

**LEGO TITAN**

EP 114: "Mr. SANDMAN, BRING ME A DREAM"

Written by

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**INT. SHADOWKEEP - THRONE ROOM - DAY**

The NIGHTMARE KING gazes through the headpiece of his staff... spying on LOGAN and the DREAM CHASERS through the hat as SNEAK, SNIVEL and SUSAN bicker in the background.

1 NIGHTMARE KING 1  
Quiet, you fools! I'm trying to hear what  
the Dream Chasers' next move is...

The Nightmare King peers closer. We ZOOM IN ON THE POV --

**INT. CITY MIDDLE - CAFETERIA - CONTINUOUS**

2 MS. PUTNAM (O.S.) 2  
Next!

LOGAN takes the stage in the cafeteria. A banner decorated with Halloween imagery behind him reads - FALL CARNIVAL AUDITIONS.

MS. PUTNAM, the LIBRARIAN, and COACH JEFFREYS stand expectantly with clipboards in hand. When Coach looks up to see Logan, he smirks.

3 COACH JEFFREYS 3  
Time out... you're auditioning for the  
carnival main stage?!

4 LOGAN 4  
Can't have a block party without some  
sick beats, Coach...  
(plugs in his phone)  
Now, get ready to have your faces melted  
by the musical mastery of DJ LOGANATOR!

Logan picks up the microphone. Hits play on his phone --

**CROSS CUT THE SHADOWKEEP** -- Teeth-clenching EDM beats BOOM out of the Nightmare King's staff! We hear Logan improvising lyrics and noises...

The Nightmare King painfully grabs his ears! SNEAK, SNIVEL and SUSAN can't help but dance a little as we --

**INT. CITY MIDDLE - HALLWAY - DAY**

Logan's "music" THUDS out from behind the closed cafeteria doors. WIDEN OUT TO REVEAL -- Mateo and Cooper exchanging skeptical looks as they wait in the hall.

5 COOPER 5  
(shrugs)  
Hey man, everyone's gotta have dreams...

A LOCKER SLAM causes Mateo to glance over and see ZOEY hastily gathering her books.

6 MATEO 6  
You gonna audition?

7 ZOEY 7  
Do I look like someone who auditions?

8 IZZIE (O.S.) 8  
You look like someone who--

Zoey pivots to glare at Izzie as she comes bounding up.

9 ZOEY 9  
Don't.

Izzie's mouth hangs open. She WANTS to continue that thought. The look on Zoey's face convinces her otherwise.

Logan bursts out of the cafeteria door.

10 LOGAN 10  
Totally nailed it.

Coach Jeffreys emerges right after. Still wincing and rubbing his ears.

11 COACH JEFFREYS 11  
I wouldn't hold your breath, champ.  
(looks to the others)  
Anybody else wanna audition?

Mateo glares at Zoey. She shakes her head.

12 ZOEY 12  
Look, just because some people want to  
share their dreams with the world,  
doesn't mean everyone wants to. You of  
all people should know...

As Mateo watches Zoey head out, he catches sight of his own comic artwork adorning the CARNIVAL POSTERS.

Coach Jeffreys shrugs. Heads back inside the cafeteria.

13 LOGAN 13  
Don't sweat it guys. I'll practice my  
skills tonight. Show Coach I can DJ with  
the best of them.

14 MR. OZ (O.S.) 14  
No time for extracurricular shenanigans,  
gang...

The kids turn to see Oz arrive in a bluster. Arms full of papers.

15 MR. OZ (CONT'D) 15  
 Tonight we're finally tracking down the  
 Sandman... Meet me at the Landing, and  
 don't be late! I'll explain everything...

As Oz shuffles off, the kids turn to each other. Logan  
 looks bummed.

16 LOGAN 16  
 You guys ever think about going back to  
 having normal dreams? Like, just being a  
 regular kid again?

17 COOPER 17  
 What, and forget about being Dream  
 Chasers?

18 MATEO 18  
 Look, we just gotta fix the hourglass and  
 put a stop to the Nightmare King. We're  
 so close! Now that Mr. Oz knows where the  
 Sandman is, I bet it's gonna be smooth  
 sailing from here on out...

Mateo smiles reassuringly as we SMASH CUT TO --

**INT. OZ'S SHIP (DREAM WORLD) - DAY**

ALARM BELLS WAIL! Sparks fly. OZ and ALBERT man the  
 controls, blasting away at the --

SHARKFACE AIRSHIP pursuing them as NIGHT TERRORS streak  
 out towards the ship...

IN THE CABIN -- MATEO, IZZIE, COOP, LOGAN and ZOEY brace  
 themselves.

19 IZZIE 19  
 Is this your idea of smooth sailing?!

20 MATEO 20  
 How did they find us so quickly?!

We see the HAT on Logan's head. He YELPS as Albert  
 punches the thrusters... Diving...

21 ALBERT 21  
 Hang on!

22 LOGAN 22  
 Bro, where the heck are we headed?!

23 MR. OZ 23  
 The Murky Realm!

The where?!

ZOEY

The ship shudders as Oz blasts a few more Night Terrors.

