

FADE IN:

INT. WESTEROS FINANCIAL - DAY

RESTROOM

HARPER EVANS (late 20s, auburn-hair pulled into a bun) stares into large mirror of the ladies room.

She takes a deep breath. A smile forms but soon fades.

88TH FLOOR

A slick investment banker named CHUCK WESTMORELAND rushes past an empty slew of cubicles. A maintenance worker vacuums while listening to music on his headphones.

Chuck stops in the elevator bay where Harper waits in a long black skirt and horn-rimmed glasses. He checks his watch.

HARPER

These things take forever  
sometimes.

WESTMORELAND

Yeah, they shut down all but one  
after 6. Cheap bastards.

She smiles at him.

The elevator arrives.

ELEVATOR

As the door starts to close, a female ACCOUNTANT calls out.

ACCOUNTANT

(rushing to elevator)  
Hold the door.

Westmoreland pokes the 'door close' button repeatedly.

The door closes.

WESTMORELAND

Aw, shoot. Guess I pressed the  
wrong button.

He turns to give Harper a sly wink. She smirks back at him.

WESTMORELAND (CONT'D)

I don't think we've met before.

HARPER

I'm Harper. Doing some consulting work for the legal team.

WESTMORELAND

Charles Westmoreland the third. Everyone calls me Chuck. Pleased to meet you, Harper.

HARPER

I bet.

WESTMORELAND

What's that supposed to mean?

She bobs her head from side to side.

HARPER

I've heard some things about *Charles Westmoreland the third*.

WESTMORELAND

Oh yeah?

HARPER

A couple friends of mine: Liz Connors, Brenda Albright.  
(cold)  
They say you've got a secret.

He looks confused.

The emergency stop engages itself.

A pair of lips press close to Chuck's ear.

HARPER (CONT'D)

Well I've got a secret too.

Westmoreland turns to find the girl has vanished, her purse lies on the ground. He starts to laugh.

He gets tripped onto his back. Harper stands over him, pressing a silver staff against his chest.

WESTMORELAND

Let's play, witch.

Westmoreland's skin begins to shift and squirm. His skin turns a grey-green color as his hands morph into claws.

The GREEN DAEMON now pushes the staff away and stands up.

Harper watches as it grows and grows until it's over 8 feet tall, head almost bending the roof of the elevator.

She slides the staff over her shoulder; it shrinks to a quarter of it's original length. She assumes a combat stance.

A stone-like hand grabs Harper's throat and lifts her off the ground.

Harper clasps her hands together and a blast of energy leaps from her knuckles.

The two of them fly apart, the monster tearing through the metal siding of the elevator.

Harper slams into the wall behind her, then follows the beast into the shaft.

#### ELEVATOR SHAFT

Harper balances on a beam between elevator tracks. She looks around.

The shaft is filled with shadows with the occasional streak of light.

Harper closes her eyes and takes a breath.

#### ASTRAL PLANE:

- Harper's vision leaves her body. She hovers around herself for a moment, glancing around. She can hear daemonic whispers and thoughts nearby and turns to a shadow up above.
- Her vision zooms into show the daemon gripping a metal beam in the darkness.
- She can now see through the daemon's eyes as it leaps down towards her. Harper can see herself open her eyes which are glowing white for a split-second.

#### END OF ASTRAL PLANE

Harper sidesteps the blow and begins counter-attacking with her staff.

The two of them exchange a quick flurry of blows on the beam before the daemon lunges forward and shoulders her off.

She lands on an adjacent elevator car. She catches her breath and then hurls another ball of energy at the daemon who flies backwards into the wall of the elevator shaft.

#### 88TH FLOOR

The maintenance worker is oblivious, listening to his music, as a picture falls off the wall behind him.

#### ELEVATOR SHAFT

The daemon recovers and dangles from a nearby beam.

It lets out a horrendous screech as a pair of black wings sprout from it's back.

It then uses the wall to launch itself towards Harper who tries to dive out of the way.

One of it's talons grabs her by the ankle and it proceeds to fly up and out of the elevator shaft.

#### EXT. WESTEROS FINANCIAL ROOFTOP - DAY

The daemon breaks through the ventilation shaft to the roof with Harper still in it's grip. It begins soaring upwards.

An arrow made of blue energy pierces the daemon's back.

The daemon turns to see it's attacker and notices Harper dematerializing from between it's feet.

She reappears on the rooftop standing next to the female accountant from the elevator, AIKO TANAKA (early 30s, dragon tattoo covering her left arm) holding a black longbow.

Aiko pulls back her bow once more as an energy arrow forms in her hand.

The arrow strikes the daemon in the chest. It begins to plummet.

The daemon crashes into the rooftop with a smash.

Harper and Aiko gather in front of it silently as it takes its final breath.

HARPER

Think you can cover for me. I have,  
uh—

Aiko smirks.

AIKO

Go ahead. Give loverboy my regards.

HARPER

Love you.

Harper gives her a quick hug and vanishes. Aiko turns to the daemon's remains.

AIKO

This is what happens when you don't  
hold the elevator for people.

INT. WESTEROS FINANCIAL - DAY

RESTROOM

Harper stands in front of the mirror, hands resting on the counter.

As her eyes open, they are glowing white for a moment before turning natural.

She takes a deep breath.

She stares at herself in the mirror before looking back down at a positive pregnancy test.

EXT. SHADOWCREST - DAY

The sky is grapefruit pink with three suns overhead: one orange, one green and one red.

An ancient fortress of cobblestone buildings and ramparts protrudes from the side of a snow-capped mountain.

Sentries wearing padded leather, holding a variety of weapons, are posted on the towers which dot the perimeter.

On one edge of the fortress, a large cathedral appears to be carved out of the mountain face.

A ceremony is being held on it's steps.

APEX COURTYARD

In front of the cathedral, three men and two women stand in a line, their hands by their side and shoulders pinned back.

Each is wearing a formal black and red uniform with glowing orange patterns slithering over their left breasts.

At the base of the stairs a dozen teens in identical outfits but grey.

Two of them, MAYA LOWELL (19) and QUENTIN BLACKWELL (19), are standing nervously, eyes forward.

One of the women steps forward, ARCH-HUNTRESS VENJI ASAHD (late 50s), and addresses the formation.

VENJI

Let me be the first to commend you for your hard work and dedication; studying and training for the past three years to learn our craft. And now, for your final year, you will leave the classroom behind and practice our craft in the field beside real Hunters. Not all of you will succeed. Not all of you will survive. But those who do will become the next generation of Hunters and Huntresses. I hope you are ready.

She looks over each of the newcomers faces.

