

GET IT TOGETHER!

written by

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Based on the comic: "Get It Together!"

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CONFETTI. Washing over the opaque screen. Showing the- Joker CARD. More continue filling the screen. Until...

DAYTIME emerges and we move to see... A LARGE ROYAL PALACE in all its splendor. Unblemished and unharmed. This is Argyle Castle!

EXT. ARGYLE CASTLE - DAY

TRUMPETS bellow and CHEERS from a massive crowd can be heard in every direction.

CROWD
Jubilee! Jubilee! Jubilee!

Two bystanders (JANE the Fool & HALEY Quizz), approach a local ROYAL GUARD, wanting to know more about the celebrations.

JANE
Good morning sir, what's going on!?

ROYAL GUARD
Have you two forgotten!? Seriously!?

HALEY
-- Forgotten what!?

ROYAL GUARD
Today's the King's Jubilee! A sacred celebration honoring the king's reign over Argyle! As well as his covenant with the Witch of Chaos!

HALEY
Really!? Wow... What color is it!?

ROYAL GUARD
Diamond!

JANE
That's nice! We gotta get going!
Thanks!

ROYAL GUARD
No worries!

Jane and Haley readily vacate the area quietly which bring us to --

EXT. ARGYLE CLIFFSIDE - DAY

Where Jane and Haley are now far away from the noisy crowd, with no one watching, they reveal A CARD and speak to someone through it.

HALEY

Master! Master! MASTER!

JANE

Stop shouting! Unlike them, we're supposed to share Master's love.

HALEY

I know, but I really hate playing dress-up with these losers.

JANE

Me too. But Master's in charge so we gotta play by *her* rules. Remember?

VOICE (V.O.)

(through card)

-- Exactly! Well said, Jane.

JANE

Oh my God, Master! -- I...

VOICE (V.O.)

-- My children! Relax! You know I'll always love you!

HALEY & JANE

Yes Master, we know.

VOICE (V.O.)

Good. Noon is approaching. Get changed! It's time we had some fun.

Haley and Jane smile sinisterly, like they've been waiting to hear that all day.

HALEY & JANE

Yes Master.

EXT. ARGYLE CASTLE - DAY

Back to the celebrations affront Argyle Castle, the crowd approach A SILVER STATUE of a jester holding a peculiar scepter.

(CONTINUED)

CONTINUED: (2)

CROWD

Dementia! Dementia! Dementia!
Dementia! Dementia! Dementia!

It's all smiles. Everyone is as happy as can be.

Until...

BOOM!

In the midst of the celebration, AN EXPLOSION has erupted on Argyle Castle. The crowd SHRIEKS and DISPERSSES. Wailing in fear and anxiety.

INT. ARGYLE CASTLE - DAY

-- ENTRANCE

Emerging from the explosion, two youthful and spritely JESTERS (MALTIDA Makejoy and MATHURINE de Vallois), enter the castle BREAKDANCING, like Bobby Brown and Michael Jackson.

Matilda sways her hips from side-to-side, whilst looking at the CEILING of the castle. Mathurine, can't help but giggle at those swaying hips.

MATHURINE

Who are you trying to impress?

Matilda continues swaying her hips, but smiles as if she's found something.

MATILDA

The Royal Guards and the "*Patrol Force*".

(rolls her eyes; disgusted)

Damn, that name is so lame.

Matilda unveils A DANCING POLE and LEAPS, mightily towards the ceiling.

She sticks the pole to the side of the wall. A few meters away from the ceiling. She starts dancing without a care in the world whilst looking around.

Suddenly, a swarm of Royal Guards and members of the aforementioned Patrol Force arrive. Blockading every possible entrance and exit.

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CONTINUED: (2)

BEN
 (to the jesters)
 Hold it! Freeze!

Leader of the Patrol Force, BEN Beakers, leads the resistance against the troublemakers.

Armed with **arrows** and **magical swords**. They aim at the jesters.

But the mad clowns remain undeterred.

MATHURINE
 (clapping like a seal)
 Lovely jovely! Jovely lovely! Guests!

MATILDA
 (dancing like a stripper)
 Wonderful, I've got a whole new dance routine to show you!

BEN
 -- For trespassing and ruining the King's Diamond Jubilee, you're under arrest! Stop talking or we will shoot!

Matilda and Mathurine laugh, they can see through the empty threat. But this only enrages Ben, something his assistant DAPHNE Magenta Showman, notices.

DAPHNE
 Keep it together captain, they love getting people emotional. It's their way of playing with their food.

Mathurine reveals A SHEET OF PAPER called "Ma routine comique" (My comedy routine), and recites her jokes, impersonations and monologues.

MATHURINE
 Should I go for a soliloquy about misogyny? Or how about I impersonate the king's gloating speech about national security?

MATILDA
 (mock disgust)
 No thanks! I still can't forget his overconfidence that day.
 (mockingly; British accent)
 "I have complete and utter faith in
 (MORE)

(CONTINUED)

CONTINUED: (3)

MATILDA (CONT'D)
 the newly appointed Patrol Force.
 After dealing with four deadly
 criminal organizations, who can stop
 them!?"

Matilda derisively makes the vomit gesture, as if throwing a
 temper tantrum.

Ben starts to lose patience after hearing his organization be
 ridiculed by a good-for-nothing jester.

DAPHNE
 (to Ben)
 Remain calm.

MATILDA
 How about suck my ass old timer? -- I
 mean, all they did was take credit for
 petty infighting Master orchestrated.
 And yet he has the audacity to gloat
 like he stopped the Fifth Magical
 World War. IT'S SO ANNOYING!!

Ben's patience has reached it's breaking point, and is ready
 to go!

BEN
 That's it!
 (to the Royal Guards & Patrol
 Force)
 FIRE!!!

Arrows are launched and magic is released from the swords
 aimed at Matilda and Mathurine.

-- POOMF! As the latter simply VANISHES from the scene.

Meanwhile the former takes the barrage of attacks head-on
 like the mad clown she is.

Her body is SHATTERED and PIERCED all over.

THUD! As her body hits the ground.

The Royal Guards and the Patrol Force slowly approach the
 deceased Matilda.

BEN (CONT'D)
 Yeah!!

(CONTINUED)

CONTINUED: (4)

DAPHNE

Holy shit. That worked!?

The Royal Guards and Patrol Force cheer as if the battle's over already. But is it?

-- POOMF!

As Mathurine suddenly reappears out of thin air, and notices Matilda's corpse. She immediately starts HOWLING joyously like a fangirl meeting their childhood idol.

MATHURINE

You morons!!

Beat.

The Royal Guards and Patrol Force try to attack Mathurine, but their weapons are GONE! Alarmed and disarmed they start to panic.

BEN

What happened to my bow and arrow?
Where are they?

DAPHNE

-- I can't find my sword either!

Imitating a twirly mustache villain, Mathurine strokes her chin, feigning her disbelief.

MATHURINE

Yeah. Weird, weird. How could they just.... *disappear* like that?

Enraged, Ben charges impulsively at the LAUGHING Mathurine.

BEN

You little -- !

POOMF! Mathurine vanishes once again, completely out of the frame.

He YELLS

He's lost it.

Meanwhile, Matilda begins REARRANGING her body, like Dry Bones from "*The Super Mario Bros Movie*".

Everyone (except Mathurine) is in disbelief, this is unlike

(CONTINUED)

CONTINUED: (5)

ANYTHING they've ever seen.

MATILDA
(body still incomplete)
What's with the long faces?

MATHURINE
That's what they get for sleeping with
the horses for so long.

Matilda and Mathurine laugh at their own joke, as if it's the funniest comedy routine ever.

MATHURINE (CONT'D)
You shouldn't underestimate, Master's
love. Her endless love. Merciful love.
Joyful love. Obsessive love. Her
CHAOTIC love.

Ben, Daphne, the Royal Guards and the Patrol Force are frozen stiff, without their weapons, they know they're done for.

MATILDA
(body complete)
If you won't make the next move.
(beat)
We will.

With her body now reassembled, Matilda LEAPS back to the ceiling. Unveiling a card with the KING symbol.

MATILDA (CONT'D)
Pandemonium Playground!!

The world becomes disoriented, and rearranges itself akin to a JIGSAW PUZZLE.

BEN
What's going on?

Ben, Daphne, and all the troops, eventually find themselves trapped in --

INT. PANDEMONIUM PLAYGROUND - CONTINUOUS

A place where COLOR CONSTANTLY FLUCTUATES, the laws of gravity are treated like A BOUNCY CASTLE, and all forms of logic don't seem to apply. This is a place of... Pandemonium!

DAPHNE
Where are we?

(CONTINUED)

CONTINUED: (2)

MATILDA

You guys are so boring!
 (everyone faces her)
 Are you just gonna ask questions all
 day?

BEN

Just shut the hell up! Do you think
 we'll listen to your bull --

HOOOOOONNNNNNKKKKKKK!!!!!!!!!!

Matilda LAUGHS

A TRAIN runs over Ben from out of nowhere! Ouch!

Daphne, and the others search for tracks, but they can't find
 them.

MATILDA

(reeling her laughter)
 That was funny!
 (beat)
 Let's play something else.

The world transforms and rearranges itself. Also like a
 JIGSAW PUZZLE.

DAPHNE

Alright everybody, don't panic. We may
 have lost Ben, but let's not lose our
 heads.

Despite Daphne's encouraging words, members of the Royal
 Guard and Patrol Force can't contain their confusion. They
 have no idea what's going on, or how to stop it.

Their confusion and doubt, delights Matilda.

MATILDA

(condescending; to Daphne)
 What was that about losing your heads?

The world is transformed into a LIVE WHACK-A-MOLE GAME, with
 the law enforcement viewed as targets.

MATILDA (CONT'D)

Whack 'em! Whack 'em! Yeah, yeah!

WHACK! WHACK! WHACK! WHACK! WHACK! WHACK! WHACK! WHACK!

(CONTINUED)

CONTINUED: (3)

The mole launch their unpleasant assault on the Patrol Force and Royal Guards.

Matilda chuckles with a wicked smile that's hard to ignore.

SCREEEEEECCCHHHHHH!!!

A loud screeching sound is heard from outside the Pandemonium Playground, like a distant siren gradually louder.

MATILDA (CONT'D)

(annoyed; to the atmosphere)

What!?

VOICE (O.S.)

(mock insulted)

Why so angry? This is a day to rejoice! Smile, or it'll ruin our motto!

MATILDA

(hiding her concern)

O-of course Master! I was just...
Playing with the Royal Guard and those losers from the Patrol Force!

The voice doesn't answer. Matilda is confused.

Suddenly, AN ARM grabs her and pulls her out of the Pandemonium Playground.

INT. ARGYLE CASTLE - DAY

-- THRONE ROOM

We move to the throne room where the remaining Royal Guards are swept away in a cartoonish and bombastic EXPLOSION. Spreading the same CONFETTI we saw before, showing the Joker CARD once again.

GULP!

As the quivering KING ARGYLE looks around for the source of this commotion, but to no avail.

His paranoia overwhelms him as FOOTSTEPS begin approaching in the midst of the dust and confetti.

KING ARGYLE

Is.. Is... Is that you?

(beat)

(MORE)

(CONTINUED)

CONTINUED: (2)

KING ARGYLE (CONT'D)

I mean, come on! W-we we love you...

(footsteps getting closer)

We followed all your covenants with the utmost diligence, we hosted several parties in your name. We even let your children do as they please.

(gulps hard)

It's because we love you! We love --

A HAND grabs one of the many falling Joker cards and holds it against King Argyle's throat.

It belongs to DEMENTIA Eris Discordia: The Witch of Chaos. She sports a unique jester outfit of her own, and has a distinctive RED CLOWN NOSE.

On her back lays her signature weapon: The Chaos Scepter. A wooden stick that has A RED ROSE in the middle of it's top crest.

DEMENTIA

-- You see, that's the thing "Your Highness."

Dementia softly lodges the card into King Argyle's throat, drawing blood.

DEMENTIA (CONT'D)

Love is NOT a blessing...

She uses the card to form a sine wave around Argyle's throat.

DEMENTIA (CONT'D)

...it's an addiction. And that addiction, makes you lazy.

She completes the pattern; holds Argyle's throat with her arm.

Dementia laughs rhetorically. Unimpressed with her own joke.

King Argyle squirms, trying to get the card away from his throat. But Dementia tightens her grip, there's no escape for the dying monarch.

SLASH!

Using the Joker card, King Argyle's head is removed from his body, with a clean precise cut as if this was surgery.

(CONTINUED)

CONTINUED: (3)

DEMENTIA (CONT'D)

Then again...

FADE TO BLACK:

DEMENTIA (OVER BLACK)

(wicked grin)

...He is not so different.

The jester card falls onto its other side, revealing the
MOVIE TITLE.

TITLE: "GET IT TOGETHER!"

Once the title fades, we relive daytime's embrace on a sunny
afternoon in --

TITLE: "MPD, MICHIGAN"

INT. MPD HQ - AFTERNOON - 3 MONTHS LATER

-- HENRY'S OFFICE

3 months later in a cluttered, amateurish, and unprofessional
office in the Michigan Police Department (MPD), moving across
the empty and used pizza boxes, plastic donut containers, as
well as the numerous comic books, video games, movies and TV
shows on law & order. We finally meet HENRY Spade (29),
watching the latest episode of FBI.