25 MR. OZ 25  
With Zoey's help, I was able to decipher  
the musical clue from our dearly departed  
friend Jim the Yeti. I realized it was a  
SIREN SONG... only sung by the fabled  
sirens of the Murky Realm. It must be the  
location of the Sandman's Tower!

AHEAD -- the kids see the vibrant edges of the Dream World disappear in a pea soup-like fog.

26    ALBERT    26

Good god man! Stop yammering and keep  
shooting! We're surrounded!

BOOM! The control panel sparks! The ship lurches! The gang SCREAMS! Logan grabs Izzie's hand. Realizes what he did. Screams again!

27 MR. OZ 27  
Too late! Brace yourselves!

Mateo trades a worried look with his friends as the ship  
plummets and we CUT TO --

**INT/EXT. SHARKFACE AIRSHIP - SAME**

The unruly crew of NIGHTLINGS scramble about under the watchful eye of the NIGHT HUNTER.

28 NIGHT HUNTER 28  
C'mon you pathetic excuses for bad  
dreams! We've almost got them now!

**ON THE MAIN DECK** -- The NIGHTMARE KING grips the railing. Peers out... His expression darkening.

|    |                |    |
|----|----------------|----|
| 29 | NIGHTMARE KING | 29 |
|    | Stop...        |    |
|    | (louder)       |    |
|    | STOP I said!   |    |

Unruly CREW hesitates.

30 NIGHT HUNTER 30  
Well come on then! You heard his Royal  
Scariness! Full stop!

The crew scrambles over themselves to stop the ship as the Hunter approaches the Nightmare King.

31 NIGHT HUNTER (CONT'D) 31  
Why are we stopping?

The Nightmare King points... we see the fog of the Murky Realm ahead...

**EXT. MURKY REALM - DAY**

Oz's ship plows through the murky atmosphere. Little floating islands emerging out of the fog... the ship barely avoiding them... engine cutting out before finally sputtering to a rough landing atop a swampy little island amidst an endless expanse of opaque grey...

**INT. OZ'S SHIP - MOMENTS LATER**

Dazed and shaken, the kids peer fearfully out at the foggy ether surrounding the ship.

32 MATEO 32  
Everyone okay?

A few uneasy nods.

33 COOPER 33  
What are we supposed to do now?

Albert enters the cabin from the rear compartment, coughing, wafting smoke away, covered in oil.

34 ALBERT 34  
Engines are spent, wing has been torn to pieces... hate to break it to y'all but we're not doing anything til those get repaired.

35 LOGAN 35  
(sarcastic)  
Got any more bad news?

Oz turns from the instrument panel to face the kids.

36 MR. OZ 36  
The Nightmare King didn't follow us...

37 ZOEY 37  
Uhhh, that sounds like good news. What am I missing here?

38 ALBERT 38  
Young lady, legend has it the Murky Realm is where everything is forgotten and dreams go to die. So...

39 MATEO 39  
If the Nightmare King didn't follow us,  
the legends must be true.

40 IZZIE 40  
(sarcastic)  
Awesome...

41 MR. OZ 41  
(realizing)  
Being forgotten is the one thing he  
fears...  
(then)  
It's a perfect place to hide really.  
Look...

Oz points out the cockpit window...

**IN THE DISTANCE:** The Sandman's tower. A rocky island  
reefed in fog, dunes of Dream Sand cascade off. The tower  
sits atop. A shining beacon in the gloom.

42 MR. OZ (CONT'D) 42  
Our best bet is to fix the ship and get  
to the tower before the Murky Realm  
exact its inevitable toll and we begin  
to forget the very things that make us  
who we are...

Oz turns to the kids and puts on a smile.

43 MR. OZ (CONT'D) 43  
Now, who wants to get out there and help  
with the repairs?

**EXT. SHARKFACE AIRSHIP - DAY**

The Nightmare King turns from the railing of the ship as  
the Night Hunter approaches.

44 NIGHTMARE KING 44  
Do you know what lurks in there?

45 NIGHT HUNTER 45  
I've-- I've heard the stories, Your  
Ghastliness... what would you like to do?

The Nightmare King struggles to contain a manic fit of  
laughter.

46 NIGHTMARE KING 46  
What would I like to-- I'd like to cross  
into the Waking World! But I can't  
because the Boy and his Blob have  
disappeared into the Murky Realm!  
(grows sinister)  
(MORE)

NIGHTMARE KING (CONT'D)  
 My plans are now in jeopardy... Unless  
 you find the Blob and bring him to me.  
 Understood?

The Night Hunter gazes out at the Murky Realm...

**INT/EXT. OZ'S SHIP - MURKY REALM - LATER**

Cooper tinkers with the damaged control panel while Logan  
 grooves nearby, phone in hand, music blaring out...

Mr. Oz storms out of the rear compartment.

47 MR. OZ 47  
 Logan!! I'm trying to work here...

Logan sulks. Pulls out his headphones and puts them on.  
 Silencing the annoying music.

Oz turns to help Cooper with the panel. Oz pauses his  
 work, cocks his head --

48 MR. OZ (CONT'D) 48  
 Logan! I said turn off that--

Oz glares at Logan... who still has his headphones on.  
 Rocking out. Totally oblivious.

