

JOURNEY TO JENFLU

Written by

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FADE IN:

EXT. OCEANSIDE BY THE VORHEES SEA (DREEN) - DAY

ORGEL, a sandy-haired beanpole, plucks a stone from the beach and tosses it into the ocean while his younger, athletic brother, CLAYTON looks on.

CLAYTON

We've been in Dreen for three weeks and we still haven't made any true friends. I wish that we had never moved.

ORGEL

When that farm came up for sale, you knew that Dad was going to buy it, Clayton. On Kordal, property rarely goes up for sale. Dad had to do what he had to do.

Clayton picks up a stone and wings it into the surf.

CLAYTON

This sucks. Every time that we ask people to get together, it doesn't work out. Hopefully today will be better.

TRINA, an intelligent girl with a nearly photographic memory, looks up from her book. BRINDY, insecure yet intelligent, walks over to join the guys

TRINA

Looks like a new challenger is in town.

BRINDY

Watch this, boys.

Brindy skips a rock which only goes three feet before disappearing into the surf. The lean and bespectacled bespectacled FARZIK whistles his approval from atop a rock surrounded by the water.

BRINDY (CONT'D)

Farzik!

CLAYTON

Prepare your eyes, Brindy. This is how it is done.

The three continue to skip stones as the sky turns cloudy.

BRINDY

It's getting a bit chilly, I think
I'm going to head home.

ORGEL

Just one more toss, and we'll call
it a day.

Orgel reaches for a rock, but finds a small velvet bag instead. It is well worn with a draw string cinching the top.

ORGEL (CONT'D)

Hey. Come here!

Farzik and Trina join the others and the five gather around. Clayton empties the bag and five extraordinarily shiny stones and a couple of pieces of paper fall out.

FARZIK

Big deal. Some rocks and a piece of
paper which we can't even read.

TRINA

They're really shiny. Looks like
one for each of us, right?

ORGEL

Sure, why not. We came. We skipped
stones. We left with stones.

BRINDY

(laughing)

Well that was fun. See you guys at
school tomorrow.

The group heads their separate ways.

INT. FARMHOUSE - EVENING

Orgel sits in front of the fireplace, studying the two pieces of paper. Clayton is setting the table nearby.

CLAYTON

How long are you going to look at
those papers? Dad is going to be
mad that you aren't doing your
chores.

ORGEL

Most of the ink has faded, but when
I hold it up to the fireplace, I
can kind of read it. Sa'n. Sa'n.
Sa'n oarr.

CLAYTON

Do you need some help Orgel? Give me that.

Clayton unsuccessfully tries ripping the papers from Orgel.

ORGEL

I've got it. Sa'n. Sa'n. One more time.

Orgel pauses and tightens his gaze as he slowly reads aloud.

ORGEL (CONT'D)

Sa'n oarr a'r arlo. Fmooko ho lla'mrc.

Intense thunder crackles from outside as the windows shake.

ORGEL (CONT'D)

It also says Rorromso and sa'gh a'r ruza. Let's go see if dad knows what this means.

Orgel and Clayton run upstairs and open the door to the den. Their father sits motionless behind a desk, facing the wall.

CLAYTON

Hey, Dad, we have a question. Hope that you know the answer.

Clayton and Orgel enter the den and approach their father.

CLAYTON (CONT'D)

Do you know what Rorromso means? Dad? Dad? Wake up, Dad.

Orgel checks his father's pulse.

ORGEL

He's still breathing, but his pulse has slowed. I'm going to get help from Dr. Poppleswick.

CLAYTON

I'm coming with you.

ORGEL

No, stay here with Dad in case his condition changes. I'll be right back.

Orgel flies down the steps, out the door, hops on a bike, and rides a few blocks to a nearby farmhouse.

EXT. NEIGHBORING FARM - NIGHT

Orgel runs up the steps and bangs on the door.

ORGEL
Dr. Poppleswick! Dr. Poppleswick!
Mrs. Poppleswick!

Orgel peers in to the window and seems them reading in the living room. Orgel barges in through the front door. Both are motionless.

EXT. FARMHOUSES - NIGHT

Orgel frantically rides down the street, jumping off and looking in the windows of multiple houses. Everybody is motionless. Orgel returns home.

INT. FARMHOUSE - NIGHT

CLAYTON
Where've you been?

ORGEL
Everybody is frozen. The Poppleswicks. The Bristlepumps. The Handergangs. All frozen.

CLAYTON
Do you think that there was a magic spell? And why wouldn't it effect us?

ORGEL
It could be magic, Clayton. I don't know. I wonder if it effected everybody in Dreen? Or even everybody on Kordal?

CLAYTON
There's only one way to find out.

Clayton and Orgel bound down the stairs and race toward the market on their bikes.

EXT. MARKETPLACE TOWN SQUARE (DREEN) - NIGHT

As Orgel and Clayton ride in to the town square, Trina is waving her arms.

TRINA

Hey, over here! Something's happened. Nobody is moving.

CLAYTON

So good to see you. We thought we might be the only ones alive. Orgel checked on our neighbors and they're all frozen.

TRINA

I didn't see anybody move a muscle as I rode here.

ORGEL

Wait! I hear footsteps.

Brindy appears from around the corner, tears flowing.

BRINDY

What is happening?

ORGEL

Magic. Some sort of terrible magic.

CLAYTON

Maybe it will stop and things will return to normal?

ORGEL

I doubt it. At least the four of us are okay.

Farzik skids out on his bike near the group.

FARZIK

Make that five!

BRINDY

Farzik. You're not frozen. It's really crazy that none of us are frozen. There must be a reason... but what?

TRINA

Have you guys ever heard of Jenflu?

ORGEL

Heard of it.

TRINA

Jenflu is another island in the Spurkan Archipelago.

(MORE)

TRINA (CONT'D)

It is a mysterious place full of wonderous creatures, many of whom can speak. But that isn't the most amazing fact about Jenflu.

FARZIK

Then what is?

TRINA

Every being born on Jenflu has the ability to cast one particular spell. It is their own individual spell, and it is unique to them.

ORGEL

Can they cast it throughout their lifetime?

TRINA

They can cast them forever. Time doesn't exist on Jenflu. It is merely a concept. Minutes, hours, days, and years pass but nobody ever ages. Not on Jenflu.

BRINDY

The stones! It's the stones.

CLAYTON

What are you talking about?

BRINDY

Those stones we grabbed from the bag. Each of us has a stone and each of us isn't frozen.

ORGEL

Totally makes sense to me. Here's mine, right here.

Orgel produces his stone, as do the other four, and the moonlight glistens against them. The group stares at one another as their eyes dart wildly back and forth.

ORGEL (CONT'D)

If this is true, than this is all my fault. Remember that bag, and how it had those pieces of paper? Something on that paper has caused all of Kordal to freeze. And there must be a way to reverse it

FARZIK

What are you thinking?

ORGEL

Jenflu. We need to go to Jenflu.

BRINDY

Are you kidding? You want to sail across the Vorhees Sea to a land where none of us have ever been? I'm not going.

CLAYTON

Me neither. Probably by tomorrow this whole thing will pass.

FARZIK

My uncle is a fisherman, and he has a boat down at the docks which we can use. I've taken it out before, but only on short trips.

ORGEL

Trina?

TRINA

I'm in.

ORGEL

Okay, then whoever is coming, let's meet at the docks at six o'clock tomorrow morning. We need to fix this.

FARZIK

See you then. Well, at least most of you.

INT. FARMHOUSE - DAWN

Orgel packs and checks in on his brother who is sound asleep. Grabbing the velvet bag and a small backpack, Orgel leaves the house and heads for the docks.

EXT. DOCK - DAWN

Orgel arrives and sees Farzik standing by a rickety boat.

ORGEL

Are you sure that she's seaworthy?

FARZIK

Definitely. My uncle goes out for weeks at a time, so I completely trust that you and Trina and I can make it to Jenflu. And speaking of Trina...

Trina yawns as she saunters down the dock.

TRINA

Good morning. Anybody seen signs of life yet this morning?

FARZIK

Not a one. Jump on board and let's get out of here.

Trina and Orgel climb on board and descend into the cabin of the boat. Farzik moves to the front of the boat and unfurls the sail.

FARZIK (CONT'D)

(yelling)

I'm not going to raise the sails until we're out of the harbor, but I want to at least be ready. You guys should store your food in that big locker under the table down there to keep the sea air away from it. Trina, you can take one of the rooms and Orgel and I will take the other.

Farzik looks over his shoulder and sees Brindy.

BRINDY

And where am I going to sleep?

FARZIK

Brindy? I didn't think you were coming.

BRINDY

I thought about it all night long, and I didn't even sleep. The thought of going to Jenflu scares me, but staying here on Kordal isn't going to do me any good.

Trina comes out of the cabin and hugs Brindy.

FARZIK

Orgel, get up here. Let's shove off.

(MORE)

FARZIK (CONT'D)

Brindy and Trina can push the boat away and you can sit up front and make sure we don't hit anything.

Brindy and Trina start pushing the boat as they see Clayton running down the dock.

TRINA

Well look who the cat dragged in. What made you change your mind?

CLAYTON

I thought about the four of you being all alone and figured you needed a leader... so here I am.

ORGEL

Somehow, I knew you would show up. Now help us shove off.

The boat slowly drifts away from the dock. Farzik hustles up to the front, unfurling the sails, and returns to his post behind the wheel.

FARZIK

Jenflu, here we come!

EXT. BOAT ON THE OPEN SEAS - DAY

Farzik motions for Clayton to join him at the wheel.

FARZIK

I've been at the helm the past day and a half, and I really could use a break. Do you think you can continue to head northwest for the next couple of hours?

CLAYTON

Really, Farzik? I get to be the captain? Excellent.

FARZIK

Our destiny is in your hands for now, Clayton. Thanks.

Farzik goes to the bow of the boat and dangles his feet. Brindy, sensing his change of mood, takes a seat next to him.

BRINDY

What's on your mind? You look unhappy.

FARZIK

Nothing is wrong. Sometimes I like to be alone. Okay?

BRINDY

Don't you like us, Farzik?

FARZIK

I do. I do. As an only child, I'm almost always alone. Now that I'm spending time with you guys, it makes me upset to think that maybe I have missed out on so much.

BRINDY

You can't change the past, Farzik. Now you have us. And for the record, I too am an only child.

Brindy pats Farzik on the shoulder as they stand up. A large wave breaks over the bow of the boat. Farzik and Brindy join the others at the helm.

TRINA

(addressing the group)

Should we lower the sails? Where did that come from, anyway?

Farzik darts away to lower the sails. Another wave crashes over the edge, and the waters turn violently choppy. Tina's eyes widen.

TRINA (CONT'D)

Turn around slowly, everybody. Look out there about 150 yards.

A vast green lump with red spots moves closer to the boat.

ORGEL

Some... some kind of animal?

TRINA

None like I've ever seen.

The green lump vanished below the water creating a mighty surge of cascading ripples. Farzik returns.

FARZIK

What are you guys looking at?

BRINDY

H-has it gone?

A third wave crashes over the railing, tossing seaweed on the group as a colossal sea monster surfaces right next to the boat.

FARZIK

It's a dragon! Get in the cabin!

The sea monster opens his mouth, revealing rows of sharp, yellowing teeth and a menacing tongue.

MONTOOSE

I am not a dragon. For I am a Sea Monster... a Plendurian Sea Monster if you must know. I am the most celebrated creature in the Vorhees Sea.

Montoose leans in and eyes the crew with great curiosity.

MONTOOSE (CONT'D)

You are not the ship I was looking for.

CLAYTON

Don't hurt us. We mean you no harm.

Montoose flaps his wings one time, startling the kids who shriek. Montoose laughs at their reaction.

MONTOOSE

I won't harm you. My name is Montoose.

ORGEL

I'm Orgel, and that's my brother Clayton.

FARZIK

I'm Farzik.

BRINDY

My name is Brindy, and that is Trina right there.

MONTOOSE

Have you, perhaps, passed a vessel about the same size as yours with a black and yellow sail? It has an insignia on the map that looks like this.

Montoose thrashes his tail rapidly in the water, artistically creating a detailed logo for the group to see.

TRINA

We haven't passed any other vessels
at all.

MONTOOSE

(disappointed)

Very well. And to where do you
travel?

TRINA

To Jenflu.

MONTOOSE

For what purpose would you travel
there?

TRINA

A spell has been cast on our
homeland, Kordal, so we're
travelling to Jenflu. We hope to
find somebody there that might be
able to help.

ORGEL

The spell might have even
originated from over there. Nobody
on Kordal has such powerful magic.

MONTOOSE

And what do you know of on Jenflu?

BRINDY

Only what we've learned in school;
that it's an incredibly magical
place where time stands still and
nobody ages.

CLAYTON

Also, everybody has their own
unique spell.

MONTOOSE

You must be brave travelers indeed,
if you are determined to travel to
Jenflu.

CLAYTON

(puffing out his chest)

Brave? Yeah, we're brave.

(gazing teasingly at
Farzik)

At least most of us are.

FARZIK

I'm as brave as they come.

ORGEL

Guys, please!

MONTOOSE

There is much you don't know of Jenflu. You do not know of Verlox!

ORGEL

Verlox?

TRINA

The ruler of Jenflu. I read that is the rightful King by birth.

MONTOOSE

Rightful? Ha! A ruler, yes, but a King... no. Not to me, anyway. Never to me!

ORGEL

Are you from Jenflu?

MONTOOSE

Why I know of no one who would willingly travel to Jenflu. Not any more. Not since the days of Verlox.

TRINA

What's so bad about him?

MONTOOSE

He rules with an iron fist. His word is law all those who disagree are punished, imprisoned, or worse. Most visitors to the island are fearful, not only of the magical spells and powers that linger on Jenflu, but of Verlox himself. It is said if he captures any visitor, they shall become a prisoner forever.

CLAYTON

Do you know if that is true, or just a rumor?

MONTOOSE

It has been many a year since I encountered a traveler on these seas who wished to visit Jenflu.

FARZIK

I knew this was a stupid idea.
Let's turn back now, while it's
still safe to do so.

TRINA

We can't go back, Farzik. All those
people on Kordal, suspended in
time... they'll remain that way
unless we do something about it.

FARZIK

I'm the captain of this boat. If I
say we're going back, then we're
going back.

CLAYTON

I told you that you were a scaredy
cat. Meow meow meow.

FARZIK

Come say that to my face.

