YC Movies: Phantastes

2023 Release - Short Film

CAST:

Rose Fairy. Catelyn Lawrence

Pocket. Ashley Tone

Kobold. Matt Kramer

Percival. Jonathan Rizzo

The Fairy Guide. Natalie Kramer

SYNOPSIS:

Freely adapted from the 1858 novel by Scottish author/minister George MacDonald (the novel that later inspired authors like C.S. Lewis and is considered not only one of the first modern works of Christian fiction, but of fantasy literature in general), the YC version is an updated, steampunk-style urban fantasy, a pulsing rock musical in the same rock video-style as *Escape from the Grand Guignol*.

Like The Chronicles of Narnia, the tale is an allegory using classic fantasy elements like fairies and goblins as parallels for angels, demons, and the supernatural. The story follows a teenage boy named Anodos who discovers he lives on the border of Fairy Country, a parallel steampunk world of fantastic beings who interact with the natural world every day, but you can only see it if you believe it.

The story draws a parallel to the supernatural world and God's daily interaction with us, the journey of salvation and redemption, but it also presents a self-aware "theological defense" of using fantasy elements to present a Christian message (something that the Christian church has often debated).

2 Corinthians 4:7-18 - For our light affliction, which is but for a moment, is working for us a far more exceeding and eternal weight of glory, while we do not look at the things which are seen, but at the things which are not seen. For the things which are seen are temporary, but the things which are not seen are eternal.

Ephesians 6:12 - For we do not wrestle against flesh and blood, but against principalities, against powers, against the rulers of the darkness of this age, against spiritual hosts of wickedness in the heavenly places. CHARACTER BREAKDOWNS:

ANODOS (TBA) - a quiet, thoughtful, intelligent teenage boy who is intently searching for the truth about life; quietly brave and inwardly strong; he is an observer of the fantastic things that happen and the object of everyone's attention; he parallels the journey from exploration to discovery and finally, to salvation and redemption.

ROSE FAIRY (CATELYN LAWRENCE) - a steampunk fairy; talkative, sweet, but like all fairies, a little mischievous and prone to giggle at things, with wide-eyed, innocent little girl behaviors and moods; clearly a self-appointed leader within fairy circles and often stern with Pocket; **speaks with a British and slightly higher-pitched accent**; a parallel for an angel or heavenly being.

POCKET (ASHLEY TONE) - a steampunk fairy; mischievous, sarcastic, superior to others, but with wide-eyed, innocent little girl behaviors and moods that make these qualities acceptable; often argumentative with others, especially Rose Fairy, but sweet at heart; **speaks with a British and slightly higher-pitched accent**; a parallel for an angel or heavenly being.

KOBOLD (MATT KRAMER) - a scruffy steampunk hobgoblin; despite
his rags and tatters, he is quite philosophical and
intellectual, similar to Screwtape from C.S. Lewis' The
Screwtape Letters, and serves as a quasi-narrator but also
participant in the tale; chill, calm, and resigned to being on
the eternal losing side; speaks with a Cockney accent; a
parallel for a demon.

PERCIVAL (JONATHAN RIZZO) - a steampunk teen warrior who has been a part of Fairy Country for years, and is engaged in an eternal battle which takes the form of a never-ending chess game against a shadowy opponent; presumably the chess game actually causes things, good or bad, to happen in ordinary life; **speaks** with a British accent; a parallel for the seasoned Christian.

THE FAIRY GUIDE (NATALIE KRAMER) - a fairy in disguise, who serves as Anodos' guide into Fairy Country and appears elsewhere in the tale.

SONGS:

"Crown Him with Many Crowns". . . . Rose Fairy (Catelyn Lawrence)

4

"Deep, Poor Creature"

Rose Fairy, Pocket

ROSE FAIRY, POCKET: Deep, poor creature Winter may come He cannot reach her While we're having some

Fantasy What is happening to you and me Is it just a fairy tale Look again See the truth and then Believe

Deep, poor creature Winter may come He cannot reach her While we're having some

Fantasy What is happening to you and me Is it just a fairy tale Look again See the truth and then Believe "Upside Down"

Rose Fairy, Pocket

ROSE FAIRY: Follow me to this land Come with me and take my hand We're going inside out So scream and shout My love, this is what it's about

ROSE FAIRY, POCKET: And the world is a most peculiar place And it's upside down And I'm upside down And I'll flip my head till I see Your face 'Cause it's upside down Turn me all around And round and round

POCKET: Step across the threshold May not be what you were told They say that it's not real It's no big deal My love, I've just got to reveal

ROSE FAIRY, POCKET: That the world is a most peculiar place And it's upside down And I'm upside down And I'll flip my head till I see Your face 'Cause it's upside down Turn me all around And round and round

ROSE FAIRY: Alas, how swiftly things go wrong A sigh too much or a kiss too long

POCKET: Now follows a mist and a weeping rain And life is never the same again

ROSE FAIRY: Alas, how hardly things go right 'Tis hard to watch on a summer night POCKET: For the sigh will come and the kiss will stay And the summer night is a winter day

ROSE FAIRY, POCKET: And the world is a most peculiar place And it's upside down And I'm upside down And I'll flip my head till I see Your face 'Cause it's upside down Turn me all around And round and round

"Only One Home"

Percival

PERCIVAL: Dark nights full of sorrow When hope fades away What comes tomorrow When night turns to day

Many a road, and many an inn Room to roam, but only one home For all the world to win **"Fairy Apologetics"** Kobold

KOBOLD: Did you ever see a fairy Did you ever see a goblin All the many things that you've not seen Creates a little problem

If you only base reality On what your eyes have seen Then you really haven't understood What any of it means

Did you ever see an angel Did you ever see a demon That's the symbol in the story So before you set to screamin'

Old MacDonald knew that some of you Would never learn at church So he set it in a fairy land So you would have to search

For a moral, for a meaning Hidden in a fantasy If you missed it in the stain-glass Then it's here that you will see

What is dark and what is light And what is right and what is wrong And who is God and who's the devil Who's the writer of the song

And how to make it into heaven How to pull yourself from hell Do I know some things about it Think you ought to bleedin' tell

There are some who think the Bible Don't belong in fantasy They say a fairy can't be used In spreading Christianity

But Jesus, using mud or parables Or fishes and some loaves Changed the world forevermore With people bowing down in droves

Seems like God can use a donkey Or a common shepherd, wot In the case of darling Rahab He just used a common slut

'Cause He knows that certain people Only listen when they see Something interesting that lines up With their sensibility

And for the people who would rather see A fairy and a gnome They might never get another chance For heaven to be home

If the fairy story points the way To everlasting light Well, it seems to me it did its job Evangelizing right

To fulfill His plans and purposes God uses what He can Even getting you to come in here I guess that was the plan "We're Prancing" Pocket

POCKET: When the north wind blows here I'll tell a low, sweet tale to thee It's just a dream unless you believe

That we're prancing, dancing All around, everywhere In a world of brick and mortar Here we are beyond the borderline We're doing fine Here we're always prancing

Think it's all pretending In the end you'll know for sure That it's all real, so do you believe

That we're prancing, dancing All around, everywhere In a world of brick and mortar Here we are beyond the borderline We're doing fine Here we're always prancing

We're prancing, dancing All around, everywhere In a world of brick and mortar Here we are beyond the borderline We're doing fine Here we're always prancing

"Crown Him with Many Crowns" Rose Fairy

ROSE FAIRY: Crown Him with many crowns The Lamb upon His throne Hark, how the heavenly anthem drowns All music but its own

Awake, my soul, and sing Of Him who died for thee And hail Him as thy matchless King Through all eternity

Crown Him the Lord of life Who triumphed o'er the grave Who rose victorious in the strife For those He came to save

Awake, my soul, and sing Of Him who died for thee And hail Him as thy matchless King Through all eternity

Who died eternal life to bring And lives that death may die And lives that death may die

SCENE 1

CLOSE-UP OF THE TINY FLAME ON A CANDLE

ALL IS STILL. QUIET. AN ANGELIC TINGLE FAINTLY HEARD IN THE DARKNESS.

