

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 shoulds 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 its 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 not 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 understand. You're the  
leader of the Guardian Council. I  
don't mean to be rude but can't  
they—

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.

Arthur smiles.

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

AIKO  
What's the problem?

ARTHUR  
An item has gone missing from the Guardian Vault. The only ones with access are the members of the Guardian Council and myself. Until I determine the culprit, I trust not the Guardians. But you. Harper trusts you with her life and thus my faith in her transfers to you.

Aiko nods.

AIKO  
Whatever I can do, sir.

**[ Seq. 5 - Harper and the Initiates arrive at the dig site. They eat s'mores and reminisce. They meet up with Lina the next morning. Harper and her talk about Matti. ]**

EXT. ANCIENT TOMBS, MEADOW - DAY

A butterfly lands on a wild tulip.

Crouching above it are Emmett (30s, nerdy) and Morgan (19).

EMMETT  
See here? I'm pretty sure they call this one a butterflea. Humans consider them quite beautiful but you'll notice it's quite grotesque up close.

MORGAN  
(intrigued)  
Hmm.

EMMETT  
So, ironically, they serve as a sort of analogy for the Humans.

HARPER  
Could be said about Mages also.

Emmett and Morgan turn around, startled.

EMMETT  
Ah, Harper. We didn't see you arrive.

MORGAN  
Hello, Huntress Evans.

HARPER  
(smiling)  
Out here on Earth we don't use  
titles. And remember, it's always  
Earth, instead of Terra.

MORGAN  
Yes, ma'am.

EMMETT  
It's good to see you friend.

HARPER  
You too. Now let's head back to  
camp, sun's going down soon.

EXT. ANCIENT TOMBS, LOREMAGE CAMP - DUSK

Emmett and Harper sitting on a log, drinking cider.

EMMETT  
(avoiding eye contact)  
So, I imagine you must come out  
here a lot with Dante.

Harper laughs.

HARPER  
Well, we're in Venezuela right and  
Dante lives in Manhattan, so it's a  
bit of a trek. It's not exactly  
around the corner.

EMMETT  
Ah, I see. I'm not very familiar  
with their geography.

HARPER  
You should spend more 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 fall in  
love.

EMMETT  
I could never love one of them.

HARPER  
Don't be so close-minded.

EMMETT  
It's not that...It's just...

He takes a deep gulp and looks at the side of Harper's face in the firelight.

HARPER  
(turning to face him)  
Matti used to say never let  
happiness slip by you.  
(grabbing his hand)

Emmett smiles and nods.

HARPER (CONT'D)  
Speaking of Matti, how's Lina  
doing?

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

HARPER  
That's not saying a lot.

The two of them laugh.

Across the camp site, The Initiates are gathered around the campfire, excited.

MAYA  
So how was it?

MORGAN  
It was breath-taking.

MAYA  
Did it last long?

MORGAN  
They said it did but it felt like  
it was over in a flash.

QUENTIN  
I really don't want to hear about  
this.

MAYA

Then close your ears.

MORGAN

And then, she called my name, I walked up there, looking fabulous, grabbed the badge and shook her hand. She called me Morgan.

MAYA

That's so awesome. The Arch-Huntress didn't do anything like that for us. She told us we're Initiates and gave us a tour.

MORGAN

There's not a lot of action and dazzle in Lorecraft so it seems like we take any excuse to celebrate as an opportunity to go all out.

QUENTIN

Losermages like to have parties?  
How surprising.

Morgan slaps him on the shoulder.

MORGAN

Don't think just because you're a Hunter, I still can't beat you up. Somethings never change little brother.

QUENTIN

(under his breath)  
By two minutes.

QUENTIN (CONT'D)

(normal voice)  
Have you spoken to Mother or Father?

MORGAN

Father came to visit the Arch-Loremage before Emmett and I left. He said he was very proud of us.

Quentin smiles.

Harper and Emmett approach.



HARPER

Alright, so I brought a treat for  
your first adventure here on Earth.

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

HARPER (CONT'D)

We're going to make a mystical  
treat that Humans refer to  
as...S'mores.

EXT. ANCIENT TOMBS, LOREIMAGE CAMP - MORNING

Harper packs up her tent and walks over to the campfire.

The Initiates and Emmett are sleeping wildly around the  
snuffed out campfire with white and brown streaks across  
their smiling faces.

Harper notices a trail of ants crawling up Quentin's face.

He jumps up, trying to swipe the bugs from his cheek but  
losing his balance as his hands are still inside the bag. He  
tumbles over the equipment, waking everyone up.

HARPER

Great, everyone's awake. I'm  
scouting ahead to link up with  
Lina. Meet you guys at the dig  
site.

A half-awake Emmett nods as everyone tries to get their  
bearings.

EXT. ANCIENT TOMBS, ENTRANCE - DAY

Harper treks through the forest, using her staff to push  
aside the branches of the thick brush.

