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TEASER

BLACK.

MONDAS (V.O.)
Do you believe in God?
(beat)
Do you pray to our Lord in your
time of need? When you are afraid?
Alone? In need of comfort? Or
salvation?
(beat)
Do you believe... in Me?

FADE IN:

INT. CAVES OF SAAGRAL - NIGHT

Sword raised, SYLAN AL-BATAR carefully moves through into the darkness into the depths, passing the walls...

...moving further toward the LIGHT as he hears the hum of a MACHINE, moving into:

INT. IRIS CHAMBER - CAVES OF SAAGRAL

And the sight that greets Sylan shocks him:

The ancient IRIS at the heart of the cavern, where the Daeva were imprisoned, has been fused with the EYE OF TEMPUS machine transported here.

The time vortex from the machine faces the ancient Daeva energy inside the iris - the two symmetrically placed in the cavern.

MONDAS (O.C.)
I knew you'd find your way here,
Sylan.

Sylan TURNS quickly at the voice... and sees MONDAS confidently emerge from the shadows, unarmed.

MONDAS (CONT'D)
You're just in time for the
endgame.

Mondas watches as the enraged Sylan comes at him with the sword, stopping as suddenly Daeva fire LEAPS from the walls!

It creates a FIRE BARRIER between Sylan and Mondas - before morphing into FIRE FIGURES, burning tall effigies of men, who surround Sylan - trapping him!

Sylan watches, fearful, as both IRISES - the cavern one and the Tempus one, begin slowly opening in tandem.

Mondas watches, stepping forward as a FIERY strain of energy emerges from the Daeva iris - moving toward the swirling time vortex in the Tempus.

MONDAS (CONT'D)

And so... it begins...

He raises his hands as Sylan watches, surrounded by the FIRE FIGURES - seeing panels of the machine turn into SCREENS...

...screens showing the 21st century, showing views of the major population centres, cities, the Earth from space, tapping into satellite feeds...

And suddenly - the FIRE churns through the time vortex, the Daeva using the machine!

Mondas moves closer to it, with all the screens in his view - one of which focuses on the Iranian DESERT in the future, the Caves of Saagral then...

...out of which the Daeva pour, the line of fire splitting off into individual pieces which fly off into the skies in every direction!

MONDAS (V.O.) (CONT'D)

The release of the Daeva bound
together a covenant, one that saw
all of humanity fall...

Sylan looks at Mondas, horrified, as he sees the screens from major cities as billions of Daeva pour into them!

ON WASHINGTON D.C - spirits of fire attack and begin burning up every single human in sight!

ON LONDON - humans are burned, the Daeva swirling around buildings and crumbling them!

ON BEIJING - Chinese soldiers pointlessly fire weapons at the Daeva, who burn up people fleeing in terror for their lives!

The screens begin flitting from city to city, wiping out every last human on Earth!

MONDAS (V.O.) (CONT'D)

...and a great Empire begin to rise
from the ashes of it's billions...

CUT TO:

-- BIG BEN in London, fire ravaging and exploding the clock face!

-- THE PYRAMIDS at Giza, people running in fear as the fire explodes huge chunks across the desert!

-- THE PARTHENON in Athens, crumbling hugely from fire as people escape, SCREAMING!

-- THE EARTH from space, the atmosphere slowly covered by the FIRE - it spreading across the entire planet!

DISSOLVE TO:

EXT. CAVES OF SAAGRAL - NIGHT

The vast Iranian desert stretches out beyond as the skies burn RED above - FIRE lighting up encampments and distant cities.

MONDAS (V.O.)
...an Empire for the underworld,
for the true heirs of God's kingdom
to assume their rightful
hegemony...
(beat)
An Empire... for the vampire...

Mondas emerges from the cavern beyond, looking out into the desert... as a victorious SMILE creeps over his face.

MONDAS (V.O.) (CONT'D)
An Empire... for me...

And as Mondas raises his hands to the heavens, we TRACK WITH them and rest on a FULL MOON almost eclipsed by the fiery sky.

Off this macabre sight, we...

BLACK OUT:

STARRING
KATIE CASSIDY
CHIWETEL EJIOFOR
MAGGIE Q
JESSE SPENCER

WITH
PETER FACINELLI

AND
LANCE HENRIKSEN

GRAPHIC ARTIST - PRODUCER
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ADAM SCOTT

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A. J. BLACK

ACT ONE

FADE IN:

EXT. JUNGLES - NIGHT

TRACK SWIFTLY WITH a pair of boots, churning through the thick jungle undergrowth all around!

Not just one, but several, perhaps a dozen - all moving almost in formation. Shadowy FIGURES almost concealed by the darkness pulsing through the foliage!

VENEZUELA

Clearing the jungle as the shadows silently almost take cover, our view rests on what lies beyond.

A PRISON CAMP

Well-hidden inside the jungles, it's a fortified base patrolled by armed MEN - filled with the screams and moans of the imprisoned.

TWENTY-THREE YEARS LATER

CUT TO:

INT. PRISON CAMP

The men on patrol all wear black uniforms marked with a familiar 'tear' - the symbol of the SCHISM - as they move around with heavy artillery.

They guard CELLS and PENS where the screams and anguished moans emerge from - filled with MEN and WOMEN of all ages, a hellish internment area.

Not ordinary men and women, however... many of these are MORPHING and SHIFTING almost constantly into wolf-like shapes...

...these are LUPANS.

CUT TO:

EXT. JUNGLES

The shadowy figures concealed in the jungle flank around silently into a perimeter formation - LIGHT from the camp illuminating the fact they too are heavily-armed.

"THE BRINGER OF HOPE"

HAND-SIGNAL communication begins filtering across the perimeter, each one briefly breaking cover to silently announce themselves in position.

RACK FOCUS as the nearest mercenary receives the signal... and it's EMEKA!

He looks no older but he's now dressed like a mercenary combat veteran in FATIGUES - as if he's been fighting in a war zone for a long time.

Emeka breaks cover, making a final signal to his right as we WHIP PAN around to reveal the leader of the jungle force, flanked by two SOLDIERS:

MAX REISCHER

He acknowledges with a NOD, turning to make visible a DEEP SCAR cutting down his face and through where his left eye once was.

A beat - Max looking in at the camp beyond, before...

...he gives a FORWARD CHOP hand-signal in breaking full cover, which the entire perimeter see...

...and with a charge, led by Emeka as he bears his trademark TWIN AXES, the clearly intact two-dozen strong force come ROARING out of the jungle!

CUT TO:

EXT. PRISON CAMP

WHIRRRRRRR!

A loud SIREN churns into action and LIGHTS start flashing all around the camp as the attack force begins launching itself onto the hellish camp!

The SCHISM WARRIORS aim their automatic rifles and:

PFFFT!!

From raised positions, they start SHELLING the oncoming force, taking down several - but most, led by Emeka, begin to charge through!

Warriors run down to intercept them but the mercenaries FIRE ARROWS at them - striking the Warriors in the heart, sending them sprawling back!

SPECIAL GUEST STARS
MADS MIKKESEN

Emeka SLICES his two axes right through the RIFLE of a Warrior, swirling them up and decapitating him almost in the same move!

ON MAX - who flanked by his two MERC GUARDS begins moving toward the carnage from the jungle.

ON THE CAMP - the mercs GROWLING as they release the bloodlust, INCISORS emerging as they disable Warriors and feast on their necks!

Emeka holds back his urge as he TURNS and SWIRLS repeatedly, gutting and decapitating Warriors who race toward him!

He reaches a nearby access DOOR to the camp and as one axe deflects a RIFLE strike, the other SMASHES OFF the door lock!

Max approaches, NODDING to Emeka his thanks and pulsing through the door with his guards!

Emeka watches - before pushing away the Warrior on him, swiping his AXE down in a flurry of blood!

CUT TO:

INT. CELLS - PRISON CAMP

Bursting into the cell corridor containing the captured Lupans, Max strides towards two protecting Warriors!

They turn - one instantly falling as a Guard THWACKS him in the chest with an ARROW!

The other MOVES TO FIRE but Max races toward him, FANGS extended as he deflects the RIFLE and buries his teeth into his neck!

A burst of bloody savagery from Max and it's over - the Warrior falls dead!

Max takes a moment - whispering a brief PRAYER - before he wipes the BLOOD from his face and looks at all the Lupans, watching the exchange in shock.

He moves toward an ELECTRONIC LEVER, takes another look at the captives...

...and then PULLS IT!

In a collective movement, all the CAGE DOORS electronically slide open before the Lupans.

AND

MICHAEL IRONSIDE

The creatures all seem to look shocked, not sure what's going on, Max saying nothing despite being in a perilous situation right now.

A long beat - and then one Lupan MAN GROWLS and MORPHS into full wolf form, pulsing out of the cage toward the open exit door!

It triggers a flood of Lupans - well over a hundred - churning out and racing for the exit!

Max watches, looking satisfied at the outcome as we CUT TO:

EXT. PRISON CAMP

THWACK!

Emeka EMBEDS his axe into the chest of a Warrior, the battle raging all around - though his forces are now halved, outnumbered by the Warriors!

Until the Lupans coming roaring out of the camp, their enraged GROWLS echoing across the jungle, as they race toward their oppressors!

The Warriors all begin producing INCISORS, letting out the bloodlust, but they're no match for the Lupans - three or four wolves to one man!

As Max emerges from inside the camp, he looks at Emeka as they both see the Lupans savagely tearing the Warriors apart!