49 MR. OZ (CONT'D) 49  
 --music...

Cooper notices too. Strains to listen... we hear a  
 BEWITCHING MELODY echo out and CUT TO --

**OUTSIDE ON THE WING** -- Albert works on repairing the  
 damaged wing. He looks up to see Mateo, Z Blob, Izzie and  
 Zoey gathered on the edge, looking out at the fog  
 beyond...

50 IZZIE 50  
 It's so... Murky.

51 ALBERT 51  
 No telling what's out there so watch  
 where you step - I don't have time to  
 babysit.

52 ZOEY 52  
 Then what are we doing out here?

53 ALBERT 53  
 You're supposed to be helping. Mateo,  
 give me a wrench.

Mateo backs away from the edge. Turns to Albert.



54 MATEO 54  
I... don't have one.

Albert frowns.

55 ALBERT 55  
Son, you're a dang dreamcrafter.

56 MATEO 56  
(chuckles)  
Right...

Mateo reaches for his hourglass. Hesitates. Smile fading.

57 IZZIE 57  
What's up brosephus?

58 MATEO 58  
I-- I can't remember how to dreamcraft...

Albert looks up from his work. Sees Mateo gazing out into the foggy ether. Albert's expression grows dark...

59 ALBERT 59  
The effects of the Murky Realm are taking hold... We need to hurry!

60 ZOHEY 60  
Albert, relax man. Just listen...

Albert shoots a worried look over to --

ZOHEY AND IZZIE... gazing out into the fog. A far away look in their eyes as they strain to listen and we --

**CUT TO THE COCKPIT** -- Logan, totally clueless as he jams out. Doesn't see --

Coop and Oz drift to the door of the ship, totally transfixed. As they converge at the door, we SEE OMINOUS SHAPES dart past in the fog outside...

61 COOPER 61  
What are they?

62 MR. OZ 62  
I read about this, but now I... I can't remember...

Cooper opens the door to the ship, revealing --

A MERMAID-LIKE CREATURE "swimming" in the fog and beckoning for them to follow. This is a SIREN.

**CROSS CUT TO THE WING** -- As Mateo and Z Blob drift closer to the edge of the wing, transfixed by the same serene melody...

Albert springs up and bounds across, but gets his foot stuck in a hole in the wing! He yells in frustration.

63

ALBERT

63

Mateo!

**BACK IN THE COCKPIT** -- Logan finally looks up to see Oz and Coop about to follow the siren into the fog. He yanks off his headphones --

64

LOGAN

64

Yo! Where do you think you're--

But the siren song reaches his ears. Instantly transfixing him too.

Logan drifts towards the door... headphone wire going taught... finally unplugging from the phone on his seat and --

ANNOYING EDM BLARES OUT!! Overpowering the siren song. Startling everyone back to their senses. Oz and Coop immediately halt.

**BACK ON THE WING** -- The EDM beats echo out... shattering the serene vibes. Everyone snaps out of their daze. Izzie shoots a look to Mateo and Z Blob but --

They are teetering on the edge, about to fall and...

Mateo steadies himself! Looks down into the fog to see the beautiful siren... which suddenly --

LEAPS UP out of the fog AND SNATCHES Z BLOB!

65

MATEO

65

Zeeee!

Mateo doesn't hesitate. Leaps into the fog, disappearing in the murk.

66

IZZIE

66

We gotta go after my brother!

Izzie pulls out her Bunchu plushie. Prepares to dreamcraft. But the determined look on her face vanishes.

67

ALBERT

67

You all are forgetting. Forgetting what makes you Dream Chasers...

Zoey grumbles. Then pushes past a stunned Izzie and dives into the fog after Mateo as we CUT TO --

**EXT. MURKY REALM - FOG - DAY**

Mateo leaps from one rocky island to another, enveloped in a dense fog. Desperately scanning the scraggly trees that loom up out of the murk like ghosts.

68 MATEO 68  
Zeee?! Z BLOB WHERE ARE YOU?

He hears a strange SUCKING sound. Teo rushes past a stand of swamp trees to find --

**A CLEARING...** And as the fog parts, he discovers a SIREN hunched over Z Blob... IT'S FEEDING ON HIM...

69 MATEO (CONT'D) 69  
Hey! Get your hands off my--

But when the siren turns to face him, Mateo sees it has transformed into a HIDEOUS MONSTER with fangs and claws.

Gulp... Mateo hesitates... then sees several OTHER HIDEOUS SIRENS emerge from the fog... surrounding him. Mateo stands his ground. Fear etched across his face... The Sirens poised to attack and --

TIME SLOWS... and begins to rewind as ZOEY streaks through the murk, grabbing Mateo and Z Blob...

TIME RESUMES... the sirens about to pounce, but Mateo and Z Blob are standing safely with Zoey.

70 MATEO (CONT'D) 70  
What do we do now?

The sirens hiss at the kids! And begin to dart forward!

71 ZOEY 71  
(unslings her bow)  
Fight...

FFWIIP! FFWIIP! Arrows streak through the fog. Taking out a few Sirens. Zoey's skill on full display. Making the Sirens think twice.

