

## Tales of Dread

An action-packed supernatural adventure series about a wisecracking warlock/bar owner who keeps order in a city where supernatural beings and ancient curses lurk behind every corner.

FORMAT: Episodic (12 x 1 Hour)

Meet Germaine Dreadenhauer (aka Dread), a confident 32-year-old warlock. He is a loyal confidant to his patrons, and protector against all manner of supernatural villains, demons, witches and power-hungry sorcerers. He is the cool, silver-tongued owner of "Dread's Bar" - a funky retro hangout where not-so-regular folks and supernatural beings both come to unwind. In Dread's bar, danger and adventure are always only a cocktail away.

GENRE: Supernatural, Action Adventure

COMPARABLES: Supernatural meets Cheers

## Dread's World

An age-old prophecy tells of a child - a child born of a mystical order, who will be responsible for the outcome of the "Battle of the Veil". The Veil is a magical barrier that separates our world from the world of the Supernaturals. The mystical order of Warlocks are the sworn protectors of the Veil and the "Truce"; an agreement made between humans and Supernaturals.

The Truce is meant to prevent our worlds from colliding by preventing either side from infiltrating the other. There are forces on both sides who will stop at nothing to destroy the Truce.

The prophecy tells of a time when the foundations of the Truce and the separation of our worlds will be decided once and for all. They will be decided by the child of the prophecy.

That child's name is Germaine Dreadenhauer - but he likes to be called "Dread".

TODAY

Dread is now a confident 32-year-old warlock and the owner of a bar that bears his name. He doesn't need to look for danger, because all manner of occult trouble has a way of walking through his front door.

Of course, Dread can't do it all alone. Standing beside him are his friends and allies: Steve, a freshly bitten werewolf and Astor, a fledgling witch. In tough situations Dread turns to his uncle Labe, a retired warlock who spends most of his time watching daytime TV.

There's no crisis too trivial or mission too daunting for them to handle. Whatever the problem, Dread and his staff are ready to help. You'll always have Dread's ear and he's always got your back... as long as your bar tab is paid up.

Dread's simple days of slinging drinks and solving problems for his clients may be numbered, because his evil mother Victoria plots to return from otherworldly exile. The truth of Victoria's fate has been hidden from Dread his entire life, and her looming return will have cataclysmic consequences for our world.

At the center of "TALES OF DREAD" is Dread's Bar, a mystical keystone between the supernatural world and our own. It's bound by a centuries old truce that keeps the two worlds apart. However, there are forces at work in both worlds, seeking to profit by circumventing the truce. Other nefarious forces would like to see the truce abolished which will unleash literal hell on earth.

The conditions of the truce keep a tight lid on magical power in our world but Dread and Labe are tasked with the responsibility to maintain order. The lure of power, however, draws sinister characters to the bar like a moth to a flame.

Throughout the season Dread and his allies must rely on each other even more as the threats they face become more treacherous as Victoria's power grows. Romantic feelings emerge between Astor and Dread that complicate things, and new villains, monsters and spirits assert themselves hoping to benefit from a truce that is in jeopardy.

## 25 YEARS AGO

Victoria Dreadenhauer is an ambitious fiery-haired witch foretold to become leader of to an ancient mystical order called "The Guardians". Powerful witches and warlocks have gathered to witness her ascension. As she takes her throne, a frantic messenger interrupts the proceedings to reveal that the prophecy was misread. The new leader is in fact to be Victoria's infant son.

A scorned Victoria flies into a terrible fury, she casts a spell that disrupts the Veil itself, tearing a rift between worlds. Victoria harnesses an unholy power unleashed from the netherworld and begins murdering the senior warlocks. As she prepares a spell that will permanently destroy the Veil for all time, one of the surviving warlocks rises to oppose her; her older brother Labe who manages to subdue her. Fearing she is a danger to young Dread, Labe with tears in his eyes has no choice but to banish his sister Victoria to hellfire for eternity.

It falls to Labe to look after Dread - Victoria's now orphaned son.

## The Tone

The tone of Tales of Dread is defined by Dread himself and his attitude towards the sinister elements of his universe. Dread is cool. Most men would recoil in terror and descend into madness but in the face of

horror, Dread expresses his wunderkind and devil-may-care helpful attitude brimming with sarcasm. What would be horrifying to us is commonplace to Dread.