MAX
(loudly; to Soldiers)
FALL BACK!!!

All his remaining forces hear and begin racing off toward the jungles, leaving the Lupans to their savagery!

Max heads off, flanked by Emeka behind - until both hear a:

SHINK!

And Max turns to see an ARROW now piercing through Emeka, right through his heart, fired by a stray Warrior who Lupans they pounce upon!

MAX (CONT'D)
Emeka!!

Emeka WHISPERS Max's name as he looks down at the arrow, starting to lose his balance... and collapses onto his side!

GUEST STARRING
PATRICIA VELASQUEZ

Max RUNS over to where Emeka now lies, BLOOD trickling from his mouth as his eyes begin clouding...

MAX (CONT'D)
(distraught)
Emeka, no!

EMEKA
(weak)
Max... go...

And with a final GASP... Emeka breathes his last... and DIES.

Max stares at his old friend, closing his EYELIDS... before with a brief WHISPERED PRAYER, he gets up and races off toward the jungle!

On Emeka's peaceful dead form, sounds of savagery all around him, we...

DISSOLVE TO:

EXT. COASTAL HILLS - DAY

A beautiful and picturesque CLIFF FACE which we swiftly PAN UP as we TRACK ACROSS:

MOLLEHOJ HILLS, DENMARK

Before revealing a stunning sight on the very edge of the hillside:

A LAVISH PALATIAL FORTRESS

It's like the Forbidden City - stretching out almost as far as the eye can see, a huge structure guarded by a massive Schism WARRIOR presence. A wonder to behold.

CUT TO:

INT. CORRIDOR - PALACE

TRACK WITH a set of feet moving at pace, with a slight LIMP, across the lavish red-carpeted palatial floor.

Quickly PAN UP to reveal the figure to be a slightly out-of-breath JOHNSON PREKOP - dressed in Chamberlain-like ROBES ordained with the 'tear'.

Prekop passes a line of Warriors guarding the corridor as he fast reaches a set of huge DOUBLE DOORS, which he pushes and enter into:

MICHAEL BRANDON

INT. PRIVATE CHAMBERS - PALACE

A truly exorbitant set of private chambers, filled with precious finery, furniture - the kind of place an Emperor would reside.

Moving through the double doors which swing closed behind, Prekop NODS in deference as he approaches someone across the chamber.

PREKOP

My Lord, I apologise for the intrusion, but I come bearing news.

TRACK WITH Prekop as he reaches the far chamber end where we find Mondas - dressed like an Emperor, sitting on lavish furniture, a BALCONY overlooking the ocean behind him.

MONDAS

For your sake, Prekop, that news better be good.

PREKOP

(nervous)
I'm afraid not, sir.
(sighs)
There's been another internment breach.

Mondas CLOSES HIS EYES slightly, calming his frustration.

MONDAS

Where?

PREKOP

Venezuela. A Lupan camp.
(beat)
This makes three separate continents such breaches have occurred in the last few months.

Standing swiftly, Mondas PUSHES OVER a bowl of fruit - which SMASHES to the floor next to him!

A beat - Prekop eyes the destruction, seeing Mondas pace.

MONDAS

These acts of blatant heresy are growing extremely tiresome.
(looks at Prekop)
I want to know who's responsible.

AND

JEAN-PIERRE MARIELLE

PREKOP
 (cautious)
 Some of us fear... it may well be
 'the Bringer'.

Mondas GLARES at him at the use of that name.

PREKOP (CONT'D)
 (quickly)
 My Lord, I apologise. I understand
 that name is taboo within these
 walls, but--

MONDAS
 No... you may be right...

It's clear Mondas is thinking the same as he paces, thoughts assailing him.

PREKOP
 (after a beat)
 Should the Queen be notified of
 this latest--

MONDAS
 (quickly)
 You'll tell the Queen nothing! Do
 not inform the Vanguard, either.

Prekop NODS - seeing how serious Mondas is about that.

MONDAS (CONT'D)
 (slight smile)
 I think this situation might
 finally warrant the use of my
 little pet.

CUT TO:

INT. DUNGEONS - PALACE - LATER

A gloomy stone staircase leads down into a vast-array of dungeons built underneath the palace above - all recreated with a Medieval-feel.

Mondas, trailed by Prekop and flanked by two Warriors, moves through the dungeon corridor.

On both sides he sees dying and starving MEN and WOMEN weakly pleading as he passes, begging for their lives - all of whom he ignores.

Reaching the final cell, Mondas looks inside with great interest at who lies within:

REVERSE ANGLE

A flicker of natural DAYLIGHT through the barred windows casts upon a MAN chained up to the ceiling, stripped to the waist with LONG HAIR flowing down his back.

MONDAS

It's been a long time since last I paid you a visit... Sylan...

ON the half-shadowed figure - indeed Sylan, long hair covering part of his face and a heavy BEARD as he looks up at Mondas.

MONDAS (CONT'D)

Your resolve is beyond admirable, my friend.

(nods)

In over two decades of being chained in this hellish place, barely fed, never able to even see daylight... you've never once lost your mind.

Sylan just stares at him, says nothing.

MONDAS (CONT'D)

Perhaps God has seen fit that you are rewarded for your patience.

(nods)

I am here to give you a chance to repent, to earn your freedom within a world you have never seen...

He steps closer to the cell - Sylan still silent, not taking his eyes off him.

MONDAS (CONT'D)

All I ask in return... is that you find me someone called 'The Bringer' and return with him.

(off Sylan's look)

Of course, you have no idea who I'm talking about, nor would you. And that is exactly why you are the perfect man for this job.

(nods)

You may be the only vampire left alive, uncorrupted by ideology.

(smiles)

You're pure, Sylan.

Mondas is now merely inches away from Sylan's face through the bars, studying his silence.

MONDAS (CONT'D)

Will you serve me? Will you take this chance?

Off Mondas' expression as he awaits an answer, we CUT TO:

EXT. ROAD - PALACE GATES - DAY

The towering GATES into the palace mechanically begin to open slowly... revealing Sylan standing looking out into the world beyond.

He SQUINTS, clearly struggling to adjust his eyesight to pure daylight after so long. He's dressed in basic, near-peasant CLOTHING.

Once the gates are fully open, at the beckoning of Warriors behind, Sylan begins to slowly walk through the gates onto the ROAD beyond.

His walking is steady, still a little shaky at such free movement, but he begins heading off away from the palace behind him.

ANGLE ON A PARAPET ABOVE

Where we find Mondas standing with Prekop - both looking down on Sylan as he heads away, a distant CITY framed as a visage before him.

DISSOLVE TO:

EXT. COUNTRYSIDE - LATER

Starting to get his feet under him more now, Sylan walks and takes everything in around him.

The roads cutting through the coastal countryside haven't been maintained, GRASS growing across them - nor are there any signs of VEHICLES anywhere.

Sylan finds a great deal of people working off the fields, dressed largely in peasant clothing as he is - very few signs of technology anywhere.

He stops upon seeing a macabre sight to his left in a field.

A VAMPIRE, fangs exposed, is draining the blood of LIVESTOCK - several SHEEP visibly lying dead, bled out, nearby!

Sensing being watched, the Vampire turns to see Sylan staring at him - face and clothes covered in BLOOD!

A beat - the man then returning to drain the CARCASS in front of him, Sylan seeing people on the land paying the Vampire no heed, as if it's normal.

Looking disturbed, Sylan continues on walking - passing a decaying SIGN next to the road, almost covered by overgrown SHRUBBERY. We can see it says:

COPENHAGEN - 3KM

Sylan walks on beyond it as we CRANE UP to see the visage of what looks like a ruined city in the nearer distance.

CUT TO:

INT. CITY STREETS - LATER

The Danish capital city is now almost a post-apocalyptic sight, a shell of what it once was.

COPENHAGEN

Walking through the city streets, Sylan clasps eyes on a once beautiful place now in ruin.

Again, GRASS and ROOTS grow through the un-maintained roads; classical and even modern buildings are crumbling or already in rubble having been left to rot; no traffic lines the streets.

Sylan hears GROWLING and as he walks through - sees TRAD VAMPIRES openly and savagely fighting each other in the streets - battles to the death!

He watches, disturbed, as one Trad PUNCHES the other down and leaps upon him - quickly RIPPING OUT HIS THROAT in bloodlust, the other Trad SCREAMING!

No-one ventures the help - the streets full of people living in complete poverty.

Still horrified, Sylan turns a corner into an adjoining road as he hears SNARLING...

He stops, looking up ahead to see the snarling is from a LUPAN - trapped inside a NET cast by several Schism WARRIORS, who struggle to contain the creature!

They begin dragging the Lupan towards a large BLACK TRUCK, marked with a tear - the first vehicle seen yet.

The Trad population around don't bat an eyelid either as the Warriors throw the angry Lupan into the truck - sealing the doors shut!

As the truck heads away down the street, it reveals behind it some kind of BAR a large number of Trads crowd around.

Sylan looks around before heading straight for it and we CUT TO:

INT. TRAD BAR

Moving down the staircase from the street into the bar, Sylan instantly sees it for what it is - a true hive of scum and villainy.

TRADS are playing CARDS at numerous tables, others crowded around talking, the BARMAN serving MUGS OF BLOOD in quite a ghoulish manner.

Upon entering, numerous Trads eye him warily - having never seen him before - but Sylan ignores them, moving to the bar top and sitting.

A beat - Sylan looks at the Barman, still saying nothing... only for the Barman to see something behind Sylan and quickly look away.