He turns the volume up even though we can hear what the
characters are saying. Talk about a lack of decency, and he
calls himself a cop. Shameful.

COREY

Henry turn the TV down, I can hear it
from the other side of the street!

A fellow police officer with brown hair, COREY Wilson (33),
enters Henry's office and to say he's unimpressed with it's
current state would be an understatement.

HENRY

Okay, fine.

Henry turns the volume down and pauses the TV, still munching
his potato chips.

COREY

We're on patrol duty, our shift begins
in 15 minutes.

(CONTINUED)

CONTINUED: (2)

COREY (CONT'D)
 (snapping his fingers)
 Chop chop, don't be late. Let's go.

HENRY
 (mouthful)
 Alright. Just. Gimme a second. Where
 are we going?

COREY
 Michigan.

Henry FREEZES.

He tries to feign ignorance, but Corey sees right through him.

HENRY
 No offense, Corey but I did save the
 boss's daughter seven years ago. So,
 you know, even though you're older and
 higher than me. If you want to order
 me around, you need the boss' --

COREY
 (holding his phone)
 -- Permission? Got it right here. Read
 it.

Henry reads the text message, alerting him that he MUST attend patrol duty to avoid dismissal. He begins to panic and feigns illness. But just like last time, Corey sees right through him.

HENRY
 (coughs softly)
 Excuse me... I... I've got a cough...
 Please... Call the --

COREY
 -- Shut the hell up! We have 10
 minutes until our shift begins.
 Alright? The boss and I have given our
 orders, now clean up your office and
 meet me in the car! Got it!?

Henry, shocked that his colleague snapped at him, is frozen stiff.

Unwilling to take silence as an answer, Corey tries again:

(CONTINUED)

CONTINUED: (3)

COREY (CONT'D)
GOT IT!?

HENRY
(trembling; backing off)
-- Okay, okay, got it. Copy that.

Henry quickly begins tidying up, as Corey leaves.

-- MAJOR CRIMES UNIT

Corey heads to the major crimes unit to speak his boss Detective ANGELA Kitts (47), who immediately knows what's on Corey's minds.

ANGELA
Lemme guess, you've got another complaint towards Henry. While unsurprising, none of the chief recruiters have any regrets about Henry. Sorry Corey, there's nothing I can do.

COREY
Oh come on! Why him? All he ever does is watch cop shows, read comics, eat pizza, and rely on the fact that he saved your daughter seven years ago to earn special treatment.

ANGELA
Trust me, if it were up to me, he wouldn't be here. But we don't wanna get taken to court for firing an employee just because "he wasn't liked" by his peers. Even the most bribed judges won't fall for that shit. Face it, just suck it up, and deal with it.

Corey sulks, he can't believe his current circumstances.

BAM!

-- Henry abrasively enters the room completely ignorant of Corey and Angela's whole conversation.

INT. COREY'S CAR - AFTERNOON - MOVING

Henry begin their patrol shift between Mount Pleasant and Midland. Bored and silent, as they idly drive through

(CONTINUED)

CONTINUED: (2)

Michigan, letting the scenery pass them by.

To lighten the mood, Henry reaches for the radio, but his hand is swiftly swatted away from it by Corey's.

This happens five more times before Henry admits defeat.

HENRY

Jeez man. I just wanted to play some music.

COREY

Why?

HENRY

I mean, we're just driving through Michigan. And as much as I love this place, it's boring.

COREY

No. It's not "*boring*". It's tranquil and peaceful because we've maintained order and cracked down on crime. It's not boring, it's our job! If you were a *real* cop, and not playing pretend, you would understand that.

HENRY

I *do* know that! I just wanted to play some --

COREY

-- No Henry! No! No more stopping to play with puppies! No more stopping to buy Blu-ray sets of FBI, Law & Order, or the latest Batman vs. Joker comic, TV show or movie! We're not comic book nerds! We're diligent cops from Michigan! Got it!?

Corey's anger shocks Henry, he's never seen this side of him before. Corey quickly but firmly glares at Henry.

COREY (CONT'D)

GOT IT!?

HENRY

(trembling; backing off)
-- Got it.

Beat.

(CONTINUED)

CONTINUED: (3)

COREY

Good.

Corey releases a huge sigh of relief. He's managed to quell Henry's impulsivity and childishness.

Now, he can focus on doing his job peacefully. But this won't stop Henry from pouting like an immature brat.

Beat.

Their radios whirs and Corey is quick to answer.

VOICE (THROUGH RADIO)

Corey, Henry, three graffiti artists are spraying on the front gate of the Midland Missionary Church!

COREY (INTO RADIO)

-- Don't worry, we're on our way, copy!

Corey puts his radio down and kicks his car up a gear, duty calls.

Henry, perplexed, grabs onto his seat. Tightly. Looks at Corey inquisitively.

HENRY

Whoa! What's happening? Where are we going?

COREY

The Midland Missionary Church, to stop some good-for-nothing graffiti artists.

EXT. MIDLAND MISSIONARY CHURCH - AFTERNOON

-- ENTRANCE

Henry and Corey arrive at the Midland Missionary Church, and while they do find they off-putting graffiti sprinkled on the front door and some windows. The three culprits are NOWHERE TO BE SEEN, much to their surprise. However, they won't let that stop from investigating the crime scene.

Beat.

Upon further inspection they notice that the graffiti is a painting of Dementia Eris Discordia: The Witch of Chaos,

(CONTINUED)

CONTINUED: (2)

saying "Can you feel the love tonight?" Which perplexes both police officers.

COREY
"Dementia Eris Discordia?"

HENRY
"The Witch of Chaos?"

COREY
"Can you feel the love tonight?"

HENRY
I don't get it, but at least she's fan
of Elton John.

COREY
(shaking his head)
Right. Of Course.
(serious)
But still, what message are they
trying to send with this?

Henry's eyes light up, he thinks he's found the answer.

HENRY
I get it! I think they're trying to
say whoever likes "*Can you feel the
love tonight?*", are clowns!

SMACK! Corey smacks the back of Henry's head, truthfully speaking, he deserved that.

COREY (INTO RADIO)
(sighs)
Tell the local cleaners that a new
job's waiting for them at the Midland
Missionary Church. Copy that!

VOICE (THROUGH RADIO)
Copy that!

Corey turns his radio off and heads back to his car. Henry eventually follows.

HENRY
Hey! Wait for me!

INT. MPD HQ - NIGHT

-- MAJOR CRIMES UNIT

(CONTINUED)

CONTINUED: (2)

Corey and Henry deliver the news to their boss.

ANGELA

That's it?

COREY

Yeah, we got the report, went to the church, and they were gone.

ANGELA

They sprayed graffiti on the Midlands Missionary Church right?

(Corey and Henry nod)

What did it say? Were they trying to send a message?

HENRY

We don't know. All we remember is that they worship some clown called Dementia Eris Discordia. Who they believe is the Witch of Chaos. Whatever that means.

Angela sighs. Henry and Corey's observations haven't proven anything.

ANGELA

So a bunch of kids sprayed graffiti on a church about a clown no one's heard of, and then left without a trace.

HENRY

Pretty much.

Angela and Corey decide to ignore Henry's brash comment and take a look at the empty files on the three supposed culprits.

ANGELA

As for the culprits, do you even know their names?

Corey and Henry exchange glances of unease, neither them the answer as well.

COREY

No, we don't.

Angela sighs once again, she's got nothing on this case.

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CONTINUED: (3)

ANGELA

I think it's time we accept the fact
that we were prank called.

COREY

Yes Ma'am!

HENRY

As you wish.

Beat.

ANGELA

Good. Dismissed!

-- LOUNGE

After their dismissal, Corey is upset and wants answers where
the nonchalant Henry wants to take it easy.

HENRY

That went well, don't you think?

COREY

-- "Well?" Dude, people vandalized the
Midland Missionary Church and fled.
But knowing you, you've already
forgotten that vandalization is a
crime.

HENRY

I haven't forgotten, it just...
Doesn't bother me that much.

Corey shakes his head in disgust, that definitely struck a
nerve.

COREY

You see, that's why you're not fit to
be a cop! You don't take *anything*
seriously!

Angela and the other cops begin to eavesdrop on the dispute.

HENRY

I *do* take things seriously! Like when
I saved Aisha's life, remember!?

COREY

Oh great, like that's gonna erase the
last seven years of slothfulness and
ignorance!

(CONTINUED)

CONTINUED: (4)

HENRY

Says the man who let his wife and son

--

WHACK!

Corey delivers a solid to the mouthy Henry who trips over and damages Corey's desk. To be fair, he deserved that.

Henry looks up at the seething Corey.

COREY

Mention my wife and son again, and I'll make sure... There's one less Henry Spade in this world.

ANGELA

Corey! Henry! If you wanna fight, take it off the premises!

COREY

Don't bother I'm transfer to the LAPD next week.

ANGELA & HENRY

What?

COREY

I quit. Blame Henry for that.

ANGELA

-- Corey! Corey! Corey wait!

Corey storms out in a huff, slamming the door with intense force. Everyone (including Angela) looks at Henry with either contempt, disappointment, or indifference.

Overwhelmed and petrified from those gazes, Henry RUNS away in a panic.

EXT. CORNER SHOP - NIGHT

-- ENTRANCE

Sometime later, we see Henry walking out of a corner shop, with some potato chips, a few sodas, and a coffee. He spots, a lady in her late 30s (NICOLA Phillips), homeless, cold, and wearing shaggy old-fashioned clothes. He gives her his coffee to help her stay warm.

(CONTINUED)

CONTINUED: (2)

NICOLA

Thank you.

HENRY

No problem. What's your name?

NICOLA

N-N-Nicola Phillips.

HENRY

I'm Henry Spade. Nice to meet you.

NICOLA

T-T-Thank you.

Nicola sips the coffee and enjoys its taste and warmth.

NICOLA (CONT'D)

D-Do you always help the homeless?

HENRY

(Nicola takes another sip)

Well not always. But as much as I can.
After all, my dad always had room for
the homeless.

NICOLA

Your father? Who was he?

Henry sighs.

HENRY

Thomas Spade.

NICOLA

Thomas Spade?
(realizing)
You mean the -- ?

HENRY

The city's best cop since 2008, he
reduced crime in Michigan by 78%. He
won best cop award 17 years in a row.
He had *everything*.

Guilt overwhelms Henry, he feels ashamed to be discussing his
father's accomplishments.

HENRY (CONT'D)

So as his son, his only child.

(beat)

(MORE)

(CONTINUED)

CONTINUED: (3)

HENRY (CONT'D)

It obviously made me feel... Guilty
that I couldn't live up to his
expectations.

While Nicola has another sip, she also strokes Henry's back
out of sympathy. He needed that.

HENRY (CONT'D)

Damn, I'm so pathetic.

Nicola takes another sip.

NICOLA

Yeah, you are.

Ouch! Henry was not expecting that.

SPLASH!!!

Nicola throws the remaining coffee on Henry's face and
clothes.

HENRY

AW! You asshole! What's wrong with
you!

NICOLA

Loser!!

While the young cop tries to clean himself. Nicola runs away
with the bag of food and soda Henry bought.

Henry eventually sees this but doesn't pursue her.

HENRY

My food! My sodas!

NICOLA

-- Not anymore!

Frustrated and annoyed, Henry turns the other cheek and
leaves.

INT. HENRY'S APARTMENT - NIGHT

-- LOUNGE

Wanting to put the Nicola ordeal behind him, Henry slumps on
the couch and turns the TV on to watch the latest episode of
FBI.

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CONTINUED: (2)

LATER.

The episode FREEZES, much to Henry's frustration.

HENRY

What? What's going on? Why's the TV
frozen?

Henry tries to get up and the broken monitor. But the TV turns from a frozen screen, to a HYPNOTIC WHITE that catches Henry in a trance.

He just sits there, motionless, as if trapped in a dream.

The whole world turns WHITE.

INT. DEMENTIA'S TEAHOUSE - DAY

We arrive at the cluttered, sporadic, untidy and playful teahouse, home to Dementia Eris Discordia. She sits on a the central chair on a round table of 5, accompanied by Matilda, Mathurine, LUCRETIA the Tumbler and WILLIAM Somers.

DEMENTIA

Welcome back, Matilda and Mathurine.

MATILDA & MATHURINE

Thank you Master!

LUCRETIA

-- Isn't it Haley and Jane?

WILLIAM

Haley Quizz and Jane the Fool.
(playfully nudging Lucretia)
At least we know which one was
accurate, eh?

Lucretia and William both laugh. Which only aggravates Matilda and Mathurine, they're ready to rumble.

MATILDA

You wanna go!?

WILLIAM

Let's do this!

Dementia laughs. She expected this.

She gives them a creepy and uncanny look that silences her subordinates into submission.

(CONTINUED)

CONTINUED: (2)

They take their seats and silently bury their animosity towards each other.

DEMENTIA

Good! Now, where were we? Ah, yes.
Henry Spade.

LUCRETIA

(nodding along thoughtlessly)
Henry Spade.
(beat; realizes; confused)
Who is that? A gardener?

MATHURINE

No! Guess again.

WILLIAM

Oh! Oh! Oh! I know, he's an actor!

Matilda mimics the sound of someone getting an incorrect answer on a game show. Incurring William's wrath.