He is unperturbed, and unimpressed by lavish displays of dark power, yet still curious enough to explore and conscientious enough to help those in need. When discovering the existence of a supernatural rarity like an actual mummy or a vampire, his reaction would be of an enthusiastic fan boy (think Mulder - I want to believe).

Dread is a daring protagonist driving the action. Monsters will be scary, villains deadly and unrepentant but Dread's sense of humor and wry attitude permeates every aspect of the storytelling - we see the sinister world through his unphased eyes.

## The Story

Dread's everyday world is filled with mystery, danger and adventure, but the threat level grows less trivial and more sinister. Behind the scenes are the machinations of Victoria, Dread's mother, banished to hell a generation ago but determined to return.

In each episode, we will add to the mystery of who Dread is and the nature of his relationship with his lost parents. Why are there so many powerful and dangerous people suddenly intent on seducing Dread to the dark side? Why are so many around him being pulled into their own cursed traps? Is it hubris to wield power, or is there some grand design behind it all?

The true power governing Dread's world will be revealed in the arc of the first season and it will call into question whether Dread is a force for good - or a tool for something far more sinister!

The main connecting thread between each episode is Dread himself, whether he is front and center as the main protagonist of the episode, or whether he takes the backseat to a story presented before him. He will always be Dread - cocky, witty and never afraid - even when he should be.

Each episode will feature a standalone mystery or "monster/villain of the week" plot that will be resolved but the greater mysteries in Tales of Dread carry over from episode to episode, slowly expanding Dread's own mysterious past and unveiling a larger world than even Dread himself is unaware.

## The Main Characters

Dread

“Germaine Dreadenhauer is too long a name,” Dread explains. “It’s not fair to the people who have to say it.” Secretly though, Dread shortened his name as a teenager because, yeah, he got teased. Besides, “Dread” is way cooler, so he says.

Dread knows every trick in the book, every get-powerful-quick scheme, every deal-with-the devil plot, every way a Supernatural can trick someone or something into puncturing the Veil. It always comes at a cost though. Misguided people who are looking for shortcuts in the occult are Dread’s biggest pet peeve. Dread gets frustrated with people who accept a deal, make a wish, do a favor for something unnatural - because people never LEARN. But he won’t fail you. He won’t back down. Dread will do what it takes to set things right.

Even though Dread could fight dark magic with dark magic, he won’t. At least, not always. He calls it hypocrisy. However, if the situation demands it - he’ll always do what it takes. He will find a loophole in that contract, return an artifact to its rightful place, appease a vengeful spirit - believing that if dark sorcery is used, it’ll come at a cost, and Dread doesn’t want to find out what that cost may be.

Often it is power hungry humans who exploit and victimize powerful supernaturals to do their bidding. Dread sees these powerful spirits as innocents not to be trifled with. He would gladly step up to defend these spirits and creatures from humans. As Dread would say: “stop being dicks!”

Dread’s bar is a sanctuary where ghouls and monsters can be themselves and mingle with hipsters and regulars so long as they wipe their feet at the door and don’t eat anybody.

His bar is also home to a treasure trove of mysterious ancient artifacts, too powerful to fall into the wrong hands (or anyone’s hands). By keeping this power locked away, he’s helping preserve a world safer for humans and dark creatures alike.

## Astor

Astor is a no-nonsense, self-taught Wiccan. She’s made her mistakes and has now sworn to prevent others from making the same fateful mistakes that she has. She doesn’t share Dread’s light hearted and happy demeanor, Astor is the one who is always direct, always serious, and just may possibly secretly have a small crush on Dread. Though she’ll never admit it. How could she? It’s better that Dread thinks she’s too good for him.

Considerably more complicated than we originally gave her credit for, Astor is a runner who has nowhere to run. Raised as a military brat with a single father bouncing from base to base, the cumulative effect of never putting down roots has later led to a series of busted relationships with men.

Astor has what might be commonly referred to as "commitment issues." And that brings us to the traumatic events that made her a fugitive, where the solitude and constant suspicion of life on the run merged with her self-reliance and practicality to harden her beyond anything she ever imagined. An independent spirit who has problems with authority now finds herself falling in love with a man she cannot escape.

A powerful she-witch that doesn't have the same reservations about power that Dread does. She's an occasional ally to Dread but would jump at the opportunity for greater power and sometimes her own agenda conflicts with that of Dread and is not afraid to undermine him if need be.