THE VOICE OF **ROSE FAIRY (CATELYN LAWRENCE)** IS HEARD, SPEAKING QUITE SOFTLY, QUOTING FROM MACDONALD'S BOOK:

ROSE FAIRY: (VOICEOVER) In good sooth, my masters, this is no door. Yet it's a little window, that looketh upon a great world.

A TABLE, FULL OF ODD, OLD-FASHIONED, STEAMPUNK STYLE BOOKS, ORNAMENTS, OBJECTS. A HAND QUICKLY SNATCHES A STRAWBERRY OFF THE TABLE.

THIS IS FOLLOWED BY A GIGGLE FROM **POCKET (ASHLEY TONE)**; NEITHER CHARACTERS ARE SEEN, ONLY HEARD, AS WE STARE AT THE TABLE.

POCKET: (VOICEOVER) I like strawberries.

POCKET'S VOICE IS NOT HEARD, QUOTING GEORGE MACDONALD HIMSELF:

POCKET: (VOICEOVER) It is not the things we see most clearly that influence us. . .Visions of something which eye has not seen nor ear heard, have far more influence than logical sequence. We live by faith, not by sight.

WE CATCH A BRIEF GLIMPSE OF A CLOSE-UP OF ROSE FAIRY'S EYES AS HER VOICE QUOTES 2 CORINTHIANS 4:18:

ROSE FAIRY: (VOICEOVER) "The things which are not seen. . .are eternal."

AT THE WORD "ETERNAL", ALL GOES DARK.

SUDDENLY "DEEP, POOR CREATURE" BLASTS IN, A LOUD, CRUNCHY STEAMPUNK SONG SHATTERING THE ANGELIC SILENCE; A FRENZY OF STEAMPUNK MACHINES GRINDING AND IMAGES WHIRRING PAST. ONLY BRIEF GLIMPSES OF ROSE FAIRY AND POCKET CAN BE SEEN.

ROSE FAIRY, POCKET: Deep, poor creature Winter may come He cannot reach her While we're having some

Fantasy What is happening to you and me Is it just a fairy tale Look again See the truth and then Believe

Deep, poor creature Winter may come He cannot reach her While we're having some

Fantasy What is happening to you and me Is it just a fairy tale Look again See the truth and then Believe

AND JUST AS QUICKLY AS IT BEGAN, THE RIOTOUSLY LOUD MUSIC ABRUPTLY STOPS AS WE CUT TO

SCENE 2

INT - ANODOS' HOUSE - BEDROOM - DAY

A COMPLETELY QUIET ROOM (EXCEPT FOR A TICKING CLOCK), CONTRASTING THE WILD MUSIC WE JUST EXPERIENCED. A BAG OF STRAWBERRIES ARE DUMPED OUT ONTO A TABLE, AS A SNACK.

ANODOS IS A YOUNG TEENAGE BOY, SEATED IN A CORNER OF AN OLD, CLUTTERED BEDROOM, THE ENVIRONMENT LOOKING MORE OLD AND EUROPEAN (DESPITE ANODOS SPEAKING AMERICAN ENGLISH). QUIET AND INTROSPECTIVE, ANODOS SITS IN SILENCE, MUNCHING ON STRAWBERRIES AND LOOKING AT HIS PHONE. CAR HORNS OUTSIDE TELL US HE LIVES IN THE CITY.

A BRIEF GLIMPSE OF BOOKS HE'S BEEN READING TELL US WHAT HE'S BEEN DOING- THE BOOKS ARE ALL ON PHILOSOPHY, RELIGIONS OF THE WORLD, MYTHOLOGY. OBVIOUSLY HE IS SEARCHING.

BESIDE THESE ARE BOOKS ABOUT HEROES, KNIGHTS, CASTLES.

HE TAKES HIS EYES OFF HIS PHONE FOR A MOMENT AND GLANCES OUT THE WINDOW.

STANDING OUTSIDE, STRANGELY STILL, IS A **WOMAN WITH AN UMBRELLA (NATALIE KRAMER)**, ALTHOUGH IT ISN'T RAINING. SHE STANDS IN AN EERIE, ALMOST UNNATURAL WAY, FACING TOWARD THE WINDOW.

ANODOS GOES BACK TO THE PHONE.

HE DOESN'T SEE A HAND WITH A TATTERED GLOVE REACH ONTO THE DESK NEARBY AND GRAB A PAPER CUTTER.

WE FOLLOW THE HAND TO

INT - KOBOLD'S ROOM

A DIM, MURKY ROOM WITH CANDLELIGHT AND LOTS OF STRANGE LITTLE KNICKKNACKS AND TRINKETS, THE SAME SORT OF ROOM AS AT THE BEGINNING, AND OBVIOUSLY A DIFFERENT PLACE FROM ANODOS' ROOM.

HOLDING THE PAPER CUTTER WITH THE GLOVED HAND IS **KOBOLD (MATT KRAMER)**, A SCRUFFY, TATTERED, STEAMPUNK PEDDLER-TYPE, SITTING AT A TABLE WITH BOOKS AND PAPERS AND OLD FEATHER QUILL PENS, LOOKING NEITHER ENTIRELY GOOD OR ENTIRELY EVIL.

KOBOLD: The border between what is seen and what is not is very thin.

HE GLANCES AT THE CAMERA. HE IS TALKING TO THE AUDIENCE. HE THEN MOVES THINGS AROUND ON HIS DESK, USING THE PAPER CUTTER TO OPEN AN OLD LETTER. KOBOLD: There's a world you cannot see with your eyes, but it's still there, large as life and twice as natural. A supernatural kingdom where light and dark face off against one another in a great war of the ages.

NOW HE LOOKS AT THE CAMERA.

KOBOLD: In this fable, this is the form it takes. Terminology and names are different, of course, but the idea's the same. That carpenter from Galilee enjoyed telling parables, why shouldn't the rest of us? Let this be the parable of our time, a parable of goblins and fairies. Does that offend you? Because in symbol and essence, reality is not so very different from our fantasy. If you're willing to step into this kind of fantasy. We'll begin.

HE OPENS A BOOK WHICH ILLUSTRATES WHAT HE IS TALKING ABOUT.