Orgel hurriedly positions himself between the two.

ORGEL

Trina is right. We're all in this
together. No matter what the
danger, we push on and make it to
Jenflu. For Kordal! Now who is with
me?

Clayton and Trina raise their hands. Brindy hesitates, and
slowly raises hers.

BRINDY

For Kordal, Farzik?

Farzik frowns, sighs, and raises his hand.

FARZIK

For Kordal.

MONTOOSE

My oh my, you really are a
determined bunch. In this case, I
may be able to help you with
something.

ORGEL

There is? That would be great.

MONTOOSE

And maybe there is something you
can do for me?

ORGEL

We'll try our best.

MONTOOSE

Do you have any pommy fruits?

BRINDY

Pommy fruits? All you want are some
pommy fruits?

MONTOOSE

Yes. Since they are so plentiful on
Kordal, I thought you might be able
to spare a few.

TRINA

I did bring some. They are down in
the locker.

MONTOOSE

Fetch them for me. They are such a
delight to my palate and a treat
that one can rarely enjoy living in
the depths of the sea. I shall
return momentarily.

Montoose dips his head beneath the surface, resurfaces, and
spits a mountain of sand onto the bow of the boat.

CLAYTON

Why did you just spit sand on our
boat?

MONTOOSE

That is no ordinary sand. Scoop up
a touch, Clayton. Blink your eyes,
and let it trickle over your head.

Clayton slowly starts to vanish into thin air.

BRINDY

What have you done to him,
Montoose? Where did he go?

CLAYTON

(o.s.)
I'm still right here.

TRINA

Wow. When will he reappear?

MONTOOSE

In ten minutes he'll be completely visible. It only works if you sprinkle it over your head while blinking. Otherwise it is just boring old sand. Now, its time to enjoy these pommy fruits.

Montoose scoops up the pommy fruits with his wings, throws them high into the air, and catches them in his mouth. With a huge smile on his face, Montoose turns and swims away.

TRINA

Hey! You just stepped on my foot.

CLAYTON

(o.s.)

Did not.

FARZIK

It doesn't feel any different, but it is a little freaky to not be able to see my own skin.

BRINDY

We better do something with that sand? It may really come in hand.

ORGEL

Agreed. We need to be very careful that we don't let it go to waste.

A stack of burlap sacks comes up the stairs. The group loads the sand into the sacks, as Clayton remains invisible.

BRINDY

We should store this in the chest with the food. That way it won't wash overboard.

EXT. BOW OF BOAT - EVENING

TRINA

You live with only your father?

ORGEL

Yes. My mother passed away.

TRINA

I'm so sorry Orgel. I didn't know.

ORGEL

There is no way you could have known. We all miss her and think about her. She was a great woman.

TRINA

It looks like you and your brother have a great relationship, and when siblings get along, it is usually the product of good parenting.

ORGEL

Thanks, Trina. Really.

Farzik approaches from behind the sail.

FARZIK

Unfortunately, I made a miscalculation. We won't arrive on Jenflu tomorrow. We have strayed off course and that will put behind by 15 - 20 hours, assuming the wind remains constant.

TRINA

Did you tell the others?

FARZIK

No, they're asleep in the cabin already. Brindy isn't really excited about being on this journey anyway, so unless she specifically asks, I don't think I'll say anything.

ORGEL

That's fine. Maybe we should bring the sails down and call it an evening ourselves. Tomorrow will be here before we know it.

Orgel and Trina lower the sail and the three retire to the cabin for the evening.

EXT. BOAT - AFTERNOON

Clayton steers the boat while Farzik and Trina check the map. Orgel ties a nifty knot in the rope. It starts to rain.

FARZIK

We've made pretty good time today since the winds have picked up.

(MORE)

FARZIK (CONT'D)

Looks like we're in for a little
beat down from Mother Nature.

ORGEL

As long as it isn't a full-fledged
beat down, I'm okay with that.

FARZIK

Clayton, if you are okay keeping us
on course, the rest of us will go
down and join Brindy in the cabin.

Clayton nods. Thunder rocks the peaceful sky.

TRINA

Maybe we should all go? Sails down?

FARZIK

Sails down. Clayton, you come down
too.

Loud thunder shocks, seconds apart, pierces the air. Heavy
rain pounds the ceiling of the cabin.

BRINDY

You said your uncle has used this
boat for years, right?

FARZIK

Years and years. She's one sturdy
boat, and he's taken good care of
it.

The children scream an almighty crash hits the ceiling.
Pieces of the ceiling give, as the mast begins to penetrate
the cabin.

ORGEL

Grab a life vest, everybody, just
in case.

The boat pitches and heaves in the wind as rain pours in
through the open ceiling. The speed of water entering the
cabin accelerates. Orgel rifles through his backpack, grabs
the velvet bag with the stones and paper, and stows it in the
locker.

ORGEL (CONT'D)

Clayton, help me carry this chest
to the deck. Trina, get Farzik and
Brindy to untie the sail
completely. We may need it.

Just as the sail is separated from the fallen mast, the boat keels onto it's side, sending everybody into the sea.

FARZIK

(shouting)

Trina! Orgel! Clayton! Brindy!
Everybody cling onto the largest
piece of wood that you can.

CLAYTON

Come swim to this locker. It floats
and we can't let it get away since
it has our food inside.

Trina arrives next to Clayton. Orgel is adrift nearby. Farzik and Brindy are floating away in the opposite direction.

BRINDY

We need help! We need help! Help
us!

ORGEL

I'll go after them.

CLAYTON

You can't. It's too dangerous.
I've already lost my Mom and losing
my brother would be unbearable.

Trina releases her grip from the crate and starts to swim away.

TRINA

You're right Clayton. That can't
happen.

Trina dives below the surface where it is slightly calmer and swims to Brindy and Farzik.

FARZIK

Now what? The others are way over
there.

BRINDY

If we all get behind one piece of
wood, we'll have the power of three
working together against these
waves.

Trina, Brindy, and Farzik align on one side of a piece of wood and slowly make it back to the floating crate.

EXT. OPEN SEAS AROUND THE LOCKER - NIGHT

FARZIK

It's been hours, and not a single boat has come by. We can't just hold on forever. And there's all kinds of creatures in here that may eat us alive.

TRINA

Farzik! We'll be able to survive in this water for at least a full day. We're not going to die. We can't die. We need to survive and reverse the spell on Kordal.

ORGEL

Kordal needs us. In the morning, when the sun comes up, we'll make a plan. Until then, watch out for one another.

CLAYTON

Indeed.

BRINDY

Indeed! Right Farzik?

FARZIK

Ohhhh, indeed.

The five, arms locked and resting on the locker, ebb and flow in the sea as the night sky becomes silent.

EXT. OPEN SEAS AROUND THE LOCKER - DAWN

Clayton nudges Orgel awake.

CLAYTON

Look up there?

FARZIK

Yeah, birds. Big deal.

BRINDY

It is a big deal. Birds don't generally stray far from land. There must be an island nearby.

TRINA

Follow those birds.

The group forms behind the crate and kicks in the direction which the birds are flying.

CLAYTON

Brindy, you're the smallest. Do you think you could stand on top of the crate and see if you can spot those birds?

Brindy struggles, but finally stands erect atop the crate.

BRINDY

Woooo hoooo hoooo! Land! I see land! I see land!

Brindy dives back into the water. High fives all around.

TRINA

Let's keep kicking! Every minute we kick is another minute closed to land.

ALL

(chanting)

Land. Land. Land. Land. Land. Land.

The group kicks for a while and their enthusiasm starts to wane.

ORGEL

I'm exhausted. Can we get some food and water out of the chest?

They rotate the chest and open it. The velvet bag is glowing.

FARZIK

Wow! Those gems are telling us something. Maybe that they are near their home?

ORGEL

I hope the gems didn't eat all of the pommy fruits.

Each kid devours a pommy and chugs fresh water before closing the chest.

BRINDY

Let's go everybody, land awaits.

ALL

(Chanting)

Land. Land. Land. Land. Land.

EXT. BEACH FRONT - MORNING

The kids drag the locker onto the shore and collapse in the volcanic, black sand.

ORGEL

We shouldn't rest for long.
Remember that Montoose told us that
visitors aren't exactly welcome on
Jenflu.

FARZIK

What's the plan then, oh leader?
How are we going to ask somebody
for help without people knowing we
are here?

ORGEL

I don't know yet. Let's just set up
a camp or something and then we can
explore a bit.

Trina and Brindy wander down the beach a bit.

BRINDY

Looks at this. Its from our boat.
And there is more of it over there.

TRINA

And that rope that Orgel ties. Hey
guys, come look what we found?

ORGEL

Hey, is this part of our boat?

FARZIK

You mean part of my uncle's boat.
Yes, this is.

CLAYTON

Are we going to rebuild the boat?

ORGEL

No, but we can use these pieces to
built a shelter. A treehouse
perhaps.

TRINA

That V-shaped tree would be
perfect. Those two thick branches
will be great support, and it is
hidden a little in the forest so we
won't be out in the wide open.

The group quickly assembles a crude treehouse and uses the rope to hoist the chest into the treehouse. Orgel removes the velvet bag.

ORGEL

The stones aren't glowing any more.
Maybe it was just some sort of
homing reaction?

Trina grabs the pieces of paper from the bag.

TRINA

Rorromso. That sounds Lourtonian,
the ancient mystical language of
Jenflu.

CLAYTON

Lourtonian?

TRINA

Yes, Lourtonian. It's similar to
Paloine, which I've studied for
structure, but don't know the
vocabulary. It sounds so familiar.
Rorromso. Rorromso.

Trina pumps her fists.

TRINA (CONT'D)

Rorromso means reverse. In Palinie,
rorrimsa means reverse, so in
Lourtonian it must be reverse.

CLAYTON

Give me that. How about this.
Shorrs.

TRINA

Shorrs is shells. Same as in
Paoline.

CLAYTON

And here is the number 4. I've got
that, Trina. It means 4. Just like
in Paoline.

BRINDY

Four shells? Is that what we need?

ORGEL

Could be. We should start looking
for some shells on the beach.

The group climb down and separate to comb the beach for shells.

TRINA

Orgel, do you think it's a specific type of shell?

ORGEL

I have no idea. I just hope and pray that we accomplish our goal.

Brindy looks into a tide pool and picks up a shell. Eely, a talking snail with a large head and huge tentacles, shrieks.

EELY

Get your grubby mitts off me!

The others run over when they hear the commotion

BRINDY

I thought I heard that shell speak.

CLAYTON

Since we're on Jenflu, isn't everything possible?

EELY

It is. It is. Everything is possible on Jenflu.

ORGEL

A talking snail?

EELY

I take it you're not from around here. I was enjoying a nice rest until you lot came and disturbed me.

ORGEL

What's your name?

EELY

None of your business. Who are you? What are you doing here?

TRINA

We're tourists. We're just travelling and thought we'd stop and see the island.

EELY

Well travel off! You have no business here.

(MORE)

EELY (CONT'D)

If you don't leave immediately, I will turn you all into rope!

FARZIK

Rope? You're threatening to turn us into rope?

EELY

You'll rue the day when you became a big spindle of rope.

TRINA

We don't mean you any harm. We just want to look around the island.

EELY

Look around the island? You're mad. Mad! You'll end as things far worse than rope if your stay on this island. I promise you that. I promise!

BRINDY

We know that everybody has their own special spell.

EELY

Oh you do, do you? Think you know everything, do you? You know nothing. Nothing! Leave this place. Leave while you still can and never come back.

ORGEL

Sorry, Eely, but we can't really leave. We're here on a mission. You see, we are not really tourists.

CLAYTON

Yeah, like my brother said...

EELY

Your brother? This is your brother?

CLAYTON

Yeah, we're brothers.

Eely looks down at the sand and lowers his voice.

EELY

No good will come of you here on this island? What is this mission you speak about?

TRINA

It's about a spell.

EELY

A spell you say? Well it it's spells you want, you've come to the right place. Lots of spells here. Lots and lots of spells.

BRINDY

That's exactly why we came. Can you help us?

FARZIK

How is that old snail going to help us?

BRINDY

He's not just a snail. He's a magical snail.

EELY

My name is Eely.

ORGEL

I'm Orgel. That's Clayton, Farzik, Brindy, and Trina. We're all friends.

EELY

Friends? Friends? That would be a fine thing. And it's a spell that you are after?

CLAYTON

One that unfreezes people.

EELY

That certainly sounds like something that can be found on Jenflu.

TRINA

Can everybody cast spells?

EELY

Only their one. And up to a maximum number of times, which is unknown. Once you have cast that extra spell, it is inflicted upon you. One too many!

ORGEL

What does that mean, if you cast one too many?

EELY

Foolish youth! Each spell has a life span. When your spell has come to it's end of life, if you cast it again, it is cast upon you forever. I shouldn't be telling you this, because spells aren't openly discussed. If anyone overheard us, we would be punished.

FARZIK

You already said you could turn something in to rope.

EELY

Hush, young man! Talking about spells is a very risky habit. Casting them is even riskier. Risky and dangerous. Dangerous and risky. But that is the way of things here on Jenflu.

TRINA

And there is no way of knowing how many spells you have left?

EELY

No. No. Nobody knows. Not even the King. And the spells must be spoken aloud, in their entirety, for them to work. You must speak them!

ORGEL

That's why Kordal froze when I said the words aloud.

EELY

You've frozen your homeland?

ORGEL

Sadly, yes.

EELY

Snails are very careful creatures. That is why, even away from Jenflu, we live such long lives.

BRINDY

How old exactly are you, Eely?

EELY

Three hundred and forty seven years, eight months, two weeks, and five days. I've spent the past one hundred and three years searching.

TRINA

Searching for what?

EELY

Searching for my brother Tok. And now you must let me continue my search. I won't give up searching. I must find Tok.

FARZIK

No disrespect, snail, but don't you think if you have looked for over a hundred years. That you'll never find him? Maybe he's dead?

EELY

He is not dead!

TRINA

Farzik!

EELY

A brother always know. Tok and I are close, and a brother always knows.

CLAYTON

What happened to him anyway? How did he go missing?

EELY

Tsk, tsk, you ask too many questions, you lot. I wish you the best of luck on your quest, Clayton.

BRINDY

Wait. Why don't you come with us? We can help each other? It will be much faster for you as we can cover more ground. I won't mind carrying you if you don't mind being carried.

EELY

Will you be gentle with me?