Astor slowly unravels the depth of her own abilities, and as she grows, her loyalties become tested. Will Astor surrender to her own thirst for power - or will she finally accept the one thing she has been missing in her life - a family.

## Steve

Reliable, loyal and a werewolf. Dread has taken Steve under his wing and Dread's Bar is more of a home than any he's known in years. He is a slightly insecure character always aiming to please and to do the right thing - sometimes so blindly that even Dread is challenged by his unrelenting need for good.

Steve battles with the werewolf's curse, and before Dread he had no understanding of how to control it. For the first time since being bitten years ago, Steve is beginning to feel he may have some kind of a future.

## Labe

Gregarious, nit-picky Labe loves his corned beef sandwiches and an occasional cigar.

After Dread's Mom vanished, his Uncle Labe stepped in and raised him. He taught Dread about magic, but he didn't teach him everything. Labe felt that the days of powerful magic were behind them and that the great dark wizards are a thing of the past. Dread's future would be different, he wouldn't need to spend his life fighting.

Labe is the only person who knows the truth about Dreads origins and is reluctant to reveal anything. Labe makes appearances in each episode showing how and where Dread learned the skills he uses in each episode.

## Episodes

### COVEN

***A misguided coven member named Astor must enlist Dreads help to stop a supernatural menace that was released into the world by her power-hungry coven leader.***

25 YEARS AGO...

Deep in a dense forest outside of the city, our hero - Germaine Dreadenhauer races through the foliage with determination. He's a bar owner, a cynic, and a warlock. Oh, and you better call him "Dread". It's

business as usual for intrepid warlock, Dread - he hunts, captures and subdues a werewolf named Steve, hires him to work in his bar and introduces him to the supernatural world. Dread's bar is a safe haven; a sanctuary for all manner of the unknown. Steve fits right in.

The pleasantries don't last long for our heroes however - a coven of fledgling witches unwittingly open a portal unleashing an otherworldly horror on the city! When the sisterhood members turn up dead, coven member Astor turns to Dread for help.

Investigating the bizarre crime, Dread learns that this creature devours its prey by bringing the victim's worst fears to life. Dread consults Uncle Labe, a seasoned warlock, but he gravely warns Dread not to pursue this creature alone.

Dread, Astor and reluctant werewolf Steve must face their worst nightmares on order to stop this creature. They attempt to set a trap for the monster in the very mansion where it first emerged. The mansion becomes a virtual house of horrors as the creature unlocks the deepest fears of Dread and his friends bringing them vividly to life. Astor and Steve soon succumb to the creature's magic and are left paralyzed in fear. It is up to Dread to face this demon and overcome his deepest fears alone.

## HOME

***Steve, an insecure and disgraced werewolf, is led by Dread to the source of his werewolf curse and together they must stop a powerful gypsy woman from menacing the rest of Steve's family.***

Ghosts from Steve's troubled past resurface when the sheriff of his hometown discovers new evidence and implicates Steve in a brutal killing that occurred months before. Dread and Steve return to Steve's hometown, with Dread determined to exonerate his friend.

A full moon and suspicious bite marks surrounding the killing do little to ease Dread's mind about Steve's innocence. Even Steve's memory of that evening is foggy to say the least. Steve's family is cold and evasive, but suspicious behavior from Steve's brother James leads Dread to believe he may be hiding information that could exonerate him.

With a full moon looming Dread chains Steve, up in an old cabin, but when another murder occurs Dread believes another werewolf must be on the loose. Authorities tie forensic evidence to Steve and arrest him for murder and only Dread knows he is innocent. Dread soon uncovers evidence that actually ties the killing to James which means Steve's brother must also be a werewolf.

Dread and Steve track James to an old house inhabited by a Gypsy woman who is revealed to have some insidious hold over James. With a sinister twist of her amulet James and Steve transform into their lycan forms. They battle brother vs brother, wolf vs wolf. Dread must break the evil crone's hold over Steve and James or else the brothers will tear each other apart.

## DEATH HAUNT

***A suspicious ex-con must convince Dread of his innocence in order to complete a cursed adventure game that altered his reality when he was a child.***

A hostage crisis grips a small suburban home. Bug-eyed and intense, a paroled prisoner named Eddie holds a family at gunpoint demanding to speak to a man named Dread. When Dread arrives, Eddie tells him that a haunted video game from 1987 called "Death Haunt 4" has "stolen his life" and he is innocent of the crimes for which he is imprisoned. He claims to be from a parallel earth and that this cursed game somehow and stranded him in our world. In our world, he has been convicted for the killing of his younger sister, but Eddie swears he is not guilty.