Sylan notices, not seeing four burly TRADS - some of the ones who glared at him when he entered - approaching.

LEAD TRAD

Stranger!

Much of the bar go quiet as the commanding voice sounds out, but Sylan doesn't turn around.

LEAD TRAD (CONT'D)

(frowns)

When I address you, Stranger...

Two of the LEAD TRAD's MEN grab Sylan, swirling him around to face their boss!

LEAD TRAD (CONT'D)

...you look me in the eye.

Sylan doesn't fight, still says nothing, simply staring at the Lead Trad - showing no fear either.

LEAD TRAD (CONT'D)

Now, since you're new here, it's customary to make you aware of the rules.

(beat)

A man steps inside, he puts his life on the line. He gambles his freedom and if he wins he becomes one of us. But if he loses...

The Lead Trad picks up a TANKARD of blood which he takes a GULP of.

LEAD TRAD (CONT'D)

...then he becomes the latest refreshment for all of us.

(MORE)

LEAD TRAD (CONT'D)
 (slams tankard down)
 Do you understand me, Stranger?

He leans into Sylan, trying to intimidate him though it doesn't really work. Off a little nod from Sylan, the Lead Trad GRINS and we CUT TO:

INT. TRAD BAR - LATER

The centre of the bar - the main GAMBLING TABLE where Sylan now sits across from the Lead Trad, at the end of a game of POKER.

Pretty much the entire Trad populous of the bar are crowded around GROWLING and CHEERING - quite eager for some new blood.

The confident Lead Trad produces his final hand, an ACE HIGH which gets the punters SCREAMING in excitement - they think he has this sown up!

Betraying no emotion whatsoever, Sylan stares at the Lead Trad - clutching his CARDS in hand.

LEAD TRAD
 Show us what you got... and then we
 can drink!

Another CHEER, the Trads baying for blood! The Barman watches nearby, more out of curiosity.

Sylan GLANCES at all of them... before placing his cards down, and it's a winning STRAIGHT FLUSH!

Everyone in the bar go quiet, mumbling in surprise, as Sylan looks up at the Lead Trad - angrily fuming at having lost!

With a GROWL, he gets up and storms away - pushing through the crowds who, surprised, begin to dissipate.

Sylan remains seated at the table as the Barman approaches, chuckling.

BARMAN
 The patrons here won't be happy
 they'll have to go hunt in order to
 re-stock the cellar, but... they'll
 accept you, reluctantly.
 (off Sylan's nod)
 Any winner is granted lodgings, at
 least for a night. Do you need
 them?

A NOD from Sylan, only getting the Barman more intrigued.

BARMAN (CONT'D)
 You must have known of this place's
 reputation. Why did you come here,
 Stranger?

Sylan GLANCES at him briefly... before grabbing PAPER and a
 PENCIL, writing something down he then slides over.

The Barman reads the paper, which says: 'THE BRINGER'.

BARMAN (CONT'D)
 (chuckles)
 I see... first, you rest. Then
 perhaps... we can help you...

As Sylan accepts this, off the Barman's curious expression as
 he views the paper, we CUT TO:

INT. BEDROOM - ABOVE TRAD BAR - NIGHT

Distant noise coming from the bar patrons drifts through the
 ceiling to where Sylan lies SLEEPING - on a cramped bed in a
 tiny, dingy room.

We slowly PUSH IN from the ceiling onto Sylan, clearly having
 slept properly in many years, slowly moving closer to his
 face...

...closer and closer, seeing his eyelids fluttering...

...before we STOP on his face, as his EYES FLASH OPEN,
 sensing something!

SYLAN'S P.O.V

As two SHADOWY FIGURES IN BLACK stand on either side of his
 bed, thrusting a DARK SHROUD over him, leading us to...

BLACK OUT:

FADE IN:

INT. WAREHOUSE ROOM - ???

The SHROUD is ripped off Sylan's head, he blinking as he
 looks up and surveys his surroundings - a spacious but gloomy
 WAREHOUSE ROOM.

He hears FOOTSTEPS behind him and looks up, adjusting his
 eyes...

...as a FIGURE comes into focus, standing before him.

SYLAN
 (groggy whisper)
 Max?

ANGLE ON MAX

Who is indeed the Figure standing before him, looking down on Sylan with a benevolent expression.

MAX

Hello, old friend...

And off Sylan's stunned expression at seeing the man before him, we...

BLACK OUT:

END OF ACT ONE

ACT TWO

FADE IN:

INT. WAREHOUSE ROOM - MOMENTS LATER

As before. Max stands across from where Sylan sits on a simple wooden chair.

Neither speak for a while, clearly not sure what to say.

SYLAN
(voice still weak)
How... long has it been?

MAX
Since we last saw each other?
(shakes his head)
Far too long.

He sees Sylan begin further looking around.

MAX (CONT'D)
I'm sorry for the mode of bringing
you here but we have to be very
discreet. The Empire have people
everywhere.

Sylan rests on FIGURES behind Max moving around - some visibly the MERCENARIES in the Venezuela attack.

SYLAN
Who are... those people?

MAX
(looks behind him)
They're my people. They're the
Schism.
(off Sylan's look)
Of course, they're not recognised
as such but that's what I call
them. They're the closest thing we
have to what the Schism once was.

Max sees the confusion written all over Sylan's face.

MAX (CONT'D)
(realises)
You... don't know about any of
this, do you? The Empire, my
people...
(nods)
What's the last thing you remember
seeing?

A beat as Sylan thinks and we FLASH CUT TO:

-- *FIRE* churns through the time vortex, the Daeva using the machine!

FLASH OUT back onto Sylan.

SYLAN

I tracked him... Mondas... went through the Eye of Tempus, back to 1071. To Persia, to... where I was born...

(thinks)

In the Caves of Saagral, I saw him... unleash them... the Daeva. They moved through time, to the future...

Sylan SIGHS, shaking his head as the memories overcome him.

SYLAN (CONT'D)

I was subdued and I spent the last God knows how long in various cells... just being kept barely alive... and never being told anything...

(looks at Max)

What happened to the world?

A pained expression crosses Max's face at the broadness of that question.

MAX

After the Daeva were released, they scorched the Earth. Every single human being on the planet, billions of people... perished into the fire.

(nods)

And then they set about destroying every trace of human civilisation to the ground, even technology. All but pieces Mondas kept to ensure his safety, his hegemony.

SYLAN

(shakes his head)

Why?

MAX

So he could start again. So Mondas could create the world in his own image.

(nods)

But in the last twenty years, he's built lavish palaces across the globe but no new cities for his people.

(MORE)

MAX (CONT'D)

He created a mass army led by the Vanguard, the manifestation of the Daeva who now protect him... but no great new vampire civilisation.

(shakes his head)

Instead, he built a world of tyranny, persecution. He built the Empire of the Schism, a force controlling every corner of the globe, charged to hunt down all other non-vampire races. Lupans, ghouls, warlocks, shifters, Seers, all of them... placing them in death camps or simply just mass graves.

Sylan is pretty damn horrified as Max explains everything.

MAX (CONT'D)

An ethnic cleansing... and all in the Schism's name.

SYLAN

Oh, my God...

MAX

However, there are many vampires out there, the Trads he promised the world but left to die once he had it, who don't share Mondas' vision of Utopia.

(nods)

And they want he and his Empire gone.

SYLAN

These are your people?

MAX

(nods)

Partly. I control a branch of a 'resistance' to the Empire. We're all over the world, on three continents, all of us working to sabotage Mondas' facilities, internment camps... and all under the aegis of the one person who brought us together.

(beat)

The Bringer.

SYLAN

Who is he?

MAX

(shakes his head)

We don't know. Or where he came from. Only where he resides.

(MORE)

MAX (CONT'D)

(nods)

But every one of us believe he has the power to lead us out of the darkness and therefore, we do as he commands.

(beat)

And right now, he's commanded me to undertake a very special mission, one our recent internment raids have been a distraction for.

Max sees Sylan listening intently but suddenly catches himself, stepping back.

SYLAN

(sensing)

What is it? Max?

MAX

(looks at him)

It's just convenient... us being on the verge of something huge, and Mondas suddenly chooses to release you. And then you come to one of our bars talking of The Bringer.

Sylan SIGHS - seeing Max's distrust quite apparent.

SYLAN

(nods)

You're right to be cautious.

(beat)

Mondas sent me to deliver The Bringer, in exchange for my freedom. A deal I know he has no intention of honouring.

MAX

(thinks)

Then let me offer one that will be.

(beat)

Help me succeed in my mission, and I will take you to The Bringer myself.

SYLAN

What is your mission?

MAX

(after a beat)

To abduct the Queen.

(off Sylan's look)

She's a reclusive woman never seen outside the palace, someone who's been there from the beginning... someone The Bringer needs.

Sylan considers this as Max waits for an answer.

SYLAN
 (shakes his head)
 Why would you need my help? Where
 are Jun and Emeka? Are they here?

MAX
 (solemn)
 No...
 (sighs)
 Emeka was lost, recently, in an
 internment raid. Just like the one
 where I got my...

Max touches his SCAR - still clearly haunted by these events,
 which Sylan can see.

SYLAN
 (nods)
 I'll help you.
 (shakes his head)
 But there is absolutely no way
 you're going to get inside that
 palace. It's impenetrable.

MAX
 (slight smile)
 Not if you have someone on the
 inside...