BRINDY

I promise. We're going back to the treehouse and will start our adventure tomorrow.

EELY

Then it is settled.

Brindy scoops up Eely and the group returns to the treehouse.

INT. MEERA CASTLE - EVENING

An opulent party takes place in a corpulent dining hall. Jugs of wine and grog are passed around, and guests are seated around a large table as VERLOX, the almighty King of Jenflu, watches the Royal Acrobats attempting to please him.

VERLOX

Enough! Enough!

Verlox chomps into an oversized turkey leg. The acrobats are ushered away and a new troupe of performers are introduced.

VERLOX (CONT'D)

Massage my spikes. Now!

Two servants rush up and begin stroking the dragon spikes on the back of Verlox's neck. He takes a massive swig of grog, leans back in his throne and his eyes begin to slam shut.

EXT. TREE HOUSE - MORNING

The group stirs and begins coming to. Brindy sits by Eely.

EELY

Shells. Shells. What do you mean shells?

BRINDY

We don't know exactly. We can't read Lourtonian.

EELY

Let me see it. I can help you with the words.

Orgel places the pieces of paper near Eely.

EELY (CONT'D)

Yes. Shells. And sa'gh a'r Ruza translates to The Song of Ruza.

CLAYTON

What does that mean?

EELY

Six miles from here is the town of Ruza. King Verlox lives there... in Meera Castle. Each night, before the Royal Feast, the townsfolk must come out of their dwellings to sing and dance for the King.

TRINA

Really?

EELY

Yes. The Song of Ruza is played on special, custom flutes, and Verlox believes it is a tribute to his greatness. It has been a nightly tradition since the beginning of his reign. He becomes very angry when he doesn't get his way. Very angry!

ORGEL

Then this has something to do with the Song of Ruza? Do we have to sing the song as part of the reversal? How will we know?

FARZIK

We must go to Ruza, or we'll never know.

EELY

You are all mad. Do not go to Ruza. The king and his cronies will seize you. Visitors are not welcome. You are mad!

ORGEL

We don't have any choice, Eely. And we need your assistance. And, perhaps, you need ours?

EELY

Yes. Yes. I fear that we do need each other.

CLAYTON

Right. We should get going. The locker is too heavy, so let's each grab what we can and place it in our pockets.

BRINDY

Don't forget the vanishing sand.

EELY

Vanishing sand! Vanishing sand!

After loading their pockets, they descend down to the beach and begin walking into the forest.

TRINA

Is there anything which we can eat around here? We're all very hungry. The only thing we've eaten was some stale bread that was stashed in the chest.

EELY

Fruit! Fruit! We have very good fruit. Take me to the left. This way. Now put me down.

Eely leads the group through a thicket, where a clearing overflowing with berries could be seen. The kids run into the clearing.

EELY (CONT'D)

Hey! Don't trample me, you oafs. Watch out! Heyyyyyyyy.....

EXT. BEACH - DAY

PURTS and FEEN, two royal guards who work for the Protectors of the Realm, stroll along the dark sand. Purts, a little stalky and a bit of a brute, is the First Royal Guard.

PURTS

We'll walk to the far end of the beach, and then back again.

Tall, slender, and possessing many feline features, Feen is also the Royal Doctor. He let's Purts call the shots, but secretly controls the duo's actions.

FEEN

Great idea. Purts, you always have such great plans.

PURTS

You're lucky I am the First Royal Guard, Feen. You're really lucky. Hey- what is that?

Purts points to the treehouse.

FEEN

Good eye, Purts. It looks like a treehouse. I'm not sure that I have ever noticed it before.

PURTS

Me neither. I don't like what I'm seeing, Feen. Let's check it out. Nobody builds unauthorized treehouses without consent of the King.

Purts and Feen enter the treehouse.

PURTS (CONT'D)

Look at this locker. Open it at once.

FEEN

It's empty except for some pommy fruits and some seaweed.

PURTS

Pommy fruits you say? Interesting.

FEEN

Do you think this is an unauthorized structure? We must report this to the King at once.

Purts points toward the Vorhees Sea.

PURTS

Look at that.

FEEN

What?

PURTS

Out there. Way out there.

Montoose breaks the surface of the water and dives.

FEEN

A sea monster!

PURTS

Couldn't have been.

FEEN

You saw it with your own eyes. What else could it have been.

PURTS

Feen, sea monsters don't exist. King Verlox told us so, so that is the truth. Our eyes are just playing tricks on us.

FEEN

You're correct as usual, Purts. I wish I was as clever as you.

Purts and Feen climb down the tree.

PURTS

King Verlox is going to be very surprised with our report.

EXT. FOREST - AFTERNOON

Trina and Orgel rub their bellies. Farzik is in the bushes.

ORGEL

Thank you, Eely, for bringing us to this clearing. I can't eat another berry.

EELY

The doogoons will grow back in a week, and the zurmees rejuvenate nightly. Having such a great supply of food is one of the few great things about Jenflu, and we can also catch fish from the sea.

ORGEL

Sounds incredible. If only it wasn't such a harsh place to visit. Why does Verlox hate visitors, anyway?

EELY

Who knows what goes on in the mind of the Kind? There is not much that I can tell you. Though he hates change.

BRINDY

Really? He hates change?

EELY

Yes. He finds it repulsive and threatening. Verlox believes that and change is a bad change.

CLAYTON

Maybe we just have to change his mind?

EELY

Ha! I wouldn't even try it. The King is determined and resolute and nothing can change his mind once he has formed an opinion.

ORGEL

How far from here to Ruza?

EELY

Another hour or so, at least walking at your pace. If it were me, well, that would be something altogether different.

FARZIK

Thankfully we're not. Let's get going.

INT. MEERA CASTLE - AFTERNOON

Purts and Feen enter Meera Castle through a secret door and rush to the King's private chambers.

VERLOX

What?!

PURTS

Purts and Feen with a priority report.

VERLOX

Come in. This had better be important, as you can see that I am extremely busy.

PURTS

Thank you, your Majesty. Feen, tell him what we saw.

FEEN

Don't be ridiculous. You are the First Royal Guard. You tell him.

PURTS

You tell him.

FEEN

You tell him.

VERLOX

Cease this infernal bickering!

Verlox glares at Purts, pointing toward him.

PURTS

We were making the rounds this morning, sire, and we encountered something very strange. A treehouse.

VERLOX

A treehouse????!!!

PURTS

Yes, on the beach, sire. It was built into the trees, and inside we found a chest, which was mostly empty. We don't know whose it is or who may have built it, but it wasn't there last time we patrolled that section of Jenflu.

VERLOX

Appears that we may have some visitors on the island. What else can you tell me of this chest? Did you recognize anything about it?

FEEN

We gave it a thorough examination, a very thorough examination. There was some seaweed inside, along with a few pommy fruits, but otherwise it was empty.

VERLOX

Most interesting. Set aside the remainder of your day for your duties and focus on this.

Verlox moves so close to Purts that their noses touch.

VERLOX (CONT'D)

You must find whoever these visitors are and bring them to me. Immediately! If you don't find them, then don't bother coming back. Do you understand me? Go!

Purts and Feen hurriedly retreat to the hallway.

FEEN

Back to the beach, right Purts?

PURTS

Exactly. If that is their little hideout, then they are bound to return... and we will be there waiting for them.

EXT. FOREST - AFTERNOON

Farzik lets out a cry as he falls to the ground.

TRINA

What happened?

FARZIK

I tripped over that stupid rock.

TRINA

Are you alright? Let me have a look at it.

FARZIK

I'm fine. It will feel better in a few minutes. Let's keep moving.

The group continues forward, and Farzik lags far behind. He summons the group back to him.

FARZIK (CONT'D)

I'm slowing the group down. I am going to return to the treehouse.

BRINDY

You can't. You don't even know where it is.

FARZIK

I can't walk properly, I am feeling dizzy, and my head hurts a little. Besides, you guys don't even need me.

TRINA

Now that last part is not true, and you know it. But you need to give it a little time to heal. Perhaps you should just rest here?

FARZIK

I can at least make it over there to the shrubs so that I am concealed. I'll do that.

CLAYTON

Trina, are you sure he's going to be alright. He has a little blood on his knee, but it looks like it is no longer bleeding.

TRINA

This is our best option for now. We'll move ahead and come back for him. Eely, do you know how to get back to this place.

EELY

Yes. Yes. Twenty-minutes from the beach by human foot.

ORGEL

We'll be back when we can.

Farzik hobbles over to the foliage, and watches the group disappear down the path. He waits, and then turns toward the direction of the beach.

FARZIK

I'm not sitting around in those bushes. Treehouse here I come.

Farzik walks a few feet, starts to sway, and passes out.

A camel-like creature, although green, hovers over Farzik. Farzik opens his eyes.

FARZIK (CONT'D)

Don't hurt me. Please don't hurt me.

CHOOP

I'm terribly sorry. I didn't mean to sneak up on you.

FARZIK

(to himself)

A talking camel... now I've seen it all.

CHOOP

You will see it all on this island, that's for sure. But if you don't mind me saying, you look like you are in need of some help, my good friend.

FARZIK

I'm okay. As soon as I get up, I'll be on my way.

Farzik stands, starts to lose his balance, and leans on Choop.

CHOOP

Would you like a hoof? Let me give you a hoof.

Choop extends a hoof and motions for Farzik to climb onto his back.

FARZIK

This is so strange.

CHOOP

What is so strange is that we have not even had a proper introduction. We must have a proper introduction if we are going to be friends.

FARZIK

We aren't going to be friends. I don't even know you.

CHOOP

Yet there you are, sitting on my back. I am Choop.

FARZIK

Farzik. Can you please take me to the beach?

CHOOP

I could. Before I do, however, how do you know that you can trust me? Not all creatures can be trusted.

FARZIK

What other choice do I have? And how do you know, Choop, that you can trust me?

CHOOP

You look like you are trustworthy... and you look like you're in need of a friend. Maybe as we trust each other, we'll become friends.

FARZIK

We're not becoming friends.

Choop, with Farzik astride, starts walking toward the beach.

FARZIK (CONT'D)

Can you go for ages without drinking? That is what I read about camels.

CHOOP

So you can read, can you?

FARZIK

Of course I can read.

CHOOP

I'm just joking. You'll get to know this about camels as well, that we have a great sense of humor. It is why we are so lovable.

EXT. OUTSKIRTS OF RUZA (FOREST) - AFTERNOON

The group walks closely together.

CLAYTON

I'd have super strength.

BRINDY

I would fly. Imagine being in the clouds with the birds.

EELY

These aren't super powers, they're magical powers. You have to pick what your magical power would be.

TRINA

In that case, I want to be able to help people... so I would like to be able to heal.

EELY

Then you could become a Royal Doctor... like Feen.

ORGEL

Who's Feen?

EELY

We'll speak no more of him. We'll speak no more of him.

CLAYTON

Whatever you say. Eely, it must be great to always have life be the same, isn't it?

EELY

Yes, yes, that part is very nice. And our beautiful luscious island is fantastic. But there are many disadvantages. When nothing can change, time essentially stands still. How would you like to be a student forever? You couldn't achieve your dreams or your goals in life.

CLAYTON

When you put it that way, it doesn't sound as wonderful.

The group spies a wooden door, concealed in an ivy covered wall, slam shut.

BRINDY

Somebody saw us!

EELY

It's okay. Not everyone will know that you are visiting the island. Do your very best to blend in.

ORGEL

Shall we go inside?

EELY

Keep to the edges of the city as we enter. The market will be busy and we can merge with the crowd. Nobody will pay attention to us.

CLAYTON

Let's enter. Helllllloooo, Ruza.

EXT. FOREST - AFTERNOON

FARZIK

I met a talking snail earlier.

CHOOP

Almost every creature on Jenflu can speak. That is why it is truly so magical.

FARZIK

Yeah, I'm starting to sense that.
Do you have a magical power?

CHOOP

Haven't you heard, my boy? We don't
speak of that. It is not the
Lourtonian way.

FARZIK

Well what if you just show me? I
mean, what is the point of having a
cool power if you must keep it
secret all the time? I promise that
I won't ask again and I'll keep it
a secret.

CHOOP

We can keep each other's secret
then. I will ask you for yours,
first. How did you arrive on this
island and who did you come with?

FARZIK

How did you know I didn't come
alone?

CHOOP

See how easy it is to get people to
reveal things? You mustn't be so
forthcoming to others about your
secrets.

FARZIK

You said that we were sharing, so I
didn't question you.

CHOOP

We are sharing. Okay, here is my
secret. I can turn anything into a
knife. It has proven invaluable on
more than one occasion.

FARZIK

Amazing. But, wouldn't it just be
more logical if you carries a knife
with you instead?

CHOOP

These knives have blades sharper
than any sword, and axe, or any
surface in the world. So it isn't
safe to carry them around.

(MORE)

CHOOP (CONT'D)
 Additionally, they only last for
 365 days, and then they
 disintegrate into ashes.

FARZIK
 I still don't understand why you
 don't just carry one.

CHOOP
 When you carry any weapon, Farzik,
 fate will find a reason for you to
 use it.

A net drops out of the trees, ensnaring Choop and Farzik.
 Purts and Feen emerge from behind a boulder.

PURTS
 You, camel! I might have known
 you'd be involved somehow, you
 troublemaker.

CHOOP
 This kid is a stranger to me.

FEEN
 Then why is he riding on your back?

CHOOP
 He is hurt, and I offered to bring
 him to the sea.

PURTS
 Why did you want to come to the
 sea? Tell us!

CHOOP
 (to Farzik)
 Don't tell them anything. You don't
 have to tell them anything. You
 have rights that they cannot take
 away.

FEEN
 No, but we can take you away. To
 the chain gang you go... unless you
 tell us.

FARZIK
 Tell us what? There's nothing to
 tell.

FEEN

I'm sure that's a total lie. For example, what are you doing on this island and why did you build a treehouse?

PURTS

And what was in that chest and who is with you?

FARZIK

I came alone.

PURTS

Lies! You couldn't build a treehouse like that alone, let alone drag that huge chest up the beach. So tell us... how many are in your party.

FEEN

If you tell us, then no harm will come to you.

FARZIK

I don't have anything to say.

FEEN

Very well. You will be added to the nearest chain gang.

PURTS

Wait a minute! I'm the one who decides their fate around here. I'm in charge.

FEEN

Then what do you propose, oh wonderful, masterful First Royal Guard?

PURTS

I propose that we add them to the nearest chain gang.