But she quickly runs out of arrows... The Sirens begin to rally... their BEWITCHING SONG filling the air.

Mateo reaches for his hourglass. Fights the effects of the song. A daze creeping over him....

72 MATEO 72  
We... we gotta do something to overpower the siren song... Zoey...

73 ZOEY 73  
I can't...

74 MATEO 74  
Now's not the time to be shy about your  
music! You gotta play something loud!

75 ZOEY 75  
No, I mean I can't remember how!

**EXT. OZ'S SHIP - MURKY REALM**

Oz gathers the other kids with Albert at the wing as they survey the fog. Logan's music echoes out from his phone.

76 ALBERT 76  
Do we have to listen to that infernal  
racket?!

77 MR. OZ 77  
That *infernal racket* might be the one  
thing dispelling the siren song.

78 LOGAN 78  
Oh snap! See, Mr. Oz knows a banger when  
he hears one.

79 MR. OZ 79  
Albert, can you repair the ship on your  
own?

Albert glances down to see the SHIP IS SLOWLY SINKING  
INTO THE MURK...

80 ALBERT 80  
Logan's music may be able to hold off the  
Sirens, but it won't delay the effects of  
the Murky Realm. If we don't get out of  
here, there may not be a ship to repair.

81 IZZIE 81  
Then what the heck are we waiting for?!  
Let's go!

Oz nods solemnly at Albert. The gang prepares to  
disperse. Logan hands Albert his phone.

82 ALBERT 82  
Young man, I couldn't-- wouldn't want to  
deprive you of your, ah, *sick beats*.

Logan whips out an old school BOOMBOX covered in  
stickers.

83 LOGAN 83  
S'all good bro. I always bring back up.  
It's a DJ's sworn duty to make sure the  
party don't stop.  
(MORE)

LOGAN (CONT'D)

Now, while we're gone, you can listen to  
my hottest new track - Infernal Racket!

Logan hits play. Leaves Albert grimacing as the group  
heads out, music blasting out of the boombox.

**EXT. MURKY REALM - MYSTERIOUS ISLAND - DAY**

Mateo, Z Blob and Zoey flee blindly through the fog,  
leaping to a mist-shrouded island dotted with strange  
trees.

He glances at Zoey who has a look of panic on her face.

84 MATEO 84  
It's gonna be okay, we'll find Oz's ship--

85 ZOEY 85  
Teo, I've forgotten how to play! I've  
forgotten the thing that makes me, me...

86 MATEO 86  
Look, I know how much music means to you  
but right now--

87 ZOEY 87  
It's not just about the music! You don't  
understand...

88 MATEO 88  
I'm trying! But you don't share anything  
with anybody! You don't let anyone get  
close enough to understand--

89 OLD BLIND LADY (O.S.) 89  
I understand, child...

Zoey and Mateo pivot to see a LITTLE OLD BLIND LADY  
waddle out of the mist, carrying a lantern and cane. A  
hooded cloak casts her features in shadow.

90 MATEO 90  
Stay back! Who are you?!

91 OLD BLIND LADY 91  
Someone who can help... Come, quickly  
before the sirens get you. Or worse...

Mateo trades a look with Z Blob. He shakes his little  
blob body. Doesn't like the look of this new arrival.

92 MATEO 92  
Uhhh, no thanks lady. I think we'll be  
going--

93

OLD BLIND LADY

93

Suit yourselves. But when you forget all  
the little pieces of yourself, don't come  
crying to me.

She turns and waddles off into the mist. The glow of her  
lantern receding in the murk.

Zoey trades a look with Mateo and turns to follow. Teo  
grabs her.

94

MATEO

94

What are you doing? We've got to get back  
to the ship!

95

ZOEY

95

The Hunter took the song my mom used to  
sing to me and twisted it. Just to taunt  
me. The only thing I have left of her now  
is a dream where she...

(beat)

Teo, I can feel myself forgetting that  
dream. I'm forgetting how to play. I'm  
forgetting all the little pieces of me.

She looks at the retreating form of the Old Lady.

96

ZOEY (CONT'D)

96

I'm not gonna let that happen.

She heads into the murk. Mateo grapples with a decision.  
Glances back to see the ghostly forms of the SIRENS  
beginning to close in... and then chases after Zoey.

As the Sirens converge and continue their pursuit --

FFWIIP! FFWIIP! They are cut down in a hail of crossbow  
bolts...

THE NIGHT HUNTER swoops down from one of the trees. He  
walks forward, scanning the murk. Then pauses...

ON THE GROUND - a ring of DREAM RUNES, carved into  
stones, borders the mysterious island...

### **EXT. SHARKFACE AIRSHIP - DAY**

The Nightmare King gazes at the runes through his  
staff... Susan approaches.

97

SUSAN

97

The Hunter hesitates...

98

NIGHTMARE KING

98

He is being cautious...

99 SUSAN 99  
Because he is weak.

He gazes through the staff again...