MATILDA

Eh, wrong!

She blows raspberries at William, rubbing the salt in the wound.

Tensions flare, as both sides are ready for a brawl.

Dementia effortlessly dispels the tension by revealing her Jester card. Her subordinates, IMMEDIATELY get the message and sit down.

DEMENTIA

My agents, my angels, my Agents. Every day, I shower all of you with my endless supply of obsessive, intense, never-ending and chaotic love. Please, save your hate until after the meeting.

(stern)

Got it?

They nod in unison. Afraid and submissive.

DEMENTIA (CONT'D)

Wonderful, now. The correct answer is that Henry Spade is the new Sage of Order.

(CONTINUED)

CONTINUED: (3)

Her Agents release a unified hysterical roar of UNCONTROLLABLE LAUGHTER. Dementia joins in.

LUCRETIA

That's the stupidest thing I've ever heard.

LUCRETIA (CONT'D)

-- Tell me about it.

MATHURINE

-- I agree.

MATILDA

-- Master, I know you hate tasteless bad jokes. But come on, *him*? Seriously?

DEMENTIA

While that's true Matilda, I *do* hate tasteless bad jokes. They're *not* funny. But you know what also isn't funny?

WILLIAM

(reeling in his laughter)

What?

DEMENTIA

Another Magical World War.

Dementia's Agents automatically stop laughing and bring an intense sense of focus and seriousness to the conversation.

LUCRETIA

Oh God Master, you're *not* joking.

DEMENTIA

No I'm not, far from it. I believe the "Secret Witch and Sage" have made their move.

WILLIAM

But that's impossible!

DEMENTIA

We represent chaos, we're the living of embodiment of ANYTHING becoming possible.

(CONTINUED)

CONTINUED: (4)

WILLIAM

Good point.

DEMENTIA

I know. Which is why we need all the help we can get.

MATHURINE

But Master, what does all of this have to do with Henry?

DEMENTIA

(pulling Mathurine's ear)

Weren't you listening? I said we need *all* the help we can get.

(rolling her eyes; reluctant)

Including him.

MATILDA

But how? As he is now, he can't even hurt a fly with no wings!

DEMENTIA

(smiling wickedly)

I know, but that's where we come in.

INT. INTERROGATION ROOM - DAY

Meanwhile Henry awakens in a kempt, systemic, spotless and professional interrogation room. The lights force Henry to readjust his sense of vision. Once his sight is restored, he sees a man in his early 50s (AARON Courtman) dressed in a classy, suave, navy blue attire. This man means business.

Henry JOLTS upon seeing Aaron's classy and imposing attire, it greatly contrasts his rugged and sloppy clothing.

HENRY

Holy!

AARON

-- Uh, uh, uh. No swearing, at least until we're done.

HENRY

What? You've never heard someone say, fish and shark before?

Henry stops himself, that didn't sound right.

(CONTINUED)

CONTINUED: (2)

HENRY (CONT'D)

"Fish and shark?" No! I said fish and shark! Fish and shark! Wow, I really can't swear. Nice filter, is it automated?

AARON

Yes it is. But that's not what we should be focusing on. Should we?

Henry looks around and fully realizes he's in an interrogation room. He continues looking around frantically, like he could lose his mind without an answer

HENRY

Oh shark! I'm supposed to be in my apartment! Where am I? And how did I get here?

Aaron snaps fingers, grabbing Henry's attention. Calming him down.

AARON

Relax son, just 'cause you're in an interrogation room, doesn't mean you're arrested.

That comment calms Henry down a significant amount, but it doesn't clear all of his skepticism.

HENRY

Great. But, how did I get *here*? I was in my apartment watching FBI a few minutes ago, then the TV froze and...

Henry GASPS. He figures it out (mostly).

HENRY (CONT'D)

-- And then you kidnapped me!

Aaron snorts.

AARON

No I didn't!

HENRY

Yeah, like those poor kids from Narnia!

AARON

Alright, let's dispense the pretense.
(MORE)

(CONTINUED)

CONTINUED: (3)

AARON (CONT'D)

Firstly, I did not kidnap you.
Secondly, the kids from Narnia entered the world of Narnia by going through a portal in their wardrobe. Finally, if you're gonna accuse people, make sure you have evidence.

Henry FREEZES, he knows he's in the wrong. He sits back down and awaits further instructions.

AARON (CONT'D)

Good.
(clears his throat)
Now, where were we? Ah, yes. Your summoning.

HENRY

(playing along)
Yes, my summoning.
(pause; confused)
Wait, my summoning? I was summoned here?

AARON

Yes, I summoned you to fulfill your new role as the Sage of Order.

HENRY

Hold on, what does all of this mean?

Aaron sighs. This is gonna take a while.

AARON

Long story short, a war is coming and my time as the Sage of Order is coming to an end. So I need to train someone to help me stop the war.

Henry is taken aback, this is a lot to take in.

Aaron stares at him.

Henry then raises his fists in excitement. Catching Aaron off guard.

HENRY

WAHOO! I'm gonna be a hero! Yes! My dreams are finally coming true!

Aaron scoffs at Henry's sudden surge of confidence.

(CONTINUED)

CONTINUED: (4)

AARON

-- Not dressed like that you're not.

HENRY

What?

Henry looks in the mirror and remembers his attire and is unimpressed by it. He tries to style it out, but Aaron sees right through him.

AARON

So, Henry Spade. Are you ready to become the new Sage of Order?

Henry faces Aaron, beaming with excitement.

HENRY

Fish yeah! I'm ready.

AARON

(passing a pen and contract)
-- Good, now sign this form please.

HENRY

(receiving the pen and contract)
What is it?

AARON

It's an Independency Clause.

HENRY

What?

Aaron sighs. He's sick of having to explain everything.

AARON

Long story short, I'm your guardian, and father figure from now on. But I have duties and responsibilities as the Sage of Order, which means I can't baby sit you forever. So this form represents me trusting you to take care of myself while I'm gone. Understand that?

Henry immediately signs the contract without even thinking. Aaron takes the contract, bewildered.

AARON (CONT'D)

Were you even listening to me?

(CONTINUED)

CONTINUED: (5)

HENRY

I was. Trust me, I can take care of myself.

Aaron sighs. He's heard that before.

AARON

I highly doubt that. But, if you insist.

Henry stands up.

HENRY

Alright boss, what's next?

AARON

(pointing to the left)
Just go through that door and you're done.

Henry eagerly looks at the door to the left

HENRY

Really? That's it?

AARON

-- That's it.

Without hesitation, Henry sprints through the door and leaves the frame.

-- And instantly reenters the frame by coming through the door on the right.

He STOPS. He feels like nothing's changed.

HENRY

Okay, I'm back! But nothing awesome happened.

AARON

Really? Take a look in the mirror.

Henry looks in the mirror and sees --

His new uniform: a NAVY BLUE BLAZER and TROUSERS, a LIGHT PALE SHIRT, BLACK SHOES & TIE, a GREY overcoat and INDIGO BLUE FINGERLESS GLOVES.

He also has A MAGNIFYING GLASS, FLINTLOCK PISTOL and A MAGIC PEN AND PENCIL. Now that's a transformation.

(CONTINUED)

CONTINUED: (6)

HENRY
 (posing)
 Ha! Justice is served!

Aaron rolls his eyes.

AARON
 Wonderful, now let's go.

CLAP!

With a single thunderous clap, Aaron and Henry vanish from the frame.

INT. MAELSTROM OF PANDEMONIUM - CONTINUOUS

-- CHANGING ROOM (WOMEN)

Meanwhile, Mathurine, Matilda and Lucretia are in the women's changing room. Doing their makeup, changing their clothes and hairstyles. Whilst having a typical girl's night out gossip.

LUCRETIA
 Please don't tell me I have to continue playing Daphne Magenta Showman.

MATILDA
 Sorry honey, but that's what Master said.

LUCRETIA
 I know, but still. She's such a phony, I can't believe he and Ben are so short-sighted.

MATHURINE
 What do you expect? Our enemies are both dumbasses.

LUCRETIA
 True, I mean he didn't remember your fake names back on Dirt... Or whatever that moron comes from.

MATILDA
 I agree.

MATHURINE
 Tell me about it.

They continue adding the finishing touches to their costumes.

(CONTINUED)

CONTINUED: (2)

MATHURINE (CONT'D)

Oh yeah, Lucretia, what did do you to the *real* Daphne?

LUCRETIA

I've hidden her somewhere up north. Even Aaron couldn't find her. Master's gonna so proud!

MATILDA

As long as you didn't kill her.

-- LOUNGE

The stylishly dressed William, Matilda, Mathurine, and Lucretia. Gather at the lounge to meet their equally stylish master: Dementia.

DEMENTIA

Well done children, y'all look *fine*!
Now, I've got one question for y'all.
Are you ready to rock?

EXT. ARGYLE - DAY

-- TOWN SQUARE

Aaron and overeager Henry arrive at the town square of Argyle.

AARON

Alright, here we are. Welcome to Argyle.

HENRY

(wide-eyed)
So fricking cool...

AARON

It is, I'll admit. But, we've got work to do. So site seeing will be on hold for now.

HENRY

What? Why!?

AARON

Because we're running late.

HENRY

Late? Late for what?

(CONTINUED)

CONTINUED: (2)

AARON

-- A meeting with the Argyle Council.

HENRY

-- Who?

ZECKLER (O.S.)

How could you blame the Witch!? It's the Sage's fault, they struck a deal with her?

BARNIE (O.S.)

But it was the Witch who killed him. Or are you implying that the Sage lied to us?

ZECKLER (O.S.)

That's exactly it, dumbass!

Henry and Aaron witness to two impoverished citizens (BARNIE & ZECKLER) of Argyle bicker over King Argyle's death.

Aaron steps in, Henry follows.

AARON

Good morning gentlemen, what seems to be the problem?

They point at each other like two misbehaving kids trying to blame each other for their misdeeds.

ZECKLER

(pointing at Barnie)

This lunatic thinks we trust you deceitful Sages to restore the kingdom after King Argyle's death.

BARNIE

Meanwhile this prick thinks we should confide in the Witch who murdered King Argyle. If weren't for her, King Argyle would still be alive!

Aaron gently pushes their hands away from one another.

AARON

I get your points, but this isn't about me, Dementia or King Argyle.

Zeckler and Barnie look at Aaron, directing their anger onto him.

(CONTINUED)

CONTINUED: (3)

AARON (CONT'D)

It's about how order *and* chaos are necessary for societal growth and development. If we can put our personal biases aside and work together, we can --

Barnie and Zeckler grow increasingly restless. An angry FORMS with a growing sense of discomfort. Zeckler adds:

ZECKLER

We've heard that before! We might be poor, but we're not idiots. We need answers, not propaganda.

(pointing at Henry)

Tell something us new, newbie!

Henry points to himself, unsure.

HENRY

Me?

ZECKLER

Yes, you. You're the new Sage of Order, right?

HENRY

Y-yeah.

ZECKLER

You got a plan?

HENRY

A plan? For what?

BARNIE

A plan to help us get our kingdom back! Weren't you listening?

Henry unconvincingly shrugs off the insult. He steps atop a small box, making himself look big and prepares to give a speech.

HENRY

Now I know you're all upset and distraught that your king is dead --

BARNIE

Upset and distraught?

(CONTINUED)

CONTINUED: (4)

ZECKLER

Boy, who do you think you are?

Henry falters, his confidence crumbling. The crowd MURMURS unpleasant things about Henry, adding to his shame. Before he can respond, Barnie steps forward. Further pressuring Henry.

BARNIE

I don't know who you are, but it's time you admit you're not cut out for this. Are you even trying to understand what we're going through right now? Do you know what it's like to have someone important to your community taken away from you?

Henry PAUSES. He can't relate, his insecurities are being exposed and he doesn't know how to handle it.

The crowd's murmuring gets slightly louder, leaving Henry even more conflicted than before. His close confidant: Aaron. Approaches, placing a hand on his shoulder.

AARON

They're frustrated. But they're not wrong.

BARNIE

(eavesdropping)

Yeah, "not wrong" he says.

ZECKLER

I'm tired of waiting. We need to act now! Sitting around won't fix anything.

BARNIE

For once, I agree.

With his confidence shattered, Henry remains frozen. Barnie and Zeckler walk past him and head for Argyle Castle. But Aaron confidently stops them.

AARON

I admit I could've phrased my speech better I'll admit, but remember that castle is crawling with the strongest archers, swordsmen, and magicians in Argyle. Including the guards.

Aaron's confidence instills fear and humility into the

(CONTINUED)

CONTINUED: (5)

bickering duo.

AARON (CONT'D)

So if you don't wanna turn into mincemeat simply by approaching the front door. I suggest you reconsider your approach and have some faith in me.

After being intimidated by the doormen and security guards and Aaron's words, Barnie and Zeckler walk away, humbled and sorrowful.

Henry silently kisses his teeth in bitterness and anger, Aaron once again, reminds him of everything he lacks: composure and conviction.

With the area calm and humbled, Aaron guides Henry to the castle.

AARON (CONT'D)

Alright, Let's go, or we'll be late.

INT. ARGYLE CASTLE - DAY

-- COUNCIL ROOM

Aaron and Henry enter the council room of Argyle where the most prestigious figures of the nation gather to hold political meetings. Ben Beakers and "Daphne Magenta Showman" are here, as well as Jane the Fool, Haley Quizz, LUKE Richardson, and SAMANTHA Argyle.