VENJI (CONT'D)

When you are ready, come and join us in the Apex.

The large doors of the cathedral slowly swing open.

Maya and Quentin turn to each other.

MAYA

You think we're ready?

QUENTIN

Hell yeah.

INT. APEX ENTRANCE - DAY

The Initiates enter the cathedral to find it barren and empty. Unlit sconces line the wall with cobwebs gathering on them.

The Arch-Huntress stands at the front of the room with the other mages.

As the Initiates gather in front of her, she continues.

VENJI

Now you learn our first secret. The Hunters have not operated out of the Apex cathedral for decades.

She waves her hand and the pulpit along with the floor beneath it vanish. A dark stairway leading down with ropes of blue pure light lining the walls.

VENJI (CONT'D)

As you know, Shadowcrest was built upon the Daemon Lord's lair after the Archmage defeated him 400 years ago. This served two purposes: depriving our enemies of their stronghold while also gaining access to their secrets. The intricate network of tunnels and chambers buried within the mountain itself is where we eat, sleep, train and work.

She guides them down the staircase.

INT. APEX COMMONS - DAY

They enter a large chamber bustling with warmth and activity.

Large rooms line with walls filled with mages working on various tasks.

VENJI

Welcome to the Apex Commons, your new home. This is where all Hunter operations in both world originate. We coordinate with agents scattered amongst both worlds to fight real threats in real time.

Maya and Quentin are enamored.

VENJI (CONT'D)

Ah, bless the Cosmos, it seems we have a visitor. The Arch-mage himself.

Up walks a tall, sturdy man with white hair wearing gold and white plate mail: ARCHMAGE ARTHUR BLACKWELL (60s).

ARTHUR

Ah, pay me no mind. Just having a look at the new Initiates.

VENJI

Yes, a large lot this year. I sense a few extraordinary picks in the bunch.

Maya turns to Quentin whose lips are sweaty.

The Archmage turns to the Initiates.

ARTHUR  
Make us proud.

He walks away gracefully.

Maya leans over.

MAYA  
Afraid Daddy would embarrass you?  
Quentin looks her in the eye.

QUENTIN  
Shut up.  
She smirks.

VENJI  
Alright. Well that's enough from  
me. The constables will guide you  
to the living quarters where you'll  
find your new uniforms. Later this  
evening we will give you  
assignments. That is all Initiates.  
Venji turns around and notices Aiko, still in her Earth  
clothing, ducking behind a pillar.

VENJI (CONT'D)  
Huntress Tanaka, a word please.  
Aiko approaches her with her hands folded.

AIKO  
Please don't, ma'am. I beg of you.

VENJI  
Don't worry, Aiko. You don't have  
time to take on an Initiate.  
Aiko pumps her fist in joy then looks confused.

AIKO  
Why not?

VENJI  
The Archmage has asked for your  
help specifically in regards to a  
special assignment.  
Aiko looks even more confused.

AIKO  
Is that good?



VENJI

Could be. Who knows. He may be testing you. There is a seat open on the Council.

AIKO

Yeah, right. Me, a Guardian. That's a good one.

VENJI

You never know.

AIKO

Harper maybe.  
(shaking her head)  
But me?

VENJI

Speaking of which, where is she. I was hoping to debrief about Westeros.

AIKO

You know where.

INT. FANCY RESTAURANT - NIGHT

A man, DANTE EMERSON (30s, dark-skinned) is sitting alone at his table.

He's covering his mouth with one hand while the other fiddles with the lid of a jewelry box. Inside the box is a diamond engagement ring.

He's staring at the diamond, deep in contemplation. He looks morose.

He snaps the box shut and covers it with his napkin.

He puts on a smile and turns.

HARPER

Hey, babe. Sorry I'm late. Got held up at work.

Dante gets up and kisses her.

DANTE

Not a problem. Nothing too stressful, I hope.

HARPER

Same old, same old.

He pulls out her chair for her and then takes a seat.  
He stares at her oddly. It takes her a moment to notice.

HARPER (CONT'D)

What?

DANTE

So, first off, I dig the hair.  
Second, since when do you wear  
glasses?

Harper touches her face.

HARPER

Oh, yeah. Um— Since we're gonna be  
out on Halloween, the school  
decided to do a dress-up day for  
the kids. I decided to go as Mrs.  
Raleigh, one of the other teachers.  
You kind of have to know her to  
understand.

Dante nods.

DANTE

I'm sure the kids loved it.

HARPER

Yeah, it was fun.

There is silence and her smile soon fades.

DANTE

Something wrong. You seem kinda  
down lately.

HARPER

(struggling)  
It's...

DANTE

Is it your friend? The one whose  
brother died.

Harper nods.

HARPER

I don't know. She's been so distant  
lately. You know, after Matti died  
I was worried for her. She didn't  
eat or sleep or do anything. Then  
it seemed like she turned a corner,  
you know. But now, I don't know.  
(MORE)

HARPER (CONT'D)

She's still got a lot of pain, more pain than I could ever imagine. And I'm just worried about what she'll end up doing because of it.

DANTE

You think she'll hurt someone? Hurt herself?

HARPER

No— I don't know. She's had a rough life. So much darkness and pain. Sometimes I wonder if it will ever leave. If it even can.

Dante nods silently.

The waiter comes and asks if for their drinks while Dante slips the jewelry box back into his pocket.

EXT. SHADOWCREST - DAY

In the center of the compound lies a tower known as THE CONDUIT; crafted from marble it pierces upward from it's wide base and tapers off to a fine point.

INT. THE CONDUIT

There is a hollow chasm inside.

A swirling ball of red energy, twice the size of a house, floats midair.

A flat stone rests underneath. Three white-haired ENCHANTRESSES in red robes standing a triangle around it. Hands crossed, as if in prayer.

Venji enters.

A fourth enchantress approaches her, this one much younger. She bows her head.

ENCHANTRESS

(soft, flat voice)

She is arriving now madam.

The other enchantresses begin to chant in an ancient tongue.

The energy grows more chaotic and turbulent.

There is a violent burst and Harper appears beneath it.

Harper takes a breath and steps off.

HARPER

Ladies.

Harper notices Venji waiting for her.

HARPER (CONT'D)

Ma'am.

VENJI

I have an assignment for you.

Harper turns to the orb and then back to Venji. She makes a strained face.

VENJI (CONT'D)

Lina is reporting Blight on Terra  
and requesting backup. I thought  
you would want to go.

Harper nods.

HARPER

Just let me grab a few things to  
take with me.

VENJI

Speaking of which...

She turns to the side to reveal MAYA and QUENTIN standing by the doorway behind her.