She enters a clearing and sees the moss-covered, nature-  
reclaimed tomb they have been sent to investigate.

She hears a twig break nearby.

LINA

Dammit.

HARPER

You know you can't sneak up on me.

LINA

One of these days.

HARPER  
Keep telling yourself that.

The two of them hug.

HARPER (CONT'D)  
How have you been?

LINA  
Aside from getting my ass eaten by  
mosquitoes, dandy.

Harper hesitates.

LINA (CONT'D)  
Shut up. Where's the nerds?

HARPER  
There on their way. Along with Maya  
and Q. They're my new Initiates.

LINA  
Awesome!

HARPER  
We'll see. They both need some  
work.

LINA  
Well, I mean, I couldn't fight  
before you started training me but  
look at me now.

She pulls out her hatchet with a flourish and puts it back in  
it's hip holster.

HARPER  
It's not the fighting. I don't know  
if they have the mindset.

Lina looks confused.

HARPER (CONT'D)  
You know she's super closed-off and  
he's out to prove himself. Both of  
those things can be dangerous out  
here.

Lina nods and leads them over to a log near where she has a  
sleeping bag rolled up.

LINA

Well, just keeping trying. You got through to me somehow and I'm sure you'll make great Hunters out of them too. I'll work with them too. They trust me.

HARPER

Wait, wait, wait. So you're officially a "Great Hunter" now? When did this happen? Wasn't I just called in to help you secure a your location.

LINA

I mean, I could handle it. I just wanted an excuse to see my bestie.

HARPER

(laughing)

Uh huh. You and Matti really are cut from the same mold.

The mood gets a little dark.

LINA

I really miss him sometimes.

HARPER

(patting Lina's shoulder)

I don't.

Lina is startled.

HARPER (CONT'D)

Cuz I see him in you all the time. He would be super proud of you right now. He'd be jealous that I get to see the great Huntress that you have become.

LINA

So you agree that I'm great?

They laugh.

LINA (CONT'D)

I think he'd also be proud of you. I hear you're spending more and more time on Earth. Things going well with Dante?

Harper smiles and nods.

LINA (CONT'D)

He'd be happy you're finally starting to have a life. I just hope that life doesn't take you away from us. At least not too soon.

Harper's smile fades.

A bush rustles nearby.

Lina and Harper both draw their weapons.

They go over and stir the bush. Nothing.

As they turn around they are attacked by a small jungle cat with glowing green eyes.

Harper uses her staff to knock it several yards away.

It recoils and scurries through the arched entrance to the tomb. As it enters a loud rumbling roar lets out from inside.

LINA (CONT'D)

Another one of our friends. This is what I called you out here for.

HARPER

That thing was Blighted.

LINA

Ya don't say.

Lina puts away her hatchets.

LINA (CONT'D)

Check this out.

She leads over to a small paddock. There is a pile of corpses that have been mauled viciously, covered in black and gray residue.

LINA (CONT'D)

I've found them all around the woods here. Looks like Daemon's blood on all of them.

HARPER

How'd a Daemon end up out here?

LINA

No telling.

**[ Seq. 6 - As they are searching the ruins, Harper and the team are attacked by Blighted Beasts ]**

A scream tear through the woods.

The two rush back to the entrance.

They find Emmett and the Initiates have arrived.

MORGAN

I swear someone was staring at me.

QUENTIN

It was nothing, ya big baby.

MORGAN

No, I swear.

LINA

What's going on?

EMMETT

Ms. Blackwell thinks she saw someone staring at her from the trees. I checked. No one was there. Perhaps all of those S'more-ays are catching up with her. Playing with her imagination.

HARPER

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

LINA

Don't get separated. If you see anything let us know and if we have to fight something, let Harper and I deal with it.

(eyeing Maya and Quentin  
specifically for the last  
line)

The Initiates nod.

HARPER

Alright, let's go.

The team enter the tomb.

INT. ANCIENT TOMBS, OUTER CRYPT - DAY

The group enter the tombs, the Huntresses in the front with their Initiates protecting the Loremages in the rear.

HARPER

Alright, everyone, light it up.

Everybody runs their palms over a small crystal hanging over the shoulder strap of their bags and jumpsuits causing them each to illuminate with an ethereal blue light.

Harper and Lina light up similar crystals on the handles of their weapons.

QUENTIN

By Symius, it smells worse than dragon-barf in here.

MAYA

No kidding.

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

EMMETT

The beasts wounds seem to release sulfurous gases.

A rock falls behind them, followed by the patter of paws.

The party turns around.

A trio of Blighted jaguars has blocked the passage they came through.

EMMETT (CONT'D)

Don't let them bite you. We don't understand much about how the Blight works and if it-

Lina shoves him backwards as she rushes forward and attacks the jaguar.