Dread takes the man's claims seriously and offers his help in order to diffuse the situation. Eddie demands Dread track down a copy of "Death Haunt 4" but there is only one problem: The game doesn't exist - the software company went bankrupt after publishing Death Haunt 3. Eddie is adamant Death Haunt 4 existed in the world from which he came.

Dread revisits the crime that occurred 30 years ago in the hopes of finding Eddie's own copy of the game that may have followed him from his world. It's up to Dread to find a way to procure this otherworldly game in hopes it is the key to setting things right.

## WHEN DREAMS ATTACK

***When Dread meets a sleep deprived and terrified sleep researcher whose experiments unwittingly bring nightmares to life, Dread, Steve and Astor must team with Morpheus, the Lord of Dreams, to combat the Nightmare head-on in the land of dreams before the world's nightmares take over reality.***

A frantic sleep researcher bursts into Dread's bar rambling about a demonic presence haunting his dreams. He's convinced the monsters from the dream world are going to infect the waking world. Dread learns that this researcher's test subjects have all described seeing the same cloaked man in their dreams. It isn't long before Dread see's this man himself.

Dread tracks down the strange cloaked figure and confronts him. The man introduces himself as Morpheus the lord of dreams. Morpheus reveals that the researcher's bold experiments have unleashed a dark force that is infecting the world of dreams and he is being forced out of his own realm and now needs Dread's help to restore order.

Dread discovers that one of the researchers test subjects is in fact a known warlock, who covertly unleashed a kind of "dream virus" during an experimental sleep study. As the madness unleashed in this dream world infects more and more people, insanity is unleashed in this world and the warlock's power grows.

Dread and Labe must work with Morpheus to foil this warlock's plan and eradicate the darkness infecting the world of dreams.

## HOW I LEFT YOUR MOTHER

***A young and ambitious Labe and his supportive and curious sister Victoria are elected to represent the Warlocks in the upcoming Truce, but when Victoria is offered absolute power in exchange for supernatural freedom, Labe must try and stop her from committing to the forces of darkness before the entire Truce is compromised.***

Victoria, an ambitious witch and mother of infant boy named Dread has waited patiently for an ancient prophecy to transpire. She believes the ancient writings are about her and promise great power, but when otherworldly messengers arrive she is devastated to learn the prophecy is actually about her infant son.

Meanwhile her brother Labe, a powerful warlock prepares to negotiate a truce with an otherworldly council. In a selfish grasp for power she infiltrates the meeting and submits herself to become a sect leader which would grant her special powers but is humiliated when the council rebukes her. Twice Victoria has sought enhanced power and twice was spurned.

Labe is shocked by the sudden power-lust of Victoria begs her to be patient. He offers her a role at his side in negotiating the truce feeling this added responsibility will placate her. Victoria gratefully accepts, but her true colors are revealed when at the negotiations she unleashes a vengeful attack and kills brazenly kills a council member who mocked her.

The truce is shattered and war is declared. The crimes of Victoria are too grave to ignore and the messengers summon legions of netherworld hordes to invade the world and wreak destruction. Within 24 hours the truce will no longer be binding and literal hell will be unleashed in the world.

Labe must find a way to avert the apocalypse and approaches Victoria for help with a ruse that could outwit the messengers and exonerate her. However, when they gather before the council again, Labe instead exposes Victoria as the true culprit in order to regain the messengers trust. Betrayed, Victoria is banished for an eternity in hell.

Labe could not risk the integrity of the truce so he sacrificed his sister who had become a danger to peace on earth. As the shrieking Victoria is dragged to the netherworld, it falls to Labe to be the guardian of the truce and to raise the infant Dread himself.

## RE-POSSESSED

***When Dread is contacted by a local priest, he learns that the soul of his mother has possessed a young Bethany. Desperate, Dread must find a way to rescue Bethany and save his mother without losing both forever.***

Bethany pounds at the church's doors on a rainy night. A priest answers and Bethany crawls inside, frothing at the mouth. The priest is shocked as Bethany howls and growls, eyes ablaze. She is possessed. Finally, Bethany calls out to Dread before passing out.