SMASH CUT TO:

INT. SERVANT CORRIDOR - PALACE

JUN XIAO, dressed very much like a servant, moving down the
 cramped and unpleasant corridors filled with servants as she
 carries a stack of WASHING, before entering:

INT. WORKHOUSE - PALACE

A spacious workhouse filled with mainly servant WOMEN
 preparing food and indeed washing and cleaning ten to the
 dozen.

Jun quickly PLACES the washing down onto a nearby table as a
 severe looking HEAD SERVANTWOMAN approaches.

HEAD SERVANTWOMAN
 You're late, Leung!

JUN
 (looks over)
 I'm sorry---

HEAD SERVANTWOMAN

I'm not interested in your apologies, girl, simply you getting these clean items to the Queen's chambers on time in future.

(frowns)

Tardiness will be punished.

Playing the meek role, Jun NODS apologetically as the woman heads away - looking at a STACK of clean WASHING nearby.

CUT TO:

INT. CORRIDOR - PALACE - LATER

Hauling the washing stack, Jun moves up into the lavish corridors - avoiding eye-contact with the frowning Schism Warriors on guard all around.

She approaches the large DOUBLE DOORS that lead into the Queen's chambers - only for two Warriors to move before her.

WARRIOR

This area is off-limits.

JUN

But I'm supposed to deliver this--

Both of the Warriors remain staunch before her - like statues.

JUN (CONT'D)

(stern)

I may be a slave but we are who the Queen relies on. His Lordship will not be pleased if she isn't attended to.

A little glance between the Warriors, who both realise she's speaking the truth... at which point they step aside.

JUN (CONT'D)

(sighs)

Thank you.

On that, Jun moves through the double doors they open into:

INT. QUEEN'S CHAMBERS - PALACE

Huge and exorbitant, almost like a palace all of their own, which Jun observes as she enters - though it's clear she's been here before.

JUN

(calls)

Your Majesty. I bring fresh clean clothes.

No response comes from within the room - and the mysterious Queen is nowhere to be seen.

Jun places the STACK on a nearby DRESSER and while looking around carefully - she removes from her POCKET something we don't see, placing it on top of the stack.

Swiftly, Jun exits through the double doors, which SEAL CLOSED behind her.

A beat... until we TRACK WITH the QUEEN as she slinks into view wearing a beautiful dressing gown, unable to see what she looks like.

Approaching the clothing STACK, the Queen stops as she sees what was left on top... was a small ENVELOPE.

She picks it up, opens and removes a small NOTE which reads:

'IF YOU SEEK YOUR FREEDOM, LEAVE OPEN YOUR WINDOW TONIGHT'

PAN UP quickly from the note to reveal the Queen at last...

...and it's the woman we know as PERI, who glances toward her closed WINDOW behind, then back at the note with interest before we...

CUT TO:

EXT. PALACE GROUNDS - NIGHT

The waves of the ocean audibly lap against the cliff face next to the palace, covered in darkness as Schism WARRIORS patrol as usual.

RACK FOCUS to reveal a number of SHADOWY FIGURES approaching the palace covertly through the shrubbery...

...figures led by Max and Sylan, who lie in wait silently.

CUT TO:

INT. QUEEN'S CHAMBERS - NIGHT

Dim LIGHTS illuminate the chambers as the door KNOCKS and moments later, Mondas strides on in.

MONDAS
(looks around)
Are you here?

PERI (O.C.)
I am.

Mondas walks through a little further... before seeing Peri standing next to her OPEN WINDOW, half covered in shadow.

PERI (CONT'D)

What brings you to my prison,
Mondas? You so rarely pay me a
visit.

MONDAS

(beat)

I know the truth, Peri...

Peri glances at him as Mondas stares at her - she betraying
nothing.

MONDAS (CONT'D)

I know you've been approached by
the resistance. The Bringer. I've
known about their little mole here
for months now.

(moves closer)

I know too that you feel trapped in
these walls. That the Vanguard deny
you your freedom. I can only assure
you, it will not be forever.

PERI

And how might you know that?

MONDAS

Because one day we both shall shake
off the influence of those who
created the world we live in. We
will both be free.

PERI

(beat)

What do you want from me, Mondas?

A little smile from Mondas, seeing he's got to Peri.

MONDAS

When the resistance come, and we
both know they will... I want you
to go with them, find The
Bringer... and kill him and all his
followers in one blush.

(nods)

Including Sylan.

PERI

(darkly)

You know I can't kill him...

MONDAS

I know you don't want to...

(off her look)

But if you do this, I will ensure
the Vanguard give you that freedom
you so covet.

As Peri realises he's being honest and considers the offer, suddenly... ALL THE LIGHTS GO OUT!

MONDAS (CONT'D)
 (re: darkness)
 Here they come...

CUT TO:

EXT. PALACE GROUNDS

PFFFT!!

A Warrior on a parapet wall patrolling the palace collapses in a silent ARROW SHOT to the heart - falling off the edge!

A second across from him follows, then a third - dropping silently like dominoes!

ON MAX - holding a crossbow, aiming at more patrols!

ON SYLAN - who races like a shadow through the darkness approaching a stretch of wall where two WARRIORS stand, oblivious!

He's on them swiftly, TWISTING THE NECK of one and pulling a DAGGER he uses to GUT a second in the chest who appears behind him!

They both fall and Sylan, in full stealth mode, races to the edge of the palace wall below the Queen's window.

He looks up, sees it open - and pulls a PITON WIRE which he FIRES UP at the window!

CUT TO:

INT. QUEEN'S CHAMBERS

The WIRE HOOK attaches itself to the ledge inside the window as Peri watches - then looking back to see the door swiftly open, Jun moving in.

PERI
 (sees her)
 I know you...

JUN
 We don't have time to talk. I could only disable electronics for 5 minutes. We must move now.
 (beat)
 Are you with us?

Peri looks at Jun for a beat... before NODDING.

Jun immediately reaches the window, looking out and seeing Sylan at the bottom - testing the wire for strength.

Peri glances back into the darkness of the room before climbing through the window, scaling down the wire!

Jun waits, preparing to move... but she too looks back, getting a sense she's not alone... before shaking it off...

Getting the all-clear, Jun climbs through the window and disappears from view down the wire SECONDS before the LIGHTS flicker back on!

And reveal Mondas - standing concealed in the darkness of the room by the wall, now fully illuminated.

He walks a little toward the open window and a SMILE creeps onto his face, as we...

CUT TO:

INT. WAREHOUSE ROOM - LATER

It's now Peri sitting on the plain chair this time, her hands restrained around the back by Jun after she places the woman onto it.

Max stands before her while Sylan stands to the side - looking right back at Peri as she glances at him, with no trace of hostility.

PERI

(to Max)

The restraints are not necessary.

MAX

Precautions are.

Jun finishes securing the restraints and joins Max facing the woman.

MAX (CONT'D)

Your Majesty... the unseen Queen behind the tyrannical throne.

(nods)

The question is: who exactly are you?

SYLAN

Her name is Peri.

(Peri glances at him)

She was one who first appeared to Mondas in ancient Persia, the one who gave me back the power to follow him through time.

(nods)

(MORE)

SYLAN (CONT'D)

All of which she did to help him
unleash the Daeva.

Max and Jun both look disturbed to hear how certain Sylan
appears of this.

PERI

(beat)

Sylan thinks he knows the truth of
who I am, where I came from... but
infact he knows nothing.

JUN

Then why don't you enlighten us?

Peri sees the stern expression on Sylan's face as he stares
at her, before looking at the others.

PERI

Thousands of years ago, before
recorded human history, there
existed a civilisation of immense
power who called themselves the
Grigori, from whence the Daeva
came.

(beat)

As did I.

Sylan FROWNS at hearing this - elements ring a bell.

PERI (CONT'D)

I was one of only two people to
survive the destruction of the
Grigori, myself and my beloved.
While he was imprisoned in crystal,
I was imprisoned in fire - by the
Daeva. Their charge was to protect
their people but they turned on
it's only survivors, forced me for
millennia to become their servant
and Emissary.

(nods)

Only they too were trapped. A
prison within a prison. One Mondas
first unlocked in 1071 when he
contacted them. After which I was
forced to help him invoke his plan
to release the Daeva. All he wanted
was the destruction of humanity in
return.

MAX

Only you didn't get your freedom in
the bargain?

PERI

(shakes her head)

Mondas let the Vanguard lock me away in those palace chambers, restrict my powers so I couldn't escape.

(sighs)

All I want is to be free. That's why I encouraged Sylan, came to him, helped him, led him... so the Daeva could be vanquished.

(beat)

But we were too late...

Peri LOWERS HER HEAD as both Max and Jun exchange an uncertain look at her words.

SYLAN

Max?

Sylan beckons Max to the side, the two men moving out of Peri's earshot, Jun joining.

SYLAN (CONT'D)

(quietly)

I've heard the story of the Grigori before. But that does not mean we can trust this woman.

(glances at Peri)

She could be playing us in order to get close to The Bringer.

MAX

If I didn't know better, one might say the same about you.

(Sylan frowns)

You spent over twenty years under Mondas' heel, he could have turned you.

SYLAN

But he didn't. This is different.

JUN

(sensing tension)

And plus, we may not have any choice. Whether we believe her story or not, The Bringer needs her.

SYLAN

(to Max)

For which you still haven't told me why?

MAX

(slightly reluctantly)

It took us years but we found out that Mondas travelled back from 1071 in the Eye of Tempus through the Caves of Saagral in Iran, which he's had a Vanguard army guarding ever since.