EXT. SHADOWCREST - DAY

GROUNDS

Harper and Venji are walking along the pathway between two manicured lawns.

Maya and Quentin are a few paces behind.

HARPER

(whispered, upset)

Why two?

VENJI

Only until Aiko is finished with  
her Guardian assignment.

HARPER

So I get no say in this?

VENJI

No.

HARPER

Things are kind of weird, right now. An Initiate is a big commitment.

VENJI

A commitment you agreed to when you became a Huntress.

They stop walking.

VENJI (CONT'D)

Look, I'm happy that you have found someone. But just because your life on Terra is going well doesn't mean you can neglect your responsibilities here.

Harper sighs and nods.

VENJI (CONT'D)

Now, get them equipped and ready to go. Time is of the essence.

HARPER

Yes, ma'am.

Venji leaves.

Harper walks over to the Initiates.

HARPER (CONT'D)

You're Quentin, right? The Archmage's kid?

Quentin gives a small nod.

HARPER (CONT'D)

And you are?

Maya extends a shaky hand.

MAYA

Maya Lowell, Huntress.

Harper shakes.

HARPER

(curious)

Any relation to a Marshall Lowell?

MAYA  
My grandfather, ma'am.

HARPER  
Oh.

Harper shows a tinge of sadness.

HARPER (CONT'D)  
He was a fine Hunter. It's a shame..

Maya nods.

Harper changes topics to lift the mood.

HARPER (CONT'D)  
So, what kind of skills you punks  
wielding?

She looks at Maya who nervously pulls her hands out of pockets.

QUENTIN  
(sarcastic)  
Be ready to be amazed.

Maya, concentrating deeply, sticks out her arm. An ethereal hawk starts to form.

She opens her eyes and the bird takes flight, circling around overhead.

HARPER  
That's pretty cool.

Quentin chuckles.

QUENTIN  
Yeah, so she can distract the bad  
guys while she runs away.

Maya frowns and the hawk disappears.

HARPER  
What about you then, Chuckles?

Quentin grins.

His skin begins to sparkle and shimmer. Gold begins to pool over his skin like a liquid.

His entire body, clothes and all, appear to be made of gold.

QUENTIN  
Pretty sick, huh.

HARPER  
Gold. Seems like you might think a  
little highly of yourself.

QUENTIN  
Never rusts or corrodes.

Harper looks at the two of them.

HARPER  
Well can you guys fight?

QUENTIN  
Just give me a weapon and see.

HARPER  
Sure thing.

INT. APEX COMMONS - DAY

ARMORY

Harper slaps a four inch dagger into Quentin's palm.

QUENTIN  
The hell is this?

HARPER  
Your weapon.

Maya chuckles from the corner.

QUENTIN  
Really? This is ridiculous.

Harper then walks over and hands Maya a similar dagger and  
also a crossbow.

HARPER  
I assume they taught you how to use  
one of these.

MAYA  
I got a 98 on my ranged weapons  
assessment.

HARPER  
Awesome.

QUENTIN  
Oh this is some bullshit.

HARPER  
What?

QUENTIN  
How come she gets a weapon and I  
get dick?

Harper tilts her head to the side.

HARPER  
Look, all Hunters are required to  
bring a supplementary weapon into  
the field but I feel like your  
power doesn't need that much help.  
(turning to Maya)  
The bird is nice but you might need  
to protect yourself out there. This  
will help with that.

Quentin sucks his teeth.

Maya smiles.

HARPER (CONT'D)  
Alright, let's go.

INT. THE CONDUIT - NIGHT

Harper, Maya and Quentin stand underneath the giant swirling  
vortex while wearing camping gear.

A flash of light as the Enchantresses utter their  
incantations and the three disappear.

Panning down, we see a room underneath...

INT. THE DARK GARDEN - NIGHT

Incandescent flowers and vines illuminate a small patch of  
grass inside a vast chamber. A few scattered trees cast  
shadows which blanket the walls.

Aiko sits on a bench, nervously staring into the darkness.

A male voice comes from behind her.

ARTHUR  
Thanks you for coming.



She starts to rise.

ARTHUR (CONT'D)  
Please, stay seated.

AIKO  
Yes, sir. Thank you, sir.

He takes a seat beside her, enjoying the view as well.

ARTHUR  
Please, call me Arthur.

Aiko gives an awkward nod.

ARTHUR (CONT'D)  
Do you know why I've asked you  
here?

AIKO  
No, si- Arthur.

ARTHUR  
Harper says you're a good person.  
Honest. Loyal. Brave.

AIKO  
Don't believe everything you hear.

Arthur grins.

ARTHUR  
And modest too. She once told me  
she trusted you with her life.  
(gazing off)  
I've known Harper since before she  
was born. Her father. And her  
grandfather as well.

He turns to Aiko.

ARTHUR (CONT'D)  
Her family has a long history with  
the Order, dating all the way back  
to it's inception.

AIKO  
I've heard.

ARTHUR  
Forgive me if I dawdle, tendencies  
of an old man. And I'm older than  
most.

(MORE)

ARTHUR (CONT'D)

They say the average mage lives to be 150 years old. I'm now approaching triple that.

AIKO

A true miracle, they say.

ARTHUR

(laughing)

Don't make me feel any worse.

He looks out at the plants.

ARTHUR (CONT'D)

But I fear this miracle may soon come to an end.

AIKO

Why?

ARTHUR

Call it intuition. Foresight, maybe. Probably just fatigue.

AIKO

Is that why you brought me here, sir?

ARTHUR

Are you familiar with this place?

Aiko looks around.

AIKO

Not very well, no. A friend showed it to me once during my training. I remember being fascinated but never inquiring further.

ARTHUR

I've never understood the magic that rested here. But I've always found it beautiful, mysterious. Inspiring, even; how light still thrives amongst the darkness.

Arthur shakes his head.

ARTHUR (CONT'D)

Which is why I buried my darkest secret beneath it.

She turns to him.

ARTHUR (CONT'D)  
If I should perish before I find  
the courage to, I need your  
assurance that the truth will see  
the light.

He faces her.

ARTHUR (CONT'D)  
Can you promise me this?

Aiko is overwhelmed.

AIKO  
Sir, I don't mean to be rude but  
isn't this something you should be  
asking the Council?

ARTHUR  
The Guardians are bound by sacred  
codes, duties that would conflict  
with this task. And besides, I have  
other concerns regarding my  
Council. No, I need someone not  
bound to our arcane laws who will  
do what is right and good, no more  
and no less. Harper tells me that  
is you.

AIKO  
Okay, why can't you just ask  
Harper? She's not a Guardian.