FEEN

A wonderful idea, Purts. Another flash of leadership brilliance.

EXT. CITY OF RUZA MARKETPLACE - AFTERNOON

The group is stationed just outside the city wall.

EELY

This will never do. This will never do. I'm losing my nerves. I'm having second thoughts. Bad second thoughts.

CLAYTON

We have to enter, Eely. We don't have any other choice. Sadly, we need to go in whether you come in or not.

EELY

Why do you all have to go in?

ORGEL

We're a team, and we do things together.

BRINDY

We can't stop now. Farzik is counting on us.

TRINA

Eely has a point. There's no reason why we can't split up, since the more of us that are together, the more attention we'll attract.

EELY

Exactly. There are too many of us.

CLAYTON

I'm the quickest "on my feet" thinker of the group. I can talk myself out of almost any situation.

ORGEL

Can't argue with you there.

CLAYTON

So let me take Eely into the city, and we'll get the job done.

BRINDY

What are the rest of us going to do? Should we also go in?

ORGEL

Let's wait and see. We'll go back into the forest and wait until Clayton and Eely report back.

EELY

Let's enter, before I change my
mind.

Brindy, Orgel, and Trina run back to the forest, while Eely
and Clayton enter the city.

CLAYTON

That Song of Ruza... what else can
we find out about it?

EELY

I don't know any more that I
already told you. I don't know any
more. Only that this is the place
they play the song, every day, for
the King's pleasure.

CLAYTON

Then let's ask about it.

EELY

No, no, no. Are you crazy? That
will rouse too much suspicion. Only
an outsider would ask such prying
questions about the accepted
ritual.

Clayton sets Eely down.

CLAYTON

That's not how I work. Why don't
you just stay here, and keep an eye
out for your brother or something.
If you see any of the guards coming
this way, give me a shout. I'll be
in that shop over there.

EELY

You are going into a book shop?
Whyyyyyyyyyy?

Clayton enters the bookshop. A wizened proprietor greets him.

BOOKSHOP OWNER

Can I help you?

CLAYTON

No thank you. Just browsing.

BOOKSHOP OWNER

Browse away. Everything is indexed.
Fiction, Non-Fiction, Science,
Music, History...

CLAYTON
Thanks, I'll look around.

EXT. RIVER IN THE FOREST - AFTERNOON

Six prisoners toil away along a small rivulet. Purts attaches Choop and Farzik to the chain gang.

FARZIK
Why are we filling these buckets
with water?

FEEN
The King requires that all of his
water comes from here, and is run
through the Purification House
before he drinks it.

FARZIK
If you are purifying it, then why
does it matter about where it
originates.

PURTS
King's orders!!!

FARZIK
How much does this guy drink in a
day? It looks like we have plenty
of buckets.

Purts counts and recounts the buckets of water.

PURTS
Shortly, we'll have enough to
return to Ruza. Each person will be
able to carry two buckets.

FARZIK
But Choop doesn't have hands.

FEEN
Then he can carry them on his back.
Don't be obnoxious with us, or you
will pay the price. Prisoners,
continue your work!

FARZIK
This is horrible.

PURTS
Just wait until you find out what
is next in store for you.

The chain gang gathers their buckets and begin the trek toward Ruza.

CHOOP

How are you holding up, my friend?

FARZIK

I'm not sure I can go much further.
My ankle is swollen and I am
limping something fierce.

Farzik taps the fish-scale covered creature in front of him.

FARZIK (CONT'D)

What brought you here to the chain gang?

FISH SCALE CREATURE

I was invited to Meera Castle as a guest of King Verlox. It was my sister's birthday, so I refused, and the Royal Guard said that was not acceptable... and here I am.

FEEN

What are you talking about back there?

FARZIK

Just how great this water must taste once it has been purified.

FEEN

No more talking in line. Not a word!

FISH SCALE CREATURE

(lowering her voice)

Between you and me, nobody deserves this treatment. The man at the front stole a piece of fruit from a market stall. The second gentleman was overheard saying that he didn't like the King's wardrobe. Not exactly offenses worthy of this sever and harsh treatment.

Farzik is in obvious pain and falls to the ground.

CHOOP

This you man is in pain. We need to stop and rest. Is it not that obvious to you?

PURTS

You, yourself, do not matter. It is only what you can provide the King that matters.

CHOOP

For he cannot walk. Can't you see? He cannot walk?

FEEN

Get up!

CHOOP

Maybe if you unchain him, he can ride on my back?

PURTS

Never! He can walk like everybody else.

CHOOP

We'll have to go very slowly, then, otherwise he'll fall again.

Feen walks over and places his hand on Farzik's leg.

FEEN

I'm tired of you, and I'm especially tired of your camel friend.

FEEN (CONT'D)

Haor srek emiirae... Haor srek emiirae.

A burst of light flashed over Farzik's leg.

FARZIK

What just happened?

FEEN

I healed you, you idiot. I can't believe that I wasted one of my spells on you, but I can't risk not delivering for the King.

FARZIK

You can heal? Just like that?

FEEN

That's why I'm the official Royal Doctor. Now get moving.

CHOOP

But what about his buckets?

FEEN

(returning to the front of
the line)

Forget the buckets. All the water
has been spilled, and we are far
behind schedule. Let's keep moving.
And one more thing, the King will
be very eager to learn of your
capture.

PURTS

He'll reward us for sure. We'll be
heroes.

FARZIK

Is this going to end well for us,
Choop?

CHOOP

I fear not. It is really hard on
this old camel.

FARZIK

You're old? You seem so young.

CHOOP

I'm young at heart, dear boy. I'll
always be young at heart. You
should try to live your life in the
same manner.

FARZIK

Hopefully my life doesn't come to
an end soon.

INT. BOOKSTORE (RUZA) - AFTERNOON

The bookshop owner approaches Clayton in the history section.

BOOKSHOP OWNER

I see that you are interested in
these amazing books about war. This
particular volume over here offers
a fantastic perspective about the
Jenflu-Gullder war. You've learned
about that in school, haven't you?

CLAYTON

Honestly, I love mathematics so much that my teachers have allowed me to concentrate in that subject. Now I am becoming more interested in history, which is why I came to the shop.

BOOKSHOP OWNER

Let me teach for a moment, young man.

Clayton flops down on a wooden chair.

BOOKSHOP OWNER (CONT'D)

Jenflu and Gullder were at odds for decades over the most trivial of things. They fought and fought and fought and, over time, people forgot what they were really fighting about. Finally, a young ruler, who was rising in power in Gullder, boldly came to Jenflu to make peace.

CLAYTON

My imagination is on overdrive. This is so interesting.

BOOKSHOP OWNER

The King of Jenflu was persuaded that both sides were fighting over nothing, they shook hands, and the truce took effect immediately. It's been peaceful ever since.

CLAYTON

Did the people celebrate?

BOOKSHOP OWNER

Boy did they celebrate. The King gave the Prince of Gullder seven winged myllienz. Myllienz are birds which can fly so fast that they can't be seen by the human eye.

CLAYTON

Seems like a nice gesture by the King.

BOOKSHOP OWNER

It was. In return, the Prince gave the King four shells known as the Shells of Tranquility. These are perhaps the rarest artifacts of the war, and they remain in the Throne Room at Meera Castle to this very day.

CLAYTON

Can the public go in and look at them?

BOOKSHOP OWNER

You know how hard it is to get inside Meera Castle, as the King is very selective about who visits. People like you or I will probably never have the chance to step foot inside, let alone see the Shells of Tranquility.

Clayton returns to the main square, where a stone statue of Verlox is the focal point.

EELY

Don't step on me! Don't step on me! Watch where you are going!

CLAYTON

Why is everybody rushing about?

EELY

The ceremony is about to begin. The daily song to celebrate the King is about to begin.

CLAYTON

Maybe now is a good time to leave? I have all of the information that I think we need.

EELY

No. If we're seen leaving now we're surely destined for the dungeons if we're seen. We must stay.

A window on the fifth floor of the castle opens. Bells fill the air.

CLAYTON

What is going on?

EELY

Verlox's servant opens the window
so that the King can hear.

Four musicians, carrying silver flutes, emerge from the crowd, and begin to play. The commoners join in, immersing themselves in the nightly ritual.

EXT. FOREST PATH ALONGSIDE A RAVINE - EVENING

Farzik and Choop approach Ruza.

PURTS

Everybody walk, and don't look
down.

FARZIK

Glad that I'm not afraid of
heights.

CHOOP

These ledge are not great for my
hooves, as the rocks wedge
themselves between my toes.

(lowering his voice)

Now is the time we make our move,
my dear boy. It is either now or
never.

FARZIK

What do you need me to do?

CHOOP

Take off your shoe. Now!

PURTS

(o.s.)

Keep moving!

CHOOP

Gega ka sruibra, sega ka ksreka,
sirm srek ubiacs, emsu o dmeka.

The shoe morphs into a long, pointed knife, which Farzik grabs.

CHOOP (CONT'D)

Be careful. I told you that it is
the sharpest object in the world.
Get to work now!

Farzik frees Choop and himself from the chain gang, and slides the blade to the prisoner immediately in front.

FARZIK
Here. Be careful.

CHOOP
Come on!

Farzik jumps atop Choop and they speed down the ravine.

FARZIK
Amazing! Fantastic! Brilliant! Are
you okay Choop?

Choop kneels down to the earth, panting and wheezing.

CHOOP
Just a bit weary from running.

Farzik is disturbed by the drastic change in Choop.

FARZIK
You'll be okay. You just need some
rest.

CHOOP
Yes, I'll be fine. I have to be.
And we still have to find your
friends now. You do have friends,
don't you?

FARZIK
They went to Ruza to find out
something about some shells or
something like that.

CHOOP
No doubt that they'll find more
than what they went looking for.

FARZIK
Where is this Ruza, anyway?

CHOOP
We were very nearby when we were
along the ravine. The Royal Guard
will come looking for us soon
enough, so we should probably get
going.

FARZIK
What about those other prisoners?

CHOOP
They are already in the dungeons,
for certain.

Choop struggles to stand and returns to the ground.

FARZIK

I don't think we should go. You don't look healthy.

CHOOP

I'm healthy as a horse. But my days of adventuring are long past.

FARZIK

I thought that people on Jenflu don't age.

CHOOP

We don't. But I've seen a lot. I've done a lot. I just don't know how many more spells I have left in me.

FARZIK

Before we get moving, can you tell me a bit more about the King. He sounds like a real tyrant.

CHOOP

He's most certainly that. Nobody would dare say that aloud. Nor would they mention that is not the rightful ruler of Jenflu.

FARZIK

He's not? How do you know?

CHOOP

He usurped the throne from the previous rulers. He is not of royal blood.

FARZIK

Why do people tolerate him? Can't you just get rid of him and install a person of royal blood?

CHOOP

It is believed, my friend, that the royal blood of Jenflu died out many generations ago.

FARZIK

Believed? You mean there is some doubt to that fact?

CHOOP

There are some who believe that the true ruler is still out there, but nobody has ever come forward. Besides, Verlox has the ring, and nobody can be overthrown if they have the ring.

FARZIK

The ring? What ring? Explain, please.

CHOOP

Simply, whoever wears the Ring of Jenflu is the ruler. The transfer of power is instant, and recognized throughout the whole of Jenflu.

FARZIK

Wait. If I was wearing the ring, then I would be King?

CHOOP

You would, you would. And you'd make a better one than him, no doubt.

FARZIK

Is there something magical about the ring?

CHOOP

Nothing magical. It is simply a symbol. No one can get close enough to him to attempt to take it, and if they were to try, they would be smothered by the guards immediately. Okay, let's go find your friends.

EXT. CITY OF RUZA MARKETPLACE - EVENING

Clayton and Eely close the gate to the wall and begin to ascend a slight incline.

CLAYTON

Who was playing those instruments?
Are those the King's musicians?

EELY

The four flautists are employed by The Palace. You know, flutes are a controlled instrument in Jenflu.

(MORE)

EELY (CONT'D)

Aside from those four flutes, there are only six more in existence, which are kept in a museum as they are relics from the Jenflu-Gullder war.

CLAYTON

Which reminds me, I just learned about the Shells of Tranquility. We need to make our way into Meera Castle and get those?

EELY

Ha ha ha! You'll never be able to get into the castle, let alone the Throne Room. You'll need to be selected to perform or invited directly as a Guest of the King. I repeat, you'll never get in.

CLAYTON

Oh yeah? Just watch me. Maybe I'll make my own musical instrument?

EELY

Just make sure it is not a flute. The only flute maker, the very last on the island to ever make a flute, is in the dungeon of Meera Castle.

CLAYTON

Wow. The King must be really particular about his flutes.

EELY

It is much more complicated than that. Over 40 years ago now, the flute maker fell in love with the King's daughter. The King didn't take a shining to him, and he was captured and locked up... so the rumor goes.

CLAYTON

Verlox has a daughter?

EELY

He does, but nobody knows what became of her. She professed her love for the flute maker, he refused to recognize it, and she has not been seen ever since.

INT. MEERA CASTLE - NIGHT

VERLOX

How could you allow this to happen?

FEEN

The blasted camel cast a spell,
sire. There was nothing we could
do.

PURTS

We are extremely sorry, your
graciousness. It won't happen
again.

VERLOX

It most certainly will not. Next
time, I shall not be so lenient. If
you return to me empty-handed once
again, I will banish you to swim
the seas of the Vorhees Sea
forever. Leave at once!

EXT. FOREST - NIGHT

Eely and Clayton reunite with the group, who gather around
the returning pair, eager to learn of the findings.

CLAYTON

The Shells of Tranquility. I
believe that is the missing piece
of the puzzle.

TRINA

It makes sense. The spell mentioned
the Song of Ruza, and it mentioned
four shells.

ORGEL

But what does the Song of Ruza have
to do with those shells?

TRINA

Definitely a puzzle. Both clues
point to Meera Castle.

BRINDY

So we are just going to go to
Meera, walk in, and get the shells?

EELY

You can't! You can't I say. Only entertainers and guests, like I told Clayton. And you, all of you, are neither.

TRINA

Maybe we could be?

BRINDY

What do you mean?

TRINA

We couldn't be guests, because that would mean Verlox would know our identities. But we could... be entertainers.

EELY

No, you couldn't. You couldn't.

TRINA

Oh yes we can...

BRINDY

We can go in disguise.

Orgel grabs a handful of leaves and sticks.