Harper joins the fray.

Quentin rushes forward to join the fight but is stopped by Maya's forearm.

MAYA

Remember what she said.

He looks forward at them and back at Maya and backs down.

Harper uses her staff to vault herself towards the one cat while Lina's dual hatchets clash with the claws and fangs of the other two.

Harper's jaguar gets the better of her and knocks her to the ground.

She's using her hands to grab it's neck while it snaps viciously just inches from her face.

A whistle comes from behind. It turns and looks just as Harper smashes her staff on it's head from above. The one it was fighting was an illusion.

Emmett drops to his knee and presses a fist to the ground. Vines sprout from the ground and tie the jaguar to the ground.

He casts a smiling nod of support.

LINA  
Little help here?

Lina has been backed down into a corner by the other two jaguars. They are closing in on her and her defenses are falling apart.

Harper's eyes begin to glow as she faces her palm in their direction.

The two jaguars eyes begin to glow as well. They stop attacking Lina and turn to each other. Suddenly and viciously, they begin attacking each other.

As fur and blood flies into the air, Morgan and the other Initiates turn away. The cats howl ferociously and then both howls stop.

Lina, out of breath, walks over to Harper keeping her eyes on the beasts.

LINA (CONT'D)  
Thank you.

HARPER  
(reluctant smile)  
Let's move.

INT. ANCIENT TOMBS, INNER CRYPT - DAY

The party moves further into the tomb.

MORGAN

So, we think those animals drank  
Daemon's blood?

EMMETT

Well, I mean, there are other ways  
to catch the Blight but that is the  
most common.

MORGAN

That's terrible.

MAYA

So how would a Daemon get from  
Hydor onto 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

That's half the work of Hunters,  
dealing with the remaining Daemon  
threat.

Maya and Quentin look at each other.

HARPER (CONT'D)

You better get used to stuff like  
this.

Harper notices more Blighted blood tracks leading down a long  
hall.

HARPER (CONT'D)

They came from this way.

Following a long hall, they enter a small crypt with a large  
stone sarcophagus, etched with symbols and pictures.



HARPER (CONT'D)

Look around. They came through here somehow.

The party scours each corner of the room.

EMMETT

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

LINA

What a waste.

EMMETT

How so?

LINA

Dead is dead. What difference does the size of the box they put you in matter.

Emmett ponders for a moment.

MAYA

I think I found it.

Maya pushes back a corner of the room where a small overgrown mass of vines reveals a small passageway. There is dried gray blood amassed on the thorns of the vine.

Lina chops away at the vines and the all enter.

INT. ANCIENT TOMBS, SECRET CHAMBER - DAY

They exit the passageway and find what appears to be a cave that lies adjacent to the tomb.

Maya grabs her nose.

MAYA

It's worse down here.

MORGAN

What's wor-

Morgan gags.

Everyone covers their nostrils.

LINA

There.

Across the chamber is they find the gigantic corpse of a Daemon, centered in a pool of it's own foul blood and being overcome by foilage and vines.

HARPER

Well, we know how they became  
Blighted.

[ Seq. 7 - Aiko questions the vault's guards and learns that one of them has been stealing goods and selling them on the black market. ]

[ Seq. 8 - Harper and the others discover a Daemon corpse along with Gregor, a Fallen Guardian who has been missing for several years. He appears deranged, having been living off of Daemon blood for several months. ]

INT. ANCIENT TOMBS, SECRET CHAMBER

EMMETT

(looking around)  
We're gonna need a clean-up crew to  
dispose of this and deal with the  
Blighted animals.

LINA

Hold on...  
(leaning down over the  
corpse)

She flashes a light on the body.

LINA (CONT'D)

Are those cut marks?

HARPER

It had to die someday. Probably  
from centuries ago.

EMMETT

(looking as well)  
No, she's right. Those are fresh.  
Someone recently sliced this thing  
open. How curious.

QUENTIN

Guys, do you hear that?

The party quiets and listens. A muttering noise comes from beyond a small rock formation.

MORGAN  
Is someone else here?

Harper draws her staff.

HARPER  
Stick behind me.

Harper pushes forward.

As they approach the rock formation, a figure walks out from behind it. GREGOR walks by, completely unaware of them.

GREGOR  
I must...I mussssttt. End. The end.  
The ending. Ending. It all ends.  
Stop. Stoop. STOOOP!

EMMETT  
Gregor?

The former Guardian stops and turns to them, taking notice of the party for the first time.

GREGOR  
Guests? What a pity.  
(to himself)  
They don't know the end is coming.

Harper notices Lina's fists clasped tight around her hatchet handles.

Harper shakes her head and Lina relaxes.

Gregor turns to Harper.

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

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 as 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. 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.

What? MORGAN

What? QUENTIN

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)

(MORE)

GREGOR (CONT'D)

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.