ARTHUR  
I fear Harper may be leaving us.

AIKO  
What?

ARTHUR  
Again, call it intuition. But I  
suspect she'll want to start life  
anew on Terra. A husband. A family.  
Which, of course, means she'll have  
to cut ties to this life, this  
world.

Aiko looks upset.

ARTHUR (CONT'D)  
Had you not considered it?

Another long pause. A tear rolls down her face.

AIKO  
I guess I just didn't want to think  
about it.

She wipes her cheek.

AIKO (CONT'D)  
So what kind of secret is it?

ARTHUR  
A box. The contents of which I've  
kept hidden for over four  
centuries. If I should perish and  
those contents have yet to be  
revealed...  
(shaking his head)  
I shudder to think.

AIKO  
Revealed to who?

ARTHUR  
That will become apparent at the  
time. I need your word, Aiko.

AIKO  
You have my word.

ARTHUR  
Thank you. This means more to me  
than you could ever know.

They both stand.

ARTHUR (CONT'D)  
But you've now roused an issue in  
my mind. As I said, I have other  
concerns regarding my Guardians. A  
matter best addressed discreetly. I  
wonder if an old man may ask  
another request.

AIKO  
As a Huntress, my job is to serve  
the Order. If the Archmage needs  
help, I'll help. Whatever I can do  
to help.

Arthur smiles.

ARTHUR  
I'm beginning to see why Harper  
speaks so highly of you.

EXT. SPOOKY JUNGLE - DAY

A butterfly lands on a wild flower.

EMMETT CALVIN (30s, nerdy) and MORGAN BLACKWELL (19) crouch down to observe it.

EMMETT

(whispering)

Look here? I believe they call this one a butterflea. Humans consider them quite beautiful but you'll notice it's quite grotesque up close.

MORGAN

Intriguing.

EMMETT

They serve as a sort of analogy for the Humans themselves.

HARPER (O.S.)

Same could be said about us.

Harper appears behind them as Emmett and Morgan turn around startled. The butterfly flutters away.

HARPER (CONT'D)

And it's fly, not flea.

EMMETT

(smiling)

Harper. I suspected they would send you.

HARPER

Well, you and Lina can't have all of the fun.

She gives him a big hug.

EMMETT

Let me introduce you to my  
Initiate-

HARPER

Morgan and I go way back.

She steps forward and gives her a hug too.

HARPER (CONT'D)

We should head back to camp. Sun's going down soon.

EXT. LOREMAGE CAMP - NIGHT

A small campfire sits surrounded by two tents and a set of camping chairs and chests.

Emmett and Harper sit on a log and drink hot chocolate.

EMMETT

So, I imagine you must come out  
here a lot with Dante.

Harper smirks.

EMMETT (CONT'D)

What?

HARPER

Well, we're in Venezuela. Dante  
lives in Manhattan. It's a bit of a  
trek.

EMMETT

Ah, Terran geography was never a  
strength of mine.

HARPER

You should spend some time here.  
It's pretty fun.

EMMETT

That's debatable.

Harper shakes her head.

HARPER

You never know, Em. You might find  
a nice Terran girl and settle down.

EMMETT

Maybe...

He stares at the side of Harper's face in the firelight.

HARPER

Matti used to say never let your  
happiness slip by you.

Emmett smiles and nods.

HARPER (CONT'D)

Speaking of which?

She looks at him.

EMMETT

She's doing well. She understands this world so much better than I do.

HARPER

That's not saying a lot.

The two of them laugh.

BY THE CAMPFIRE

Maya, Morgan and Quentin are gathered around the fire.

MAYA

...and then she showed us the Apex which we can't really talk about. But it was awesome.

MORGAN

I've been inside...  
(turning to Quentin)  
Our father took us there once when we were younger.

Maya turns to Quentin.

QUENTIN

What? You seemed excited. I didn't want to spoil your fun.

MAYA

Perks of having a powerful dad, I guess.

Morgan and Quentin look at each other.

QUENTIN

It's not all it's cracked up to be.

MAYA

So I'm curious. Since your Dad's like 500 years old, does that mean you two are also going to live forever?

Morgan shrugs.

QUENTIN

He's not immortal. He can die. Just like the rest of us. He's just got a lot of magic in him. Magic can keep you alive for a long time but not forever.

Harper and Emmett approach.

HARPER  
Alright, so I brought a surprise.

She reaches into her bag and produces a bag and two boxes.

HARPER (CONT'D)  
It's an mystical Terran treat the  
Humans refer to as S'mores.

EXT. LOREMAGE CAMP - DAY

The camp is asleep.

Emmett is sitting in a folding chair by the snuffed out fire, head hanging off his shoulder with marshmallow and chocolate residue on his cheeks.

Maya is curled tightly inside her tent, next to Maya who is stretched out widely next to her.

Quentin's feet stick out from the top of his sleeping bag.

Harper bangs her staff against the end of the metal posts of Emmett's chair.

The Initiates stick their heads out.

Emmett is so startled, he falls backwards, taking the chair down with him.

HARPER  
I'm scouting ahead, linking up with  
Lina. Meet us at the dig by noon.

A barely coherent Emmett nods as everyone else tries to get their bearings.

EXT. ANCIENT TOMBS - DAY

Harper treks through the forest.

She enters a clearing and sees the moss-covered stone structure in the shape of a human skull.

A twig breaks nearby.

HARPER  
One of these days.



A female voice comes from behind her.

LINA

Dammit.

Behind her is LINA MACHADO (21, Hispanic) who has failed to sneak up on her. The two of them hug.

HARPER

How have you been?

LINA

Just dandy. Getting my ass eaten by mosquitoes. Emmett was bugging the shit out of me so I had to scout ahead.

HARPER

Well him and Morgan are on their way. Along with Maya and Quentin, my new Initiates.

LINA

Really?

HARPER

(joking)

Yeah, I did such a great job with you, they decided to give me two this time.

LINA

What do you think?

HARPER

Too early to say. You were in the Academy with them. Was wondering if you had any insight.

LINA

Maya's cool. Quiet but strong. Q.  
(shaking her head)  
The boy's a wildcard.

Harper grins.

LINA (CONT'D)

What?

HARPER

Nothing. Just. That takes me back.  
(smirking)  
*Esta loca.*

They smile but Lina begins to gaze off into the distance.

LINA

I really miss him sometimes.

Harper pats her on the shoulder.

HARPER

I don't.

Lina is startled.

HARPER (CONT'D)

Cuz I see him in you constantly.  
Matti would be so proud of you and  
so jealous of me because I get to  
see the powerful woman that you're  
becoming.