BEN

About time you showed up, slowpokes.

DAPHNE

(nudging Ben's shoulder)

-- Ben!

SAMANTHA

Everyone please welcome the Aaron Courtman: The Sage of Order!

Everyone stands up, takes a knee or does a curtsy, to acknowledge Aaron. Then sits back down.

Beat.

Henry sits next to Aaron, jealous that he didn't get the same treatment.

(CONTINUED)

CONTINUED: (2)

AARON

Alright then, let me introduce my successor.

(pointing at Henry)

Henry Spade.

Henry waves unconvincingly but no one reacts. They see through his frail façade very easily.

SAMANTHA

Henry Spade?

AARON

Yes, I'll admit, he wasn't my first choice. But Dementia and I agreed to --

BEN

-- DEMENTIA!? You made this decision in cahoots with the Witch!?

HALEY

The Witch who killed King Argyle!?

JANE

Aaron, how could you!?

GASPS and MURMURS spread throughout the room, heightening the tension.

While the Sages are distracted, Jane, Haley, Luke, Daphne and Samantha exchange **glances of pleasure**. Everything's going according to plan.

AARON

I know, I know, I should've told you and I'm sorry. But a war is brewing, and we need *all* the help we can get to prevent it. Including the Witches and Warlocks of Taboo. If we don't cooperate, we **won't** survive.

SAMANTHA

Do you have any leads on who's starting the war?

AARON

None so far, the only thing I *do* know is that the Witch in question has been dead for over 7000 years.

(CONTINUED)

CONTINUED: (3)

DAPHNE

Who is it?

Aaron takes a deep breath.

AARON

Allegra Pluta: The Witch of Avarice.

SIGHS and gasps echo nonstop. Henry looks lost.

HALEY

That's impossible, the Nexus of Knowledge was destroyed 3000 years ago.

JANE

And where's the Witch's remains?

Beat.

AARON

I don't --

BEN

-- Enough! We've heard enough heresy for one day!

DAPHNE

(tugging Ben's shoulder)
Ben, calm down.

BEN

No, I can't remain calm! King Argyle is dead and Dementia is still out there! But instead of formulating a strategy to go after her, we're sitting here hackling over nickels!

Ben pants loudly, catching his breath.

AARON

Alright Ben, take it easy!

BEN

-- Shut up! You have no right to tell me to take it easy! You're supposed to be on top this dilemma!

AARON

I am.

(CONTINUED)

CONTINUED: (4)

BEN

Oh really? Then why are you *here* with that loser!? Instead of out there, where the Witch of Chaos is plotting her next move!!!

HENRY

-- Hey, watch your mouth!

BEN

Or what!?

Daphne and Aaron PINCH Ben and Henry's ears fiercely. They let go after the two calm down despite exchanging childish harsh glares.

AARON

Now that we've all settled down, I will launch a strike team into the Northern Hall with three objectives. Find Dementia, quell her Agents of Chaos, and ensure that we lose no more members of the Argyle royal family.

SAMANTHA

That sounds nice and all, but what about Henry?

Aaron looks at Henry. Skeptical and anxious.

AARON

I'll personally train him to master his powers. Dismissed!

INT. RAMHORN RAIL - CONTINUOUS

We enter a peculiar PURPLE carriage driven rhinos called a Ramhorn Rail, inside we see a deflated Samantha and an aggravated Ben, as they make their way to the Northern Hall.

DRIVER (O.S.)

We'll be at the Northern Hall in 3 hours!

BEN

3 hours? Pathetic. The Witch could've already made her move.

SAMANTHA

Well, at least you'll get to attack the Witch. I broke my Porta when I was
(MORE)

(CONTINUED)

CONTINUED: (2)

SAMANTHA (CONT'D)
young, so I can't use magic.

BEN
Really?

SAMANTHA
Yeah, so if the Witch attacks, I'll be
a poor old Damsel in Distress.

Ben rolls his eyes and scoffs. Samantha smirks, Ben took the
bait without realizing.

SAMANTHA (CONT'D)
Thankfully, we'll have the Sages of
Order to save me.

BEN
What!?! You're putting your faith in
them!?

SAMANTHA
Why not? Order is Chaos' one true
enemy.

BEN
That's purely from a duality
standpoint. Once personality,
ideology, and merit are involved.
Henry's flaws are brought to the
forefront.

Samantha raises an eyebrow.

SAMANTHA
What do you mean?

BEN
I do want to respect Aaron's wishes,
after all, he brought peace and
prosperity to our glorious nation.

SAMANTHA
True.

BEN
But Henry doesn't fit the bill for me.
He seems too complacent and slothful
for my taste.

(CONTINUED)

CONTINUED: (3)

SAMANTHA

Is that right? Well, all we can do is
have faith.

Samantha glances to the side of the window, quietly
snickering, everything's going according to plan.

EXT. GREEN PARK - DAY

Afterwards, we see Henry and Aaron at a lively grassland
called Green Park. The gentle breeze soothes Aaron but not
the temperamental Henry.

AARON

(to Henry)

What is it?

HENRY

I'm still seething from that punk at
the meeting.

SLAP!!

AARON

Oi! Knock it off! You're referring to
Ben Beakers, leader of Argyle's Patrol
Force. He's helped me quell several
invasions and coups over the past 11
years. I don't need you picking fights
with my closest allies, understand?

Henry looks to the side, bitter and reluctant.

HENRY

Yeah, whatever...

AARON

DO YOU UNDERSTAND!?

HENRY

(backing off; intimidated)

-- Okay, okay, okay, I understand.

AARON

Good, now. It's time to unlock your
powers.

HENRY

My powers?

(CONTINUED)

CONTINUED: (2)

AARON

Yes all Sages, Witches and Warlocks are capable of using magic. With two types: physical and spiritual.

HENRY

Physical and spiritual?

AARON

Yes, physical means interacting with the environment. While spiritual means drawing Mana from deep within. Watch.

Aaron closes his eyes. Holds his flintlock pistol. Pulls the trigger. Which releases A BOLT OF LIGHTNING.

Henry stands in awe, amazed.

HENRY

WHOA! How did you do that!?

Aaron takes a deep breath.

AARON

That's physical magic, I drew Mana from the atmosphere and channeled it into my body, converting it into lightning. Once I've gathered enough, I released it through my flintlock pistol.

HENRY

(eyes beaming)
That's so cool.

AARON

I know, right? Now, get *your* flintlock pistol.

HENRY

My pistol? I have one? Where is it?

Henry frantically searches himself and doesn't find the flintlock pistol on the strap above his right knee. Embarrassing himself in front of the flustered Aaron.

AARON

It's on the strap above your right knee, you idiot!

(CONTINUED)

CONTINUED: (3)

HENRY

-- What?

Henry looks at the strap above his right knee and finally finds his flintlock pistol. He attempts to laugh off the embarrassment, but Aaron shakes in disapproval, he won't let his disciple escape the embarrassment.

AARON

Alright, now, put the pistol against the metal pole.

Henry looks around for a metal pole, but he can't find one.

HENRY

What metal pole?

Aaron unveils a metal pole from his rucksack.

AARON

This one.

HENRY

(walking towards the pole)
Okay, so what next?

AARON

Put the tip against the pole.

Henry obeys and the tip of the pistol and pole make contact.

HENRY

So now what?

AARON

Apply Mana to it.

HENRY

What?

AARON

Use physical magic to draw Mana into your body, and release it onto the pole.

HENRY

How do I do that?

AARON

Close your eyes and feel the air around you, and focus deeply. Once you
(MORE)

(CONTINUED)

CONTINUED: (4)

AARON (CONT'D)

enter that state of deep concentration
an image of an element will appear
your mind. Mainly, water, wind, earth,
fire and lightning.

HENRY

Okay...

AARON

Once you've seen it, use the Mana
around you to create a small piece of
that element. That's all there is to
it.

Henry starts fanboying, much to Aaron's annoyance.

HENRY

No way! I'm I gonna be like
Aang from Avatar: The Last
Airbender! Or the ninjas
from Naruto!? Am I gonna be
able to run on walls and
water!? Can I climb walls
like Spider-Man!?

AARON

Focus. Focus. Focus. Focus.
Focus. Focus. Focus! Focus!
Focus!! FOCUS!!!

AARON (CONT'D)

(snapping his fingers in anger)

HENRY!!

HENRY

(shook; back to reality)
What? What is it?

AARON

-- Focus, please.

HENRY

Right, sorry.

AARON

Now, eyes closed. Focus.

HENRY

Right...

Henry closes his eyes and enters a state of deep
concentration.

Beat.

(CONTINUED)

CONTINUED: (5)

He sees SMALL BOLTS OF LIGHTNING gradually flood his subconscious, and he begins channeling Mana into his body. Suddenly, a small bolt of lightning courses through Henry's body and is released onto the metal pole through his flintlock pistol. Creating a small electric shock that tingles Henry.

HENRY (CONT'D)

Ow!

(reeling back; excited)
I did it! I did it!

AARON

Well done! Keep practicing!

HENRY

(saluting)
Yes sir!
(facing the pole)
You're in a for a shocking surprise,
Witch of Chaos. Just you wait!

Henry keeps practicing in a state of unbridled bliss. Aaron keeps watch.

We ZOOM OUT to the --

INT. PANDEMONIUM PLAYGROUND - CONTINUOUS

Where Lucretia and Matilda are keenly observing Henry's progress.

MATILDA

He's maturing slower than I expected.

LUCRETIA

(holding her laughter)
Which is truly awful. For him.

MATILDA

(holding her laughter)
Tell me about it.

They finally release their uncontrollable laughter and make mocking gestures of Henry.

Dementia suddenly appears on the crystal ball. Matilda and Lucretia set themselves straight.

LUCRETIA & MATILDA

Master.

(CONTINUED)

CONTINUED: (2)

DEMENTIA
(through the screen)
How's the Sage?

MATILDA
As arrogant as ever.

DEMENTIA
(through the screen)
Excellent, now onto the next phase.

BEEP! Dementia's screen cuts out. Lucretia and Matilda look at each other, excited and unable to control their anticipation.

LUCRETIA
Is it time?

MATILDA
(mimicking Walter White)
You're goddamn right.

INT. PATROL FORCE HQ - NIGHT

-- LOUNGE

The vexed Ben Beakers paces up and down the lounge, fidgeting and murmuring. A Royal Guard approaches him with urgent news.

ROYAL GUARD
Lord Beakers, sir.

BEN
What is it?

ROYAL GUARD
One of my most trusted sources tell me, that the Witch of Chaos is dead.

Ben perks up, that news has lifted his spirits tenfold.

BEN
Any evidence?

ROYAL GUARD
Apparently, there's been a delay with locating the Witch's remains.

BEN
(clenching his fist in anger)
Damn it! And I wanted to tear that
(MORE)

(CONTINUED)

CONTINUED: (2)

BEN (CONT'D)
filthy Jester outfit apart myself!

DEMENTIA
Interesting... And how did you plan to do that?

Dementia swiftly removes the Royal Guard attire and unveils herself wearing her jester outfit. She holds the Joker card against Ben's throat, just like with King Argyle. Rendering him motionless and powerless.

The remaining members of the Patrol Force attempt to free him, but are quickly and easily dealt with by Mathurine and William.

DEMENTIA (CONT'D)
(gently strokes the card against Ben's throat)
That's right, it's me! Dementia Eris Discordia: The Witch of Chaos! Nice to meet you.

Ben angrily glares at Dementia's outfit, she smiles hysterically, loving his narrow-minded inquisitiveness.

DEMENTIA (CONT'D)
You like my outfit? How wonderful. Let me tell you a story about the jester getup. I call it... "Why a jester, huh?" 9000 years ago, when I was a wee little rascal, my predecessor Dyslexia Eris Discordia, nominated **me** to become the next Witch of Chaos. Hooray! Yay me!

Dementia begins making the sine wave around Ben's throat. Just like with King Argyle.

DEMENTIA (CONT'D)
He brings me to the closet, full of jester outfits. So I ask him, "Why a jester, huh?" He looks at me, laughing his ass off- "It's fun to play dress-up, isn't it?" I nodded, he then says- "But it's boring to be just one character, right?" I nodded again- "So, why not dress as something no one can identify, that's way more fun. Right?"

(CONTINUED)

CONTINUED: (3)

Dementia completes the sine wave around Ben's throat, and begins TILTING it to the side. Slowly peeling it off like breaking an egg.

She then looks at the LIVELY EXPRESSIONS of her agents. LAUGHING theatrically.

DEMENTIA (CONT'D)
(reeling her laughter momentarily)
Why a jester, huh?

RIP!

Dementia finishes the job and DETACHES Ben's throat from his body, his head falls in the opposite direction to the rest of his body. Mathurine and William eagerly await further instructions.

DEMENTIA (CONT'D)
Alright kids, it's time for a
little... *Remodeling*.

WILLIAM
Oh yeah!

MATHURINE
About time!

Mathurine chuckles childishly as unveils her queen card, and begins painting the room in a flamboyantly abstract manner.

While William, releases his ace card and begins rearranging the rooms around him like a deck of cards.

Dementia simply watches in delight and smiles.