(quietly)

The Bringer claims to have a device capable of imprisoning the Daeva back in their cave, a device he needs Peri to make work. With them gone, Mondas would be weak enough to be taken on... maybe even overthrown.

JUN

That's why I spent over a month in that God-forsaken palace!

(sighs; to Max)

Did you tell him where The Bringer is yet?

Sylan looks at Max - he clearly hasn't and still looks somewhat reluctant, off which we...

CUT TO:

EXT. MOUNTAINSIDE - DAY

A panoramic view of beautiful tropical mountains, a gorgeous setting Sun casting over them as we TRACK WITH three HORSES that scale the mountain.

MANGAREVA, FRENCH POLYNESIAN ISLANDS

Max leads the way, followed by Jun and then finally Sytan on the last horse - Peri saddled and restrained on the same steed.

The horses reach an incredibly remote SHACK toward the top of the mountain, Max and Jun saddling them up and jumping off.

Sytan follows - helping Peri off while keeping her restrained.

All look as they hear the DOOR CREAK open to the shack... and an OLD MAN appear from within.

MAX

Are you The Bringer?

OLD MAN
(smiles; heavy French
accent)
We have been waiting for you...

On that, the Old Man steadily moves back into the shack.

Max, Jun and Sylan all exchange a curious look - we?

CUT TO:

INT. BRINGER'S SHACK - DUSK

The shack is almost barren, little more than a BED and TABLE - certainly not enough for someone to properly live - which Max, Jun, Sylan and indeed Peri notice as they enter.

Sitting in a CHAIR across from them, the Old Man simply observes them and says nothing.

MAX
(steps forward)
My name is Max Reischer. I brought
you what you need.

OLD MAN
I know who you are, Max. I know who
all of you are. And what you
believe.
(off their looks)
That this woman you bring here is
the key to imprisoning the Daeva.

JUN
Are you saying that's not true?

The Old Man doesn't respond, merely reaches down next to his chair and picks up a small BOX.

He opens it up, looks inside and turns it toward his visitors, who edge forward to look inside...

...where they see what we recognise as the State Department's
PROTOCOL-16 BRACELET!

OLD MAN
This is all about preventing the
Daeva from ever being released.

Confused looks cross the faces of Max, Jun and Sylan - but not Peri, who seems to know the significance.

OLD MAN (CONT'D)
I am not... The Bringer...

Max and Jun look at each other, concerned.

SYLAN
(worried)
Then who is?

A DOOR before them in the shadows begins to CREAK,
accompanied by FOOTSTEPS as a FIGURE begins to appear...

ON Max, Jun and Sylan as they wait, wondering who will walk
into the light...

...none of them expecting it to be RACHEL TYLER, who appears
behind the Old Man!

MAX
(stunned)
Rachel?!

RACHEL
(smiles)
I'm The Bringer, Max.
(nods)
And I brought you here to end
this...

Stunned expressions swapped between Max, Jun and Sylan.

We REST ON Rachel's enigmatic expression before we quickly
PAN IN towards her right cornea, and...

BLACK OUT:

END OF ACT TWO

ACT THREE

FADE IN:

INT. SECOND FLOOR - BUILDING (1X10)

Continuing to SCREAM in horror as she sees TODD PALMER lying dead, Rachel doesn't care as RONALD CLAYTON squares the gun on her.

CLAYTON

She's next, Ben, unless you give me--

He stops in his tracks as they begin hearing SCREAMS and the collapsing of BUILDINGS...

...looking out the windows to see the skies orange with FIRE, thousands of Daeva SPIRITS flying in their direction!

At last, Clayton's bravado fades as the Daeva pass through the windows, coming for them.

He SCREAMS in terror as a Daeva enters him, burning him into charred ash in seconds!

Rachel sees the Soldiers run, some FIRING - but the Daeva swamp them all, burning them up!

She quickly grabs the BRACELET on BEN TYLER's wrist as a Daeva enters him, beginning the process!

Looking left, Rachel sees HARLEY CORSO SCREAM - vanish in a burst of fire, ash falling!

She looks right - a Daeva is coming right at her. She sees Ben - starting to burn up!

RACHEL

Dad!!

BEN

(with difficulty)
DO IT!!!

And Ben SCREAMS, consumed by the Daeva - burning into ash!

Rachel puts on the bracelet, fully powered up... and as a Daeva is inches from her, she presses a BUTTON on it...

...and in a brief SHIMMER and a FLASH OF LIGHT, Rachel disappears!

CUT TO:

EXT. FIELD - DAY

In a FLASH, Rachel lands face first into a SNOW-COVERED FIELD, a good few feet deep - a torrent of heavy snow falling and adding to it!

Around her, Rachel hears the sound of battle - ARMOUR CHINKING, BULLETS RINGING, inhuman GROWLS and PUNCHES!

Confused, she looks up - EYES WIDENING as she sees she's landed right smack in the middle of LUPANS battling Schism WARRIORS, marked by the tear!

Snow falls off the scene, low cloud creating mist giving the battle an eerie quality.

RACHEL
What the Hell---

THUD!

Suddenly, Rachel is grabbed by a LUPAN WOLF who lifts her up in it's claw - she SCREAMS as the Lupan carries her swiftly across the snow!

She ducks as weapons-fire hits all around her, Rachel eventually being carried off the battlefield into the mist as we CUT TO:

INT. CABIN - NIGHT

The door of a quite homely cabin, lit by a FIRE and CANDLES, bursts open as the Lupan - now back in human form - carries Rachel through.

She's freezing cold, outwardly shivering, covered in the fallen snow - somewhat disorientated at where she is clearly.

The cabin holds a kindly WOMAN, along with three young CHILDREN, who immediately begins tending to Rachel as the Lupan puts her down.

He's obviously her husband and they exchange heated words in what might be Russian - before the Lupan STORMS OUT, slamming the door behind him!

Rachel still SHIVERS as the Woman places a protective rug around her, moving her close to the fire.

RACHEL
(struggling)
Wh---wh---where---am I?

It's clear the Woman doesn't understand so simply continues trying to make Rachel warm as we...

DISSOLVE TO:

INT. CABIN - LATER

Time has passed. The children are asleep, the Woman reading them a bedtime story still quietly in the corner.

Rachel, the colour now back in her cheeks, sits by the fire with the rug around her - staring at the bracelet.

OLD MAN (O.C.)
You are English, yes?

She looks up to see the Old Man approach her from a different room.

RACHEL
Uh, no--I speak it. I'm American.
(off his nod)
You ever heard of Americans?

OLD MAN
(smiles)
Of course. Roast beef, baseball,
Britney Spears--

RACHEL
Ugh. Please. Don't remind me!

The Old Man sits across from her.

OLD MAN
You asked where you were, before.
(off Rachel's nod)
Where do you think you are?

RACHEL
I know where I think I should be.
(touches the bracelet)
This thing was supposed to lock me
onto the signature of the Tempus,
yet it just threw me--

She SIGHS, looks toward the Old Man - regarding her with interest.

OLD MAN
You are in Mongolia. A long way
from home. As am I.

RACHEL
(puzzled)
Mongolia? Why the Hell would it--?
(sighs)
Have the news been saying anything
about San Francisco? Is that why
the... werewolves... were fighting?
Is it about what happened?

OLD MAN
 (shakes his head)
 There is no news. Not anymore.
 There hasn't been for many years.

RACHEL
 (freaked out)
 What are you talking about? This is
 2008, right?

The Old Man SHAKES HIS HEAD, pointing to a makeshift CALENDAR
 on the wall created by those in the house...

...which reads NOVEMBER 30, 2031!

RACHEL (CONT'D)
 No... no no no, this is wrong, this
 is wrong! I'm not supposed to be in
 the future, I'm--!
 (sighs)
 Did any other humans survive? Did
 they--

OLD MAN
 All of humanity were wiped out, by
 the Vanguard.
 (shocked)
 Are you saying you are... human?

RACHEL
 Well, I ain't a freakin'
 bloodsucker if that's what you're
 suggesting!

The Old Man GASPS, getting up from the chair and stepping
 back in shock - which Rachel finds odd.

RACHEL (CONT'D)
 I take it the answer to my
 question, then, is no.

OLD MAN
 You are human, you are---do you
 know what this means? Do you have
 any idea?
 (off Rachel's confusion)
 Ever since the world changed, the
 Empire of the Schism rose--

RACHEL
 Whoa! Empire of the what?!

OLD MAN
 (continues on)
 People have wanted change, they
 have wanted to strike back.
 (MORE)

OLD MAN (CONT'D)

But there was a unified force to bind them. There was no symbol that it was possible to fight, to win.

(nods)

Until now.

Rachel sees the way the Old Man looks at her - as if in awe.

RACHEL

Look, mister, I don't know who or what you think I am, but I wasn't meant to be here.

(beat)

I was going to destroy the Eye of Tempus in the past, a one-way trip. I wasn't supposed to show up in a future where Mondas won!

OLD MAN

Then maybe you were delivered here for a reason... delivered by God.

(off Rachel's look)

A symbol of hope that if one human can survive, maybe all is not lost.

The words get to Rachel, she clearly starting to ever so slightly wonder herself.

OLD MAN (CONT'D)

But there is no point in a symbol, if it is not spread. If you are the bringer of hope, for your safety you cannot be known to be human, but you can unite those willing to resist in the belief the Empire can be destroyed.

(nods)

That our world can be free.

Off Rachel listening the Old Man's wise words, we...

DISSOLVE TO:

MONTAGE SEQUENCE:

A - Rachel, with the Old Man, walks across the Gobi Desert in harsh terrain.