ORGEL

We can craft some masks out of twigs and leaves and branches.

TRINA

Yes. I love it. We can make it part of the act. Once we're inside, one of us can sneak away and grab the shells.

CLAYTON

By using the invisible sand, I take it?

ORGEL

Brilliant, Trina! Brilliant!

BRINDY

Why don't we just use the sand from the very beginning? This plan seems very dangerous, and maybe we should just be invisible from the beginning?

TRINA

Easier, perhaps. But less dangerous. Once we are invisible, if somebody bumps into us or we knock something over, then the game is up. It is too risky, Brindy.

ORGEL

She's right. This seems like a great plan. What could go wrong?

EELY

Madness! Madness, I say. You'll all be captured, and end up in the dungeons.

ORGEL

We need to avoid speaking, or the King will realize our accents aren't Lourtonian.

CLAYTON

Good point. So what do you propose?

BRINDY

How about dancing?

ORGEL

If only we had an instrument to play, then one of us could play and the others could dance.

CLAYTON

Orgel, I know just where to get one. All we have to do...

EELY

You're all madddddddd! Even if you have an instrument, and even if you audition with one of the King's Scouts, you need to be selected to perform.

ORGEL

Eely, if you can get us in front of a King's Scout, then you've done your job. We need you, Eely. The people of Kordal need you.

EELY

I'll think about it.

EXT. FOREST - NIGHT

Farzik and Choop continue their journey to Ruza to find their friends.

FARZIK

How much farther do we have to go?
This island seems like it goes on
forever.

CHOOP

It is far. Perhaps if you had
mentioned it to me sooner, we would
have gone the other direction off
of that ledge.

Choop kneels down below a tree.

FARZIK

What are you doing?

CHOOP

We are arguing, we are exhausted,
and we need to stop and recharge.
As night is falling, we will soon
be unable to make progress so we
should set up camp here for the
night.

CHOOP (CONT'D)

(motioning to Farzik)

You can use me as a pillow. My fur
is comfortable, and you can rest
your head on my belly. It's been a
really, really long day.

Farzik begrudgingly nestles into Choop, as both look into the sky until they drift off.

EXT. FOREST - MORNING

FARZIK

Choop? Did I sleep on you all
evening?

CHOOP

You did. I didn't move so as not to
wake you. Hopefully you are feeling
well rested and ready to push on to
Ruza.

FARZIK

Let's do it! To Ruza!

CHOOP

I know of a shortcut to Ruza from here. We will cross the Maser River and cut our journey time in half.

FARZIK

Is there any reason we wouldn't take the shortcut?

CHOOP

There is only one bridge which spans the Maser. It is old and rickety and wobbly, and it is quite high above the jagged rocks and water below.

FARZIK

Will it take our combined weight?

CHOOP

I've crossed the bridge many times. We just have to be careful, and we'll be fine. We'll be just fine.

EXT. FOREST HILL - MORNING

ORGEL

So, Clayton, you said you know where we can get an instrument.

CLAYTON

Well, it's a bit trickier than just going and buying one. Especially since we don't have any money with us.

ORGEL

Then what are you suggesting?

CLAYTON

That we, um, um... that we borrow one from the museum.

EELY

You can't steal a flute from the museum? Even if you get away with it, the King will recognize it.

TRINA

We could alter both its appearance and sound so that it no longer looks, nor sounds, like a flute.

BRINDY

Why don't we just make drums out of something here in the forest?

TRINA

It is too hard to dance to drums, Brindy. I've never heard a drum song that I could dance to.

ORGEL

I say we push on ahead and do it. No more wasting time talking. Let's get to Ruza, go to the museum, and borrow a flute. For Kordal!

ALL

For Kordal.

EXT. FOREST EDGE OF MASER RIVER - MORNING

Farzik and Choop ponder crossing a rickety bridge.

FARZIK

It looks alright to me. Do you think it would be easier to run across and hope for the best, or take it step-by-step,

CHOOP

Nice and slow. I've done enough running recently.

The pair are halfway across the bridge, and Farzik is woozy.

CHOOP (CONT'D)

Are you alright, my boy?

FARZIK

Yeah, I'm, uh, I'm fine.

CHOOOP

It's okay to be scared. I'm scared as well. You don't have to hide it.

FARZIK

I'm not scared, I tell you.

Purts appears on end of the bridge, and Feen the other.

PURTS

Thought you could run from us forever, didn't you?

INT. MUSEUM - MORNING

Eely, Clayton, Orgel, Trina, Brindy and Eely enter a museum.

COUNTERPERSON

How many in your group?

EELY

Five. We're with the last group that entered. Sorry that we are a bit late.

COUNTERPERSON

Oh, yes. The group from Darb. They're quite a bit ahead by now, so you can wait for the next...

EELY

Far be it for a snail to say, but we'll just run and catch up to them instead of waiting. We're already running behind today.

COUNTERPERSON

Go ahead in through the door on the right.

TRINA

Keep your eyes out for exits in case we can't make it out the front door.

The group wanders until they locate the six flutes. A security guard is seated on a stool nearby.

BRINDY

Let's not stand by this case while we talk, or others may get suspicious. How exactly are we going to disguise this thing?

TRINA

Since the flute makes by releasing vibrated air, we'll need to keep most of the holes exposed. Covering the others will change the tone of the flute. We can wrap it in large leaves so that it is impossible to clearly see what is being played.

ORGEL

That is the most sound part of our plan so far. It's showtime.

Trina and Eely separate from the group. Orgel gives a nod, and Trina drops to the floor grabbing her ankle.

EELY

She slipped! The floor must be wet.
This will never do. It will go in
our report! Do you have a medical
box? She is in pain.

MUSEUM SECURITY GUARD

I'll go fetch it right now.

Eely places his outstretched new on the flute case.

EELY

Tirm srek srokk emsu ruva.

The glass sides turn to rope and crumple to the floor. Clayton grabs a flute and puts it in his shirt. Brindy scoops up Eely. The security guard returns with the medical box.

MUSEUM SECURITY GUARD

(to tour group)

Those kids are breaking the law.
Get after them.

ORGEL

Everybody, blink like crazy.

Orgel releases grains of sand, and the group vanishes from sight.

ORGEL (CONT'D)

Now run. They can't catch us if
they can't see us.

The museumgoers scatter in search of the group. Side exit doors open and shut, and the museumgoers flood into the marketplace, look around, and throw their arms in the air. The wooden door to the city opens and shuts.

EXT. CITY OF RUZA MARKETPLACE - MORNING

Purts and Feen lead Choop and Farzik into the marketplace, where a large gathering is starting.

PURTS

What is going on? What is all the
commotion?

PASSERBY

There is an emergency meeting in 30 minutes. One of the flutes has been stolen.

PURTS

How is that possible? It is protected by both glass and guard.

PASSERBY

They used magic. It was a group of five... plus a snail, sir.

FEEN

This doesn't happen to have something to do with your buddies now, does it?

Farzik purses his lips and makes a face at Purts.

PURTS

Very well. Keep your silence, my boy. We'll get the truth from you sooner or later. And sometimes, the truth hurts.

CHOOP

(whispering)

You are doing great. Stay strong and don't let them break your resolve.

FARZIK

I'm doing my best, Choop.

Purts and Feen lead Choop and Farzik into Meera Castle.

INT. MEERA CASTLE - DAY

Verlox is sitting on his throne as servants tend to him.

VERLOX

You've caught them. Well done! Bring them forth and allow me to look at them.

Verlox gives the pair a once over, looking them up and down.

VERLOX (CONT'D)

Interesting. Very interesting. You are the two that have been skulking around and causing all this trouble.

(MORE)

VERLOX (CONT'D)

You are a stranger to this island.
How dare you come here and defy my
rule?

FARZIK

I haven't done anything. I'm just a
tourist that wanted to visit
Jenflu.

VERLOX

Silence! Building treehouses
without permission and changing our
forest. Change is forbidden!

FARZIK

I wasn't changing anything. I...

VERLOX

Respect me! You will learn to
respect me. A stint in the dungeons
will teach you, and give you time
to reflect on your miserable state.
And as for you, camel... you are
helping this stranger by shielding
and protecting him. You, too, will
be punished. To the dungeons with
both of you.

Purts and Feen smile proudly as they lead Farzik and Choop
away.

EXT. FOREST PATH - DAY

BRINDY

We need to get back to the
treehouse and check on Farzik.

ORGEL

Knowing Farzik, he can take care of
himself. Hopefully it was just a
light sprain.

CLAYTON

Maybe we should just leave him
there? He'll only slow us down if
he's hurt.

TRINA

Clayton! He's a member of our group
and our friend. He is also the one
who provided the boat to get here.
Just don't dismiss him like that.

EELY

It will take us the rest of the day to get back to the treehouse. Its a lot of travelling.

CLAYTON

Maybe we should split up? Two of us could return to the treehouse and the other two of us can stay here and relax.

EELY

I know of a small cavern nearby where it will be safe to stay for those that remain here.

ORGEL

Brindy and I will return to the treehouse to get Farzik. Eely will come with us as his guide, and along the way he can keep an eye out for his brother. You and Trina, as the masterminds of the plan, can begin working on the costumes and disguising the flute.

BRINDY

Then we'll meet here tomorrow, with Farzik. Sound like a plan?

EELY

To your right, about 200 yards, take a sharp right and walk another 150 yards. Then take a left and walk until you find a large rock column. Once there, you will see the cavern of which I was speaking.

TRINA

Got it. See you tomorrow.

Trina and Clayton follow the directions given by Eely.

TRINA (CONT'D)

Have you given any more thought to this performance and the costumes?

CLAYTON

The costumes have to disguise us, but they need to allow us to move around quickly. I think that motion will make a good distraction, so our performance should have plenty of motion.

TRINA

Agreed. What do you think about lions?

CLAYTON

Lions dancing to music? Bah!

TRINA

How about we dress as sheep?

CLAYTON

Baaaaaa-dddd idea.

TRINA

Fine. Then you think of something.

CLAYTON

You know what Trina, I have an idea that just might work.

EXT. CITY OF RUZA MARKETPLACE - DAY

Citizens have packed the marketplace for the impromptu meeting.

CITIZEN #1

We're dealing with the dark side of magic- where it is used for evil. They stole one of the flutes.

CITIZEN #2

They're probably just kids playing a prank.

CITIZEN #1

I bet they're not even Lourtonians. No Lourtonians would dare to do such a thing. This is about our tradition and heritage.

CITIZEN #3

Yeah, respect our heritage!

ORGANIZER

Quiet, everyone. Quiet please. We are not here to argue and debate, for we are here to decide how to proceed. For we need to restore order, and reverse this unwelcomed change.

VARIOUS CROWD VOICES

Yeah! Yes! No change! Get back our flute! Make them pay the price!

ORGANIZER

I am sure that the King will dispatch his Guards out to hunt for these criminals, who appear to have the ability to become invisible. I am not quite sure how we will find them.

WEATS, short and breathtaking with a quiver strapped to her back, walks toward the Organizer.

WEATS

I will find them.

A murmur falls over the crowd.

ORGANIZER

Who are you? And what makes you think you can find them?

WEATS

My name is Weats, and I am unafraid to state that I have the power to summon gusts of wind, both large and small.

ORGANIZER

You cannot talk about your powers in public. Shame!

WEATS

In extreme circumstances, we need to be flexible. I know that is hard for most Lourtonians.

ORGANIZER

And how will that help us capture these criminals?

WEATS

For I can harness my powers to unleash a mighty gust across the land. As the wind blows, so will any flute in the land as the wind fills it's body. I'll follow the audible trail to track them down, apprehend them, and return the instrument to it's proper home.

ORGANIZER

All in favor?

VARIOUS CROWD VOICES

Me! Me! Me! Me!

ORGANIZER

Ms. Weats, we look forward to your successful return to Ruza.

EXT. FOREST CAVERN - DAY

Clayton and Trina gather twigs and leaves.

CLAYTON

Remember those birds we saw when we floating out at sea? Those are called winged myllienz, and they have extremely special meaning to the people who live here.

TRINA

What about them?

CLAYTON

Our costumes can be the winged myllienz! We can cover our arms with sticks and leaves and build beaks to cover our faces, and still leave our legs visible so that we can run around and perform.

TRINA

Clayton, that is a marvelous idea. Eely had mentioned that the sap of the hawntoo plant is very sticky, so we could use that to hold the frames together. Again, marvelous idea.

CLAYTON

I'm going to taking it a step further. While one of us plays the modified flute, the others can fly in and out of the Throne Room as part of the act. When out of the King's sight, we can search for those Shells of Tranquility.

TRINA

And I used to think that I was the smartest of the group. That is a masterful plan.

CLAYTON

Even I surprise myself once in a while. The biggest obstacle that I see, now, is getting into the castle itself. Otherwise, our plan will go to waste.

TRINA

I won't let that happen, Clayton, I won't.

INT. DUNGEON- DAY

Twelve prison cells compose the dungeon beneath Meera Castle. Strange looking beings sulk in the other cells.

GUARD #1

I hope you have been enjoying the Cell of No Return.

FARZIK

Just to be clear... are you telling us that, now that we're here, that we're never getting out?

GUARD #1

I don't make those decisions. The King may keep you here for years and years, or worse yet...

FARZIK

You don't have to spell it out for us.

GUARD #1

Speaking of His Royal Highness.

Verlox rounds the corner and enters dungeon corridor, accompanied by a servant carrying a plate of cheeses and meats.

VERLOX

Are the two of you finding these accommodations to your liking?

CHOOP

We have enjoyed our stay and are ready to check out. May we have our bill?

VERLOX

Camel, your sense of humor isn't helping the projected outcome of your circumstances.

Verlox snacks on an oversized wedge of cheese.

CHOOP

When are you planning on letting us go? You can't keep us down here forever.

VERLOX

Oh, I'm afraid that I can. And I might. Now tell me, who was with you and who are your friends? If you can offer up their names and whereabouts, I might be able to reconsider your future.

FARZIK

As I told you earlier, I don't have any friends.

Verlox hurls the wedge of cheese at Farzik.

VERLOX

I don't believe you! You are a liar!

FARZIK

I'm... I'm t-t-telling the truth. I used to live on Kordal, but I had an unhappy life. I ran away from home because I wanted to live the good life, you know? I'd heard about how amazing life on Jenflu is, and that's why I came here. I met Choop, and he is the only person I'd spoken to on the island until we met Purts and Feen.