DEMENTIA
I just love to have a little fun.

EXT. GREEN PARK - NIGHT

Aaron continues monitoring Henry's lightning manipulation. Henry releases another mini jolt of lightning and gets excited, but Aaron remains composed.

HENRY
Look at that! I did it! I did it!

AARON
What?

HENRY
I made a little spark!

(CONTINUED)

CONTINUED: (2)

AARON

Great, but that's nothing to get excited about.

Henry crosses his arms in defiance.

HENRY

Oh yeah? Let's see you do better.

Aaron rolls his eyes, he can't believe how arrogant Henry is.

Aaron whips out his larger flintlock pistol and shoots A THUNDEROUS BEAM OF LIGHTNING into the sky, effortlessly.

Henry STAMMERS, struggling to swallow his ego.

HENRY (CONT'D)

I... I-I-I-I.... I...

AARON

--No ifs, buts, or maybes. You're the new Sage of Order. This isn't a game. Learn to take this seriously, no one has time for your childish posturing. Even the Sages of Life, Introspection and Hope are involved in this. You're not the only one.

HENRY

(wide-eyed)

They're more Sages!?

AARON

Of course there are, now get back to work.

Henry begrudgingly heeds Aaron's words, while folding his arms. Scoffing like a petty child.

HENRY

You remind me of Corey.

AARON

Well maybe that's a good thing.

Henry pouts and continues his training. Aaron watches.

Beat.

After a short while, Haley rushes into the scene, exhausted, holding her chest.

(CONTINUED)

CONTINUED: (3)

AARON (CONT'D)
Haley? What is it?

She takes a moments to catch her breath. Henry briefly looks at Haley, but can't remember her.

HENRY
Wait, who is she again?

AARON
-- Shush!!

Haley finally breathes normally.

HALEY
Ben Beakers, Leader of the Patrol Force.

Everyone gets serious.

HALEY (CONT'D)
Was slain by the Witch.

Aaron and Henry are caught by surprise.

EXT. ARGYLE GRAVEYARD - NIGHT

Henry and Aaron join Samantha, Daphne, Luke, Haley, Jane, Ben's parents: ERIC & TINA, and the prestigious members of the Royal Guard, attend the funeral of Ben Beakers.

Daphne steps onto the podium whilst Ben's casket slowly sinks into the ground. She wipes a few tears from her eyes.

DAPHNE
Today we lost, someone important to me, to us, the kingdom of Argyle, and the benevolent Beakers family.

She wipes a few more tears, whilst everyone else (excluding Henry) looks downwards in shame, disbelief and sorrow.

DAPHNE (CONT'D)
This loss, isn't the end, it's merely... A temporary setback. Ben may have been brash and impulsive, but he always wore his heart on his sleeve. Ben Beakers, thank you.

Everyone begins walking away from, accepting the loss of Ben Beakers. Except Eric and Tina, who finally let their hearts

(CONTINUED)

CONTINUED: (2)

pour out.

ERIC

Why!? He had so much to live for!

TINA

It's not fair! He deserved better!
He's our son! Our world!

Aaron attempts to comfort them.

AARON

Eric, Tina, I'm so sorry...

Tina begins lashing at the esteemed Sage of Order. Henry watches silently.

TINA

(throwing wet tissues at Aaron)
--Sorry!? Is "sorry" gonna get our son
back!? If you'd have taken care of the
Witch like your supposed to! This
never would've happened!

Eric drags his wife, away. Consoling his beloved.

ERIC

Come on honey, let's go home.
(glaring daggers at the Sages)
We don't need to depend on slothful
fools.

Eric and Tina leave. Aaron dusts his clothes and approaches Henry.

AARON

Alright, let's get outta here.

HENRY

Right.

With a snap of a finger, the Sages of Order are WISPED back to--

INT. INTERROGATION ROOM - CONTINUOUS

Aaron is seemingly impressed and skeptical of Henry's sudden change in demeanor. He seems more focused and headstrong than usual.

(CONTINUED)

CONTINUED: (2)

AARON
Is everything okay?

HENRY
No.

AARON
Why?

HENRY
I wanted to put that punk in his place. He insulted me in front of everybody back at the meeting, remember?

AARON
Yes, I remember. But what I don't understand is how we can lose a trusted ally to our endeavors. Yet all you care about is a petty squabble.

HENRY
Well, what am I supposed to do? He mocked me in front of everybody! Then he gets killed by the Witch of Chaos! She robbed of an important personal victory! I have to make her pay!

AARON
No you won't! We need Dementia for the upcoming war, the fate of the world is at stake! I don't have time for your pedantic impulsivity! We don't need her dead, we need her cooperation!

Henry steps back in shock. Pulling away from Aaron.

HENRY
What?

AARON
You heard me, now let's go. I'm not in the mood to repeat myself.

HENRY
You actually expect me to work with her? The Witch of Chaos?

Aaron face palms in frustration, he's been over this already.

(CONTINUED)

CONTINUED: (3)

HENRY (CONT'D)

If someone humiliated you in public, and then someone else robbed you of your revenge. You feel the same way, wouldn't you?

AARON

Yes, but unlike you, I'm not a child anymore. I'm aware my responsibilities as the Sage of Order takes precedence over any petty squabbles. Now, we're going back to Green Park to complete your training. You got it?

No response. Henry rolls his eyes defiance.

SLAM!

Enraged, Aaron slams Henry against the wall and looks at him as if he wants Henry dead. Scary.

AARON (CONT'D)

I SAID YOU GOT IT!?

HENRY

(stammering)

Yes sir. I got it.

Aaron eases off of Henry, struggles to catch his breath. An angry Aaron is far from approachable.

INT. NORTHERN HALL - NIGHT

-- SAMANTHA'S ROOM

Meanwhile, in Samantha's room in the Northern Hall, Samantha impatiently waits for the clock to chime midnight. One of the Royal Guards notices her foot tap the floor ad nauseum.

ROYAL GUARD

Midnight is almost upon us, Your Highness. Please be patient.

SAMANTHA

Easy for you to say, I can't even use magic to make my pee disappear.

ROYAL GUARD

I'm sorry, but the emergency protocol states a bathroom break every three hours. Also, never make such revolting

(MORE)

(CONTINUED)

CONTINUED: (2)

ROYAL GUARD (CONT'D)
 comments again.

Samantha pouts her face in defiance.

SAMANTHA
 Fine...

Samantha curls in a ball under the duvet, unveils the Joker card, and sees her Agents of Chaos in position ready for the next phase of their plan. She SMILES.

She crawls out of the duvet and stands on the bed, confusing the Royal Guards.

ROYAL GUARD
 Your Highness, what are you doing?

SAMANTHA
 Well I figured, if I can't make my pee disappear, I'll make Samantha disappear.

The Royal Guards exchange glances, they're even more confused than before. Samantha starts JUMPING on the bed. Restless.

SAMANTHA (CONT'D)
 On the count of three, I'm gonna make Samantha disappear!

ROYAL GUARD
 What are you talking about? Please stop jumping on the bed.

SAMANTHA
 One... Two... Three!

CONFETTI. Washes over the room. Showing the- JOKER card. More continue filling the screen. Until...

Dementia **emerges in Samantha's place!** It was all an act.

DEMENTIA
 Ta-da!

ROYAL GUARDS
 What the? The Witch of Chaos!?
 Impossible! How did she get here?
 Where's the real Samantha!? Answer!

(CONTINUED)

CONTINUED: (3)

DEMENTIA
(jumping on the bed)
Sorry fellas, but a magician NEVER
reveals their secrets.

She LUNGES towards them, gleefully.

EXT. GREEN PARK - NIGHT

Aaron supervises Henry's lightning manipulation prowess. He produces an ever-so-slightly larger spark than last time. He gets giddy for a second, but Aaron's sharp gaze shuts him down.

Beat.

Before Henry can resume his training...

A FIREWORK THAT SHOWS THE SCALES OF JUSTICE SYMBOL EXPLODES.

Aaron is mortified but Henry is confused.

HENRY
What's that?

AARON
That's our beacon.

HENRY
Our beacon?

AARON
You know, if someone needs our help
they release a flare or firework with
that symbol to call for our help.

HENRY
Really? I like the Bat symbol better.

AARON
(rolling his eyes)
Shut up and come with me.

INT. NORTHERN HALL - NIGHT

-- CONFERENCE ROOM

Dementia, Mathurine, and William, enter the conference room with her their cards on hand.

(CONTINUED)

CONTINUED: (2)

DEMENTIA

Hello, hello, hello. Beautiful evening
isn't it?

SWORDSWOMAN

Die!!!

A SWORDSWOMAN of the Patrol Force tries to smite Dementia
with her sword, but it is replaced with A TOY CARROT.

SQUEAK!

It makes a squeak sound upon making contact, she looks
around, searching for her sword. But she can't find it.

SWORDSWOMAN (CONT'D)

What? Where's my sword?

William tauntingly flaunts his Ace card.

WILLIAM

Looking for something?

SWORDSWOMAN

Why you -- !!

POOMF!

The swordswoman vanishes from the frame, just like that.
Mathurine giggles, impressed with herself.

MATHURINE

That never gets old!

DEMENTIA

Tell me about it.

They laugh for a short bit. Then turn to the petrified crowd,
carrying over the same creepy smile.

DEMENTIA (CONT'D)

(as if making an announcement)

Now ladies and gentlemen! We're here
for one person and: Henry Spade. The
impostor who calls himself the Sage of
Order. Where is he?

EXT. BEAKERS' HOUSEHOLD - CONTINUOUS

Matilda & Lucretia patiently wait outside the Beakers'
household. Waiting for someone...

(CONTINUED)

CONTINUED: (2)

LUCRETIA

Do we need to wear this?

MATILDA

Yes! We need to make them feel secure so we can maximize their despair. It's more fun that way!

LUCRETIA

But still, playing nurse and maid, is boring. With a capital "b".

MATILDA

Well, hearing complain about everything is annoying, with a capital "a".

Lucretia sticks her middle finger at Matilda LICKS it. Gross. She notices an ORANGE RAMHORN RAIL pass by. Her eyes light up.

LUCRETIA

What is it?

MATILDA

That's it! That's the one. Let's go.

INT. NORTHERN HALL - NIGHT

-- CONFERENCE ROOM

The jesters continue tormenting the citizens of Argyle as they search for Henry.

MATHURINE

Where's the impostor?

CITIZEN #1

I'm looking right at her.

MATHURINE

(rhetorically claps her hands)
Ooh, that was a good one.

William approaches another citizen.

WILLIAM

So you really don't know where he is?

CITIZEN #2

We released the flare like you asked,
(MORE)

(CONTINUED)

CONTINUED: (2)

CITIZEN #2 (CONT'D)
it's not my fault he's late.

WILLIAM
Well, someone doesn't know how to keep track of time.

CITIZEN #3
Why are you doing this!? We love you!

DEMENTIA
(rolling her eyes)
Sorry to disappoint you handsome, but the Dementia you love... Doesn't exist. She never did. I've given you hint after hint, but you never listened. You people and the impostor are both the same.

HENRY
-- No we're not. I'm a hero.

The citizens of Argyle are unnerved by Henry's arrogant comment. Dementia points to the citizens, as if to tell Henry "Read the room". Aaron faces palm in disappointment. Henry places his hands on his hips, trying to act cool. But everyone sees through him.

HENRY (CONT'D)
(to Dementia)
Anyway, I shall now arrest you before you hurt anyone else.

Dementia blinks twice, unfazed by Henry's empty threat. Mathurine and William chuckle, and Aaron approaches his overconfident successor.

AARON
Let me do the talking, please?

DEMENTIA
Actually, you'll be doing the fighting!
(to Mathurine & William)
Attack!!

Mathurine and William unveil their cards and begin attacking Aaron with a flurry of objects and attacks. But he easily evades them all. Eventually, the jesters try to turn their attention to the citizens, but Aaron easily disposes of them by KICKING them both out the window.

(CONTINUED)

CONTINUED: (3)

Aaron notices Dementia near the balcony and PANICS.

AARON
(pointing at the balcony)
Henry!

Henry turns to see Dementia DANGLING an innocent child over the balcony. SMILING GLEEFULLY.

HENRY
Put him down.

DEMENTIA
Sure, but always remember...

HENRY
What?

DEMENTIA
Be careful what you wish for.

Dementia DROPS the child, who SCREAMS as they fall to their death.

HENRY
Shit.

AARON
-- No Henry, don't.

EXT. NORTHERN HALL - CONTINUOUS

Despite Aaron's warning, Henry DIVES headfirst off the balcony, after the frightened child. He eventually GRABS him, but forgot to account for anchorage and landing.

Dementia scoffs at Henry's impulsivity, and holds her Joker card like an earpiece.

DEMENTIA
(through Joker card)
Mathurine...

Henry continues holding onto the child. Unprepared for impact.

HENRY
(to the child)
Hang on!

BOING! BOING! BOING!

(CONTINUED)

CONTINUED: (2)

Henry lands on the ground but, it feels like a TRAMPOLINE, he releases a huge sigh of relief blissfully ignorant of the circumstances of his survival.

HENRY (CONT'D)

That was close.
 (to the child)
 Are you okay?

CHILD

Y-Y-Yeah...

INT. NORTHERN HALL - NIGHT

-- CONFERENCE ROOM

Still angry but also relieved, Aaron decides to the next step.