KOBOLD: In Fairy Land, you'll naturally find fairies. Keepers and protectors of this country and the world beyond, the world you're most familiar with, the physical world- a place of brick and mortar and vapid materialism. A world that sits on the border of Fairy Country, for those who have eyes to see it.

HE TAKES THE PAPER CUTTER AND PUTS IT

BACK ON ANODOS' DESK IN <u>ANODOS' ROOM</u>, AND WE RETURN TO THE BEDROOM

ANODOS REMAINS ON HIS PHONE. HE LOOKS OUT THE WINDOW AGAIN. THE WOMAN WITH THE UMBRELLA IS GONE.

HE THEN HAPPENS TO GLANCE AT THE MIRROR ACROSS FROM HIM. FOR A MOMENT THE BLURRY, DARKENED IMAGE OF A GIRL CAN BE SEEN IN THE MIRROR! MIRROR GIRL: (SOFTLY, DESPERATELY) Help me, Anodos!

ANODOS STARTS BREATHING QUICKLY, SHOCKED AND CONFUSED BY WHAT HE JUST SAW. WAS THAT REAL?

HE SLOWLY CRAWLS OVER TO THE MIRROR, AND TAKES A CLOSER LOOK. JUST A MIRROR.

THEN HE HEARS A RATTLING, AND TURNS TO SEE THE DRAWER OF HIS DESK SHAKING SLIGHTLY, AS IF SOMETHING IS INSIDE IT.

ANODOS IS SCARED. IS HE GOING CRAZY? IS THE ROOM HAUNTED?

HE STANDS UP, AND SLOWLY APPROACHES THE DESK. THE LITTLE DRAWER CONTINUES TO SHAKE A BIT, THEN STOP. SHAKE A BIT, THEN STOP.

ANODOS STANDS AT THE DESK A MOMENT, UNSURE. ONCE HE IS THERE, THE SHAKING STOPS ENTIRELY.

HE TAKES A BREATH, AND THEN PULLS THE DRAWER OPEN.

THERE IS NOTHING IN THERE BUT A SMALL, ORNATE KEY. HOWEVER, HE DOESN'T SEEM TO RECOGNIZE IT, AND PULLS IT OUT CURIOUSLY.

THEN, A SMALL VOICE!

ROSE FAIRY: Anodos!

ANODOS LOOKS IN THE DRAWER AND SEES A TINY FAIRY, ROSE FAIRY FROM THE BEGINNING SCENE, ALTHOUGH SHE IS LIT UP VERY BRIGHTLY SO HER FEATURES ARE STILL SLIGHTLY OBSCURED. SHE IS SITTING IN THE LITTLE DRAWER.

ROSE FAIRY: You never saw such a little creature before, did you?

ANODOS SIMPLY REMAINS STARING, UNSURE OF WHAT HE'S SEEING.

ROSE FAIRY: You believe nothing the first time, and repetition will not convince you of what you already

consider unbelievable. Haven't you
seen me here before?

ANODOS SHAKES HIS HEAD.

ROSE FAIRY: Foolish boy. You said you believed in Fairy Country long ago, if one could only find the way into it. When you seek. . .you find.

IN ANOTHER BLINK, ANODOS IS SIMPLY STARING AT AN EMPTY DRAWER. BUT HE STILL HOLDS THE LITTLE KEY.

HE GOES BACK TO THE MIRROR, STARING AT IT, WONDERING, THINKING.

HE DOESN'T SEE THE REFLECTION OF KOBOLD BEHIND HIM, STILL PAGING THROUGH HIS OLD BOOK.

BACK TO KOBOLD'S ROOM

KOBOLD SEEMS TO BE IN AN UNSEEN PARALLEL PLACE IN THE SAME ROOM AS ANODOS, OCCUPYING THE SAME SPACE BUT REMAINING INVISIBLE TO ANODOS.

KOBOLD: You can easily find a fairy or a hobgoblin in your house, inside a cupboard, or in the darkest recess of your closet. Fairies are there to protect. Us hobgoblins are there to cause a bit of trouble. Only if you've been to Fairy Land or at least have any curiosity about us will you be able to see us at all. Unless you're one of the millions of other souls who walk the earth, never once opening their eyes to a kingdom coexisting with their own daily comings and goings.

SCENE 3

EXT - STREET CORNER - DAY

ANODOS AMBLES HOME FROM SCHOOL, WITH A BACKPACK SLUNG OVER HIS SHOULDER, ON A PLEASANT STREET CORNER. THE

MOOD IS STILL AND QUIET. HE IS STILL THINKING ABOUT THE STRANGE EVENTS FROM HIS ROOM EARLIER.

SCENE 4

INT - FAIRY COVE

BACK IN THE SAME OLD, DIM, FLICKERING ROOM AT THE BEGINNING, WITH ROSE FAIRY AND POCKET, TALKING BUT STILL WITHOUT BEING FULLY SEEN IN THE CAMERA.

POCKET IS PLUCKING A FLOWER AS SHE TALKS, SLIGHTLY WHISPERING, EITHER TALKING TO US OR TO HERSELF.

POCKET: When you live on the border of Fairy Country, you can eat of our food, and drink from our cup, and become like us. Our supernatural becomes your natural. . .

ROSE FAIRY SNATCHES THE FLOWER AWAY ANGRILY.

ROSE FAIRY: Pocket! That's mine! These are all my lovelies and I wear them!

POCKET: You can't wear half of what you've got.

ROSE FAIRY: Never you mind! They're <u>my</u> property and I don't choose you to have them!

SCENE 5

BACK TO THE STREET CORNER

ANODOS STOPS TO ADJUST HIS BACKPACK, AND LOOKS AROUND.

HE SEES THE WOMAN WITH THE UMBRELLA, STANDING PERFECTLY STILL, NOT FAR FROM HIM, STARING DIRECTLY AT HIM. SHE WEARS A TRENCHCOAT. FEELING SPOOKED, ANODOS WALKS ON, GLANCING OVER HIS SHOULDER. THE WOMAN IS WALKING BEHIND HIM IN THE SAME DIRECTION.

REALIZING HE'S BEING FOLLOWED, ANODOS TAKES OFF RUNNING.

HE RUNS DOWN THE SIDEWALK, ROUNDS A CORNER, LOOKS AROUND AT THE BUILDINGS, CORNERS, DOORWAYS.

HE TRIES A DOOR THAT IS NEAREST TO HIM. IT SWINGS OPEN, SO HE HURRIES INSIDE.

SCENE 6

INT - HALL OF DOORS

ANODOS FINDS HIMSELF IN AN OLD HALLWAY FULL OF MANY DOORS.

HE TRIES ONE OF THE DOORS, BUT IT'S LOCKED. THEN, ON A WHIM, HE PULLS OUT THE ORNATE KEY HE DISCOVERED IN HIS BEDROOM DRAWER.

HE PUTS THE KEY IN THE LOCK, AND IT OPENS. THE DOOR SWINGS OPEN, AND THERE IS THE WOMAN WITH THE UMBRELLA STANDING ON THE OTHER SIDE!

ANODOS JUMPS BACK IN ALARM. THE WOMAN VERY THEATRICALLY PUTS A FINGER TO HER LIPS, AND THEN REMOVES HER TRENCHCOAT, REVEALING A STEAMPUNK OUTFIT UNDERNEATH.