Dread arrives to confront her. Skeptical Dread cannot help but be compelled as the possessed Bethany's pernicious words seem to have a ring of truth. Traditional exorcism has no effect. Dread ventures into a spiritual journey through the tortured psyche of Bethany. Dread is astonished when he comes face to face with the entity possessing her. The demon has assumed the form of Victoria; a beautiful scarlet-maned woman and Dread's deceased mother.



Dread doesn't believe the entity's lies and fights with all his strength to save Bethany. However, the entity's insidious words deeply trouble Dread causing him to falter and ultimately Bethany's soul is lost forever to the void. Dread has failed.

## THE COMTE DE. ST GERMAIN

***When Steve is abducted, a desperate Dread must go up against an ancient immortal, risking the balance of the Truce, to rescue his kidnapped comrade.***

Steve has vanished! Dread receives a ransom note instructing him to travel alone to a remote location. There he is blindfolded and transported to a hilltop mansion and greeted by an austere gentleman calling himself the Comte De St. Germaine.

The Comte is an immortal man who has lived for thousands of years and rubbed shoulders with kings and at times influenced historical events. He reveals a plan to "remedy the sickness of mediocrity". Humanity has become soft and complacent because men have had no predators to deal with.

The Comte reveals of chamber of nearly one hundred werewolves grown from Steve's DNA. He is growing an army of werewolves to unleash on the world and do his bidding, but he needs Dread's help. He swears that this army is not to destroy mankind but to challenge them and bring out the best in them.

He requires access to a type of magic that only Dread can help him obtain, and offers to release Steve only if Dread will assist him. Dread must outsmart this madman or he and Steve will be imprisoned forever.

## TWILIGHT FRIEND ZONE

***A reluctant Dread councils a romantically challenged vampire who must successfully seduce a woman by midnight or else succumb to a blood lust that will consume him for a century.***

Confirmed ladies' man Dread takes a romantically challenged vampire under his wing. While historically vampires have been known to be violent killers, in this day vampires balance their lust for blood with their lust for being insatiable lovers. One carnal urge balances the other.

For centuries vampires have managed to exist undetected in human society causing limited harm. Ralph is a vampire with no game; hopelessly emo and perfectly coiffed, Ralph patterns himself after the whiny millennial vamps of today. That just doesn't impress Veronica, the object of Ralph's desire.

As a result, Ralph's bloodlust is growing, making him a danger to humans and the society of vampires that wishes to keep a low profile. Dread plays wingman to help Ralph woo Veronica. But when Veronica falls for Dread instead, Ralph's is enraged and it's up to Dread to save his own neck.

## THE FARMER'S DAUGHTERS

***A macho Dread is caught in a time loop with a farmer and his beautiful daughters and must learn to confront his own sexism or be stuck in the loop forever.***

Dread's car breaks down on a remote highway and requires repair. Dread fortunately comes across an old garage owned by a gruff female mechanic named Shirley. Cocky Dread makes a few arrogant remarks that ruffles her feathers, but Shirley agrees to fix his car and directs him to an old farmhouse where he may get a hot meal and a bed.

The resident farmer is hospitable but has one rule: Dread can stay the night but must keep his hands off his four beautiful daughters. Late at night Dread is awakened by a tapping on the guest room door. It is Michelle the second eldest daughter against Dread's best efforts he succumbs to her advances. The farmer bursts in and discovers Dread in a passionate embrace with Michelle. The furious farmer discharges the barrels of a sawed-off shotgun, killing Dread.

Suddenly Dread is transported back in time to when he first entered the farmhouse and the scenario plays out again. This time Dread takes different actions but he comes to a different calamitous end when accosted by the youngest daughter. Again, he is transported back in time and it begins again.

Dread is in a sort of infinite time loop involving this farm house and the four ravenous daughters, and everything he tries to escape fails until he accepts his fate and truly falls in love with Michelle. He goes on to live out a full and fruitful life in the farmhouse with Michelle, and Dread grows to be an old man. He is surrounded by his children and grandchildren on his deathbed. After he dies he finds himself transported back to the old farmhouse, this time it lies abandoned and in ruins. The mysterious mechanic Michelle greets him with his newly repaired car. The less cocky Dread sincerely thanks Michelle for her work and heads back on the road.