LINA

(smiling)

He'd be proud of you too.

A bush rustles nearby.

Lina and Harper both draw their weapons and investigate.  
Nothing.

As they turn around they are charged by a small JUNGLE CAT.

Harper extends her staff and knocks it several feet away. As  
it recoils, it's eyes begin to glow purple.

The cat turns and scurries through the arched mouth of the  
tomb. A loud rumbling noise follows.

HARPER

That thing was Blighted.

LINA

Ya don't say.

HARPER

How'd a daemon end up all the way  
out here?

A high-pitched scream rips through the woods.

The two run towards the campsite when the teens emerge from  
the bushes, soon followed by Emmett.

QUENTIN

Quit freaking out, ya big baby.

MORGAN  
I swear I saw someone.

HARPER  
What happened?

EMMETT  
Ms. Blackwell thinks she saw  
someone watching us from the brush.  
I checked, and no one was there.  
Probably all the sugar from last  
night, playing with her  
imagination.

Harper scans the brush.

LINA  
C'mon, let's get this over with. I  
have a weird feeling about this  
place.

HARPER  
There's Blighted. Where there's  
Blighted, there's probably a  
daemon. So everyone stay together,  
keep your eyes open and call out  
anything you see.

They enter the tomb.

INT. ANCIENT TOMBS - DAY

OUTER CRYPT

The Huntresses lead the pack as they advance through dark  
tunnels, flashlights strapped to their shoulders.

MAYA  
(covering her nose)  
Cosmos, what's that smells?

QUENTIN  
What sme- Holy hell.

Emmett kneels down and rubs his fingers across a streak of  
gray blood on the floor.

EMMETT  
Wounds of Blighted are known to  
give off noxious fumes.

LINA  
You'll get used to it.

A rock falls behind them, followed by skittering footsteps.

A trio of BLIGHTED JAGUARS emerge from two side halls behind them.

Quentin rushes forward when Harper's staff slaps across his chest.

HARPER

Rule #1 when dealing with the  
Blighted?

MAYA

Don't let them touch you.

LINA

Bingo.

Lina crosses her hatchets. The flashlights begin to flicker as electricity dances in her eyes.

She casts her arms forward and a surge of lightning shoots forward, knocking each of the jaguars down.

They quickly rise to their feet and find Harper standing over them. All three cats pounce and begin ripping her to pieces.

A few yards away, the real Harper watches as the Jaguars viciously tear each other apart.

Morgan, Quentin and Maya turn away as fur and blood fly into the air. The last cat howls loudly and then perishes.

HARPER

(reluctant)

Let's move.

INNER CRYPT

They are now deeper into the tomb.

MORGAN

So those animals drank Daemon  
blood?

EMMETT

Most likely.

MORGAN

Poor things.

MAYA

So how would a Daemon get to Earth?

HARPER  
Same way we do, dimensional  
portals.

QUENTIN  
But I thought we destroyed all the  
Daemons in the war.

LINA  
Not by a long shot.

EMMETT  
After the death of the Daemon Lord,  
most scattered and went into  
hiding.

HARPER  
Most of what a Hunter does is  
dealing with the remaining Daemon  
threat.

Harper notices Blighted blood tracks leading down a long  
hall.

Following a long hall, they enter a small crypt with a large  
stone sarcophagus.

HARPER (CONT'D)  
The tracks die here.

The party begins to scour the room.

EMMETT  
Must've been important for them to  
build such a big tomb for one  
person.

LINA  
Dead is dead. What difference does  
it make the size of the box they  
throw you in.

Emmett ponders.

MAYA  
Hey, guys.

Maya pushes back an overgrown mass of vines to reveal a small  
passageway.

INT. SECRET CAVE - DAY

On the other side they find a cavern that lies adjacent to the tomb.

Maya grabs her nose.

MAYA  
It's worse down here.

MORGAN  
What's wor-

Morgan gags.

LINA  
There.

Across the chamber they find the gigantic corpse of a Daemon, lying in a pool of it's own blood, overtaken by vines and foliage.

HARPER  
Well, we know how they became  
Blighted.

Lina and Emmett examine the body.

EMMETT  
Hmm. Strange.

HARPER  
What?

EMMETT  
Cut marks.

LINA  
Had to die someday.

EMMETT  
No. This corpse has been here for  
ages, decades probably. But these  
cuts are fresh.  
(turning to Harper)  
Someone sliced this thing open  
recently.

QUENTIN  
Guys, you hear that?

A muffled voices comes from beyond a small rock formation.

MORGAN  
(whispering)  
There is someone else here.

Harper draws her staff.

HARPER  
Stay behind me.

As they approach the rock formation, GREGOR walks out from behind it, oblivious to them.

GREGOR  
(crazed, muttering)  
I must...I musssssttt. End. The end.  
The ending. Ending. It all ends.  
Stop. Stoop. STOOOP!

EMMETT  
Gregor?

He stops.

GREGOR  
Guests? What a pity. They don't  
even know what's going to happen.

Lina is clenching her hatchets so tightly that her knuckles turn white.

Harper looks her in the eyes and she relaxes.

Gregor turns to Harper.

GREGOR (CONT'D)  
I know you. We tried to kill each  
other once. Would you like some  
tea?

EXT. MOUNT ARETHE - DAY

The peak of Mount Arethe sits above the clouds.

Hovering above, a stone building carved from white marble.  
The three suns of Hydor reflect brightly off of the golden  
columns that line the entrance.

INT. MOUNT ARETHE - DAY

COUNCIL CHAMBERS

Braziers hang from the ceiling made from the same stone as the exterior.

Arthur Blackwell sits at the head of a long table with six chairs on either side. Two chair lies empty while the other ten hold figures all dressed in the same magical armor as Arthur.

On the right: 1 Dwarf, 3 Humans, 1 Dark Elf, A Dragon (in scaly humanoid form).

On the left sat: 1 Gorgon, 1 Imp, 1 Ogre, 1 Golem.

They all sit in silence, looking distressed.

The Dwarf (SATINE MOREHAVEN) speaks first.

SATINE  
This is an outrage!

ARTHUR  
I understand you are upset, my de-

SATINE  
Upset? Disappointed is more like it.

Now the Dark Elf (BAEN LARKFOOT) adds.

BAEN  
I was under the impression this council was formed to operate as a unit, not serve the whims of an aging megalomaniac.

The Dragon (FAEDRIS) growls.

FAEDRIS  
Watch it.

Arthur waves him down.

ARTHUR  
I'm sorry you feel this way Baen.

The Gorgon (CALIPHA MONGRE) speaks.