100 NIGHTMARE KING 100  
Because there's something worse than  
forgetting your dreams: Getting trapped  
in them...

We linger on the image of the Dream Runes as we FADE TO --

**EXT. MURKY REALM - MYSTERIOUS ISLAND - LATER**

We're CLOSE ON the dream runes... WIDEN OUT TO REVEAL --

OZ and the others emerging from the murk to stand before  
runes. Coop bends down to examine them.

101 COOPER 101  
Is this a warning? To keep people out?

102 MR. OZ 102  
I think this is here to keep something  
in.

Logan sets the boombox down. Wipes a glob of Z Blob goo  
from the ground.

103 LOGAN 103  
Yo, they definitely came this way...

Izzie bravely steps forward.

104 IZZIE 104  
Then let's get this show on the road.

**EXT. MURKY REALM - MYSTERIOUS ISLAND - DAY**

Zoey chases after the bobbing light from the Old Woman's  
lantern as it retreats through the mists.

105 MATEO (O.S.) 105  
Zoey! Wait!

She glances around the murky landscape, lost in the fog.  
Just silhouettes of scraggly trees around her.

Then she hears it... the faint sound of a GUITAR... Zoey  
strains to listen... eyes going wide with recognition!

Zoey takes off in the direction of the music.

MOMENTS LATER -- Mateo and Z stumble through. No sign of  
Zoey...

106 MATEO (CONT'D) 106  
 (to Z on his shoulder)  
 What do you think bud, where'd she go?

Z Blob gestures... Mateo catches a glimpse of a light bobbing through the distant fog.

**EXT. MURKY REALM - WITCH'S CAMP - DAY**

Mateo stumbles through the fog and scraggly trees, emerging into a clearing where he finds a small fire burning... an iron cooking pot bubbling...

And built into the surrounding trees, shelves upon shelves crammed with GLASS JARS AND BAUBLES... each one radiating with misty energy.

107 OLD BLIND LADY (O.S.) 107  
 Glad you decided to join me...

Mateo pivots to find the Old Lady standing near the fire. Her hood comes off. He can finally see that she is blind.

108 OLD BLIND LADY (CONT'D) 108  
 I'm stuck on this island because of my...  
 condition. So I don't see many visitors.

109 MATEO 109  
 Wait... you're blind...

110 OLD BLIND LADY 110  
 I still have ways to see what I want...

111 MATEO 111  
 What did you do with my friend? Where's  
 Zoey?

Mateo's eyes keep darting to the radiant jars in the shelves all over the camp.

112 OLD BLIND LADY 112  
 Come, look for yourself...

**EXT. MURKY REALM - MYSTERIOUS ISLAND - DAY**

Zoey follows the sound of the GUITAR echoing through the mist... emerging from the fog to find another small clearing. A dead end. Nothing here.

113 ZOELY 113  
 Where is that music coming from...

She turns to double back, only to see THE HUNTER emerge from the fog and into the clearing. Tracking her.



114 NIGHT HUNTER 114  
You and your music...

Her eyes narrow... doesn't say anything. Just howls with anger and charges forward... Fighting the Hunter... manipulating time... battle raging all over the clearing.

Even without her arrows, Zoey's a force to be reckoned with. But the Hunter is better...

He finally gets the upper hand. Has her dead to rights, crossbow aimed...

115 ZOEY 115  
Go ahead... what else are you gonna take from me?

116 NIGHT HUNTER 116  
That's the thing with your generation: Thinking everything's always about you.

He lowers his crossbow.

117 NIGHT HUNTER (CONT'D) 117  
I got news for you kid, I'm not here for you...

Hunter leaves Zoey on the ground. Retreats into the fog. She growls. Springs up and is about to chase after when the little clearing ALIGHTS WITH A STRANGE GLOW...

The sound of GUITAR grows louder. Zoey spins to see the clearing take on the murky appearance of a --

**PARK** -- A hazy scene materializes before her eyes: a YOUNG MOTHER sits in the grass, playing guitar to a CHILD... Zoey's jaw drops...

118 ZOEY 118  
Mom?

Zoey steps forward into the ghostly fog-shrouded dream...

**EXT. MURKY REALM - WITCH'S CAMP - SAME**

... as the Old Woman plucks a JAR from a shelf and it ALIGHTS WITH ZOEY'S DREAM INSIDE... Mateo gawks at it. Fascinated. Hears the melody faintly echo out.

119 MATEO 119  
Is that... Where did this come from?

120 OLD BLIND LADY 120  
Oh, let's just say forgotten dreams have a way of winding up here... Look --

The fog around Mateo swirls, taking on the appearance of--

**MATEO'S LIVING ROOM** -- Faint and hazy... but Mateo immediately becomes transfixed by the sight of an ART SET and EASEL with a birthday bow on top and a YOUNGER MATEO...

A festive banner reads: *HAPPY BIRTHDAY, MIJO.*

Mateo steps forward into the dreamy scene, merging with the younger version of himself.

|     |  |     |
|-----|--|-----|
| 121 | MATEO  | 121 |
|     | I remember this... this was my first art set. This was the first time I drew-- |     |

We watch Mateo draw a crude little Z BLOB...