## OVERPOWERED

***Feeling outgunned, Dread ignores Labe's warnings and uses the powers of darkness to tip the scales in his favor when a powerful warlock gravely wounds his friends, but the power corrupts Dread into becoming the darkness he was desperate to conquer.***

Dread is enraged when Steve is hurt when a warlock heretic targets supernaturals in an act of terror. When Dread attempts to combat this warlock, he is easily overpowered by an unfamiliar brand of dark magic. When Dread begs Labe to better prepare him for this new threat, Labe firmly forbids Dread from exploring dark magic and urges patience.

Not heeding Labe's warnings, Dread defiantly delves into forbidden scrolls of dark magic to combat this new threat. This new brand of magic seduces Dread and things that were once impossible become easy. Using his new skills, Dread casts a spell and peers into a cosmic keyhole to discover the true civilian identity of the warlock.

Malcom is a nerdy middle-aged software developer, toiling unnoticed in his office cubicle. A decade of complete anonymity in this firm is disrupted when a brazen Dread storms the office and attacks Malcom

with a flurry of fierce magic. Stationary, paper and laptop shrapnel fly everywhere when Malcom's cubicle is obliterated. Malcom's demeanor changes and he fends off Dread's next wave of attack with powerful magic of his own. Malcom is exposed at the warlock heretic. Malcom manages to fight off Dread and escape.

It becomes a game of cat and mouse as the experienced Malcolm bests Dread again and again. Finally, Malcom takes the fight back to Dread in a sickening attack on the bar and Astor is gravely wounded. Astor's injury awakens a fearful power in Dread and he unleashes a furious vengeful rage against the heretic horrifying everyone around him. Malcom doesn't get a moment to beg for mercy as Dread's final assault is a fatal one.

The threat is gone, but Dread and his friends are deeply disturbed by the vengeful fury that had overtaken Dread. Disgusted by what he has become, Dread begs for Labe's forgiveness and recommits himself to his teachings.

## VICTOR, VICTORIA

***When a concerned Labe discovers that Dread's thirst for dark power is growing, he must stop Dread before he is completely lost to evil, like his mother before him.***

Dread has a recurring dream of his friends in anguish as they are engulfed in otherworldly fire. Dread becomes convinced that these dreams foretell future events and he is determined to stop it from becoming reality.

He covertly infiltrates Labe's secret archive to access a forbidden book that is chained shut. He unlocks the book and casts an incantation. His wall opens up like a portal revealing a dark forest on the other side. Dread steps through. Within this forest, he discovers a solitary cabin, inside the cabin there are two chairs. A shadowy figure sits in one and beckons Dread to sit in the other.

The shadow reminds Dread of the truce and that he is currently in violation of it. Dread explains his premonition. The shadow offers Dread a vial and he proceeds to drink it.

Dread is instantly changed. He is imbued with new power and he enjoys it. It changes his demeanor in how he interacts with friends and deals with problems. Labe suspects that Dread has again delved into dark magic like Victoria before him and confronts him.

Dread's power is consuming him and in a moment of clarity he summons the shadow to recant on his deal, but it is too late and Dread realizes he must banish himself to the netherworld to protect his friends. Refusing to allow Dread to face the same fate as his mother, Labe sacrifices himself to break the dark pact the Dread has made saving him from damnation.

Dread realizes that his premonition had come true, but that it was his own power lust that brought about calamity. As Labe dies Dread finally understands the true cost of dark magic and steels his resolve to protect against it at all costs.

## DREAD'S BAR

***Dread is astonished when Victoria returns to life in the flesh, but when he refuses her demands to break the Truce, she brings about plagues and curses onto the city - forcing Dread to choose between saving his mother, or saving the world.***

A grieving Dread discovers mysterious scrolls when looking through the belongings of his recently deceased uncle Labe. He discovers a spell that could open a portal to his lost mother. Convinced he can reform her, Dread brazenly defies the truce to try and save Victoria. Dread is astonished when the portal is opened and Victoria steps through not having aged a day.

Dread's joy at is short lived when Victoria's aloof and distant demeanor has him questioning her motivations. Dread's friends tell him to give her time and that he's over reacting but when Dread discovers Victoria in covert discussions with Baxter he confronts her. She reveals her plan to exploit dark magic unencumbered by the truce and offers Dread a place in power alongside her in exchange for his allegiance.

Dread plays along to see if he can influence her, but Dread becomes convinced that her corruption is irreversible. He must decide between endangering his world and opposing his mother at all costs.