CALIPHA  
What about the other seat? Since you've made the decision for one, can we at least be trusted to promote a candidate of our own.



ARTHUR

Of course, dear. And know, this is not a matter of distrust. But a matter of urgency. The balances on the human realm are most in disarray.

SATINE

But we already have four mages on the Council. We even added another to replace your last mistake. Why another? And why not let us vote on it unless you distrust us.

ARTHUR

Four mages trained and suited for maintaining order in this realm. With a Huntress, we will have the means to operate on Terra without complication.

SATINE

This is no good Arthur.

The dwarf slaps the table.

The Golem and the Orge begin to argue. Soon most of the table is shouting and the room is swallowed in a castrophony.

Faedris barks and a loud boom fills the room.

FAEDRIS

Enough!

The room quiets.

The dragon rises to his feet.

FAEDRIS (CONT'D)

Need I remind you this council would not exist were it not for the sacrifices made by this man. He was chosen by the Cosmos and we were ALL chosen by him.

SATINE

By process though!

BAEN

Yes, chosen by our peers.

FAEDRIS

Many of you are too young to  
remember the days of olde, the  
beginnings of this council. Nay,  
before there even was a Council...

Arthur extends his hand.

ARTHUR

Faedris, dear friend, let them  
speak.

The dragon sits, a puff of smoke exiting it's nostrils.

CALIPHA

How is this any different than  
Ry'naughk's Court then?

ARTHUR

It's true. This council was formed  
as a balance to the unhinged  
autocracy that it once fought. And,  
while I value all of your opinions  
and wish to hear your dissent, know  
that my decision today was not made  
out of arrogance or haste but out  
of sheer necessity. I don't expect  
you all to agree with it but  
understand that it this decision is  
final.

OUTSIDE THE COUNCIL CHAMBERS

Aiko stands beside the Council doors, arms folded and eyes  
closed. She appears to be meditating.

The doors are burst open by the Orge. She's startled.

The Council members march past her, some giving disapproving  
glances.

Finally, Arthur emerges along with Faedris.

The dragon looks her up and down before leaving.

AIKO

How did it go?

ARTHUR

Terrible. Which was quite better  
than I expected.

He places both hands on her shoulder.

ARTHUR (CONT'D)  
But regardless, it's official.

He steps back.

ARTHUR (CONT'D)  
You know what must be done?

AIKO  
I do.

ARTHUR  
(leaning in, whispering)  
Remember: trust no one.  
(regular volume)  
And welcome to the Guardian  
Council.

Aiko looks nervous and excited.

**[ Seq. 8 - Gregor appears deranged. They question him and discover that he has been surviving on daemon blood for months. Lina is overwhelmed by the presence of her brother's killer and Harper calms her down.]**

INT. ANCIENT TOMBS, GREGOR'S HIDEOUT - DAY

The deranged Gregor leads them into a small crevasse which he has turned into a hideout. A poster of a Venezuelan soccer team is sprawled out, along with other small trinkets and toys.

EMMETT  
My god? What has happened to you?

GREGOR  
Tea?

He turns around and reveals a porcelain tea pot smeared in gray and black streaks.

EMMETT  
That's daemon blood! You've been  
drinking this?

GREGOR  
It's oh so refreshing.

INT. ANCIENT TOMBS, SECRET CHAMBER - DAY

Outside the hideout, Lina and Harper stand around nervously while Quentin and Maya play lookouts.

LINA  
That's him. He's 20 feet away.

HARPER  
I know. It's hard. But there's a right way to handle this. He's going to pay for Matti.

Lina laughs.

LINA  
Is he? Like that? He's off his nut.  
(shaking her head)  
He deserves to suffer for what he did.

Harper leans in for a hug but Lina pulls away.

LINA (CONT'D)  
I'm going to call for a cleanup crew and some Guardians to pickup Mary Poppins.

HARPER  
Let me go with you, it's not safe.

LINA  
No, I'll be okay. Stay here and watch after the kids. If I need anything, I'll call.

She gestures towards the magical conch shell on her hip.

Harper relents.

INT. ANCIENT TOMBS, GREGOR'S HIDEOUT - DAY

Harper enters to find Emmett and Morgan scouring every inch of the small nook.

Gregor babbles to himself in the background.

EMMETT  
It looks like he's been here for months, surviving solely off of Daemon's blood.

MORGAN  
So he's Blighted, like the rest of the monsters. He that why he sounds so mad.

EMMETT  
Presumably, Ms. Blackwell...But  
I've never heard of Blight having  
this type of effect on people.  
There might be som-

Without warning, Harper grabs Gregor and flips him over onto his back. She then drives her boot into his face, knocking him unconscious.

Emmett turns around and jumps up in protest.

EMMETT (CONT'D)  
What are you doing?

Harper pulls out some rope and ties his hands together.

She rises and pulls up a small machete off of the ground.

HARPER  
You almost became a folk tale.  
Emmett the Headless.

Emmett and Morgan turn to look at the unconscious former Guardian.

**[ Seq. 9 - Lina goes to call in for back up; she notices the Dark Mage lurking nearby. Gregor breaks free upon learning that Morgan is the Archmage's daughter. He and a group of blighted beasts attack. ]**

EXT. ANCIENT TOMBS, ENTRANCE - DAY

As the sunlight bathes Lina's skin, she reaches into her bag and pulls out what appears to be a small polished rock with glowing runes etched into it.

She puts it to her mouth and starts talking.

LINA  
(into communicator)  
Shadowcrest Command, this is  
Huntress Machado at Terran Dig Site  
#692. Reporting in.

The rock begins to pulse and glow as another voice comes from the other side.

HUNTER COMMAND  
Proceed, Huntress.

LINA

Additional Hunter support has arrived. We've proceeded to investigate dig site. We've encountered a Daemon, deceased. As well as rogue Celestial Guardian Gregor, who seems to have become Blighted...

(trailing off)

A hooded figure appears in the bushes just beyond the clearing.

Lina stares directly at them, the figure staring back at her.

HUNTER COMMAND

Huntress, is that all?

LINA

Yes, that's all to report.  
Requesting a daemonic cleanup crew and Guardian escorts to retrieve Gregor.

HUNTER COMMAND

Clearing it with Command...Yes, ma'am. They're on their way...ETA: 3 hours. Anything else?

LINA

Excellent.

HUNTER COMMAND

Anything else?

LINA

Nope. Huntress Machado, out.

She puts away the communicator, still keeping eye contact with the hood figure.

INT. ANCIENT TOMBS, GREGOR'S HIDEOUT - DAY

A dazed Gregor awakes with his hands tied behind a stalagmite.