The real Z Blob grunts. Trying to get Mateo's attention. Mateo just smiles serenely. Lost in the experience.

|     |                                    |     |
|-----|------------------------------------|-----|
| 122 | MATEO (CONT'D)                     | 122 |
|     | Why are you hoarding these dreams? |     |

|     |  |     |
|-----|--|-----|
| 123 | OLD BLIND LADY   | 123 |
|     | Hoarding them? Goodness no, I'm protecting them! I prevent them from being forgotten by making them nostalgic. Comforting, even. Now you can revisit these memory dreams, time and time again... You'll see why... |     |

Z Blob grows worried as Mateo falls under the spell of nostalgia.

#### **EXT. MURKY REALM - MYSTERIOUS ISLAND**

Izzie bounds through the fog. Catches sight of a fleeting light.

|     |                               |     |
|-----|-------------------------------|-----|
| 124 | IZZIE<br>(calling out)        | 124 |
|     | Guys! I see something ahead-- |     |

She jogs forward, only to see the swirling fog begin to transform into --

**MATEO AND IZZIE'S BEDROOM** -- Just impressions really... Hazy and faint, but Izzie immediately recognizes it.

|     |                |     |
|-----|----------------|-----|
| 125 | IZZIE (CONT'D) | 125 |
|     | My room...?    |     |

On her bed is a plushie with a bow on it and a note.

126 IZZIE (CONT'D) 126  
Mr. SharkyJaw!

She rushes over to it. Picks up the note.

127 IZZIE (CONT'D) 127  
OHMIGAW, I remember this... my mom got me  
SharkyJaw before my first dentist  
appointment. Because she couldn't go with  
me. Every time I lost a baby tooth I put  
it inside...  
(realizing something)  
Guys. This is a memory dream...

She turns around but Oz, Logan and Cooper are not behind  
her. Just more disorienting fog.

128 IZZIE (CONT'D) 128  
Guys?

She turns back to her memory dream and her expression  
darkens... THERE'S A SHADOWY FIGURE IN THE CORNER.

129 IZZIE (CONT'D) 129  
Mom...

130 MYSTERIOUS WOMAN (O.S.) 130  
Do you like your present, Izzie? I'm  
sorry I couldn't be there...

The figure comes forward... a young MYSTERIOUS WOMAN. But  
there's something unsettling about her.

131 MYSTERIOUS WOMAN (CONT'D) 131  
But you can revisit this moment whenever  
you like. I promise I'll always be here  
now...

Izzie is shocked in place. Trying to process...

132 IZZIE 132  
No... this isn't right. You... you aren't  
my mom. You don't belong in this dream!

The smile on the Mysterious Woman's face melts... as does  
her disguise... revealing THE OLD BLIND LADY.

Izzie screams! Drops SharkyJaw! The hazy dream scene  
around her immediately dissolving back into fog.

Izzie glances around... realizes she's in the foggy  
clearing all alone again. She turns to leave and  
discovers CREEPY VINES have tried to grow around her  
legs.

She kicks them loose and flees the foggy clearing.

**EXT. MURKY REALM - WITCH'S CAMP - SAME**

Mateo still smiles serenely as he draws Z Blob. He looks up from his work to see the MYSTERIOUS WOMAN cloaked in shadow, standing in the corner of the room watching.

133 MYSTERIOUS WOMAN 133  
You see... You can come here every night.  
Draw whatever you want. This is just for  
you. And no one else. Isn't this nice?

134 MATEO 134  
Yes... wait, no. This isn't right.

135 MYSTERIOUS WOMAN 135  
What do you mean, sweetie?

136 MATEO 136  
My mom always encouraged me to show my  
drawings... I almost forgot... but she  
wanted me to share my art. Not keep it to  
myself.

Mateo stops drawing. The hazy dream begins to waver. The Mysterious Woman begins to waver too... her disguise falling away to reveal the Old Blind Lady scowling.

137 OLD BLIND LADY 137  
Fine! Have it your way!

And the dream scene is DISPELLED... falling away to reveal Mateo and Z Blob standing back in the Witch's Camp. The Old Blind Lady standing near the bubbling pot, still scowling.

138 OLD BLIND LADY (CONT'D) 138  
But you'll change your mind next time.  
You'll see.

139 MATEO 139  
Lady, there isn't gonna be a next time,  
I'm never coming back here!

140 OLD BLIND LADY 140  
Dear, you're never going to leave...

Mateo tries to move. Realizes he's ensnared in swampy vines that have grown up around his legs... He reaches for his hourglass at his side, only to realize it's --

Across the room. Sitting on a shelf amidst the Old Lady's jars and baubles. Mateo glares at the woman.

141 MATEO 141  
Why are you doing this?!

142 NIGHT HUNTER (O.S.) 142  
Because she's trapped here...

Everyone turns to see the Hunter slowly enter the camp.

143 NIGHT HUNTER (CONT'D) 143  
Putting herself in these dreams is the  
only way she won't be forgotten.

The Old Lady growls.

144 OLD BLIND LADY 144  
You... you're not welcome here!

145 NIGHT HUNTER 145  
Who's gonna make me leave? You?

She suddenly chuckles.