OLD MAN (V.O.)

You must spread that message. You must make people believe in hope once more.

B - In a crumbling building somewhere in China, Rachel talks to a large group of people, the Old Man behind her.

C - Rachel and the Old Man hike across LUSH GREEN RESERVES.

OLD MAN (V.O.) (CONT'D)
 I can be your symbol. I can be the
 one you say is human. To protect
 you. To protect us all.

D - With the Old Man behind her once again, Rachel talks to African TRIBES PEOPLE in a remote village.

E - A harsh blizzard is fought by Rachel as she and the Old Man stride through it.

OLD MAN (V.O.) (CONT'D)
 That message will travel the world.
 It will unite those in doubt. In
 fear. And for the first time, we
 can rebel against the cruel heel
 above us.

F - Rachel, with growing confidence, speaks to a crowd in a decaying urban area covered in snow, Old Man behind her.

G - She and the Old Man begin hiking up the Mangareva mountainside.

OLD MAN (V.O.) (CONT'D)
 And once they have the strength to
 unify, to take action, The Bringer
 of Hope can become myth. The
 symbol. Until the day comes when
 the Empire is destroyed... and the
 last human on Earth can be known.

F - Rachel and the Old Man scale the mountain, seeing the SHACK for the first time.

DISSOLVE TO:

INT. BRINGER'S SHACK - PRESENT DAY

As before. Max, Jun, Sylan and Peri standing before Rachel and the Old Man - having now heard their story.

RACHEL
 Over the last six months, what
 we've tried to do has taken off in
 a way not even we could have
 imagined. The resistance is
 thriving.
 (to Max)
 And a lot of that is down to you.

MAX
 (shakes his head)
 I still don't understand... how you
 came to know the significance of
 her in all this.

He motions toward Peri, who all glance at briefly - Sylan lingering his for a moment.

RACHEL

Over time, I came to realise that bracelet had more than just a material connection to Tempus, but a psychological one.

(beat)

It may not have delivered me to the machine but I was tapped into it. My mind saw the past, saw Peri in relation to it, saw where Tempus was...

(looks at Sylan)

In the Caves of Saagral. Which is where we must go.

JUN

You have a plan, don't you?

Rachel NODS - she seems more confident, more adult, than we've ever before known her.

RACHEL

For it to work, Max and Jun you'll need to distract Mondas and I mean distract him.

(nods)

In the meantime, myself, Sylan and Peri go to Iran, to the Caves of Saagral. You, Peri, will divert the Vanguard long enough for Sylan and I to get inside.

SYLAN

And then what? We destroy Tempus?

RACHEL

(shakes her head)

No... no, we tune it to take us right back to the moment Mondas first took the machine into the year 1071, before he awoke the Daeva.

MAX

(realises)

You want to change the past. Prevent the last twenty-three years from ever happening.

RACHEL

(nods; to Sylan)

And while I do, it'll be up to you to take out Mondas. Once and for all.

SYLAN
I'd consider it a pleasure.

PERI
You're forgetting you need me for
your plan to work.

All eyes turn to face the mystery woman.

PERI (CONT'D)
And if the Vanguard capture me,
I'll be locked away forever.

SYLAN
But if we succeed, you'll be free.
In the timeline that should have
happened. The one where you help me
stop Mondas before it's too late.
(nods)
This is your only chance, Peri.

Peri considers his words, sees everyone looking at her - and finally she NODS.

RACHEL
Then we should go.

On that, Max, Jun, Sylan and Peri all head out of the shack as Rachel turns to face the Old Man.

RACHEL (CONT'D)
(heartfelt)
Pierre, I---

OLD MAN
(smiles)
I know. *Je t'aime aussi.*

A big SMILE from Rachel, who leans over and KISSES HIM on the head tenderly - as a granddaughter would.

She takes the BRACELET out of the box, fixing it onto her wrist once more.

On that, Rachel heads away and off the Old Man's wistful smile, we...

DEEP ECHOING VOICE (PRELAP)
You have failed us...

CUT TO:

INT. VANGUARD CHAMBER - PALACE

A gloomy chamber specially constructed into the heart of the palace - spherical, forged in the pattern of an IRIS inside which Mondas now stands.

A nervous Prekop is at his side - the trio surrounded by the VANGUARD, a circular link of FIERY FIGURES representing the Daeva.

When they speak, it's a deep echo akin to multiple voices speaking at once, a collective.

MONDAS

I have not failed you. It is my duty to serve.

DAEVA

And our duty is to prevent the Perihan from rising. A duty we were entrusted with in antiquity. A duty you have jeopardised.

MONDAS

As I have told you all, the Perihan is working for me in destroying The Bringer, the entire resistance. Made on a promise I will not sanction.

(nods)

Upon her return, you can cast her in irons for the rest of eternity.

DAEVA

Explain why we should not do the same to you, vampire.

MONDAS

(bravely)

Because while you may be able to incinerate those weak humans, you cannot destroy my race.

DAEVA

You are wrong.

On that - suddenly a BURST OF FIRE churns out right into Prekop, enveloping him as he SCREAMS, lifted off the ground several feet!

Mondas watches in horror as the flames incinerate Prekop rapidly, his SCREAMS dying as his flesh turns to ash - collapsing in a heap on the floor!

DAEVA (CONT'D)

Bring us the Perihan immediately.
Or you will suffer the same fate!

It dawns on Mondas he's grossly underestimated the Daeva and off his expression, we CUT TO:

EXT. CORRIDOR - PALACE - MOMENTS LATER

A frustrated and fearful Mondas, in a rage, storms out of the fiery chamber into the corridor - taking a breath.

As he does, a CHIEF WARRIOR hastily approaches him.

CHIEF WARRIOR

My Lord!

MONDAS

(snaps)

What is it?!

CHIEF WARRIOR

Our scouts just got word. A resistance army is moving across Denmark, on approach toward the palace.

(nods)

It's being led by Max Reischer.

The name leads a fire to enter Mondas' own eyes.

MONDAS

Marshal all your forces immediately.

(stern)

We will crush them once and for all.

And on Mondas' steely determination as he storms off down the corridor, his Warriors beginning to RUN to battle all around him, we...

BLACK OUT:

END OF ACT THREE

ACT FOUR

FADE IN:

EXT. DANISH COUNTRYSIDE - DAY

The ridge of a sprawling Danish FIELD, lush greenery under a crisp clear blue sky. All is quiet.

In the distance, we steadily begin to hear a tirade of approaching FOOTSTEPS... as a line of FIGURES begin appearing over the ridge...

We PUSH IN as they get closer, footsteps stomping forward in formation... and we see it's an army of SCHISM WARRIORS, numbering hundreds, tooled up in heavy ARMOUR with all kinds of weaponry.

Flanking them are around a dozen VANGUARD SOLDIERS - men made of fire, looking unstoppable.

On a HORSE leading the charge, in full armour, is Mondas - looking more ready than ever for battle.

He finally stops upon looking ahead, raising a HAND to the army trailing him behind.

Mondas DISMOUNTS the horse and walks forward a little and looks out.

CUT TO:

Max, in full combat gear with far less impressive armour and weaponry, Jun next to him - staring out across the field.

In the distance, about fifty metres away, stands Mondas before his army.

And behind Max and Jun - an army of their own, well over a HUNDRED Trad vampires, Lupans, all kinds of different races in alliance together.

JUN

We're outnumbered three to one.

MAX

(nods)

This battle was never about victory, Jun.

Jun glances at him - concerned at the quite sobering thought.

MONDAS

(voice echoes)

I will show you mercy, Max, as every great ruler has ever done.

(beat)

(MORE)

MONDAS (CONT'D)

Surrender yourself now... and your
men and women go free.

ON Mondas - who stands with the weight of confident victory
behind him.

ON Max, seeing Jun looking at him upon hearing the words, he
stepping forward a little.

MAX

(shouts)

This all ends today, Mondas. With
only one of us leaving this
battlefield alive.

ON Mondas - who nods upon hearing the assured declaration.

ON Max - unwavering in his words, determined.

MONDAS

(after a beat; quietly)

So be it... old friend...

CUT TO:

EXT. CAVES OF SAAGRAL - IRANIAN DESERT - DAY

The vast, arid Iranian desert along which a quite rickety OLD
VAN, just about running but having decayed over the years,
drives.

It parks up about half a mile away from the CAVES OF SAAGRAL,
around which lie an ominous ring of fiery DAEVA VANGUARD,
protecting it.

The interior of the Caves, even in the day, emit a GLOWING.

INT. OLD VAN

Rachel drives, both Sylan and Peri sitting next to her in the
front.

PERI

The Vanguard. I don't think I've
ever seen so many in one place.

RACHEL

(turns to her)

You know what you have to do. We
can't get inside with the Daeva
there.

PERI

(nods)

I know...

Peri turns to face Sylan, sitting beside her.

PERI (CONT'D)
I pray you're right that doing this
will see us all be free.

SYLAN
(nods)
Thank you...

On that, with a final look, Peri steps out of the van:

EXT. IRANIAN DESERT

Moving away from the van into the desert beyond, in the direction of the caves, Peri faces the ring of fire.

PERI
(shouts; unknown language)
I AM HERE!!!

Peri raises her arms high, coupled with her call... and the Daeva instantly take note.

She suddenly MORPHS into a form of BLACK ENERGY and flies off across the desert, away from the Caves.