HARPER

Look whose awake.

GREGOR

I needed a nap. The last few months have been sheer exhaustion.

Gregor looks around.

He sees Emmett and Harper.

GREGOR (CONT'D)  
Decided to send the girl away.  
Thought I was unsafe? How ironic. I  
suppose you're right.

EMMETT  
Well, you did just try to kill me.

GREGOR  
(laughing)  
Believe me, Loremage. I had and  
have no interest in you whatsoever.  
But that girl...

Harper and Emmett look at each other.

GREGOR (CONT'D)  
You called her Blackwell? I presume  
the daughter of my former boss,  
Arthur Blackwell. That Morganna he  
always used to dribble on about.

EMMETT  
What problem could you have with  
her?

GREGOR  
Personally, none. However, you'd  
all do well to know that she will  
be the one to bring about the  
Apocalypse.

HARPER  
And here I thought the lunacy was  
an act.

GREGOR  
Oh this is no ploy and no rambling.  
She will bring about the  
resurrection of Ry'naughk and the  
destruction of both worlds. It's  
been prophesized.

EMMETT  
By who? You?

GREGOR  
There was a reason I was chosen to  
join the Celestial Guardians.  
(MORE)

GREGOR (CONT'D)

By foretellings came with startling accuracy and we were able to prevent many an atrocity that way.

EMMETT

That may be. But clearly, the Blight has tainted your mind. You're too far gone to be reliable.

GREGOR

I don't expect you to believe me. I know what I saw. I know it is coming. And I'll do what I must to prevent it.

HARPER

Well, good luck with that.

GREGOR

Luck is unnecessary. As you said, I've become Blighted. Combined with the strength granted to me by my blessing of Light, there is nothing you can do to stop me.

HARPER

Easy to talk trash with your hands tied.

GREGOR

Oh this? This was merely a distraction while my lovely pets got into position.

Harper turns to Emmett who immediately runs outside.

INT. ANCIENT TOMBS, SECRET CHAMBER - DAY

Emmett arrives as all three Initiates have been surrounded by a pack of Blight animals, tripping over a branch and stumbling to the ground.

INT. ANCIENT TOMBS, GREGOR'S HIDEOUT - DAY

Harper pulls out her staff.

Gregor's hands snap free from their bindings and he rises to his feet as his eyes begin to close red.



GREGOR

The kin of Ry'naughk's slayer will resurrect the Daemon Lord and bring upon the Apocalypse. So it is said, so it is written. I shall rewrite it.

HARPER

Over my dead body.

GREGOR

Fair enough.

They clash.

[ Seq. 10 - Aiko arrests the Guard and learns that a client has been erased from his memory. The same client who purchased all of the stolen daemon artifacts. The Archmage suggests it may be a Hunter who is practicing daemonology. ]

[ Seq. 11 - Gregor has defeated the entire team. After he learns Quentin's identity, he is preparing to kill him when Morgan drinks the Daemon's blood, becoming Blighted, and battles Gregor. They are on the verge of destroying one another when the Dark Mage appears. ]

INT. ANCIENT TOMBS, SECRET CHAMBER

The beasts begin snarling and snapping their teeth as they close in.

EMMETT

(to Initiates)

In a moment, I want you to run. You two keep Morgan safe, they are after her.

MORGAN

What?

QUENTIN

What?

EMMETT

There's no time to explain. Just run when I say run and don't turn back, so matter what.

They nod.

Emmett places his palms on the ground and his eyes begin to glow.

The stones and vines below him begin to turn absorb into his skin, turning it into a hard rock form.

Soon his entire body is appears to be made of stone but he moves as he normally does.

EMMETT (CONT'D)

Run!

Emmett lunges towards the pack of animals and starts clubbing them with his fists which have formed into small boulders.

He cries out in exasperation.

INT. ANCIENT TOMBS, GREGOR'S HIDEOUT - DAY

Harper strikes Gregor in the face.

When he recovers he is now facing 12 different Harpers.

GREGOR

Funny girl.

He throws his hands in the air as his eyes begin to glow.

A surge of red energy knocks all 12 Harpers backwards.

GREGOR (CONT'D)

Let's play.

INT. ANCIENT TOMBS, CAVE - DAY

The Initiates stop running and catch their breath for a moment.

MORGAN

Hold on...I think we're safe.

The three of them catch their breath.

QUENTIN

What the hell is going on?

Maya shakes her head.

MORGAN

This is crazy...Why me?

A scream echoes from behind them. They turn to look.

INT. ANCIENT TOMBS, SECRET CHAMBER - DAY

Emmett is being overwhelmed by the Blighted Beasts. He's on the ground, the rock armor around his skin withering. Cuts and scrapes are starting to appear on his skin.

A wisp of red lightning strikes one of the animals in the side.

Lina appears, holding her twin hatchets.

LINA  
Filthy beasts.

She crosses her blades together as electricity begins to arc between them.

She jams them both down into the ground.

A giant field of red electricity pools out and strikes each animal several times over their bodies. They yelp and scream as they are tossed several yards backwards.

Emmett's stone form fades and he looks to his savior with joy before he collapses onto the ground.

INT. ANCIENT TOMBS, GREGOR'S HIDEOUT - DAY

Gregor and the Harpers are combating each other. He is easily able to keep up with their multiple strikes.

They each appear to be getting winded.

He lets out two bursts of energy which knock each Harper backwards and finally onto the ground.

11 Harpers fade away leaving the real one.

GREGOR  
No more games...

He walks over the final Harper and looks down in disappointment.

INT. ANCIENT TOMBS, SECRET CHAMBER - DAY

Gregor enters the secret chamber from his hideout.

GREGOR  
What have you done to my pets.

Before he can react, Lina strikes him with two incredibly powerful streams of lightning.

LINA

Die you piece of crap.

Gregor turns and laughs, the lightning barely affecting him.

He walks towards her, the streams effortlessly being absorbed into his Blighted energy aura.

He gets close and slaps her across the face, sending her flying.

A giant stone fist slams onto him from above.

Emmett, laying prone across the chamber, grins.

The stonework shatters revealing an unscathed Gregor.

Emmett's mouth drops.

Harper enters and starts attacking Gregor once more, blood streaming down her cheek.

GREGOR

Enough!

He grabs her by the throat and tosses her directly into Lina who is charging towards him. They fall to the ground in an unconscious heap.

He walks over and grabs Emmett by the ankle, his face contorted in anger.

Within Gregor's left hand forms a spear made of dark energy.

He sets Emmett down by Harper and Lina.

GREGOR (CONT'D)

I'm sick of these games...