AARON

(calling out)
 Alright, we need the secure the perimeter from here to the last junction after the town square! Patrol Force you're with me! Royal Guards, keep an eye on Dementia and Henry!

-- BALCONY

Dementia stands on the balcony and clicks her tongue, annoyed by Henry's ignorance and arrogance. She holds her Jester card like an earpiece whilst keeping a keen eye on Henry.

DEMENTIA

(through Joker card)
 Is everyone in position?

EXT. ARGYLE - NIGHT

Members of the Patrol Force and Royal Guard, take up arms and begin scattering across the streets of Argyle and prepare to engage the Witch and Agents of Chaos.

EXT. NORTHERN HALL - CONTINUOUS

-- ENTRANCE

Henry continues holding the child, Aaron approaches conflicted and upset.

(CONTINUED)

CONTINUED: (2)

AARON
Oi, Henry?

HENRY
Is it safe to go back inside?

AARON
Yeah.

HENRY
Good.
(to the child)
Alright, go back inside where it's
safe.

CHILD
Okay!

The child runs back into the Northern Hall, Henry stands up and dusts his clothes. Faces Aaron.

HENRY
So now what?

AARON
We find the Witch and bring her to the
interrogation room. Seriously, your
ignorance never ceases to amaze me.

HENRY
Thanks.

AARON
Not a compliment!

Dementia JUMPS off the balcony and SKYDIVES towards her nemeses.

THUD!!!

Aaron looks up and notices in the nick of time. Dragging his scion out of harms way, with a few moments to spare.

AARON (CONT'D)
(to Henry)
Are you okay?

HENRY
Yeah, I think so.

The dust clears and they see Dementia emerge from the debris

(CONTINUED)

CONTINUED: (3)

and begins to TAKE FLIGHT. Leaving Henry jaw-dropped with envy.

HENRY (CONT'D)
No way! She can fly!?

AARON
(pointing upwards)
Focus! She's getting away!!

The Sages of Order watch as the Witch of Chaos fly towards the central district of Argyle.

EXT. ARGYLE - NIGHT

-- BACK ALLEY

Mathurine enters a dark back alley, alone and unnoticed. She quickly grabs a PAINTBRUSH and paints a THIN STAIRCASE towards the parapet of a tall building.

MATHURINE
(into Queen card)
I'll be in position soon, Master.

-- CENTRAL DISTRICT (ROOFTOPS)

On numerous rooftops across the central district of Argyle, several members of the Royal Guard and Patrol Force stand on high alert. Eagerly awaiting the jesters to make their next move.

ROYAL GUARDS
On guard! Keep an eye out for the Witch! Make sure every perimeter is secure.

-- SKY

Dementia merrily flies through the sky, without a care in the world. She looks behind in a downward direction, smirking...

-- ON THE GROUND

Aaron and Henry are so far behind it seems Dementia's out of sight.

Aaron has to adjust pace for the sluggish Henry.

(CONTINUED)

CONTINUED: (2)

HENRY
 (panting heavily)
 Sheesh. I thought being a lightning
 user... Makes you faster.

AARON
 Enough whining!

Aaron slams his palm into the ground, like a ninja from
 "Naruto" performing the summoning jutsu.

ZAP!!

Lightning crackles and a NAVY BLUE MOTORCYCLE appears. Henry
 is jaw-dropped once again.

AARON (CONT'D)
 Please tell me you know how to ride a
 motorbike.

Henry cheekily smirks at Aaron. Brimming with overconfidence.

-- CENTRAL DISTRICT (ROOFTOPS)

William bounces from rooftop-to-rooftop, dropping a copy of
 his Ace card in each one.

-- SKY

He reconvenes with his Master in the sky.

WILLIAM
 Shuffle formation is a go, Master!

DEMENTIA
 Wonderful, time for a switchy switch.

Dementia begins her descent and lands back in the...

-- TOWN SQUARE

She stands in the most open spot in the square. Deliberately
 dragging attention to herself. Henry, on his new motorcycle,
 SPEEDS towards Dementia at full force. Much to her delight.

DEMENTIA (CONT'D)
 That's it, come to Mama. I'm right
 here. Show me your true colors.

-- BACK ALLEY

(CONTINUED)

CONTINUED: (3)

Mathurine notices the speeding Henry approaching her Master, she paints a picture of A BOW AND ARROW and YANKS it from the painting, manifesting it into reality. She aims it at Henry.

MATHURINE

Slow down pretty boy.

-- **CENTRAL DISTRICT (ROOFTOPS)**

On one of the rooftops Aaron arrives, desperate and shaken.

AARON

Where's Dementia?

ROYAL GUARD

(pointing downward)

She's right there!

Aaron notices Dementia standing in the town square below, alone and unguarded. He raises his arm ready to give the signal.

AARON

Fire!!

BOOM! BOOM! BOOM! BOOM! BOOM! BOOM! BOOM! BOOM!

Several magical attacks aimed at Dementia, fly towards the unguarded Witch of Chaos.

-- **SKY**

William activates his Ace card.

WILLIAM

Have a taste of your own medicine!

-- **CENTRAL DISTRICT (ROOFTOPS)**

Due to Chaos Agent's interference, the magical attacks aimed at Dementia are instead **sent back to the fleet who fired them**. Disrespectful.

AARON

Get down!

BOOM! BOOM! BOOM! BOOM! BOOM! BOOM! BOOM! BOOM!

The explosions go off, and it takes a few members of the Royal Guard and Patrol Force out.

(CONTINUED)

CONTINUED: (4)

-- TOWN SQUARE

Dementia eagerly awaits her nemesis speeding towards her.

DEMENTIA
(showboating)
Smite me down, ye imposter! Do it
Henry Spade! I'm right here!

Dementia LAUGHS maniacally. Goads Henry.

HENRY
Fine, you asked for it. But unlike
Batman, I won't miss.

Henry SPEEDS up, he took the bait.

DEMENTIA
(quietly; menacingly)
Attaboy.

-- CENTRAL DISTRICT (ROOFTOPS)

The debris starts clearing and Aaron notices a few deceased members of the Argyle but doesn't have time to mourn them. He then turns his attention to Henry and Dementia.

-- BACK ALLEY

Mathurine stills holds her shot, waiting for the right moment...

MATHURINE
A little closer...

-- CENTRAL DISTRICT (ROOFTOPS)

Aaron notices the distant Mathurine with her bow and arrow aimed at Henry who's even closer to his target.

AARON
(to Henry)
Oi! Henry, don't do it!

-- TOWN SQUARE

Dementia mockingly does star jumps to goad Henry's focus back to her.

(CONTINUED)

CONTINUED: (5)

DEMENTIA
 (mock flirting)
 Yoo-hoo! I'm over here! Come on smite
 me down, you coward!

Henry REVS the engine, SPEEDS UP some more, and SCREAMS. He's
 fallen for Dementia's trap.

DEMENTIA (CONT'D)
 Do it! KILL ME, YOU FUCKING COWARD!!!

-- CENTRAL DISTRICT (ROOFTOPS)

Aaron's at his wits end. Henry's getting TOO close.

AARON
 HENRY!!

-- BACK ALLEY

Mathurine's eyes light up. It's finally time.

MATHURINE
 Boom.

Mathurine takes the shot. The action SLOWS DOWN.

-- TOWN SQUARE

Dementia winks towards the incoming arrow aimed at the
 ignorant Sage, who's too focused on Dementia.

However, we see Aaron BARGE Henry off the motorcycle and they
 crash into a local water fountain.

DEMENTIA
 Boring...

The arrow hits the ground a few meters away from Dementia.
 She lets the empty speeding motorcycle slam into her.
 Rendering her "unconscious". Jane swoops in to arrest her.
 WINKING slyly at Dementia.

Aaron and Henry finally rebound.

AARON
 You okay?

HENRY
 Yeah.
 (looks around frantically)
 (MORE)

(CONTINUED)

CONTINUED: (6)

HENRY (CONT'D)
Wait, where's Dementia?

AARON
Over there.

Henry sees Jane arresting Dementia and SNAPS.

HENRY
Why'd you stop me!? I had her!

AARON
Are you kidding me? Mathurine almost
killed you!

HENRY
What?

JANE (O.S.)
Sir Courtman?

AARON
She shot an arrow aimed at your heart!
If I didn't intervene, you'd be dead!

HENRY
Well, how was I supposed to know
that!?

JANE (O.S.)
(a little louder)
Sir Courtman?

AARON
You wouldn't because you never focus
on the bigger picture, you're only
concern is yourself! Did you ever
think that there's more to life than
your own desires and impulses!?

JANE (O.S.)
Sir Courtman!?

AARON
-- WHAT!?

JANE
We did it! The Witch is incapacitated.

Aaron takes a deep breath, turns away from Henry.

(CONTINUED)

CONTINUED: (7)

AARON

Oh, I see. Take her to the ECJ.

JANE

Yes sir.

HENRY

What? The E.C.J.?

AARON

The Eternal Courts of Justice. It's where we met and where all Sages of Order are born.

HENRY

(not following)

Oh, I knew that.

INT. BEAKERS' HOUSEHOLD - NIGHT

-- HALLWAY

The disguised Matilda and Lucretia (who go by their aliases Haley and Daphne), stick their respective cards in discreet untraceable locations, whilst the guards aren't looking. Daphne approaches one of the guards.

DAPHNE

Do you mind if I take a break?

SECURITY GUARD

Not at all, please, go ahead.

DAPHNE

Thank you.

Daphne heads to the maid lounge and Haley continues onward, heading towards the mourning Tina and Eric.

-- TINA & ERIC'S ROOM

Haley enters the room, and quietly LOCKS the door, she then progresses towards the weeping parents with tea, biscuits, and buttload of tissues. She does her best to act like a normal maid.

HALEY

Good evening, My Lord and Milady. Your refreshments.

(CONTINUED)

CONTINUED: (2)

TINA

Thank you.
 (to herself)
 Why Ben? Why did you have to go?

Tina reaches for a handful of tissues, the tears just won't stop. She blows her nose her nose hard, Eric slams his fist in frustration on the couch, making it BOUNCE slightly. Haley rolls her eyes, uninterested in their complaints.

ERIC

We did *everything* we could to make Argyle his. Even striking a deal with the Witch. How could she betray us like that?

HALEY

Really? Did you really do *everything* for Ben?

Tina and Eric pause and turn to look at Haley in disgust and anger, she still stares blankly at the door, self-aware that she broke character. She unveils her King card.

HALEY (CONT'D)

(into King card)
 Do it.

-- MAID'S LOUNGE

Daphne openly holds her 10 card out and replies to Haley, self-aware that she's dragging attention to herself.

DAPHNE

Gotcha.

BEAKERS' MAID

"Gotcha"? Daphne, who are you talking to?

DAPHNE

Sorry darling, but...

CONFETTI. Washing over the maid's lounge. Showing the- 10 card. More continue filling the screen. Until...

Lucretia the Tumbler is revealed with the 10 card and a LARGE BLUE BOUNCY CIRCUS BALL. She starts jumping as if the floor is a bouncy house.

(CONTINUED)

CONTINUED: (3)

LUCRETIA

...I gotta bounce.

Lucretia STAMPS on the floor and the whole floor becomes SOFT and BOUNCY. She then chuckles childishly, unable to control herself.

Security guards come in but they succumb to the effects of Lucretia's power. She LAUGHS sadistically.

LUCRETIA (CONT'D)

That's it! Bouncy! Bouncy! Bouncy!

-- TINA & ERIC'S ROOM

CONFETTI. Washing over Tina & Eric's room. Showing the- King card. More continue filling the screen. Until...

Matilda Makejoy stands before the weeping parents, she flamboyantly approaches them by doing the crybaby gesture, vehemently taunting them. She then presses the 10 card around their hearts. Damn, she's malicious.

MATILDA

I would say "I'm sorry", or "My apologies" or "My condolences". But... I simply don't care about your son. He never cared for Master, and Master felt the same way. You see? It's mutual.

Eric tries to lean forward but Matilda uses her pinkie finger to push the King card closer to his heart. Sitting him down in the process.

MATILDA (CONT'D)

It's rude to interrupt people.

Eric takes a second to catch his breath.

ERIC

Yeah? Well, it's also rude to insult someone's child in front of their parents. Do you know how much we sacrificed for our nation!? For our children!? And yet you kill our king and son!? After everything we've done for you!? For the Witch!? For Argyle!?

Matilda YAWNS and pushes the card within touching distance of Eric's heart. She retaliates by switching between an English,

(CONTINUED)

CONTINUED: (4)

American, French, Russian and German accent. In a childish and mocking way.

MATILDA

Remember when I said, "Did you really do *everything* for Ben?" What I meant was, did you two really do *anything* to help Ben or was that a slothful way of deflecting your problems onto him?

Eric and Tina both tense up a bit, that struck a nerve.

MATILDA (CONT'D)

So that when he swoops in and saves the day. Oops, I mean clean up *your* messes. You could boast about how you did something for your son, when you only care about that false sense of self-affirmation?

The Beakers try to express their discomfort, but once again, they can't. A part of them knows that Matilda's right.

MATILDA (CONT'D)

(shakes her head)

You sheltered folk, Ben, and the impostor are all the same. Rich and poor. Always needing a scapegoat to cover your flaws. You pretend that you're different, that you're special, when you're just *not*.