SHE SLOWLY WALKS OUT OF THE ROOM AND INTO THE HALLWAY. SHE POINTS, AND THEN TURNS TO ANODOS.

WOMAN: (ETHEREAL VOICE) Welcome to Fairy Land, brave soul.

SCENE 7

CUT TO "UPSIDE DOWN"

WE SEE THE FAIRIES FOR THE FIRST TIME AS THE SONG, MUSIC VIDEO-STYLE, BEGINS, IN A <u>STEAMPUNK-STYLE</u> SURROUNDING.

ROSE FAIRY IS CLAD IN STEAMPUNK ATTIRE WITH AN EMPHASIS ON FLOWERS.

ROSE FAIRY: Follow me to this land Come with me and take my hand We're going inside out So scream and shout My love, this is what it's about

POCKET, THE MISCHIEVOUS ONE, IS MUCH MORE PATCHWORK IN APPEARANCE, WITH A JUMBLE OF COLORS.

ROSE FAIRY, POCKET: And the world is a most peculiar place And it's upside down And I'm upside down And I'll flip my head till I see Your face 'Cause it's upside down Turn me all around And round and round

POCKET: Step across the threshold May not be what you were told They say that it's not real It's no big deal My love, I've just got to reveal

ROSE FAIRY, POCKET: That the world is a most peculiar place And it's upside down And I'm upside down And I'll flip my head till I see Your face 'Cause it's upside down Turn me all around And round and round ROSE FAIRY: Alas, how swiftly things go wrong A sigh too much or a kiss too long POCKET: Now follows a mist and a weeping rain And life is never the same again ROSE FAIRY: Alas, how hardly things go right 'Tis hard to watch on a summer night POCKET: For the sigh will come and the kiss will stay And the summer night is a winter day

ROSE FAIRY, POCKET: And the world is a most peculiar place And it's upside down And I'm upside down And I'll flip my head till I see Your face 'Cause it's upside down Turn me all around And round and round

POCKET: Somebody's here!

ANODOS WANDERS THROUGH THE STRANGE STEAMPUNK SETTING, WONDERING WHAT THIS IS AND WHERE HE'S AT.

HE BACKS INTO POCKET, WHO CLASPS HER HAND AROUND HIS MOUTH.

POCKET: You're a bold youth, if you have any idea what you're daring!

SCENE 8

INT - BATTLEGROUND ROOM

"ONLY ONE HOME" PLAYS, IN A DARK, SHADOWED ROOM WERE LIGHT SHINES ONLY ON A SMALL TABLE WITH A CHESSBOARD AND CHESS PIECES SET UPON IT. **PERCIVAL (JONATHAN RIZZO)** IS A TEEN CLAD IN STEAMPUNK ATTIRE AND WILD HAIR. HE IS SITTING AT THE TABLE PLAYING CHESS, BUT. . .IS IT REALLY JUST CHESS? THERE IS A PASSION AND FIRE IN HIS EYES.

PERCIVAL: Dark nights full of sorrow When hope fades away What comes tomorrow When night turns to day

Many a road, and many an inn Room to roam, but only one home For all the world to win

HE LOOKS ACROSS AT AN UNSEEN OPPONENT, AND THEN VERY VICTORIOUSLY MOVES ONE OF THE CHESS PIECES FORWARD.

A GLOVED HAND WITH SHARP TALONS THEN REACHES FOR AN OPPOSING PIECE, MAKING THE NEXT MOVE, WHICH KNOCKS OUT ONE OF PERCIVAL'S PAWNS.

PERCIVAL JUST SMIRKS.

PERCIVAL: Win a battle. . .lose the war. What have you gained?

HIS OPPONENT'S MOVE GIVES PERCIVAL THE CHANCE TO MAKE A MOVE THAT CAPTURES A ROOK, A FAR BETTER DEFEAT.

THERE IS A LOW GROWL FROM THE UNSEEN ENTITY HE IS PLAYING.

SCENE 9

INT - FAIRY COVE

PITCH BLACK.

ROSE FAIRY: What's your name?

A LANTERN IS LIT, AND THE ORANGE GLOW OF THE CANDLE FLICKERS AND DARKLY ILLUMINATES THE ROOM. ANODOS IS STARING AT ROSE FAIRY AND POCKET, WHO LOOK AT HIM WITH DELIGHT AND FASCINATION.

ROSE FAIRY: What's your name, young master? ANODOS: Anodos. POCKET: What sort of a name is that? ROSE FAIRY: It's Greek. It means aimless, wandering. Is that it? Are you wandering? Looking for the way? ANODOS REALIZES WHO THEY MUST BE. ANODOS: Are you fairies? ROSE FAIRY AND POCKET JUST SMILE AT THIS. ANODOS: I don't believe in fairies. POCKET: Well, contrary to popular belief, we don't fall down dead when you say that. ROSE FAIRY: You've heard of us? ANODOS NODS. ROSE FAIRY: Read about us? ANODOS NODS AGAIN. ROSE FAIRY: Why don't you believe in something you already know about? ANODOS: I've just. . .never actually seen one of you before. ROSE FAIRY: But you did! I was in your desk drawer. You saw me but did not believe. Blessed is the man who believes without seeing. POCKET FINDS ANODOS IRRITATING.

24

POCKET: Form is much but size is nothing. A matter of relation. You don't know what that means. He doesn't know what it means.

ROSE FAIRY: Don't be naughty, Pocket. (TO ANODOS) Open your eyes to what you cannot see, a paradox, but a real one. We exist, young sir, whether you believe in us or not.

POCKET: He doesn't believe. Look at him! Look at him sitting there, not believing!

ANODOS: How do I know this isn't a dream?

POCKET: Faith is the evidence of things not seen. It <u>is</u> just a dream, a fantasy, until you have faith.

THAT WAS SUPPOSED TO BE MAGNIFICENT, BUT ANODOS IS JUST NOT REACTING THE WAY POCKET WANTS.

POCKET: Oh, you positively stupid mortal! We've been here all along! We're in your bedroom, your cupboards, and underneath the floorboards! There's a heavenly war raging about you and you haven't the slightest idea!

ROSE FAIRY: Why did you cross the border into Fairy Country?

ANODOS: I. . .didn't know I did.

POCKET: But you <u>live</u> on the border! Ugghh!!! It's like talking to a block of wood!

ROSE FAIRY: Don't be naughty, Pocket! (TO ANODOS) Nobody explores our world unless they <u>want</u> something. What do you want?

ANODOS IS SILENT A MOMENT.

ANODOS: There was a girl. Trapped in the mirror.

POCKET: Enchanted. Use the right word, little woodblock.

ROSE FAIRY: Enchanted mirrors are very tricksy. Only a knight of pure and noble breeding can free a soul from entrapment.

POCKET: And <u>you're</u> not a knight of pure and noble anything. You're probably afraid of your own shadow.

ROSE FAIRY LOOKS AT POCKET CROSSLY.

ROSE FAIRY: I haven't told you once, but again as well. Thrice is only suitable for the dull and ignorant! Don't be naughty!