VERLOX

You made a very bad decision. You could have gone anywhere, anywhere in Spurkan, but coming to Jenflu was a bad, bad decision.

EXT. TOWER OF FOURS - DAY

The Tower of Fours is akin to lighthouse. Atop a mountain near the center of Jenflu, it offers a spectacular vantage point of the entire land.

Weats reaches the top of the Tower, outstretches her arms, and mutters an incoherent chant before pulling back her hair and putting her hand to her ears and shakes her head.

Weats examines the shinoplate, similar to a telescope, spinning it around slowly on its stand. She dusts off the eyepiece.

WEATS

Even if I can't hear you yet, I
will find you. The hunt is on!

EXT. TREEHOUSE - AFTERNOON

Orgel, Brindy, and Eely climb down from the treehouse.

BRINDY

Perhaps he has gone to collect
food?

EELY

The fact that the locker is gone
leads me to believe something else
has happened.

ORGEL

I agree, Eely, but I hope it was
nothing sinister.

BRINDY

Now what are we going to do?

ORGEL

Let's split up for a few minutes
and search. If we can't find him
soon, we'll have to return to the
others empty-handed.

BRINDY

We can't do that. We need to stay
and find him.

ORGEL

That will put us in severe danger.
Somebody knows about this
treehouse, and they certainly will
be back.

(MORE)

ORGEL (CONT'D)

We have to face the facts that we might not find him, but let's start looking.

EELY

I'll head over here into this mossy area.

BRINDY

I'll go around the corner.

ORGEL

And I'll head into that thick brush. We'll meet back here shortly, and yell if you need help.

Brindy climbs the rock formation, and descends down the other side. She find a necklace with an oval, ruby red stone in the center. She holds it up in air, where it glistens in the sun.

EXT. TOWER OF FOURS - AFTERNOON

The sharp reflection of light against the ruby is visible to Weats as she looks through the shinoplate.

WEATS

Weats sees you. Weats knows where you are. And now, Weats is coming to get you.

EXT. TREE HOUSE - AFTERNOON

Brindy returns to the treehouse.

BRINDY

(to herself)

Since the others aren't here, I must have a little time. Maybe I'll just go down that path to see if I can find Orgel.

Brindy disappears down the path.

BRINDY (CONT'D)

Orgel? Eely? Farzik?

Brindy rounds many turns and is lost.

BRINDY (CONT'D)

Orgel? Farzik? Eely? I need help. I'm lost.

Brindy holds her head and sobs. Weats slowly approaches her.

WEATS

Please, there is no need to cry.

BRINDY

I... I'm lost.

WEATS

If you are a stranger to an area,
it is easy to get lost. Where are
you trying to go?

BRINDY

Back to the beach.

WEATS

I'll take you there. No problem.

BRINDY

Maybe it would be better if you
just pointed me in the right
direction?

WEATS

And put you at risk of getting lost
again? Nonsense! Look, I understand
that you may be wary of me, but you
shouldn't be. My name is Weats.

BRINDY

I'm Brindy.

WEATS

I've never met you before Brindy,
which is strange for a person in my
position.

BRINDY

What position is that?

WEATS

I am the Official Storyteller. I
travel from town to town, village
to village, and home to home. I
speak with everybody, collecting
snippets of hearsay and tales which
I weave into wonderful stories to
deliver when I stand before the
King at his request.

BRINDY

Do you often perform before the
King?

WEATS

I do. I am one of his favorites. Now then, dusk is approaching and we may need to bed down until morning. It is safer to stay put at night when on Jenflu. Unless, you have other people that are waiting for you.

BRINDY

No, nobody is waiting for me.

WEATS

Then it's settled. We'll gather some branches and make a small shelter for the evening.

EXT. TREE HOUSE - EVENING

Orgel takes a few steps toward the path which Brindy had taken.

ORGEL

(shouting)

Brindy? Brindy?

EELY

Turn back. Turn back. She's been gone a long time. Far too long.

ORGEL

We have to try to find her, Eely.

EELY

At night, there is magic in this section of the woods. The trees move, the paths rotate, and the ground slowly rises and falls. There is bad magic in this part of the woods.

ORGEL

Do you think that is why Brindy isn't here?

EELY

It's very probable. I know you don't want to stay, but if you want to find her, we need to stay. This island is not so large that she would be lost forever.

ORGEL

You've been looking for your brother for more than one hundred years.

EELY

For he is just a snail Orgel, and she is a human and much easier to spot.

ORGEL

I know. That is what I am worried about. She can't...

Trina and Clayton emerge from the woods.

ORGEL (CONT'D)

What are you two doing here? And how did you find your way here?

TRINA

My memory is one of my greatest assets. We had set up a nice camp and made progress on our tasks, and decided we had better come to check on you. Where's Brindy?

ORGEL

She went missing.

CLAYTON

Missing? Missing, how?

ORGEL

She went off looking for Farzik, and that is the last that we saw of her. She'll be back, but we can't look for her until tomorrow. It is too dangerous.

CLAYTON

What?

EELY

These woods are full of traps at night. We need to stay put. One should stay awake at all times tonight, standing guard and being alert.

EXT. FOREST - NIGHT

Weats and Brindy put the finishing touches on a mat crafted out of sticks and twigs.

BRINDY

Are you sure it's safe around here?

WEATS

Yes, and I have my bow and arrow... just in case.

BRINDY

And nobody would attack the Storyteller of the King anyway, right?

WEATS

What? Oh. Oh yeah. Right. Of course.

BRINDY

What is it like being the Storyteller?

WEATS

It is a lot of hard work. You have to understand that the King's expectations are unrealistic, so I must push myself to the limits to please him. Verlox is very demanding.

BRINDY

What is he like, aside from being demanding?

Weats stands up, paces around, and faces Brindy.

WEATS

He's a tyrant. He is the worst man possible. I hate him with all of my heart and soul. And I will do anything to rid this land of his rule. Anything at all.

BRINDY

Geez, I've never heard anybody speak like that about anybody.

WEATS

People are scared, Brindy. They live in fear of repercussions if they make even the slightest slip up in their lives.

BRINDY

How do you know that I won't report you to the King?

WEATS

I am a fantastic judge of character, and you seem loyal... and genuine. You know, somebody has to stand up to Verlox. They have to make the first move. They have to lead the rebellion.

BRINDY

Are you really going to lead a rebellion against Verlox?

WEATS

Yes. Yes. That is what I plan to do. And you are going to help me.

BRINDY

How will I do that?

WEATS

I need to be honest with you. I am not a storyteller. I made that up... the entire story. But I am not making up my hatred of Verlox.

BRINDY

If you made that up, then how can I believe anything that you are telling me? How can I believe a word you say.

WEATS

I don't expect you to. But you need to trust me. And so do your friends when we meet up with them.

BRINDY

I told you that I didn't have anybody waiting for me.

WEATS

Appears that all of us bend the truth a little when it is convenient now, don't we?

Brindy fidgets in her pocket and produces the necklace.

WEATS (CONT'D)

That is a very pretty necklace. It has a wonderful stone... none like I've ever seen.

BRINDY

I found it on the beach. Do you think it's worth anything?

WEATS

I'm the wrong person to be asking that type of thing, but you should wear it to make sure you know where it is at all times. Now let's sit closely so that we can stay warmer.

EXT. FOREST - MORNING

Weats and Brindy, still huddled together, awaken.

BRINDY

So you really don't entertain the King? If not, you actually really are a good storyteller.

WEATS

A good liar, perhaps.

BRINDY

That is too bad, because I thought that maybe you would have access to Meera Castle.

WEATS

The castle? Oh, I could probably get us in if I really wanted to. As I said, I am a pretty good liar. Besides, the King and I have quite a bit of history.

BRINDY

History as in good history, or...

WEATS

History with Verlox is never good. What is it with all of the questions, anyway? You seem very interested in the Castle?

BRINDY

We want to get in there.

WEATS

You and your friends, you mean?

BRINDY

Yeah. It's kind of complicated. You see, we have this flute that we borrowed from the museum.

WEATS

I knew you had the flute, but it's okay. I was sent to find you and your friends, and return you all to the King to be punished. But I really don't care.

Weats helps Brindy to her feet.

WEATS (CONT'D)

I'm on your side. I knew when I heard that somebody stole the flute, that the culprit is a rebel. And that is what I need.

BRINDY

So you aren't going to capture me and take me to the King?

WEATS

Oh, no. You must be joking. I only volunteered so that I could meet whoever executed such a mad plan. I hope to be able to work with you on mutual goals. So let's see it then.

BRINDY

See what?

WEATS

The flute.

BRINDY

I don't have it. My friends do, at least I think they still do. We've developed a plan to use it, but there are still some holes in the plan that must be plugged.

WEATS

Tell me of these plans, and perhaps I can help fill those holes.

EXT. TREEHOUSE - MORNING

Weats and Brindy startle the group as they arrive at the treehouse.

TRINA

Brindy! Where have you been all night? And who its this?

BRINDY

I ended up lost when it became dark, and this nice woman stayed with me during the night to make sure I was okay.

WEATS

Hi, I'm Weats.

The group offer mistrusting stares at Weats.

WEATS (CONT'D)

Don't worry, I expected this reception. You have the right to be cautious. I already shared my story with Brindy last night, but I was sent by the people of Ruza to recover the flute.

EELY

She's come for us! She's come for us.

WEATS

That may be why I was sent, but that is not my main interest. From what Brindy told me, I think I can help you.

CLAYTON

You can? How?

WEATS

I know a couple of the King's Scouts by name, and I can put in a good word for you in front of the King... without even auditioning.

ORGEL

That sounds super, but I don't understand why you would put yourself in jeopardy to help a few strangers.

WEATS

Let's just say that the King and I have some unfinished business, and I think that all of you, including him, can help me out.

EELY

Hey!

WEATS

I still don't know the motive for taking the flute, nor what you are trying to ultimately achieve.

ORGEL

We're from Kordal. We came here because a spell was cast on our island and it is now...

WEATS

Completely suspended in time?
Frozen I am guessing?

CLAYTON

Whoa. How did you know?

WEATS

You can thank Verlox for that, and myself to a certain point.

TRINA

We shared our background, so now you share yours.

Weats paces nervously about, looking skyward for guidance.

WEATS

About a year ago, I heard a rumor and I visited His Majesty to find out if it were true. He isn't content to just rule Jenflu any more, as he wants to control the whole Spurkan Archipelago.

The groups gasps, sharing scared looks with one another.

WEATS (CONT'D)

He intended to start with Kordal, and had a complicated spell available that was passed down from generation to generation to him.

(MORE)

WEATS (CONT'D)

But he isn't great with magic, and he needed to write down the words as well as enchanting certain gems into a new state. These were to make sure that he didn't accidentally freeze himself if he cast the spell.

ORGEL

Do they look like these?

WEATS

The very same. He'd also written down the reversing spell on the same piece of paper. One evening, he nodded off after stuffing his belly, and I was able to get ahold of the spell and the gems... and I cast them into the sea under the assumption that they would sink to the bottom of the ocean. That is apparently not the case.

BRINDY

So that means we are right? That the spell can be reversed?

Orgel hands Weats the parchment paper with the spell.

ORGEL

So that is why we need to get into the Great Hall. We need the Shells of Tranquility to restore life on Kordal.

WEATS

Brindy mentioned that you will be wearing costumes and masks?

ORGEL

That is the idea, yes.

WEATS

For if I am to come with you, I too will need a costume, as I am not a welcome face at the Castle.

TRINA

Brindy, I just noticed your necklace. It is really beautiful, and has such a wonderful look about it.

CLAYTON

Blah blah blah necklace. We've got a lot to do besides standing around here. Farzik is still missing and we still need to build the costumes. All of the materials have been collected, so we just need to construct them.

WEATS

After that, it seems, is when the hard part of your plan begins.

MONTAGE:

... The group heading through the forest and arriving at the rock formation.

... The group putting together costumes.

... The group disguising the flute.

... The group practicing dancing

END OF MONTAGE

EXT. FOREST PATH - DAY

As the group treks through the forest in their costumes, they are stopped by Purts and Feen.

PURTS

Well what do we have here? A group of performers out in the middle of the forest?

WEATS

We needed to practice in secret so that our performance would be a surprise for His Majesty.

PURTS

Come over here so that we can have a good look at you.

Purts and Feen examine the characters very closely.

FEEN

Is that... is that Weats underneath this mask? Why it sure looks like Weats.

WEATS

Yes, yes. It's me.

FEEN

And who are these others, may I ask?

WEATS

I told you, this is my performing troupe and tonight we are entertaining the King. You can check with Benya if you don't believe me.

PURTS

There is no need for that. We don't have time to stand here chatting with a bunch of terribly dressed entertainers. Let's go, Feen.

Feen points to the disguised flute.

FEEN

Wait a minute, Purts. I don't like the look of that. It looks like a weapon.

CLAYTON

It's not a weapon. It's just a prop for our song and dance.

PURTS

A prop?

CLAYTON

Yes, we just hold it over our heads and twirl it... like this.

PURTS

I'm unimpressed. But I am impressed with this.

Purts yanks on Brindy's necklace so hard that it snaps. She accidentally tosses Eely into the brush. Purts places the necklace into his pocket.

PURTS (CONT'D)

Finders keepers. I just found this around your neck, and now I am keeping t.

FEEN

Yeah, finder keepers.

Purts and Feen laugh aloud, continuing down the path.

WEATS

Let's all take a seat for a moment.
I'm sorry those thugs did that you
to you.

EELY

(o.s.)

I cannot believe it! I cannot
believe it!

ORGEL

What is it?

EELY

It's Tok! It's Tok! Come out of
your shell, Tok, so I can see you.

Tok emerges from his shell.

TOK

Eely! It's really you! It's really
you!

EELY

It is me, why yes, it is me.

CLAYTON

Great, another repeating snail.

EELY

But where have you been, Tok? I
have searched for you every day. I
have combed every inch of this
island, over and over again,
searching for you. Where have you
been hiding?

TOK

I now live in the Castle, Eely. I
am the Royal Sculptor for King
Verlox. I come into the forest once
in a while to find inspiration for
my next project, and today I have
found it!

BRINDY

Eely, why did you never mention any
of this to me?

EELY

It is usually too painful to talk about, but I will tell you since today is a special day. One day, I went out to the market one day to purchase some new materials for our next project, and when I returned home, Tok was gone.

CLAYTON

You are also a sculptor?