146 OLD BLIND LADY 146  
A few things have changed since last time  
we saw each other.

147 NIGHT HUNTER 147  
Last time we saw each other, you could  
still see...

Z Blob notices the cauldron begin to bubble and boil. He  
hops up and peeks in to see --

A PAIR OF EYEBALLS bubble to the surface of the murky  
concoction in the pot...

Z Blob scrambles away from the cauldron as the witch's  
FAMILIAR crawls out of it - a huge WOLF-LIKE CREATURE  
that grows to full size, the cauldron becoming its collar  
as it --

Lunges towards the Hunter!

#### **EXT. MURKY REALM - MYSTERIOUS ISLAND - FOG - SAME**

Izzie races back through the fog. Nearly colliding with  
Logan who drops his boombox.

Izzie screams! Logan screams! Oz and Cooper race up out  
of the fog, alarmed!

148 MR. OZ 148  
What is it? What's wrong?

149 IZZIE 149  
We gotta get outta here! If we stay any  
longer, she'll trap us in the dreams of  
our past.

150 COOPER 150  
What are you talking about? Who is "she?"

151 IZZIE 151  
I'll explain later! We gotta find my  
brother and Zoey and get out of here!  
C'mon!

As the group follows Izzie out, Logan picks up the  
boombox. Realizes it's broken.

152 LOGAN 152  
Bro... my beats!

**EXT. MURKY REALM - WITCH'S CAMP - SAME**

Mateo struggles to free himself from the vines as the  
Wolf and Hunter battle it out.

The Old Lady cackles, her familiar getting the advantage  
on the Hunter as his crossbow is knocked from his grip.

As the Hunter struggles, Z Blob uses the distraction to  
STRETCH his blobby form out, towards Teo's hourglass...

153 OLD BLIND LADY 153  
You and your Master always underestimated  
me... never came to my aid when those  
meddlesome Night Bureau agents imprisoned  
me... but now you'll finally see...

The Wolf looms over the unarmed Hunter...

154 OLD BLIND LADY (CONT'D) 154  
Everyone made a huge mistake trying to  
forget about me...

Z snaps the hourglass to Teo! It alights with energy as  
he dreamcrafts Z Blob into KNIGHT MODE!

The Old Lady shrieks! Sir Z hacks at the vines, freeing  
Mateo!

He stumbles back, colliding with a shelf of jars that  
fall to the ground. Mateo is about to run, when he  
notices one jar in particular --

The one swirling with Zoey's memory dream... The Old Lady  
yells out! The Wolf pivots and charges towards Mateo! He  
quickly doubles back and scoops up Zoey's dream as --

Sir Z punches the Wolf! Sending it flying into the  
Hunter! Both going down in a heap!

Sir Z scoops up Mateo and they flee the Witch's Camp as  
the Old Lady HOWLS in frustration!

**EXT. MURKY REALM - MYSTERIOUS ISLAND - DAY**

As Izzie leads Oz and the others through the fog, she hears Zoey's voice SINGING/HUMMING...

Izzie quickly hones in on Zoey's voice, the others following, stumbling into the --

**PARK SCENE** -- where they find Zoey entranced by her memory dream. Humming along with the melody her mother is playing on the guitar.

155 Zoey?! IZZIE 155

But she doesn't respond. Doesn't even take note of their presence.

156 COOPER 156  
Whoa, what happened...

They see the vines have nearly grown up to her waist.  
Rooting her in place.

[illegible]

158 LOGAN 158  
Bro, we gotta get her outta here...

They converge on Zoey and struggle to break her free. But she's absorbed in the memory dream. And the vines keep growing...

159 MR. OZ 159  
Zoey, listen to me! You have to focus...  
this isn't real...

The vines snake up Zoey, nearly consuming her as --

MATEO AND SIR Z burst into the foggy dream! Z grabbing hold of Zoey's outstretched hand and yanking her free!

The hazy dream scene wavers and begins to dissolve into the fog. Zoey loses sight of her mom.

160 MR. OZ (CONT'D) 160  
We have to go!

ZOEY

(struggling to get free of Z)

Mom! Noooo!

The gang flees the fog. Zoey cradled in Z's huge arms.

**EXT. MURKY REALM - SANDMAN'S TOWER - DAY**

The gang emerges from the fog. Exhausted. Z setting a shell-shocked Zoey to the ground as he morphs back to blob form.

They catch their breath, take in their new surroundings:

In the distance, a massive sand dune, and the SANDMAN'S TOWER siting at the top, dominating the horizon.

|     |                          |     |
|-----|--------------------------|-----|
| 162 | MR. OZ                   | 162 |
|     | The Tower... we made it. |     |

|     |           |     |
|-----|-----------|-----|
| 163 | COOPER    | 163 |
|     | Mr. Oz... |     |

They turn to see a PACK OF SIRENS slowly gathering... blocking the path to the Tower in the distance. Their bewitching song begins to seep in...