Instantly, with an echoing ROAR, the Daeva ring of fire CONGEALS into a solid line of flame which churns away in pursuit of her!

The Caves are left unprotected and as the ancient spirits vanish, the van speeds through the desert towards the exposed place.

CUT TO:

EXT. DANISH COUNTRYSIDE

The two sides continue to face one another, a few dozen feet apart across the battlefield.

Max stands a little ahead of his forces, facing all of them. Mondas does the same - and we INTERCUT between both.

MAX
This battle today is not about our
lives. It's about the freedom of
all our races...

MONDAS
...today we find ourselves facing
heathens. Men and women who reject
our great Empire...

MAX

...about preserving the ideals of the Schism, which were never about conquest. But protecting the innocent in the name of God...

MONDAS

...and by God, we will prevail and continue the sanctity of our rule. We will show them the price they pay for heresy...

MAX

...and even if today we die, then we die for a purpose. We die for God. We die... for hope...

Max and Mondas both turn at the same time away from their forces, staring out at each other as if reading the other's mind.

Mondas raises the heavy SWORD he holds.

MONDAS

READY!!!!

Seeing this, Max - now bearing his own sword - raises it.

MAX

READY!!!

A long beat - the Empire WARRIORS all preparing to charge, raising weapons and armour, while the Vanguard FLAME increases!

Jun raises TWIN DAGGERS and the forces behind her all prepare to release their animal savagery, ready to charge in the bargain!

And finally, with a SCREAM, Mondas begins running across the battlefield - all his forces following!

With a SCREAM himself, Max does exactly the same - Jun and the creatures behind following!

TOP DOWN VIEW

Which shows the two armies racing toward one another across the field, rapidly on a collision course!

CUT TO:

INT. CAVES OF SAAGRAL

The interior of the ancient cavern GLOWS as both Rachel and Sylan - leaving the van parked outside - move down into it quickly.

RACHEL

This place is just as creepy as I imagined it.

SYLAN

Trust me, it never gets any less so.

(looks behind)

We should move fast. Peri won't hold the Daeva off for too long. They'll be back.

RACHEL

(slight chuckle)

Then I guess time is against us.

Sylan SMILES a little at the ironic statement as they grow closer to the glowing, moving into:

INT. IRIS CHAMBER - CAVES OF SAAGRAL

Passing through into the larger chamber at the centre of the Caves, Sylan and Rachel stop at the sight.

The IRIS previously containing the Daeva lies open, the EYE OF TEMPUS machine across from it - the powered central core of it GLOWING.

RACHEL

There it is. The machine that took out the human race.

(raises eyebrow)

Our very own SkyNet.

Quickly, Rachel begins moving toward the machine, activating the BRACELET in proximity.

SYLAN

What are you doing?

RACHEL

Like I said, the bracelet connects my mind to the machine. It's the only way I can tap into it.

(beat)

The only way I can get it to take us where we need to go.

As Rachel continues, fixed on the machine, Sylan stands guard nervously - checking the entrance as we CUT TO:

EXT. IRANIAN DESERT

The chase continues - BLACK ENERGY flying across the desert as the DAEVA FLAME pursues her!

Finally, the energy stops and MORPHS back into Peri's form - she GASPING FOR BREATH, clearly exhausted!

Peri turns to see the Daeva rapidly approaching, relentless - fear overtaking her!

She SCREAMS in a terrifying ECHO as the Daeva FLAME cascades into and over her, burning Peri's body instantly into pure BLACK ASH!

Once she totally disappears, the Daeva FLAME spirals around, back into a line, cascading off the way it came!

CUT TO:

EXT. DANISH COUNTRYSIDE

CLASH!

SWORDS collide together as a Warrior attacks Max, he pushing the sword away and swiping with his own - the attacker going down!

We're right in the middle of battle now - GROWLS and SCREAMS all over the place; more CLASHING OF SWORDS; GUNSHOTS ring out!

Lupans LEAP on Warriors, ripping out their throats in controlled brutality; Warriors and Trads, filled with bloodlust, begin eviscerating one another!

Amidst this, weaving like snakes, the unstoppable Vanguard grab VAMPIRES and LUPANS - lifting them up and swiftly incinerating their bones!

Jun TWISTS and SWIRLS, combining her martial-arts skills with DAGGER swipes - cutting swathes across the chests of Warriors, claret flying everywhere!

At the heart, Mondas shows great fighting skill - his SWORD slashing and swiping on Lupans, Trads and others, he now covered in others blood.

He stops as he finds Max - surrounded by dead bodies around - standing before him!

They say nothing, just look at one another with firm hatred, before with a mixture of GROWL and LAUGH, Mondas charges toward him!

CRASH!

Max BLOCKS a swipe, DUCKING as Mondas swipes once more - the two locking swords. The battle is on!

CUT TO:

EXT. IRANIAN DESERT

The ominous, ROARING line of Daeva flame continues cascading through the desert - now approaching the distant Caves.

CUT TO:

INT. IRIS CHAMBER - CAVES OF SAAGRAL

The glowing LIGHT begins expanding from the core of the Tempus machine as it starts to HUM - an effect we've seen before.

Rachel continues working the bracelet, eyes closed as she uses her mind as a conduit.

Sylan is increasingly worried, looking repeatedly behind him.

SYLAN

Rachel?!

RACHEL

(nods)

Almost... almost...

SYLAN

(beat)

What will happen? Will it take us back or the machine?

RACHEL

The machine is already there, in the past. We can't travel through the Tempus here.

(thinking)

The bracelet will... use the machine's power... to take us back...

CUT TO:

EXT. CAVES OF SAAGRAL

Churning out through the desert, the Daeva CASCADE into the Caves with a ROAR!

CUT TO:

INT. IRIS CHAMBER

The ROAR is heard by Sytan - who sees the FLAME up through the Caves, seconds away!

SYLAN

Rachel, they're here! We have to go NOW!!

RACHEL

One more... second...

Rachel continues working as the entire Cave begins SHAKING, the HUM growing to fever pitch as the LIGHT begins enveloping further!

Sylan approaches her, afraid they're not going to make it - seeing the Daeva grow closer, FIRE filling the cavern above and ROARING!

RACHEL (CONT'D)

(beat)

NOW!!

She grabs Sylan's hand as a SHIMMER appears around them, emanating from the HUMMING machine as the LIGHT bulges...

...and as the LIGHT swallows them from view, the Daeva come flying into the chamber with a ROAR!

The light disappears and the humming/shaking stops - the machine still present, but our duo have vanished from where they were!

The Daeva circle the chamber and as the flames ROARS seemingly in anger, we...

CUT TO:

EXT. DANISH COUNTRYSIDE

SMACK!

The hilt of Mondas' sword impacts Max's face hard - sending him back, he DUCKING as Mondas SWIPES his sword swiftly!

Both are cut, bruised, covered in blood - neither willing to give up!

All around them are a litter of dead bodies - most of them the resistance. Lupans, Trads, ghouls, you name it - almost all are dead!

Vanguard move around, BURNING UP any that are left - many of the Empire Warriors now four to one resistance!

Jun, nearby, continues valiantly fighting - she too cut and bloodied - slicing a nearby Warrior and impacting a DAGGER into his heart!

He falls dead and Jun takes a slight breather... oblivious to a Vanguard rapidly approaching from behind!

Max DUCKS another swipe by Mondas - looks and sees Jun!

MAX
 (shouts)
 Jun! Behind you!

Jun hears - EYES WIDENING as she turns and a Vanguard shoots out a BOLT OF FLAME that covers her body!

Max watches on as Jun SCREAMS in agony, risen off her feet... before the FLAME incinerates her in seconds, her SCREAMS cut off as she burns to ash!

MAX (CONT'D)
 NO!!!

Angry, Max runs toward the Vanguard but as he stops, seeing Jun's ashes:

SHINK!!

A SWORD pulses it's way through the front of his body, buried through his back by a gleeful Mondas behind!

Max COUGHS UP BLOOD as Mondas forces the sword in further, right through Max's heart... just the way Emeka earlier died.

As Max stands, Mondas walks around the front, facing him - he raises his hands to the complete and total decimation his Empire have wrought.

MONDAS
 (gleeful)
 I win, Max...

Mondas SMILES... but it fades as Max, with his last breaths, begins to GRIN and starts to CHUCKLE.

It's clear to Mondas that Max knows something he doesn't and as the chuckle fades, the life in Max's eyes fades... and he falls to his knees, DEAD.

The sword still through Max, Mondas leaves it there as, ever so slightly disturbed, he looks around at the decimated battlefield and wonders...

...has he really won?

FLASH CUT TO:

INT. TEMPUS LAB - (1X08)

MONDAS
The time has come, Sylan.
(shakes his head)
You cannot stop me!

On that, Mondas turns and walks straight into the now man-sized IRIS and the RED PORTAL... and disappears!

SMASH CUT TO:

INT. IRIS CHAMBER - CAVES OF SAAGRAL

A sudden FLASH OF LIGHT and the Tempus machine appears in the exact same spot we saw it in the future!

1871

And through the Tempus portal appears Mondas - moments after having left the lab in the present day!

Victorious-looking, Mondas sees the machine behind him and strides towards the now closed-iris holding the Daeva, imprisoned.

SYLAN (O.C.)

Mondas!

Stunned at the voice, Mondas turns to his right - sees Sylan now standing next to Rachel, clutching her bracelet!

MONDAS

Sylan? How did you--

Sylan says nothing and simply begins pacing menacingly toward Mondas, who knows he means business!