TOK

Yes, he is. The King had sent for the two of us, as he liked our work... especially the sculpture of Verlox in the town square in Ruza.

CLAYTON

That was you who did that? Amazing!

TOK

Both of us did. We worked for months on it, bringing it to life and agonizing over every detail of it. But back to the story... the King sent for us so that he could meet us and congratulate us on the sculpture. The Guards demanded that I go, even though Eely wasn't there.

Eely softly sobs as tears run down his face.

TOK (CONT'D)

Verlox offered me the position of Royal Sculptor, but I begged and protested that I needed Eely as my partner. Verlox ignored my pleas, instead imprisoning me in the walls of Meera Castle. He said it was better to at least have one Royal Sculptor than none. I am so sorry Eely.

EELY

You don't have to apologize. How many years went by before he let you out?

TOK

Twenty to thirty years passed before I was able to first leave the castle.

(MORE)

TOK (CONT'D)

But I have thought of you every single day. The King is an awful master, but unfortunately, he is now my master and I must return to him.

EELY

You can't go back, Tok. We can never be separated again. We need to get far away from Ruza... never to return.

TOK

And what will happen if they find us?

EELY

I'm willing to take that chance. I don't want to live in fear, but I will do anything to be back together with my brother.

TOK

Good-bye, Meera Castle.

Eely and Tok embrace. Brindy cries as she pets the snails.

BRINDY

I'll miss you, my dear friend.

EELY

And I shall miss you too. All of you. But especially you, Brindy.

BRINDY

I will. You know I will.

EELY

Who know? We may see each other again in this life... or the next.

BRINDY

I hope in this one, Eely.

ORGEL

Stay safe, friends. With what is about to happen at the Castle, searching for the two of you will be the lowest item on their priority list.

The group places their hands together in a circle.

ORGEL (CONT'D)
For Tok and Eely!

ALL
For Tok and Eely!

Tok and Eely, look over their shoulders, and crawl away.

EXT. MEERA CASTLE - DAY

The group stands outside of the main door of Meera Castle.

ORGEL
Who is Benya that you mentioned
before?

WEATS
She is the main organizer for the
parties, the galas, and the feasts.
She organizes the logistics of who
attends, who performs, the sequence
of events... those types of things.

ORGEL
If she is not a Scout, then what
happens if the Guards ask her about
us?

WEATS
Benya and I go way back. She will
get us on the bill tonight. She
shares the same feelings about
Verlox that I do.

GUARD #2
Who goes there?

Weats pushes past the guard and enters the Castle.

GUARD #2 (CONT'D)
You can't simply waltz in here
without an appointment. The King
will not hear of that.

GUARD #3
Who are all of you?

WEATS
We're here to meet with Benya about
tonight's performance.

GUARD #3

Ah, should have known. Follow me to her quarters.

Weats clangs the brass ring against the door. Benya opens it.

BENYA

Weats! What are you doing here?
It's been ages... way too long.

WEATS

It truly has. I need a favor from you. Can you get us on the bill to perform tonight? These are my friends, and they are excellent dances and performers.

BENYA

Sorry. The bill is full tonight.

WEATS

Surely you can shake things up... move things around, or maybe cancel somebody all together?

BENYA

Technically, I could. But, what are you up to Weats?

WEATS

I need an audience with the King, tonight.

BENYA

You want to see... him? To know who you are?

WEATS

I do.

BENYA

Are you going to...

WEATS

I am.

BENYA

Tonight?

WEATS

Tonight!

BENYA

What about these guys? Do they have good intentions? Are they honorable?

WEATS

I would describe them as honorable.

BENYA

And would Verlox describe them as honorable?

WEATS

Most certainly not.

BENYA

(giggling)

I see. I'll do what I can to get you in. Be back in a moment.

Benya closes the door.

WEATS

She's going to put herself at risk if she lets us in to perform since we didn't audition. Verlox trusts Benya's judgment, and gives her full control of any festivities.

ORGEL

We don't want you, or her, to get into trouble.

WEATS

We might get in trouble, but I want to have a word with the King in person. Tonight is as good a night as any.

Benya returns.

BENYA

I've spoken with the jugglers, and am moving them to tomorrow. I have a bit of juggling of the schedule to do myself, but I will be sure to fit you in.

WEATS

Thank you, Benya. I owe you.

BENYA

Yes you do... and I won't forget either. Come in, and I'll give you the quick tour.

Benya opens the door and the group enters the planning center.

INT. MEERA CASTLE (GALA HALL) - DAY

BENYA

This is where you will be performing. The King will be at his roost on the throne, watching and enjoying your performance. If he likes you, you will be invited to stay and join him for the feast. If he does not, they will usher you out of the Castle after your performance. And if he really hates you, they'll drag you out mid-performance.

INT. MEERA CASTLE (THRONE ROOM) - DAY

ORGEL

Is there a throne in every room?

BENYA

Most certainly. This, however, is the actual Throne Room, where the King likes to relax and read. You will be in here while you wait for your turn, and the door will remain open during performances.

TRINA

What is in all of those cabinets?

BENYA

All of those items are either spoils of war or gifts from other countries. He likes to admire them while he relaxes, as they remind him of his greatness.

Orgel examines the display cabinets, spotting four shells on the third shelf, high above the ground.

BRINDY

Were these cabinets designed by Tok?

BENYA
Tok? You know Tok?

ORGEL
We've never met, but have only
heard about him.

BENYA
I see... Well, this way please.

The group ascends stairs and enters an observatory, where two
shinoplates are mounted on opposite ends.

CLAYTON
Wow. What a view.

TRINA
Yes, this is really impressive up
here.

BENYA
Everybody likes this part of the
tour. Especially once we slide this
desk to the left.

BRINDY
Oh my. A trap door!

A trap door in the wall is revealed. The group enters it.

INT. MEERA CASTLE (GALLERY) - AFTERNOON

The group enters the Gallery, an observation deck overlooking
Gala Hall.

BENYA
Once you've finished your
performance, you will be escorted
here to the Gallery, where you will
watch the other performances and
wait to see who the King
dispatches, as well as who e
selects to feast with him.

CLAYTON
I sure could go for a feast.

ORGEL
We're not here to feast, Clay.

BENYA

Follow me down this staircase here on the left of the balcony. That will put us back in Gala Hall.

The group descends the steps, entering Gala Hall.

BENYA (CONT'D)

You will wait here for the remainder of the afternoon. Do not touch anything, and do not leave, and guards will be checking on you frequently. Feel free to practice your performance, as you want to be as polished as possible for Verlox.

TRINA

I saw staircases when we entered the Castle. Where do those lead?

BENYA

The steps which go up lead to the King's quarters. The steps which lead down, sadly, take you to the dungeons. Again, you may not leave his room under any circumstances. Am I clear?

ORGEL

Very, very clear. Thanks for getting us on the bill.

BENYA

Good luck, with the performance tonight and Weats... do your best to leave me out of whatever it is please.

WEATS

Of course, Benya, of course.

INT. DUNGEON- EVENING

Music from trumpets, horns, and drums fill the air signaling the start of the nightly feast. A man who looks like a crab shares a cell with Choop and Farzik.

FARZIK

Why are you here? Did you do something that was against the law? Or did you just make them angry?

CRAB MAN

I don't know. I've been here so long that I can't remember much about my life outside of these bars.

CHOOP

Do you know why they call this the Cell of No Return?

CRAB MAN

I have my suspicions. Why did they put the two of you in here?

FARZIK

For not giving information to the King.

CRAB MAN

That will do it. Nobody stays in the Cell of No Return for long. They come. They disappear, and they never return. I suspect my number will come up soon. I've essentially given up hope.

CHOOP

You can't give up hope. So long as possibilities exist, you can't give up hope.

CRAB MAN

Just wait until a few years have passed and you're still down here. Then your tune will change.

Choop and Farzik retreat to a far corner of the cell.

FARZIK

You know, what that crab man said has opened my eyes. I want to thank you for everything, Choop.

CHOOP

What do you mean?

FARZIK

Before we met, I was nervous, upset, and cynical. I didn't trust anybody, and only focused on my past. Then, you showed me such kindness, Choop, and I didn't even know you. You were just a stranger to me, and yet...

CHOOP

The kindness of strangers is magical, Farzik.

FARZIK

And so I've learned. I'm starting to believe that there is more good than bad in the world, and by focusing on the good... well, good things will happen.

CHOOP

It is a universal truth. For some people, it takes longer than for others to realize it. When you surround yourself with friends and loved ones, you've set yourself up for happiness.

FARZIK

I've started to do that, Choop. I'll find a way to repay you, somehow. I'll repay you for the kindness and wisdom which you have shared with me.

CHOOP

You are repaying me right now. By showing me that you've learned, that you've grown, and that you can change, you've shown me that you are on track to lead a wonderful life. For if you live for the betterment of others, then you live a fulfilling existence.

FARZIK

Can we be friends forever, Choop?

CHOOP

Forever, Farzik. Forever. There is one last thing that you can do to repay me... as you call it.

FARZIK

What is it? Anything. You name it.

CHOOP

Gega ka sruibra..

FARZIK

No, Choop.

Choop gazes sadly at Farzik, and closes his eyes

CHOOP
Seqa ka ksreka...

FARZIK
No, Choop... nooooooooooooo!

CHOOP
Sirm srek ubiacs. Remember...
Friends forever. Emsu O dmeka.

An extremely sharp and dangerous knife has replaced Choop.
Farzik wails in heartache.

CRAB MAN
Shhh. The guards are going to hear
you and come down here. He
sacrificed himself so that you will
have a future. Get out of here.

Farzik picks up the knife, and gently holds it against his
chest as tears roll down his face.

INT. MEERA CASTLE (GALA HALL) - EVENING

Clayton, Orgel, Brindy, and Weats flap their wings and dance
as Trina plays the horrible sounding modified flute.

Clayton darts out and into the room, and back out.

CLAYTON
Farzik! Although it's great to see
you, you look awful. What happened?

FARZIK
Dungeon. Captured.

CLAYTON
You've been in the dungeon? Are
there others down there?

FARZIK
Loads of others.

CLAYTON
Where did you get that incredible
looking knife? Do you want the
others to escape?

FARZIK
I do.

Clayton hands Farzik a bag of invisible sand.

CLAYTON

Then go. You will need this. When you are done, wait for us outside as we won't be long. If you need to flee, head up to the hilltop outside of Ruza and we will find you.

Clayton returns to the Gala Hall, flapping his wings and dancing with the others. Orgel and Brindy exit to the Throne Room.

ORGEL

Quick. Get on.

Brindy mounts Orgel's shoulders as they approach the curio.

ORGEL (CONT'D)

Can you grab them?

BRINDY

Yes, I've got them. Quick, return to the Hall before they notice we've been gone too long.

Purts enters the throne room.

PURTS

And what are you two doing in here?

BRINDY

Finale! Finale! Finale!

Orgel enters with Brindy atop his shoulders, much to the delight of Verlox to see the pair two heads tall.

BRINDY AND ORGEL

Finale time!

VERLOX

Fantastic! This is fantastic!

CLAYTON

Finale time... finale time.

Brindy, Orgel, Clayton, and Weats form a circle around Trina who blows a mighty final note for to end the show. The hall erupts with applause.

VERLOX

Please, you must feast with us. It would be my pleasure to reward you for this most wonderful show.

Benya leads the group to the Gallery as another act prepares to perform

BENYA

That was a brilliant performance.

BRINDY

Thank you. My heart is racing right now, but I think we nailed it.

TRINA

(winking)

How do you think we did, Orgel?

ORGEL

We got the job done, Trina. WE got the job done.

Benya leaves the group.

CLAYTON

You guys. Farzik is downstairs. He was being held in the dungeon.

ORGEL

What? Is he okay?

CLAYTON

I don't know. He seems a bit, oh, I don't know. But he's alive and he escaped.

A smattering of applause is heard from below.

ORGEL

Well where is my brother?

CLAYTON

He said that he had some unfinished business to take care of, but not to worry about him.

VERLOX

Winged dancers, come down and join us at the table. Let's let the feast begin.

The group descends to the Gala Hall. Verlox claps his hands and servants quickly prepare an incredibly intricate table stacked full of food.

VERLOX (CONT'D)

You might wish to take off your masks to eat?

ORGEL

We'd like to continue being mysterious, as our performance hasn't ended yet.

VERLOX

You know what your performance reminded me of? The Jenflu-Gullder War. I loved it so much, and the dancing was unlike anything which I've ever seen.

TRINA

We're glad that you liked it, Sire.

VERLOX

I have such an intense personal connection with that war. For after it was over, the Prince of Gullder gifted me several items. I still have a carved dinner bell and a fossilized dragon egg. Sandrig, go get the dragon egg from the Throne Room.

The servant retrieves the fossilized dragon egg, and hands it to Verlox.

VERLOX (CONT'D)

Behold, the oldest dragon egg in the whole of Spurkan.

TRINA

(under her breath to Orgel)

I doubt it. I know for a fact that there are many that have been buried forever amongst the reeds of the Endless Marsh.

VERLOX

It is so beautiful, and it makes me so proud. But it is not the greatest possession of mine from the Jenflu-Gullder War.

(MORE)

VERLOX (CONT'D)
Sandrig, return this and bring me
the Shells of Tranquility.

Sandrig heads to the Throne Room.

CLAYTON
That dragon egg was truly
incredible. Maybe we don't really
need to see the shells?

VERLOX
You must see these Shells... for
they are like none other in all of
the land.

Sandrig enters the room quickly, but empty handed.

SANDRIG
They're... they're gone, Sire.

VERLOX
What do you mean they're gone?

SANDRIG
The Shells. Gone. All four of
them.

Verlox's face changes from elated to utter anger.

CLAYTON
Run!

VERLOX
Stop them! Guards! Guards! Stop
them!

The guards quickly capture the five of them, and return them
to stand before the King.

VERLOX (CONT'D)
Search them at once.

The Shells of Tranquility are plucked from Orgel's pocket.
Verlox rises from his throne.

VERLOX (CONT'D)
Eleven little words. Eleven little,
magical words. If I am to speak
them, then you will all be turned
into serpents and banished to swim
in the Vorhees Sea forever, never
to return home.

Verlox rips off his crown.

VERLOX (CONT'D)

Make no mistake. That is exactly what I did to Montoose, the previous King of Jenflu, and I shall have no qualms about doing it to you too.

Orgel, Brindy, Clayton, and Trina gasp in unison.