Weary and spent, the gang prepares to face yet another threat. Until --

LOGAN'S AWFUL MUSIC cascades in from above...

|     |                  |     |
|-----|------------------|-----|
| 164 | IZZIE            | 164 |
|     | Wait, is that... |     |

|     |                |     |
|-----|----------------|-----|
| 165 | LOGAN          | 165 |
|     | My sick beats! |     |

ALBERT swoops in on Oz's ship, blasting Logan music. The Sirens scatter as Albert lands the ship and disembarks.

He marches up to Logan and thrusts the phone in his hand.

|     |  |     |
|-----|--|-----|
| 166 | ALBERT   | 166 |
|     | Young man, if I never have to listen to your infernal racket again, it'll be too soon. |     |

Mateo turns to Zoey.

|     |           |     |
|-----|-----------|-----|
| 167 | MATEO     | 167 |
|     | You okay? |     |

She can't answer. Z Blob tries to comfort her, but she starts to walk away. Mateo catches up.

|     |                |     |
|-----|----------------|-----|
| 168 | MATEO (CONT'D) | 168 |
|     | Hey... Zoey!   |     |

She can't look him in the eye.



169                                 ZOEY                                 169  
I lost it. The dream of my mom and the  
song she sang. I...

He reaches in his pack.

170 MATEO 170  
I get it. I understand now why you were  
so hesitant to share your music.

He hands her something. She looks down -- IT'S THE JAR  
WITH HER DREAM IN IT...

171 MATEO (CONT'D) 171  
Sometimes when something is that special  
to you, you just want to protect it.

Zoey realizes what Mateo has given her. Looks at him... her face a mess of emotions. She hugs him, fiercely.

Albert pulls Oz aside.

172 ALBERT 172  
What the heck happened in there?

173 MR. OZ 173  
Albert my friend, let's just say I've got  
some research to do.

174 LOGAN 174  
Yo, Mr. Oz - what's your research say  
about that?

The gang all turns to see --

Something moving through the sand towards them, beginning to take shape... finally rising up and forming like a shimmering golem...

175 MR. OZ 175  
That, at long last, is the Sandman.

**EXT. MURKY REALM - MYSTERIOUS ISLAND - DAY**

Back at the island's edge, the Hunter emerges from the fog, out of breath, damaged, and casting a scared look behind him --

As THE WITCH and her WOLF are hot on his heels, barreling forward... He's in for a world of hurt but --

They come to a sudden stop at the DREAM RUNES carved in the ground...

The Hunter laughs...

176 NIGHT HUNTER 176  
 You might stay alive by putting yourself  
 in those dreams... but you'll still be  
 stuck here forever. I won't be  
 responsible for freeing you.

He shoots her one last smirk. Then retreats into the  
 fog... The Witch looks at her familiar and chuckles.

177 OLD BLIND LADY 177  
 Oh you won't be the one responsible for  
 freeing me, dear...

**EXT. MURKY REALM - SANDMAN'S TOWER - DAY**

Oz and the gang stand before the Sandman. He's looking at  
 the broken hourglass through a jeweler's eyepiece. The  
 Sandman speaks with a kindly old man's voice. (Think  
 Billy Crystal)

178 SANDMAN 178  
 Ehhh, here's your problem right here.  
 This thing is cracked! Really diminishes  
 the value...

179 IZZIE 179  
 Umm... Mr. The Sandman, sir?

180 SANDMAN 180  
 It's pronounced "SAN-muhn." Mr. SAN-muhn.

The gang trades a confused look.

181 MR. OZ 181  
 Thing is, Mr. Sandman... we aren't trying  
 to sell it. We're ah, trying to fix it.

182 SANDMAN 182  
 Oy vey... Well... That'll cost ya. One  
 dream.

183 MATEO 183  
 What?!

184 SANDMAN 184  
 Everything has a cost. I need a dream.

185 COOPER 185  
 Wh-- Well why can't you just, I dunno,  
 use the MOUNTAIN OF DREAM SAND over  
 there?!

186 SANDMAN 186  
 Bubbalah, that is not how this works.  
 Look, people have dreams... the forgotten  
 ones wash up here...  
 (MORE)

SANDMAN (CONT'D)

I recycle them into the ether and they become new dreams... The cycle continues. Those are the rules.

187 COOPER 187  
Well... those are dumb rules!

188 SANDMAN 188  
Dreams aren't meant to be bottled up inside. They can only truly live on if you share them with others...

189 LOGAN 189  
Bro. How are we supposed to bring you a dream?

190 ZOEY 190  
I know...

Mateo watches Zoey step forward. A realization slamming home.

191 MATEO 191  
Wait, no - Zoey don't do this to yourself.

192 ZOEY 192  
It's okay. Really. Besides... this isn't about me.

Z Blob grunts his affection. She musters up her courage... And hands over the jar with her dream in it.

The Sandman looks at it. Looks to her. Smiles kindly.

193 SANDMAN 193  
Now... let's see about fixing this hourglass.

The gang all gathers around to watch as the Sandman opens the jar. The ethereal contents begin to drift out into the air and they all watch Zoey's Dream...

As she scans the faces of her friends watching her mom play the song, Zoey smiles.

But if we didn't know better, we'd swear we heard the Old Blind Lady's laughter echo out...

FADE TO BLACK...

**END OF EPISODE**