THE TWO FAIRIES GLARE AT EACH OTHER LIKE TWO LITTLE GIRLS IN A FIGHT. ANODOS HESITANTLY INTERRUPTS.

ANODOS: How do I become a knight? So I can free the girl in the mirror.

ROSE FAIRY: You see? He's not a hopeless case, Pocket. He's curious. And that leads to discovery.

POCKET: You have to find it yourself. You wouldn't believe it if we told you. Behind every door in Fairy Land is another truth.

ROSE FAIRY: Trust the Oak and the Elm, but turn away from the Ash and the Alder tree. If you let them near you at night, they'll smother you.

POCKET: And don't be afraid of the dark. Happy hunting!

ANODOS TRIES TO PROCESS ALL THIS. HE CAN'T.

ANODOS: I'm sorry. . .What?

SCENE 10

INT - KOBOLD'S ROOM

KOBOLD: Behind every door in Fairy Land is another truth. Why? Because the world of the unseen <u>is</u> true. It's the temporal things of life that fade away, but that supernatural world what eye ain't seen and ear ain't heard remains true and unchanging. ..even for us poor goblins who know beyond a shadow of a doubt that our days are numbered.

THE SOUND OF A DOOR OPENING MAKES KOBOLD SWIRL AROUND, GRABBING A DAGGER AND POINTING IT AT THE INTRUDER.

IT IS PERCIVAL.

PERCIVAL: Steady on, Kobold. Darkness is getting a bit jumpy these days.

KOBOLD: We have every reason to be on our guard, young Percival. Your King is ever on the move. If we lower our defenses but for a moment, both Fairy Country and the physical world beyond would be drenched in light. And where would the principalities of darkness find solace in such a place?

PERCIVAL: Why should it matter? It'll happen one day anyway.

KOBOLD: Fire and brimstone, you mean? I could cope with that. What is beyond coping with is eternal separation from God. That, my noble knight, is hell. What is burning flame compared to the complete separation from one's own creator? The mortals of the world outside have no idea. Whether they reject God and revile His Word and His Savior Christ, they are still in the presence of God while they are alive on the earth, for "the earth is the Lord's and all its fullness". They don't know what the hobgoblins comprehend. They don't know until they're condemned with us in our subterranean prison. We, too, were once in His presence. (FEELING THIS REALITY) And there is no hell in all the universe greater than the eternal banishment from the Almighty's immaculate presence.

KOBOLD IS QUITE SHAKEN BY THIS FOR A MOMENT. HE FEELS THE SEPARATION ALL TOO MUCH, A HORROR HE CAN NEVER PULL HIMSELF FROM.

KOBOLD: What are you doing here, brave warrior of the King of Kings?

PERCIVAL GOES TO A PITCHER NEARBY AND HELPS HIMSELF TO A DRINK.

PERCIVAL: Well, the battle's raging, as you very well know. I haven't got a quartermaster, so I have to find my own food and drink. I hope you don't mind.

KOBOLD: Why should I offer provision to the enemy?

PERCIVAL: Because you've given up, Kobold. Everybody knows that. You sit here with your books and knowledge waiting for the end to come. So, cheers.

HE RAISES A GLASS AND DRINKS.

KOBOLD: Fortunately, the other goblins don't share my relaxed attitude. The war isn't going as well as you think. We've put your King in check a thousand times, and it's only a matter of time before checkmate. PERCIVAL: Can't happen.

KOBOLD: (YES, HE KNOWS) Many of my fellow goblins should like to know why.

PERCIVAL TAKES A DRINK, THEN LOOKS HARD AT KOBOLD, STATING WITH CERTAINTY:

PERCIVAL: Because nobody checkmates the King. . . That's why.

KOBOLD: Oh, I know, Percival, I know. But I'm smarter than the typical sprite. My lot's going to keep on trying till the end of the age, you know. The battle will rage on and on and on. Think you've got the stamina? Won't become "weary in well doing"?

PERCIVAL: Not a chance.

SCENE 11

INT - BATTLEGROUND ROOM

PERCIVAL HAS RETURNED TO THE CHESSBOARD TO RESUME THE WAR.

HE MOVES A PAWN, AND THUNDER ROLLS IN THE DISTANCE.

PERCIVAL: (TO HIS OPPONENT) There's a storm coming.

SCENE 12

INT - HALL OF DOORS

ANODOS HAS RETURNED TO THE HALL OF DOORS, CARRYING THE ORNATE KEY WITH HIM.

POCKET: (VOICEOVER) How does he expect to become a knight? And why should he care about rescuing someone from an enchanted mirror? ROSE FAIRY: (VOICEOVER) He wants to be one of us. Watch him, Pocket. If he listens not to the Ash and the Alder tree, he will be a knight indeed.

ANODOS TRIES THE KEY INTO ANOTHER DOOR, AND OPENS IT.

SCENE 13

INT - IDOL ROOM

HE ENTERS AN EMPTY ROOM EXCEPT FOR A STRANGE ORNATE OBJECT ON THE FLOOR, AND TWO POTTED TREES.

ANODOS KNEELS IN FRONT OF THE OBJECT, EXAMINING IT CURIOUSLY.

HE THEN GLANCES AT THE WALL. IN THE DIM LIGHT, HIS SHADOW IS BEING CAST UPON THE WALL. BUT WHEN HE MOVES HIS ARM, HIS SHADOW DOES NOT MOVE!

AFTER A DELAY, THE SHADOW MOVES. ANODOS TRIES THE SAME THING WITH HIS ARM, MOVING IT A BIT, AND THE SAME THING HAPPENS. HIS SHADOW DELAYS IN RESPONDING.

A STRANGE NOISE CAUSES ANODOS TO LOOK AROUND. THERE IS A MIRROR ON THE OTHER WALL, AND ONCE AGAIN THE BLURRED FIGURE APPEARS!

MIRROR GIRL: Help me, Anodos! Set me free!

ANODOS STANDS UP AND HURRIES TO THE MIRROR.

ANODOS: I'm trying! I have to become a knight!

MIRROR GIRL: We did wrong! Only the pure and noble can set us free!

ANODOS: How many of you are in there?

MIRROR GIRL: Set us free!

THE FIGURE DISAPPEARS FROM THE MIRROR.

ANODOS TURNS AROUND, TO DISCOVER HIS SHADOW IS NOW FREELY PACING BACK AND FORTH AGAINST THE WALL. THIS FRIGHTENS ANODOS.

WHEN HIS SHADOW SPEAKS, IT SOUNDS LIKE A VARIATION OF HIS OWN VOICE.

SHADOW: Afraid of your own shadow?

THE SHADOW PACES A BIT MORE.

SHADOW: You can't get away from me, Anodos. Where you go, I go! We're inseparable!

THE SHADOW LAUGHS CRUELLY.

SHADOW: Know what that is?

THE SHADOW POINTS TO THE ORNATE LITTLE OBJECT ON THE FLOOR.

SHADOW: Bow to it, Anodos! Bow down before it! It's your god. Your salvation. If you want to do <u>anything</u> in Fairy Country, you have to bow down and worship!

ANODOS DOESN'T MOVE.