Tina and Eric stop emoting, trying to disconnect themselves from reality. But Matilda won't allow it.

MATILDA (CONT'D)

If you really think about it, it was Master who stopped the senseless political infighting, the Argyle civil war alongside the true Sage and appointed that useless King. Meanwhile what did you do to help?

Beat.

MATILDA (CONT'D)

(sharp; mocking)

Nothing.

(playful)

Well, you did discard your true heir for "personality difficulties", and

(MORE)

(CONTINUED)

CONTINUED: (5)

MATILDA (CONT'D)

let your daughter die a harlot for quick change. Which let the false heir become head of the family, but that would mean if he died, you'd have no one to clean up your mess. No one... Except... Master. Isn't that hilarious?

She laughs, mocking them and "accidentally" pushes the King card through Ben and Tina's hearts killing them both. She continues laughing but only when BLOOD ENTERS HER NOSE, does she snap back to reality and realize that the Beakers are dead.

MATILDA (CONT'D)

(straight)

Oh, I killed them? I didn't even mean to.

(scoffs lightly)

Like parent, like child.

She grabs her dancing pole and springs her way outside through the window.

INT. INTERROGATION ROOM - NIGHT

Dementia sits in the dimly lit interrogation room, she notices the numerous CRYSTAL BALLS scattered across the room, recording the footage and SMILES. Aaron walks in and sits across her.

DEMENTIA

Oh good, the *real* Sage of Order. If you left me here with that brain-dead impostor, I would've lost my mind.

AARON

For once, I don't blame you.

DEMENTIA

-- Exactly!

AARON

But still, I get killing King Argyle, from *your* perspective anyway. But did you really need to kill Ben Beakers?

Dementia rolls her eyes, she feels like she's repeating herself.

(CONTINUED)

CONTINUED: (2)

DEMENTIA

Oh, jeez... Do I have to go over this again?

AARON

Why Ben?

Dementia mockingly makes the big-brain gesture, which Aaron is not a fan of.

DEMENTIA

(leaning forward)

Use that big brain of yours, eh Aaron? Personality wise, does Ben Beakers remind you of anyone? Hmm? Anyone in particular? An apprentice perhaps?

Dementia returns to her normal resting position, briefly throwing Aaron off-guard. He knows who she's talking about, and it greatly discomferts him. Much to Dementia's delight.

AARON

So that's why? To scare him?

DEMENTIA

(rolls her eyes; looks away)

Oh come on Aaron, I'm a jester for fuck's sake. What's scary about that? It wasn't about "scaring" him, he shit himself riding a motorcycle. Killing Ben Beakers was more of a... Wake-up call.

She LAUGHS, noticing the irony of her statement.

DEMENTIA (CONT'D)

But then I put him back to sleep. Permanently. So I guess, I basically spoiled the ending. LOL.

AARON

What about his parents? What have you done to them?

DEMENTIA

Me? What did I do to them? Nothing. I was right here.

(mock damsel in distress)

Being a good girl, an honest girl.

(straight; serious)

So the real question is what did you

(MORE)

(CONTINUED)

CONTINUED: (3)

DEMENTIA (CONT'D)
and your "discipline" do to them?
Assuming, if something bad *does* happen
to them.

AARON
If that's how you want to play it...

Aaron grabs Dementia's handcuffs, undoes them, then heads to the door.

AARON (CONT'D)
...I'll *definitely* need a nap.

Aaron approaches the door scanning his ID card, then faces Dementia.

DEMENTIA
Oh great, don't tell me this means
what I think it does.

Aaron pauses, waiting for the locks to become unlocked.

AARON
Use your imagination.

BUZZ!

The door opens and Aaron leaves. Dementia SIGHS, bored and disappointed.

The lights are TURNED ON. Henry stands BEHIND Dementia, who SQUINTS due to the intense lighting. He folds his arm, trying to act cool, as usual.

SLAM!

Henry slams Dementia's forehead onto the table- but there's no sign of damage- she pretends to be hurt to rattle the impulsive Sage.

DEMENTIA
(mock disgust)
Jeez, you fucking asshole, didn't your
mother ever tell you it's rude to
sneak up on a lady?

SMACK!

Ignoring Dementia, he SMACKS his fist onto Dementia fingers. But unlike Joker in "*The Dark Knight*", Dementia blankly

(CONTINUED)

CONTINUED: (4)

stares at Henry, once again his attack carries no weight.

DEMENTIA (CONT'D)
Ignorant prick.

HENRY
That's rich coming from you.

DEMENTIA
But it's not *my* fault, you left poor
Ben Beakers to die.

Dementia laughs so hard she CRIES from tears of joy. Much to Henry's anger, he struggles to hold it in. Dementia notices, and smiles.

DEMENTIA (CONT'D)
(still laughing)
Get it? Rich and poor? I can't lie,
that was a good one.

Henry gets even ANGRIER. He clenches his fists, he knows she's making fun of him.

EXT. INTERROGATION ROOM - CONTINUOUS

Aaron observes with a hint of anxiety overwhelming him. He looks to his associates: Haley, Jane, Daphne, and Luke for reassurance.

AARON
How is he?

They shrug their shoulders. Dismissing the conversation.

Beat.

He continues observing Henry and Dementia. Nervous.

INT. INTERROGATION ROOM - NIGHT

Dementia reels in her laughter, and continues taunting Henry.

DEMENTIA
Oh right, where are my manners? Henry,
right?

HENRY
-- Yeah.

(CONTINUED)

CONTINUED: (2)

DEMENTIA

Do you know why you're here right now?

Henry pauses for a second. He wasn't expecting that question.

HENRY

Uh, yeah... I'm here to get answers from you.

DEMENTIA

(tilting her head)

What answers?

HENRY

You know... About why you killed Ben Beakers and King Argyle.

DEMENTIA

Well... You half right, but that's not the whole picture.

Henry TWITCHES. Raises an eyebrow.

HENRY

Really? It's not? What am I missing?

Dementia SMIRKS while FACE PALMING, she can't believe Henry's ignorance.

DEMENTIA

Admit it, you weren't listening were you?

HENRY

What?

DEMENTIA

Let's play a game of "Am I an ignorant prick or not?" Get more than one question wrong and you lose. Deal?

Henry unconvincingly smirks at the Crystal Balls serving as cameras. But it inspires no confidence.

EXT. INTERROGATION ROOM - CONTINUOUS

Dementia simultaneously winks at the window. Throwing Aaron off-guard. Unbeknownst to him Haley SLOWLY APPROACHES him from behind.

(CONTINUED)

CONTINUED: (2)

AARON
 (re: Henry)
 Why is he taking the bait? That fool.

INT. INTERROGATION ROOM - NIGHT

Henry eagerly participates in Dementia's game.

DEMENTIA
 Alright, "Sage of Order", question 1:
 Do you know who chose you to be the
 new Sage of Order?

Henry stammers constantly, he doesn't want to get this wrong.
 But he repeatedly snaps his fingers, trying to remember.

HENRY
 It was... Aaron.
 (beat; unsure)
 Right?

DEMENTIA
 (imitates incorrect buzz sound)
 Wrong!
 (beat)
 Next question: Why is it so urgent
 that you grow into your role?

Henry throws an arm in an in-your-face "Don't be ridiculous"
 manner.

HENRY
 It's because I'm the Sage of Order,
 and I'm destined to become the
 strongest of them all.
 (unconvinced)
 Right?

Dementia shakes her head in cringe, she doesn't bother hiding
 her disappointment.

DEMENTIA
 (imitates incorrect buzz sound)
 Wrong!!
 (beat)
 Next question: Since we're preparing
 for a war that threatens both Sages,
 Witches and Warlocks. Is killing me a
 good idea?

Henry FREEZES, his thoughts are in disarray. His ignorance is

(CONTINUED)

CONTINUED: (2)

being broadcasted across Argyle and he doesn't know how to handle it.

HENRY
N-N-No. But...

DEMENTIA
-- "But" what?

Henry slumps and falls into silence. But Dementia isn't done.

DEMENTIA (CONT'D)
(imitates correct buzz sound)
Good, a right answer, You're not a
complete moron. Final question: Did
you see that coming?

Henry stares at Dementia, confused.

HENRY
What?

DEMENTIA
(imitates incorrect buzz sound)
-- WRONG!

POOMF! She transforms into Nicola Phillips. Shocking Henry and Aaron.

EXT. INTERROGATION ROOM - CONTINUOUS

But unlike Henry, Aaron is thrown out of the interrogation room by Haley, and thrust into --

INT. ETERNAL COURTS OF JUSTICE - CONTINUOUS

He looks around and realizes what's about to happen and it terrifies him.

AARON
Henry!

INT. INTERROGATION ROOM - NIGHT

Henry back away in fear, he still isn't able to process what's happening.

HENRY
What the? Nicola? How?

Disguised as Nicola, Dementia taunts Henry further.

(CONTINUED)

CONTINUED: (2)

NICOLA
 (mock timid)
 D-D-Do you always help the h-h-
 homeless sir?

POOMF! Dementia reverts back to her normal jester outfit.
 Henry continues backing away.

HENRY
 You.. You were Nicola?

DEMENTIA
 (smiling creepily)
 Yes I was. But I bet you weren't
 expecting this...

POOMF! Dementia transforms into Samantha Argyle. Sending
 Henry further into his traumatic state of denial and shock.

HENRY
 Please... Stop...

SAMANTHA
 (mock praise)
 All hail the Sage of Order!!

POOMF! Dementia reverts back to her jester outfit. Viciously
 tauntingly Henry by making the vomit gesture with her
 fingers. Then looks at the cowering Henry in disgust.

DEMENTIA
 So revolting I honestly wanna puke
 right now.

Henry gently thuds against the door and holds his head in
 shame. He can't handle the humiliation, it's too much. The
 only thing he can think about is Dementia for exposing his
 flaws and insecurities.

Henry recounts his past experiences in Argyle and how
 Dementia manipulating him from the outset.

Dementia continues walking towards, mockingly doing the
 crybaby gesture in front of Henry.

Enraged, he impulsively charges towards Dementia, she SMILES
 welcomingly.

DEMENTIA (CONT'D)
 Checkmate.

(CONTINUED)

CONTINUED: (3)

Dementia KICKS Henry in the balls. HARD.

Henry rolls around, holding his crotch. Pathetic.

Dementia grabs Henry and throws into --

BEGIN MONTAGE:

INT. LUCRETIA'S BOUNCY HOUSE - DAY

The pathetic bumbling Henry constantly BOUNCES all the place, as he enters Lucretia's Bouncy House. He continues bouncing and eventually meets Lucretia herself.

LUCRETIA

Why do you think Master nominated you
to be next Sage of Order, huh?

She freezes Henry for 10 seconds and BOUNCES on him. Each impact more fierce than the last.

EXT. A MIDNIGHT'S SOMERS DREAM - CONTINUOUS

Henry is then shifted across to a realm called "A Midnight's Somers Dream", hosted by none other than William Somers. Who mockingly drags Henry onto his pinwheel.

WILLIAM

(spinning the wheel)
Why do you think she soothed your ego?

The pinwheel (Wheel of Misfortune) spins so fast, it gives Henry vertigo.

INT. ABSTRACT OF MATHURINE - CONTINUOUS

The dizzy Henry is now summoned into the Abstract of Mathurine, a colorful mish-mash of childish paintings and crappy drawings brought to life by Mathurine de Vallois. Who approaches the dazed Sage.

MATHURINE

(mock royal British; drawing a
cannon)
You don't deserve dignity, honor,
respect, fighting your country!

BOOM!! Henry flies into the distance and enters --

INT. PANDEMONIUM PLAYGROUND - CONTINUOUS

Where Matilda eagerly awaits his arrival, she swings from her pole towards the dazed and humiliated Sage.

MATILDA
(mock American accent)
You only deserve pain!

She punches him so hard it sends him flying towards to the --

INT. MAELSTROM OF PANDEMONIUM - CONTINUOUS

Where the one who orchestrated his downfall, Dementia Eris Discordia: the Witch of Chaos. Kicks him so hard it sends him back to --

EXT. A MIDNIGHT'S SOMERS DREAM - CONTINUOUS

Where William continues the beatdown. The process with Henry getting pummeled across the realms inhabited by Dementia and her Agents.

INT. MAELSTROM OF PANDEMONIUM - CONTINUOUS

Eventually he gets knocked back to Dementia who GRABS him. Licking her lips.

DEMENTIA
My, my, Henry. You don't look so good.
(mimics eureka pose)
I know what'll cheer you up.
Fireworks. Because everyone loves,
fireworks.

She laughs so much it bring her tears. She hops through a portal which leads them to --

END MONTAGE.**EXT. ARGYLE CLIFFSIDE - NIGHT**

Dementia and battered Henry arrive at the Argyle cliffside, near Green Park where Aaron trained Henry. Dementia GRABS Henry's head and forcefully makes him look at Argyle.

DEMENTIA
Look at it, Argyle in all its
splendor! Isn't it lovely?!

No answer. Henry simply staggers. Dementia smiles regardless.

(CONTINUED)

CONTINUED: (2)

DEMENTIA (CONT'D)

I know, right? Now let the fireworks begin!

(calling out)

Matilda!!