MONDAS (CONT'D)

You can't kill me! The Daeva will protect me!

SYLAN

The Daeva are in there!

(points to the iris)

And I am not going to let you free them. Not this time!

MONDAS

(laughs)

You're too late!

Sylan STOPS as he looks at the iris... which is beginning to open, revealing the swirling RED PORTAL behind!

SYLAN

No! No, not again!

He races in toward Mondas - who quickly draws a DAGGER from his jacket, swiping it across Sylan's chest!

A deep CUT appears, staggering Sylan back a little - as Mondas comes racing in for the kill!

Sylan is ready - grabs and FLIPS Mondas over onto the hard ground, the dagger going flying!

Angrily, Sylan PUNCHES Mondas hard in the face - drawing BLOOD!

MONDAS

(laughs)

The Daeva will rise, Sylan! There's nothing you can do!

RACHEL

Maybe not. But I can...

They both look at Rachel as she approaches the Tempus machine, seeing the iris continuing to open...

SYLAN

Rachel, what are you doing?!

RACHEL

Setting the machine to overload. If it's gone, the Daeva can't go anywhere!!

MONDAS

(worried)

NO!!!

Mondas HEADBUTTS Sylan - sending him sprawling back!

Sylan lands across the cavern, spotting the dagger as Mondas gets up, shaking off his punch, moving toward Rachel!

Rachel is programming the Tempus machine - visibly sets a 60 SECOND COUNTDOWN which begins activating!

0:59...

0:58...

0:57...

She SCREAMS as Mondas grabs her from behind - only to be let go as Sylan comes CHARGING INTO HIM!

They both collide with the side of the Tempus, now beginning to HUM once again as the cavern starts lightly SHAKING!

0:46...

0:45...

0:44...

Mondas PUNCHES Sylan hard in the face, followed by a KNEE to the gut - pushing him aside!

Rachel sees the countdown, looks at the opening iris - the red Daeva PORTAL beyond is growing bigger!

RACHEL
40 seconds!!

Mondas leaps on Sylan, who pulls him down to the floor - the two men exchanging furious blows!

Sylan DODGES a punch and twirls Mondas around, forcing him down with his knees as he removes the DAGGER he picked up!

A GASP from Mondas as Sylan raises it and with a SHOUT, stabs it hard into Mondas' chest!

0:30...

0:29...

0:28...

Rachel sees the impact as Mondas stops moving, Sylan forcing the blade right through his heart - blood COUGHING UP from his lungs!

Eyes closed, Mondas lies lifeless...

Sylan quickly gets up and looks at the countdown: 0:22...

RACHEL (CONT'D)
Once it blows, time will go back to
how it was.
(nods)
At least we'll have died saving the
world...

Seeing fear in Rachel's brave eyes, Sylan looks at the countdown once again: 0:19...

Quickly, Sylan grabs Rachel's arm and places his hand over the bracelet!

RACHEL (CONT'D)
(puzzled)
Sylan, what are you doing?!

SYLAN
Peri taught me how to control and
release the power within, if the
time ever came someone needed it
more than me...

Rachel sees a RED ENERGY GLOW begin covering the bracelet, emerging from Sylan's hand.

SYLAN (CONT'D)
That time has come.

0:14...

0:13...

0:12...

RACHEL
If you do this, you'll die.

SYLAN
(nods)
But you'll live... so make sure you
do...

The RED GLOW stops, Sylan looking physically exhausted, he standing back as a stunned Rachel is encased in a SHIMMER...

RACHEL
(sad)
Sylan--

But in a FLASH, Rachel disappears - never getting to finish.

Looking drained, Sylan turns to the countdown: 0:09...

MONDAS (O.C.)
(thready)
Sylaaaaan...

Sylan turns - Mondas is still alive, barely, a weak hand beckoning him!

He approaches him as Mondas musters all his strength, removing something from his pocket he offers to Sylan:

A MODERN-DAY BLANK ID CARD

Sylan looks at it in confusion as Mondas LEANS UP, ignoring the pain from the dagger in his heart, begins WHISPERING into Sylan's ear...

0:05..

0:04...

0:03...

We don't hear what Mondas says... but it SHOCKS Sylan to the core, he staring at him - eyes wide!

SYLAN
(amazed)
What did you just say?

A final GRIN from Mondas - perhaps a final victory - before he falls back and GASPS his last - DEAD.

PERI (V.O.)
(whisper)
Sylan...

And as a familiar FEMALE HAND places itself on Sylan's shoulder, he turns his head back and...

SMASH CUT TO:

EXT. IRANIAN DESERT

BOOOOOOOOMMMMMMMM!!!!!!!!!!!!!!!

The mother of all EXPLOSIONS erupts from within the Caves of Saagral, near enough an atomic-sized blast!

An enormous PLUME OF FIRE erupts outward as a SHOCKWAVE ruffles the desert beyond!

Off the sight of this near-mushroom cloud, we...

CUT TO:

INT. SECOND FLOOR - STATE DEPT BUILDING

A quick FLASH and Rachel appears in the exact spot she first disappeared from, in San Francisco!

She GASPS, sees confused father Ben standing before her, alive!

RACHEL
Dad?!

Ben NODS, sees Rachel look through the nearest window - San Francisco is normal, no sign of the Daeva...

She looks at her wrist - but the bracelet is gone, given she never technically used it in the first place in this timeline.

Rachel then looks right... and is instantly devastated at the sight before her:

TODD

Lying DEAD as before, a bullet in the head - pool of blood lingering around near him!

Rachel instantly breaks into full-blown TEARS, dropping to her knees on the floor in front of her friend.

RACHEL (CONT'D)
 (crying)
 Todd...

She begins stroking his hair, the tears streaming from her!

Ben watches behind, his face full of guilt, and off this sombre scene we slowly...

DISSOLVE TO:

EXT. TYLER HOUSEHOLD - NIGHT

Establishing shot - all quiet in the picturesque San Francisco neighbourhood.

CUT TO:

INT. RACHEL'S BEDROOM

KNOCK! KNOCK!

The raps on the door are followed by Ben entering gingerly.

BEN
 It's me. Just wanted to see how you were.

No response from a stony-faced Rachel - in the process of filling up three BIG BAGS resting on her bed.

She's currently removing all her clothes from a CLOSET.

BEN (CONT'D)
 (confused)
 Rachel, what are you doing?

RACHEL
 What does it look like?
 (sighs)
 I'm leaving.

BEN
 Leaving?

RACHEL
 Yeah, and I'm not going to Angie's or even Jasmine's. I'm just leaving.

Rachel doesn't elaborate as Ben continues watching her pack her things.

BEN
 This is about Todd... isn't it?

RACHEL
 Everyone I ever cared about is
 dead.

BEN
 Not everyone. I'm still here.

RACHEL
 (cold)
 You're dead to me.

She finishes putting her clothes in a third bag, starting to zip them up.

BEN
 (approaches her)
 Don't talk to me like that, young
 lady. I am your--

RACHEL
 (turns to him)
 You stood there and you let that
 bastard murder my best friend...

FLASH CUT TO:

-- Clayton FIRES... in SLOW-MOTION we see the bullet smack
 into Todd's temple, blood spurting out!

FLASH OUT back onto Rachel and a guilty Ben.

RACHEL (CONT'D)
 (tearful)
 All to preserve your work, your
 precious project.
 (shakes her head)
 That's always been more important
 to you anyway.

BEN
 That's not true and you know it!

RACHEL
 (sighs)
 I don't care anymore, Dad. I'm
 tired of arguing. I'm tired of
 talking.
 (shakes her head)
 I don't want you in my life
 anymore. I don't want this life,
 anymore.

Ben looks devastated to hear her say this, how distant Rachel
 is.

RACHEL (CONT'D)
 I'm going and I won't be coming
 back.
 (nods)
 Goodbye, Ben...

On that, Rachel PICKS UP her three BAGS and hoists them over her shoulders, heading out of the room.

A shell-shocked Ben stands there for a moment, thinking, before he approaches the WINDOW...

...looking out to the front where he sees Rachel exiting the house, walking off down the quiet street in the darkness.

Off the sight of Rachel heading away, we...

DISSOLVE TO:

EXT. FOREST - NIGHT

BINOCULAR P.O.V

Which shows a US MILITARY TROOP flame-throwing to death a group of TRAD VAMPIRES in the near distant glade of a forest.

JUN (O.C.)
 Another attack. They don't stand a
 chance.

CUT TO the sight of Jun, who lowers the binoculars as she stands near Max and indeed Emeka, alive - all looking as they used to before the 'future'.

They all hover near the BLACK VAN, in a forest clearing.

MAX
 At least we know Rachel's okay.
 What she went through...
 (shakes his head)
 Mondas is dead, too, which can only
 be a good thing.

JUN
 And Sylan?

MAX
 (sighs)
 Maybe we can hope that wherever
 or... whenever... he is... that he
 found a way to survive...
 (off their nods)
 Now it's up to us to do the same.

EMEKA

The US military will not stop until
we are all dead. Every last man,
woman and child who is not human.

JUN

(nods)

Long as we endure, then so does the
Schism, and it's Code - to protect
those people.

MAX

Then let's make sure we endure a
little longer...

A thin smile of hope from Max, which Jun responds to - Emeka
NODDING in agreement.

On that, Max leads the three of them back into the front of
the van, Emeka driving.

He GUNS the engine and the van turns away, the last of the
Schism driving off down the gloomy forest road as we CRANE UP
and...

BLACK OUT:

Schism