SHADOW: Scared? I knew it. You can't be a knight unless you bow down and pay your respects. Worship our masters and follow our ways.

ANODOS GOES AND KNEELS DOWN AGAIN, NOT IN WORSHIP BUT SIMPLY TO OBSERVE THE LITTLE IDOL.

ANODOS: It's only a statue, made of gold.

SHADOW: Blasphemy! It's your god! Made from the Ash and the Alder, far more precious than gold! CATCHING THE WORDS "ASH" AND "ALDER", ANODOS' CURIOSITY IS FURTHER PRICKED.

ANODOS: Wait, made from what?

SHADOW: You <u>will</u> bow. In the end, they always do. Those who live beyond the border of Fairy Country always bow to a god they can <u>see</u>.

SCENE 14

INT - KOBOLD'S ROOM

KOBOLD: And we saw Him. We saw His face. We sat at His table and worshiped in His sanctuary. Not a god of stone, but a God of majesty. The curse of the goblins, to have seen His magnificence and turned against Him. . . .You do get all this, don't you? The counterpart of fairies and goblins isn't impossible to see.

"FAIRY APOLOGETICS" BEGINS IN A FRENZY OF SHOTS.

KOBOLD: Did you ever see a fairy Did you ever see a goblin All the many things that you've not seen Creates a little problem

If you only base reality On what your eyes have seen Then you really haven't understood What any of it means

Did you ever see an angel Did you ever see a demon That's the symbol in the story So before you set to screamin'

Old MacDonald knew that some of you Would never learn at church So he set it in a fairy land So you would have to search For a moral, for a meaning Hidden in a fantasy If you missed it in the stain-glass Then it's here that you will see

What is dark and what is light And what is right and what is wrong And who is God and who's the devil Who's the writer of the song

And how to make it into heaven How to pull yourself from hell Do I know some things about it Think you ought to bleedin' tell

There are some who think the Bible Don't belong in fantasy They say a fairy can't be used In spreading Christianity

But Jesus, using mud or parables Or fishes and some loaves Changed the world forevermore With people bowing down in droves

Seems like God can use a donkey Or a common shepherd, wot In the case of darling Rahab He just used a common slut

'Cause He knows that certain people Only listen when they see Something interesting that lines up With their sensibility

And for the people who would rather see A fairy and a gnome They might never get another chance For heaven to be home

If the fairy story points the way To everlasting light Well, it seems to me it did its job Evangelizing right

To fulfill His plans and purposes

God uses what He can Even getting you to come in here I guess that was the plan

LIGHTNING AND THUNDER!

SCENE 15

INT - BATTLEGROUND ROOM

THE SHADOWY CLAWED HAND MAKES A MOVE ON THE CHESSBOARD AND REMOVES ONE OF PERCIVAL'S CHESS PIECES. THUNDER CONTINUES TO ROLL!

SCENE 16

INT - FAIRY COVE

THE THUNDER SHAKES THE COVE, AND ROSE FAIRY AND POCKET FEEL IT.

ROSE FAIRY: Darkness has gained a victory! Come to safety!

THEY HURRY OUT OF THE COVE.

SCENE 17

INT - STEAMPUNK SURROUNDING

IN THE SAME SURROUNDINGS AS THE "UPSIDE DOWN" NUMBER, ROSE FAIRY AND POCKET HURRY TO SAFETY, AS THUNDER ROLLS AND THE GROUND SHAKES LIKE AN EARTHQUAKE.

SCENE 18

INT - IDOL ROOM

ANODOS STARES AT THE LITTLE IDOL, AS IF SLIGHTLY TRANSFIXED BY IT.

SCENE 19

INT - HIDEAWAY

ROSE FAIRY AND POCKET HAVE TAKEN SHELTER IN A DARK ROOM, WITH ONLY A BIT OF LIGHT SHINING FROM SMALL CANDLES.

POCKET IS VERY GRUMPY ABOUT BEING IN THE HIDEAWAY.

POCKET: I'm cold.

ROSE FAIRY: We're immortals. We don't feel hot and cold.

POCKET: I <u>said</u> I'm cold and I won't suffer contradictions!

ROSE FAIRY: It's only until the storm passes.

POCKET SIGHS.

POCKET: It's that boy. Anodos. He's made a mess of things already, exactly as I said.

ROSE FAIRY: He's lost. And needs to be found. You can't make it through our world unless you know the way. The truth.

POCKET: Why should we help them? The mortals on the other side of the border. It's because of them that we even <u>have</u> a border. It was never like this in the beginning.

ROSE FAIRY: We help them, Pocket. . . (WITH AN EXCITED SMILE) because they're made in His image. They're greater than us because they look just like Him.

SCENE 20

INT - IDOL ROOM

ANODOS CONTINUES TO STARE AT THE LITTLE IDOL, UNAWARE OF THE TWO TREES ON EITHER SIDE OF HIM.

TO KOBOLD'S ROOM

KOBOLD: Beneath the Ash is the lust of the eyes, beneath the Alder is the lust of the flesh, and within every mortal is the pride of life. These three poisons, when taken together, produce death.

BACK TO THE IDOL ROOM

UNSEEN BY ANODOS, VINES BEGIN CRAWLING TOWARD HIM FROM OUT OF THE TWO TREES.

SUDDENLY THE VINES BEGIN TO WRAP AROUND HIM! THOUGH ANODOS FIGHTS AGAINST THEM, THEY ARE STRONGER AND WRAP HIM UP TIGHTER AND TIGHTER!

HIS SHADOW COMES ALIVE AGAIN AGAINST THE WALL.

SHADOW: We will make you bow!

CUT TO BATTLEGROUND ROOM

PERCIVAL MOVES A PAWN BACKWARDS, PREVENTING HIS OPPONENT FROM TAKING THE PAWN ON THE NEXT MOVE.

PERCIVAL: We're not going to let you take him.

BACK TO IDOL ROOM

ANODOS HAS BECOME HOPELESSLY ENTWINED IN THE VINES!

THE DOOR TO THE ROOM SWINGS OPEN, AND POCKET ENTERS, CARRYING A SWORD.

POCKET: Let him go, you nasty little weeds.

SHE PLUNGES HER SWORD INTO THE BASE OF THE POT THAT THE TREE IS IN. THE TREES GROAN AND THE VINES BEGIN TO UNWRAP AROUND ANODOS, WHO HAS BEEN RENDERED UNCONSCIOUS.

POCKET RUSHES TO HIS AID.

POCKET: We told you of the Ash and the Alder, you foolish mortal.

SCENE 21

INT - FAIRY COVE

ROSE FAIRY: (VOICEOVER) Beneath the Beech tree is faith, beneath the Elm is hope, and beneath the Oak is love. These three ingredients, when taken together, produce life.

ANODOS IS STILL UNCONSCIOUS AS ROSE FAIRY AND POCKET HAS BROUGHT HIM BACK TO THEIR COVE, AND ARE TENDING TO THE WOUNDS HE RECEIVED FROM THIS RECENT ATTACK.

ROSE FAIRY IS PRESUMABLY ADMINISTERING THESE THREE INGREDIENTS TO ANODOS- FAITH, HOPE, AND LOVE.