He raises the spear.

MORGAN

Stop!

Gregor turns. Morgan has appeared outside of the cave.

MORGAN (CONT'D)

Let them go.

Gregor smiles.

Quentin and Maya are hiding in the corner of the chamber, prepared to strike.

MORGAN (CONT'D)  
I'm the one you want.

Gregor lowers his spear and walks closer to her.

GREGOR  
You should know. I don't want to do this. It's the prophecy.

Gregor moves even closer.

GREGOR (CONT'D)  
You can thank your father. It says his child will bring about the End of Days. And I can't let that happen.

Gregor is closing in now.

QUENTIN  
Hey, dipshit. Our Dad has TWO kids!

Gregor turns and receives an two energy bolts to the face.

He turns to Morgan and knocks her several feet into the air before turning his attention to his attackers.

Quentin and Maya charge him with all of their might.

The two of them put up a good fight but they are also easily overwhelmed.

Morgan watches from the dirt, wind knocked out of her, as the two are cast aside like rag dolls.

GREGOR  
So you must be Quentin. The old man's other cherub.  
(he pulls out his spear  
with a smile)  
Excuse my mirth, I take no pleasure in this. Just find the irony intoxicating.

Morgan, desperate, looks at the knocked out Huntresses and Emmett. She sees Maya struggling to fight back.

A tear rolls down her eyes.

She hops up and runs out of frame.

Gregor kicks Maya away from him, knocking away his last opposition.

QUENTIN

Go ahead, you dickhead. My Dad will fuck you up.

GREGOR

You're Dad will thank me for ridding the world of his putrid waste.

Gregor prepares to strike as a giant orb of dark energy strikes him in the chest.

He turns to the source and sees Morgan, eyes glowing red, daemon blood dripping from her lips.

MORGAN

(with a daemonic voice)  
Leave him alone.

As she finishes the chamber begins to shake as energy surges uncontrollably from her body.

QUENTIN

(to himself)  
No. Morganna, what did you do?

GREGOR

Her link with the Daemon Lord has been forged.

He turns and faces the Blighted Morgan. He grip tightens on the shaft.

Morgan looks at her hands and notices a shield and sword appearing, made of dark energy.

Gregor charges her.

She moves and counters his strikes effortlessly.

GREGOR (CONT'D)

This shall be interesting.

INT. ANCIENT TOMBS, SECRET CHAMBER

Gregor and Blighted Morgan continue to fight, each moving quickly and powerfully with their strikes powered by a glowing red energy force.

GREGOR  
Give it up little girl.

Morgan grimaces.

INT. ANCIENT TOMBS, INNER CRYPT - DAY

Gregor is blasted into the Inner Crypt, crushing the ornate sarcophagus inside. He lands on his feet as Morgan floats in through the hole he left.

Their weapons morph into sheer balls of energy which begin to pulse with each breath that they take.

GREGOR  
(daemonic voice)  
This ends now.

MORGAN  
(daemonic voice)  
This ends now.

The cast their orbs at each other turning into a giant stream of energy clashing in the center of the room, a la Dragon Ball Z epic energy beam battles.

They each grimace and strain as they exert overwhelming effort to release this energy.

Sweat rolls down each of their faces.

MORGAN (CONT'D)  
(whispering to herself)  
Can't hold on.

A hooded figure appears in the middle of the room, next to the meeting point of energies.

**[ Seq. 12 - Everyone wakes up and find Gregor and Morgan unconscious and the daemon corpse missing. The Guardians arrest Gregor and we learn Morgan is in a coma. We see the Dark Mage at his lair with the Daemon corpse. ]**

INT. ANCIENT TOMBS, SECRET CHAMBER - NIGHT

Lina wakes up to Harper standing over her.

HARPER  
Are you okay?

Lina hops to her feet and surveys the situation.

LINA  
Where is he?

They look around and see Emmett, unconscious on the ground, covered in claw marks with torn clothes.

They rush over to him.

HARPER

Take care of him, I'm going to look  
for the others.

Lina crouches and starts pulling out bandages for his wounds. She notices the crystal inside is glowing. She tosses it to Harper.

LINA

I think the support team arrived.

Harper catches it and turns to head outside.

She notices Quentin and Maya laid on the ground on the other side of the chamber.

She checks their vitals, relaxing upon realizing they are just knocked out. She stirs them.

HARPER

Where is Morgan and Gregor?

Quentin is groggy.

QUENTIN

(groggy)

No...Morgan...

He struggles to stand but loses his balance. Harper grasps him.

HARPER

Calm down. What happened?

Quentin begins to cry.

MAYA

Look up there.

Maya points out a hole in the roof of the chamber, one that hadn't been there before. Light is peeking through.

Harper leaves and runs back to the Inner Crypt.



INT. ANCIENT TOMBS, INNER CRYPT - DAY

Harper walks into the broken Inner Crypt and finds Morgan and Gregor both lying on the ground, unconscious. She sees the broken sarcophagus and nothing else.

INT. ANCIENT TOMBS, ENTRANCE - NIGHT

There are about two dozen mages gathered around the entrance of the tombs, filing in and out of the small archway. Some dressed in combat suits while others have on the robes of researchers (Loremages).

Quentin and Maya are having their wounds tended by the clerics.

The others have gathered at a fire nearby.

VENJI

And so, he'll be returned to the council where he will face tribunal.

She nods to Aiko who leads a manacled Gregor away, his eyes glowing white and unaware of the world around him.

The Arch-Huntress turns to Harper and Lina.

VENJI (CONT'D)

All things considered, you've done good work.

LINA

This got way out of hand.

HARPER

No kidding.

She turns her head to a small tent that has appeared across the way with a red cross on it.

Out of the tent walks Emmett, bandaged and limping. He walks toward them.

HARPER (CONT'D)

I just want to know what the hell happened in there.

Emmett arrives and stands next to the Arch-Huntress.

VENJI

We'll have to ask the girl when she wakes up.

EMMETT

(sighing)

There may be a problem...The  
clerics say that she is in a coma.

The other three look down in despair.

EMMETT (CONT'D)

They don't know when or if she'll  
wake up.

Harper turns to Quentin and Maya, both laughing distantly on  
stretchers.

VENJI

That's unfortunate. But we have to  
find out what happened to that  
daemon.

INT. ANCIENT TOMBS, SECRET CHAMBER

The chamber is filled with loremages and Hunters. The pool of  
blood is there but the daemon who made it is missing.

INT. DARK ROOM

We see the daemon corpse from earlier, vertical slash marks  
with blood still oozing out of it.

Standing above is the hooded Dark Mage.