VERLOX (CONT'D)

For it is either that, or you shall spend eternity in the dark dungeons beneath this castle. I have yet to decide. Now remove your masks so I can see the fear in your eyes.

All remove their mask, with Weats being the last to do so.

VERLOX (CONT'D)

Chansee?

WEATS

Father.

VERLOX

I never thought that I would see you again. The years have been kind to you.

WEATS

They haven't, however, been as kind to you, Father. You've only become more horrible and dreadful and loathsome.

VERLOX

What are you doing with these traitors? I suppose that you have brought them here just to steal from me and upset me.

WEATS

Believe it or not, this has nothing to do with me. I helped get them on the bill, but this has all been their own idea.

VERLOX

You've long been my greatest enemy, Chansee. My greatest critic. You've always been the rebel... the troublemaker.

WEATS

I couldn't let it go any longer,
Father. You're not the rightful
King of Jenflu. You never have
been, and you never will be.

VERLOX

Anyone who wears the Ring is
rightful, and you know it. You will
do what I say, Chansee.

WEATS

You can't control me, and that eats
you to your core. You're obsessed
with control, and the one thing
that you have no control over is
your own daughter. Your own flesh
and blood. How infuriating that
must be, especially when she
decided to marry somebody which you
didn't choose.

VERLOX

That was forty years ago.

WEATS

But my wounds are still as raw and
painful as the day you inflicted
them upon me. Daren is still down
in that dungeon. And why? Why?
Because he was not the suitor of
your choosing.

VERLOX

Silence! Enough! I am the ruler of
Jenflu, and life on this island is
terrific. There is no good reason
for things to change, Chansee. I
lost all respect and love for you
on the day you snuck into my
chamber and stole that spell from
me. Purts! Feen! Escort them all to
the dungeon.

PURTS

It will be our pleasure, your
Grace.

VOICE OUT OF NOWHERE

And where exactly is the dungeon?

The group recognize the voice and their jaws drop.

VERLOX

You fool! It's over there.

Verlox stretches his arm out and shrieks in pain as the ruby red Ring of Jenflu dances across thin air.

VERLOX (CONT'D)

What is happening? What is happening?

Farzik's head slowly becomes visible.

VERLOX (CONT'D)

Seize him. He attacked me and grabbed my arm. Get this intolerable fool out of this room immediately.

FARZIK

Not so fast, Purts.

VERLOX

Right now. Get him right now! Do as I say. For I am the King!

Farzik's arm and hand appear, and he is wearing the Ring of Jenflu.

WEATS

Not any more, Father. You know that the transfer of power is instant. What is your name, kid?

FARZIK

Farzik.

WEATS

All hail King Farzik!

GALA HALL ATTENDEES

All hail King Farzik.

FARZIK

Cover his mouth immediately. We can't risk him casting any spells.

PURTS

Immediately, Your Highness.

Purts holds Verlox's mouth closed as Feen creates a gag from the cloth napkins.

WEATS

If I may offer you some advice,
King Farzik?

FARZIK

You don't have to call me that.

WEATS

I do. At least in public. If we can
please take the prisoner to the
rooftop so that he may have a final
look around before being sent to
live underground. There is an
observatory to offer him a great
final view of his freedom.

FARZIK

Who is this woman, Orgel? Can she
be trusted?

ORGEL

She's one of us. You can trust her.

FARZIK

Your suggestion has been well
received. To the observatory with
Verlox.

Purts and Feen, accompanied by Weats, lead Verlox out of the
room.

Farzik points to Benya, who scurries over to Farzik.

FARZIK (CONT'D)

What do you know of the prisoners
in the dungeon? Have any of them
committed horrible crimes?

BENYA

There is a full list in the book in
the planning room. I'd be most
happy to check it for you, your
Grace.

FARZIK

Please do. If anybody has committed
a serious crime, let them remain.
Otherwise, release them without
question.

BENYA

Yes, your Highness.

Benya waddles off quickly, grinning ear to ear. Brindy gives Farzik a huge hug.

BRINDY

We were so worried about you. We thought you'd been kidnapped!

FARZIK

I have been hanging around in the dungeon. Not sure if that is as bad as you were thinking.

BRINDY

Should we call you King Farzik now?

FARZIK

Only when I sit in that chair at the table. Let's eat!

The group gathers at the table as the merriment begins.

Benya arrives accompanied by dirty and disheveled prisoners.

BENYA

I've emptied the dungeons. These people are finally free.

FARZIK

You all look very hungry. Come help yourselves.

The ex-prisoners eagerly rush the table... all except one. DAREN, a thin yet handsome gentleman, approaches Orgel.

DAREN

Chansee. Is she here?

ORGEL

She is. You must know her.

DAREN

Know here? I love her. Where can I find her?

Weats appears in the Gallery.

WEATS

Right here.

DAREN

Chansee!

WEATS

Daren! I always knew that I'd see you again. I told myself to never give up on you.

Weats sprints down the stairs and hugs Daren.

WEATS (CONT'D)

My friends, meet Daren. The greatest flute maker that has ever set foot on Jenflu.

DAREN

Hello, everybody.

WEATS

When Daren was banished, I ran away from the Castle. I changed my identity, my appearance, and almost everything else about me. But I never changed my love for Daren.

DAREN

My hope to spend my life with you forever has been restored.

Weats and Daren hug. Applause fills Gala Hall.

WEATS

Daren, do you remember when I snuck into the chambers and stole the spell? Well, a piece of the spell was left behind and these people here really need to know the rest of the spell. Do you happen to recall anything from that night?

DAREN

It's probably still in the bookcase in his chambers. He would never throw that out, even if it were just a scrap.

WEATS

Let's all head up to the observatory.

EXT. MEERA CASTLE (OBSERVATORY) - EVENING

Verlox, bound and gagged, sits in a chair between Purts and Feen.

WEATS

You couldn't just let life be. You couldn't simply let people enjoy themselves, and you forced your hatred of change on others. I was happy with Daren, and loved him... but you just couldn't accept that. You had to control my life just like you controlled everybody else. Well, no more! Benya, fetch me the largest sheet from his chambers.

FARZIK

Are you feeling a little chilly?

WEATS

Not a chill in my bones. I am going to treat him the way he has treated many before him, including the rightful King of Jenflu.

Benya returns with a sheet. The guards fashion a makeshift sail and attach it to Verlox's chair.

WEATS (CONT'D)

Wemdk bruv, vemdk sruv... Vemdk reda vems kurruv kae cudmk.

A massive gust of air fills the sail on the chair.

WEATS (CONT'D)

(even louder)

Wemdk bruv, vemdk sruv... Vemdk reda vems kurruv kae cudmk.

A tremendous gust lifts the chair and blows it toward the sea as Verlox twists and turns helplessly in his restraints. The chair starts descending toward the sea.

An almighty crash and tidal wave rises up, as Montoose ascends, mouth parted, as Verlox's chair goes down his throat.

Montoose lets out a victorious roar.

WEATS (CONT'D)

You have one less enemy, King Farzik. Your reign will be smooth and free of hatred.

FARZIK

Purts. Feen. We know that you were acting under orders from Verlox, but you have caused a great many people harm. Please apologize to each of them, and explain that it is not the two of you that are evil.

FEEN

Right away, your Eminence. We will begin tomorrow.

Brindy whispers in Farzik's ear.

FARZIK

And, you can begin to make amends by giving Brindy back her necklace.

PURTS

Yes, King Farzik.

Farzik motions for everybody to come closer.

FARZIK

Now, as my last official act as the King of Jenflu...

Farzik places the ring on Weats' finger.

FARZIK (CONT'D)

You live on this island. You are morally strong and are fiercely loyal. I'm just a kid who belongs on Kordal with my family and friends. So, your Highness, please accept this transfer of power.

WEATS

Are you sure?

FARZIK

Queen Weats, you will be a great ruler.

WEATS

Do you, or any of your group, need anything else from me? Or from us? We can't thank you enough.

ORGEL

Actually, we still need to find the rest of the reversal spell.

DAREN
Follow me to the King's, er'
Queen's Chambers.

INT. MEERA CASTLE (CHAMBERS) - NIGHT

The group actively open book after book after book.

CLAYTON
This is insane. There are hundreds
of books in here. Are you sure you
remember this correctly Daren?

DAREN
When you sit in a dungeon for as
long as I did, you replay many
parts of your life over and over
and over again.

TRINA
I've found something. Come look.

Orgel holds up the parchment, matching it to the rest of the
paper containing most of the spell.

ORGEL
This is it, but I don't know what
it means. Daren?

DAREN
Translated, it says to hold the
shells and say the following:
'Reverse and return to what you
once were, undoing what I have
done. Reverse, return, reverse
again, normalcy has again begun'.

ORGEL
One back at Kordal, we'll set this
spell in motion.

WEATS
For now, it's time to celebrate.
Tonight is your night.

Bells ring out. People dance and party in the street.
Fireworks light up the sky.

EXT. RUZA (TOWN CENTER) - DAY

Weats, Daren, and the children gather in the marketplace.

WEATS

Please take this as a thank you.

ORGEL

What is this?

Orgel opens the bag to see the rest of the flutes from the museum.

WEATS

We no longer want to celebrate war. To you, they have a much different meaning... to you, they celebrate the freedom you have brought to us.

Trina and Brindy hug Weats.

TRINA

Thank you. This is most thoughtful and you're right, they will have special meaning for us forever,

FARZIK

Any chance you might have another bag with, say, a ship in it to help us get home?

Eely and Tok shout from the bushes.

EELY

We can help with that.

BRINDY

It's Tok and Eely.

FARZIK

Eely! I haven't see you since I was captured, along with the greatest camel that I have ever met.

EELY

Choop?

FARZIK

Yes. This is all I have left to remember him by. He... he...

EELY

Say no more. Say no more my friend.

FARZIK

And this must be your brother?

EELY

Yes. And the two of us, even though we're snails, are going to build you a ship by tomorrow. It may be a small ship, but it will be worthy of travelling back to Kordal... in style!

TRINA

Are you sure you can build a ship overnight?

EELY

Snails may be slow, but we are resourceful. Resourceful indeed. We must begin now, so we will meet you on the pier tomorrow. Enjoy your last day on Jenflu.

Eely and Tok crawl past the statue of Verlox.

TOK

Zhem ki ba ra, Zhem ki boll. Kweee
aaaraa qwa.

The statue turns to ice. The crowd runs forward, toppling it, and it shatters on the ground. The crowd begins to dance.

EXT. PIER - DAY

Tok and Eely unveil the ship they build for the group.

ORGEL

What else can we say, but thank you.

EELY

Thank you for reuniting Tok and I. We hope that this boat will take you on many memorable journeys.

CLAYTON

Hopefully none as memorable as this.

WEATS

You're welcome back to Jenflu at anytime. The Castle's door will always be open for you.

TRINA

We'll at least come back some time to return the shells. We need them to perform the reversing spell.

BRINDY

Plus, we'll want to visit our friends.

EELY

Farzik, I almost forgot. One last gift for you.

Eely hands Farzik a hand-carved statue of a camel. Engraved on the bottom are the words "Friends Forever".

The group boards the boat, and unfurls the sail.

ALL

Good-bye! Thank you! We'll see you again! Bye! Thank you!

EXT. VORHEES SEA - DAY

The group is gathered tightly on deck.

ORGEL

Two full days at sea. We should be getting close, assuming that the winds continue to blow in our favor. I think once we pass this island, there is maybe only a couple more before we are back to Kordal.

BRINDY

Look. My necklace. It's glowing

TRINA

Huh?

CLAYTON

Whoa. Weird.

BRINDY

It's getting brighter. And brighter.

FARZIK

Maybe it is just reflecting the sun?

BRINDY

Oh wait, now it is starting to fade. Ever so slowly, it is starting to fade. As we went past that island... that is when my necklace reacted.

ORGEL

Maybe you can have a jeweler check it out on Kordal and tell you more about it?

BRINDY

No way! This is never leaving my neck again.

FARZIK

The wind is picking up. We should be docking in Kordal in no time.

EXT. DOCK - AFTERNOON

The boat pulls up to the dock. Clayton and Trina jump off to help tie up.

TRINA

Nice job, Captain. That landing was smooth as silk. You made it seem like you are a seasoned sailor.

FARZIK

My new, I mean, our new boat handles really well. Tok and Eely really are wonderful at their craft.

CLAYTON

For the first time since we sold the family farm and moved, I can say I've never been happier to be here.

ORGEL

Everybody off! As soon as we get off the dock and on the shore, we have some work to do!

BRINDY

Do you think we should unload everything first?

ORGEL

Nah, we can do that later. Besides, who knows? We may want to get together to go for another excursion.

BRINDY

Nothing against you guys, but I don't think I'll be taking a boat ride any time again soon.

The group carries their bags and backpack to shore

ORGEL

This is it... this is finally it.

The group forms a circle and places their hands in the center.

ORGEL (CONT'D)

For Kordal!

ALL

For Kordal!

Each of the children lock arms and hold a stone.

ORGEL

Raqarka rasirm su vros aeui umca
vara, indu vros i roqa дума, ba ok
aaeui vara osoem, raqarks rasirm
raqarka.

Moments pass as the children stare. A man pokes his head out of a dock house.

SHOREMAN

Shouldn't you kids me in school?

The group exchange high fives and hugs.

CLAYTON

What day is this, anyway?

TRINA

I don't know, but I guess we're gonna be in trouble for missing class.

CLAYTON

Come on, Orgel. We'd better check on Dad before going to school... just to make sure.

ORGEL

Right. You guys, this has been an incredible journey. I've learned a bit about each and everyone of you, and a whole lot about myself.

FARZIK

I second that.

CLAYTON

And I third it.

FARZIK

One upping me, Clay?

CLAYTON

I had to take a parting shot.

Farzik, Orgel, and Clayton grab their packs and leave.

TRINA

Do you want to walk with me back to school?

BRINDY

I think I'd like a few minutes alone. In a couple of days, let's get together after school and hang out.

TRINA

Looking forward to it. We really did have the adventure of a lifetime.

BRINDY

Or two lifetimes, at least!

They hug and trina walks away. Brindy walks past the boathouse, gazing down and admiring her necklace.

An elderly woman with a tattered kerchief approaches Brindy. She stares at Brindy's eyes, then necklace, then eyes again.

ELDERLY WOMAN

(slowly)

There... is... something... you... need... to... know.

FADE OUT.

THE END