISSOLVE TO:

EXT. JAIL - AFTERNOON

Ray is standing outside the jail, where Jake's body has been laid out on a pile of wood and paper, making a crude funeral pyre.

Ray pulls a lighter out of his pocket, and lights the pyre.

The flames quickly engulf the body, and Ray steps back, watching.

RAY (V.O.)
 I don't know why I'm writing
 this.

INT. JAIL - DES' CELL - NEXT

Des is sitting in a wheelchair, wearing a new pair of jeans, so we can't see the stump. She has her back to the door, and is looking straight out through the tiny barred window high up on the wall.

RAY (V.O.)
 To be understood? Maybe.

INT. JAIL - HALLWAY - NEXT

Travis stands in the hallway outside Des' cell, just watching her.

RAY (V.O.)
Maybe that's all any of us want.
To be understood. To leave our
mark on the world. Or what's left
it, anyway.

INT. JAIL - STEPH'S CELL - NEXT

Steph is lying on the cot in her cell, still totally drained. There's a tray of all sorts of food resting on a desk, within reaching distance from the cot, and it looks like it's been there for some time.

RAY (V.O.)
All I know is, we won a battle
today, but came so much closer to
losing the war.

EXT. JAIL - LATER

Back with Ray, as the fire dies down, and leaves only ashes in its wake.

After a few moments of silence, we

FADE OUT:

END OF SHOW