(to Henry)

Watch, you imposter! The fireworks will begin in Three... Two... One...

EXT. BEAKERS HOUSEHOLD - CONTINUOUS

Matilda arrives outside the Beakers' household, with a BALLOON PUMP and purse full of deadly explosives. She puts the explosives in the pump.

Mimicking the squirrel from the official "Move Your Feet" music video, she smirks devilishly and lifts the balloon pump up and down. Over and over again. Which causes --

BEGIN MONTAGE:

EXT. ARGLYE CASTLE - NIGHT

To be set ablaze, like a fireworks display.

EXT. BEAKERS' HOUSEHOLD - CONTINUOUS

Also explodes in a similar fashion.

EXT. NORTHERN HALL - CONTINUOUS

The Northern Hall is no exception.

EXT. PATROL FORCE HQ - CONTINUOUS

Neither is the Patrol Force HQ.

EXT. ROYAL GUARD HQ - CONTINUOUS

Nor is the Royal Guard HQ.

END MONTAGE.

EXT. ARGYLE CLIFFSIDE - NIGHT

Dementia LAUGHS hysterically and uncontrollably, but Henry's face is filled with shame, shock, and guilt. He can't believe the political and military foundations of Argyle are crumbling, and it's all his fault. He tries to look away but Dementia won't let him.

(CONTINUED)

CONTINUED: (2)

DEMENTIA

Come on, don't look away! Enjoy it!
Savor it! Cherish it! My Agent may
have pushed the button, but it was the
Sage's ignorance that led to this!

Dementia LAUGHS so hard it feels like she's SOBBING. She
looks at the squirming Henry, beaming with glee and
catharsis.

DEMENTIA (CONT'D)

Oh stop squirming, every kingdom is
like a tree. You can cut it down, but
it'll grow back. As long as you have
the right ingredients.

She lays Henry on the floor and stands over him, the same way
Joker did to Batman in "The Dark Knight".

DEMENTIA (CONT'D)

Well, that's a wrap for Argyle. But be
warned "Sage of Order", if you don't
want *this* to be the new norm. Then
you'd better grow up, mature, learn,
evolve. All of that crap. So that when
we meet again.

Mockingly LEANS close to Henry's face, doing the Michael
Jackson lean.

DEMENTIA (CONT'D)

We can have some *real* fun.

She LEANS away from Henry by doing the Michael Jackson lean
backwards to straighten her posture.

DEMENTIA (CONT'D)

Don't disappoint us, we're always
watching.

Dementia flies off into the distance and Henry's vision
FADES. The only thing he can see before he passes out is the
dismantled state of Argyle.

EXT. ARGYLE - DAY

-- TOWN SQUARE

The following morning, citizens of Argyle, members of the
Royal Guard and Patrol and Aaron all help in getting aid to
the injured, reconstruction, and salvaging what's left of

(CONTINUED)

CONTINUED: (2)

Argyle.

CITIZEN #1

Are you okay?

CITIZEN #2

No, my leg is broken and my home is ruined!

AARON

I'm on it.
(calling out)
Medic!

A Royal Guard approaches Aaron.

ROYAL GUARD

Sir.

AARON

What is it?

ROYAL GUARD

News from the Royal Capital. We've run out of medics and Mages!

AARON

Oh God, how short are we?

ROYAL GUARD

1500 on both, sir.

AARON

Dear Lord, what have we done?

Aaron scratches his head, he's out of ideas.

ROYAL GUARD

What do we do sir?

Aaron sighs.

AARON

Take over the town square, I'll keep watch over the Royal Capital.

-- ROYAL CAPITAL

Meanwhile, in the Royal Capital of Argyle, things aren't much better. With the Northern Hall, Argyle Castle, the Patrol Force HQ and the Royal Guard HQ destroyed. There's even more

(CONTINUED)

CONTINUED: (3)

strife amongst the citizens. Some are even taking it out on Dementia by VANDALIZING her statue.

CITIZENS

Traitor! Liar! Murderer! Filthy Witch!
 Fuck you! You murdered our king!
 Destroyed our city! We trusted you!
 How could you do this!?

Aaron steps in to quell their anger.

AARON

Alright everyone, cool --

CITIZENS

Shut up! You don't speak for us! You were who wanted to strike a deal with the Witch and now look what happened!

AARON

(steps back)

Look, I know it looks bad, but --

CITIZENS

Oh yeah, and where's the brain-dead buffoon, Henry!? I'd like to give that ignorant shithead a piece of my mind! Yeah! Me too! Me three!

AARON

Don't worry, I've got that covered. Trust me.

INT. INTERROGATION ROOM - DAY

Aaron enters the interrogation room and meets a dejected, ashamed, and guilt-ridden Henry. He sits, disappointed and appalled.

AARON

So, where do I begin?

No answer. Henry doesn't emote. Aaron sighs, but proceeds anyway.

AARON (CONT'D)

Well, we did meet in this room, so it only makes sense to start from there.

Henry still doesn't answer. He's subconsciously trying to separate himself from reality.

(CONTINUED)

CONTINUED: (2)

AARON (CONT'D)

Remember what I told you when we first met?

Henry doesn't answer. But this time, Aaron won't let it slide.

AARON (CONT'D)

Sorry Henry, but no amount of silent treatment can save you now. Have you got it?

Henry still tries to ignore Aaron, but he shatters Henry's false sense of security by TOSSING him on the floor.

AARON (CONT'D)

You see? This is why you're not ready! You don't listen, you don't learn, you don't think, you don't plan! You just do things without thinking about the consequences of your actions! Or consider the impact they have on others! You think this is a game, movie, TV show or comic book!? It's NOT! This is reality! When are you gonna wake up!? When are you gonna grow up!?

Henry doesn't respond. He can't. He cowers in fear like he did against Dementia and Corey.

Aaron dusts himself and starts fixing the table. He doesn't bother looking at Henry.

AARON (CONT'D)

We're done.

Henry SHIVERS and looks at Aaron. Confused and afraid.

HENRY

What?

AARON

You heard me. We're done.

Henry starts panicking, he can't believe what he just heard.

HENRY

Done? How? Why?

(CONTINUED)

CONTINUED: (3)

AARON

I'm gonna pretend you didn't say that.

Henry's lips shake, he's about to cry. But Aaron doesn't care.

HENRY

No. N-N-N-No. W-W-We can't be done. We just can't.

Aaron holds the Independency Clause in front of Henry.

AARON

Since you weren't listening when you signed this, I'll have to repeat myself. Again. Signing this means I don't constantly babysit your sorry ass. If I feel like throwing you into the wilderness, I can do so with no sentiment. End of discussion. Goodbye!

HENRY

No wait -- !

SNAP! Aaron snaps his fingers and Henry is transported back to --

EXT. ARGYLE - DAY

-- TOWN SQUARE

Where several enraged citizens spot and rightfully lash out at him for instigating Argyle's downfall. Much to Henry's displeasure.

HENRY

Oh shit...

CITIZENS

It's him! Henry Spade! Get him! Kill him!

The citizens start throwing debris, steel, concrete, glass and other everyday at him. Henry RUNS in a desperate attempt to escape the shame he's inflicted on them. But it's futile.

CITIZENS (CONT'D)

(throwing things at Henry)
Impostor! Fraud! Liar! Moron! The Witch was right about you! You're a coward! You don't deserve your title!

(MORE)

(CONTINUED)

CONTINUED: (2)

CITIZENS (CONT'D)

You're not the Sage of Order! You
never will be! Screw you! You
destroyed our great nation!

Henry continues running. He manages to make it to the gate at the southern border. After sprinting through it, he continues his renegade dash into --

EXT. FOREST - DAY

Henry scurries through the forest, away from Argyle, dodging the various MONSTERS, GIANTS, SWAMPS AND SPIRITS.

He continues maneuvering through the forest until he arrives at...

EXT. CENTRAL SANCTUARY - CONTINUOUS

-- **FRONT GARDEN**

He takes a moment to catch his breath, but he can't shake off the insurmountable shame he feels. He hears FAMILIAR VOICES scolding him as he changes outfits.

COREY (V.O.)

If you were a *real* cop, and not
playing pretend, you would understand
that.

AARON (V.O.)

You think this is a game, movie, TV
show or comic book!? It's NOT! This is
reality! When are you gonna wake up!?
When are you gonna grow up!?

BEN (V.O.)

Oh really? Then why are you *here* with
that loser!?

NICOLA (V.O.)

Loser!!

LUCRETIA (V.O.)

Why do you think Master nominated you
to be next Sage of Order, huh?

WILLIAM (V.O.)

Why do you think she soothed your ego?

(CONTINUED)

CONTINUED: (2)

MATHURINE (V.O.)

You don't deserve dignity, honor,
respect, fighting your country!

MATILDA (V.O.)

You only deserve pain!

DEMENTIA (V.O.)

But be warned "Sage of Order", if you
don't want *this* to be the new norm.
Then you'd better grow up, mature,
learn, evolve. All of that crap. So
that when we meet again.

Now dressed in a more impoverished aesthetic, he throws his
Sage of Order attire into the bushes and walks towards --

INT. CENTRAL SANCTUARY - DAY

-- ANCIENT CHAMBER

While exploring an ancient chamber, Henry discovers A GLOWING
MURAL depicting FOUR FIGURES (the Sages) in various battles,
triumphs, and moments of despair. Each figure is surrounded
by their elemental aura, and he notices one is **strikingly
similar to himself.**

As he examines the mural, a VOICE echoes, calling him:

MURAL (V.O.)

Hello Henry.

HENRY

What? Who said that?

Henry looks around, spooked and frantic.

MURAL (V.O.)

I'm over here.

Henry notices the GLOWING ORB from the mural behind him. But
he's depressed to be impressed.

HENRY

Who're you?

MURAL (V.O.)

Nothing more than a mural, who holds
knowledge of the Sages. Past, present
and future.

(CONTINUED)

CONTINUED: (2)

HENRY

Oh great, a talking mural. Just when I thought this world couldn't get any weirder.

MURAL (V.O.)

No offence, but you did go up against the Witch of Chaos. Any *nothing* gets weirder than her.

HENRY

(sighs)

True. So what do you want?

MURAL (V.O.)

To talk.

HENRY

About what?

MURAL (V.O.)

You. Mainly your mental state.

HENRY

What about my mental state?

MURAL (V.O.)

Even though numerous have already told you this, but I'm designed to speak nothing but the truth.

Henry rolls his eyes. He's heard this before.

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

You can't be the Sage of Order if you continue like this.

HENRY

Way ahead on that one buddy, because as of today, I'm retired.

MURAL (V.O.)

Retired?

HENRY

Yep, I'm done. I quit. I give up. I'm not cut out to be the Sage of Order. There's no point denying it anymore. After all, if the Witch could see it, why couldn't I?

(CONTINUED)

CONTINUED: (3)

MURAL (V.O.)

That's not true --

HENRY

(annoyed)

It's a cold hard fact! It's been drilled into me over and over again. That's why I'm going off the radar. Anything I do will make things worse. It's for the best. I'm done. End of discussion.

MURAL (V.O.)

I know after all the hardships you've endured, giving seems like the best option but --

Henry looks at the mural more aggravated than usual.

HENRY

What did you just say?

MURAL (V.O.)

Calm down Henry, there's no need for --

HENRY

NO! Don't tell me to calm down! Or that giving up seems easy! I'm not in the mood for that shit. I've already been through enough public and private embarrassments. I just... Wanna be left alone.

Henry walks away even more depressed than he's ever been. The mural goes harder vocally to grab his attention.

MURAL (V.O.)

Listen, self hatred is one side of who you are, and it's hard to let it go.

(Henry stops; his ear twitches)

But did you ever stop and think about the other side?

HENRY

(slowly turning back)

The other side?

MURAL (V.O.)

Yes, the other side of self hate. Self love.

(CONTINUED)

CONTINUED: (4)

HENRY

Self love?

MURAL (V.O.)

The ability to accept the flaws in one's persona and fix. Which opens the doors to self love. That's what these murals show you.

Henry FREEZES, he never considered that. He then takes a fervent look at the murals, but this time, from a new perspective.

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

Each of you carries a piece of the same truth, the ability to conquer your inner demons. Though your paths are different. Sally's defiance, Bryan's resolve, Veronica's sacrifice... So what about you? What will your chapter add to the story?

HENRY

What?

MURAL (V.O.)

What you see are all the Sages fighting to conquer their inner demons. You're a Sage, this will be you one day. Believe that.

Despite the new perspective, there's too much doubt in Henry's mind for him to accept it. He returns to the depressive slump he was in when he arrived.

HENRY

Sorry to disappoint you, but the Henry you're referring to, he doesn't exist. He never did.

Henry walks away. Downstairs.

MURAL (V.O.)

Not yet.

TITLE: "8 WEEKS LATER"

INT. CENTRAL SANCTUARY - DAY

-- KITCHEN

(CONTINUED)

CONTINUED: (2)

One morning the slothful, pathetic and apathetic Henry, enters the kitchen.

Beat.

He stares at his food. Depressed and sluggish.

We see three more individuals (CARLA Maria Barbara Jimenez, SALLY Langford and LEANDRE Espoir). All eating their food in a similar emotional state as Henry.

He looks at them and senses the same abundance of dormant Mana dwelling within them. As well as the depths of their depression.

HENRY
Who are you guys?

THE END.