AFTER A MOMENT, ANODOS BLINKS AND OPENS HIS EYES. STILL WEARY, HE GLANCES AT THE FAIRIES.

ANODOS: What happened?

POCKET: Shall I list them in order? You looked at the idol too long, you sat among the Ash and the Alder, and furthermore-

ROSE FAIRY: He's seen the error of his ways.

POCKET: You don't know that at all! Have you asked him? Have youROSE FAIRY: (CLEARLY, DETERMINED) He has seen the error of his ways. (TO ANODOS) You have fairy blood in you. You couldn't have gotten so far into this world otherwise. I can see it in your countenance.

ANODOS: How is that possible?

ROSE FAIRY: The more you seek, the more you find. The more you become like us.

ANODOS IS SILENT A MOMENT.

ANODOS: But I'm not a knight. I still can't free the girl from the mirror.

POCKET LEANS IN, STERNLY.

POCKET: Stay away from darkness. It deceives.

THERE IS A LOW RUMBLE.

ANODOS: What's that?

ROSE FAIRY: The great battle of the age! Light and dark against one another. While the mortal world goes on, the spiritual battle rages. Unseen. But real.

SHE GLANCES AT A DOORWAY BESIDE THEM. AFTER A MOMENT, ANODOS SLOWLY GETS UP AND MOVES TOWARD THE DOOR.

SCENE 22

INT - KOBOLD'S ROOM

AGAIN ADDRESSING THE AUDIENCE:

KOBOLD: If you say "But it makes it look like fairies and goblins are in the Bible", then you've already missed the point. They aren't, but angels and demons <u>are</u>, and we're very much alike. The lover of fairy tales might not listen to a story of angels and demons, and how would your evangelists get through to <u>them</u>? MacDonald once said "In very truth, a wise imagination, which is the presence of the spirit of God, is the best guide that man or woman can have."

SCENE 23

INT - BATTLEGROUND ROOM

ANODOS ENTERS THE ROOM WHERE PERCIVAL SITS AT THE CHESSBOARD, PLAYING OUT THE GREAT BATTLE WITH HIS DARK, UNSEEN OPPONENT.

ANODOS WATCHES FOR A MOMENT AS PERCIVAL MAKES A MOVE. THEN THE CLAWED HAND APPEARS AND MAKES ANOTHER.

ANODOS: It's only a game of chess.

PERCIVAL: (STILL LOOKING AT BOARD) That's what they all say. Those who don't believe the truth. It's only a game, an illusion.

HE STARTS TO MAKE A MOVE.

PERCIVAL: But we on the other side of the border. . .

HE FINISHES THE MOVE.

PERCIVAL: We know it's real.

AT THE END OF HIS MOVE, THERE IS A LOUD, GIANT CLAP OF THUNDER, ENOUGH TO FRIGHTEN ANODOS.

PERCIVAL THEN LOOKS AT ANODOS.

PERCIVAL: We all play this game. Every moment of our lives. Every move affects the course of history. THEN ANODOS REALIZES WHO PERCIVAL IS.

ANODOS: You're a knight!

PERCIVAL: Sir Percival. And you?

ANODOS: Anodos.

PERCIVAL: "Wanderer".

ANODOS: I want to be a knight, too. How do I become one?

PERCIVAL IS BACK IN THE GAME. HIS OPPONENT MAKES A MOVE AND CAPTURES ONE OF PERCIVAL'S BISHOPS.

PERCIVAL: Always goes after the Bishop. . .

ANODOS: Percival, please!

PERCIVAL: (STILL LOOKING AT GAME) Look for the Truth. Believe me, you'll know Him when you see Him.

ANODOS: Him?

PERCIVAL MOVES HIS KING BACK ONE SPACE, LOOKING AT HIS OPPONENT.

PERCIVAL: Nobody checkmates the King.

THEN HE LOOKS AT ANODOS.

PERCIVAL: Truth is a Him.

ANOTHER RUMBLE.

SCENE 24

TO KOBOLD'S ROOM

THE RUMBLE CAUSES KOBOLD'S ROOM TO SHAKE, AND THEN A LIGHT SHINES THROUGH THE FRONT DOOR.

KOBOLD: (SHIELDING HIS EYES) Aggh!

HE LETS THE LIGHT PASS BY.

KOBOLD: (JOHN 1:5) "The light shines in the darkness, and the darkness did not comprehend it".

IT PASSES COMPLETELY.

KOBOLD: (ZECHARIAH 10:3-4) "The Lord of hosts will visit His flock, and make them as His royal horse in the battle. From him comes the cornerstone, from him the tent peg, from him the battle bow, from him every ruler together."

TO THE CAMERA.

KOBOLD: The one thing fantasy reveals most of all is light and dark, and that is a very real thing. To understand light and dark is to understand good and evil, and <u>that</u> you must comprehend before gaining any revelation of the Almighty God and the fallen angel Lucifer.

HE LOOKS BACK AT THE DOOR, AS THE RUMBLING OF THE BATTLE CONTINUES.

KOBOLD: There's something unusual going on. There must be some solemnity among the fairies tonight.

FADE TO:

SCENE 25

INT - FAIRY COVE/STEAMPUNK SETTING

"WE'RE PRANCING" BEGINS, WITH POCKETS WANDERING THE STEAMPUNK LANDSCAPE. THE FAIRY GUIDE FROM EARLIER IS ALSO FEATURED.

POCKET: When the north wind blows here I'll tell a low, sweet tale to thee It's just a dream unless you believe

That we're prancing, dancing All around, everywhere In a world of brick and mortar Here we are beyond the borderline We're doing fine Here we're always prancing

Think it's all pretending In the end you'll know for sure That it's all real, so do you believe

That we're prancing, dancing All around, everywhere In a world of brick and mortar Here we are beyond the borderline We're doing fine Here we're always prancing

We're prancing, dancing All around, everywhere In a world of brick and mortar Here we are beyond the borderline We're doing fine Here we're always prancing

SHE STOPS AND LOOKS AROUND, AS DARK SMOKE BEGINS TO SURROUND HER.

POCKET: (GLEEFUL) Alas, great ministers of darkness, I am not afraid of you!

SCENE 26

INT - FAIRY COVE

ROSE FAIRY CARRIES MORE MEDICINE OVER TO WEAR ANODOS SHOULD BE, BUT SHE DISCOVERS HE HAS DISAPPEARED!

ROSE FAIRY: Anodos! Where have you got to?

SCENE 27

INT - HALL OF DOORS

ANODOS, STILL A BIT WEAK, WANDERS INTO THE HALL OF DOORS.

HE UNLOCKS THE DOOR AND ENTERS

THE IDOL ROOM

THE IDOL ROOM, WITH THE ASH AND THE ALDER TREES AND THE LITTLE STATUE.

HE PULLS OUT A DAGGER WHICH HE OBVIOUSLY TOOK FROM THE FAIRIES, POINTING IT AT THE LITTLE TREES.

ANODOS LOOKS AT THE WALL, AT HIS SHADOW.

ANODOS: What is it?

NO ANSWER.

ANODOS: Come on! Talk to me! What is that little statue? What's it for? And why can't I stop thinking about it?

HIS SHADOW COMES TO LIFE AGAINST THE WALL.

SHADOW: It's the idol of the world. You would do well to bow down to it.

ANODOS: Why?

SHADOW: Because it will protect you against the Ash and the Alder trees.

ANODOS: If I become a knight, I can protect myself that way.

SHADOW: Only fools becomes knights! The only way to become a knight is to die! What foolishness is that! HE GLANCES AT THE MIRROR ON THE WALL, FAINTLY SEEING THE FIGURE OF THE GIRL STILL TRAPPED INSIDE.

HE THEN LOOKS BACK AT HIS SHADOW.

ANODOS: You're nothing but a shadow.

SHADOW: Indeed, but darkness follows at the heels of all human beings for as long as you live. You cannot get rid of shadows. We're in your very nature, and have been since the fall of man.

ANODOS: What happens if I destroy the idol?

SHADOW: I wouldn't advise that. . . Put the dagger down and I will help you become a knight, if that is what you desire.

SCENE 28

INT - STEAMPUNK SURROUNDINGS

A SMALL ARROW FLIES THROUGH THE AIR AND PIERCES POCKET'S LEG! SHE DROPS TO THE GROUND. SHE MAY NOT BE IN PHYSICAL PAIN (DOES SHE EVEN FEEL PAIN?), BUT SHE IS STILL WOUNDED.

ROSE FAIRY COMES RUSHING TOWARD HER. KOBOLD IS IN THE SHADOWS, THE ONE WHO FIRED THE ARROW.

ROSE FAIRY: Pocket!

SHE SEES KOBOLD.

ROSE FAIRY: You dare to harm a fairy!

KOBOLD: Darkness is everywhere, the battle's turned into a raging fire. I'm sorry, but I'm obligated to join in the fight, at least I can say I did something. POCKET: You're not sorry for anything!

KOBOLD: Believe me, I am. I'm sorry the goblins ever thought we could claim superiority over our Creator. Yes, I'm afraid the <u>only</u> thing we understand is sorrow, for all eternity.

A DAGGER THEN STABS KOBOLD'S LEG, KNOCKING HIM BACK, AND THIS HAS BEEN THROWN BY PERCIVAL.

PERCIVAL: Back off, Kobold. (TO THE FAIRIES) That mortal of yours is making his move.

SCENE 29

INT - IDOL ROOM

A MOMENT OF STILLNESS. AND THEN, ANODOS LUNGES FORWARD AND PLUNGES THE DAGGER INTO THE LITTLE IDOL.

SHADOW: No!

ALL LIGHT GOES OUT! ANODOS PULLS OUT A FLASHLIGHT AND TURNS IT ON, HEARING GROWLING IN THE ROOM, AS IF A WILD ANIMAL LURKS IN THE DARKNESS.

ANODOS BACKS AGAINST THE WALL, NEXT TO THE MIRROR. HE THEN LOOKS INTO THE MIRROR.

HE SEES AN IMAGE OF THE CROSS IN THE REFLECTION, AND A FAINT IMAGE OF THE FIGURE OF THE GIRL.

MIRROR GIRL: We are the souls imprisoned by our sins. Your soul is in here, too, Anodos, enchanted forever. You cannot hope to save <u>us</u> if you do not first save yourself.

THERE IS STILL GROWLING IN THE DARKNESS.

ANODOS: How?!

MIRROR GIRL: Come to the cross. . . To the Truth. . .The one they call Christ. The old must die so the new can be reborn.

ANODOS THEN TURNS TO THE FACE THE DARKNESS AROUND HIM.

ANODOS: (TO THE DARKNESS) The only way back to the world I know is through my grave. I have to die. . .so that I can live.

HE DROPS THE DAGGER AND DROPS TO HIS KNEES.

ANODOS: Take me to the cross!

A BLINDING FLASH OF LIGHT AND A RUSHING WIND!

AND THEN, BLACK AND SILENCE.

SCENE 30

INT - FAIRY COVE

ROSE FAIRY AND POCKET HAVE BROUGHT ANODOS' BODY BACK TO THE COVE. HE IS LYING STILL.

ROSE FAIRY: "Unless one is born again, he cannot see the kingdom of God."

POCKET SMILES DOWN AT ANODOS.

POCKET: Arise, noble knight, you are forever one of us. Only now can you free other souls from their enchantment.

SCENE 31

INT - ANODOS'S ROOM

ANODOS JERKS AWAKE. HE IS BACK IN HIS BEDROOM.

HE GLANCES OUT THE WINDOW. AND THEN AT THE TABLE WITH THE LITTLE DRAWER. AND THEN AT THE MIRROR.

SCENE 32

INT - STEAMPUNK SURROUNDINGS

ROSE FAIRY WANDERS THROUGH THEIR LAND, SINGING A ROCK VERSION OF THE HYMN "CROWN HIM WITH MANY CROWNS".

ROSE FAIRY: Crown Him with many crowns The Lamb upon His throne Hark, how the heavenly anthem drowns All music but its own

Awake, my soul, and sing Of Him who died for thee And hail Him as thy matchless King Through all eternity

Crown Him the Lord of life Who triumphed o'er the grave Who rose victorious in the strife For those He came to save

Awake, my soul, and sing Of Him who died for thee And hail Him as thy matchless King Through all eternity

Who died eternal life to bring And lives that death may die And lives that death may die

SCENE 33

INT - KOBOLD'S ROOM

KOBOLD IS PACKING A BAG, PREPARING TO MOVE TO OTHER PLACES. HE CONTINUES ADDRESSING THE CAMERA.

KOBOLD: Catch every syllable of the revelation from the unseen world. The pragmatic thinker, by now, will have rejected this tale in its entirety, on the grounds of fable and fact, truth and symbol being so haphazardly interchangeable. Indeed, when the telling of the tale is through, it is the responsibility of the listener to comprehend what it all means, to explore for themselves which parts are directly canonical and which parts are merely symbolic representations. But for those who can see the truth in hard-to-find places, then the experience will always be an enlightening one.

HE STARTS TO TURN AWAY, BUT. . .

KOBOLD: Why am I telling you all this? Because I represent the miserable ones who forfeited their eternity in pursuit of power, demons of the unseen world forever banished from salvation and redemption. There is no more hope for those like me. But perhaps there is for <u>you</u>.

HE TURNS AND WANDERS OFF.

SCENE 34

INT - FAIRY COVE

POCKET IS READING FROM AN OLD BOOK, QUOTING ONE OF THE MANY PASSAGES THAT APPEAR ABOVE EVERY CHAPTER IN *PHANTASTES*:

POCKET: Fight on, my men, Sir Andrew says A little I am hurt, but yet not slain I'll but lie and bleed awhile, And then I'll rise and fight again . . .The Balled of Sir Andrew Barton.

SCENE 35

EXT - STREETS - DAY

ANODOS WALKS DOWN THE ORDINARY STREETS OF THE CITY. BUT AS HE WALKS, HE TRANSITIONS TO

THE STEAMPUNK WORLD OF FAIRY COUNTRY

HE NOW FREELY PASSES FROM ONE WORLD TO THE OTHER.

FADE TO END CREDITS