

FAITH

"Night Prowler"

by
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Based on characters created by Joss Whedon
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TEASER

FADE IN:

1

INT. APARTMENT - BEDROOM - MORNING

1

A nice quiet apartment, a little bit girly as fresh NY sunshine comes in courtesy of large windows.

PULL ALONG the BED to find a single occupant:

ALICE

Who is sleeping snug and warm underneath the covers.

That is until the ALARM CLOCK on her bedside table goes off, the sound of 'Single Ladies (Put A Ring On It)' by Beyonce KICKING IN as she awakens.

She moves off in her sleepwear, dancing a little to the music as we CUT TO:

LATER:

She emerges, a piece of TOAST in her mouth as she pulls on a jacket. She reaches a MIRROR, giving her hair a quick brush.

Then she notices the NOTE stuck to the mirror. She PEELS it off, reading it:

ANGLE ON THE NOTE to reveal that it reads, in a masculine scrawl:

"ALICE, I HOPE THIS MIDNIGHT TIPTOE WE HAVE CAN BECOME MORNING TIPTOE? SEE YOU AT WORK. LOVE, ROB."

Alice SMILES, placing the note on the dresser beneath the mirror delicately.

ON ALICE as she departs, as we PUSH IN on a wall, as we MATCH CUT TO:

2

INT. ASYLUM - FAITH'S ROOM - DAY

2

PULL ALONG the untidy floor of a girl's room - CDs, clothes, cutlery everywhere - and start to PULL UP until we reach the sight of FAITH curled up on the bed.

Her eyes are red-rimmed and she looks tired and despondent.

Faith shifts in her bed and touches a PHOTOGRAPH at her elbow. The photograph is of the team - including RACHEL, VI and RUTH.

There's a sudden POP and DAWN appears. To her credit, she looks sympathetic as she bends down to Faith's eye level.

(CONTINUED)

DAWN

Faith? I know you said you didn't want to be disturbed, bu -

FAITH

Whatever it is, Jerry and Alice can handle it.

DAWN

Um, yeah, but there's a new shipment of refugees going out in an hour, and I thought you might -

FAITH

Dawn. Please. Just go.

Dawn sighs, disappearing with another POP and leaving us with the stricken Faith. She curls up into a ball as we CUT TO:

INT. GATEWAY - CONTROL ROOM - DAY

Inside the familiar CONTROL ROOM, several GLASS TUBES are pulsing with different coloured light, no different than normal.

PAN DOWN from this to find Dawn working on the control panel, hands slowly and delicately working at the controls:

Behind her, Alice waits patiently - until there's a slight CLINK and SPLASH as an object hits the control pool.

ALICE

Thanks, Dawn.

The young orderly looks perky as a daisy and fresh-faced, her long dark hair tied back in a ponytail as she pulls the HANDLE free from the pool.

DAWN

(sly)

You're looking very... bouncy today.

ALICE

And?

DAWN

Nothing. Just... you and Rob, huh?

ALICE

(ignores)

Am I doing this right?

DAWN

You've done this a dozen times by now. You'll be doing it fine.

(MORE)

(CONTINUED)

CONTINUED:

DAWN (cont'd)

You just slap the Handle onto a flat surface, and -

ALICE

It'll open a portal which you can track. Still... do you remember what happened the last time?

DAWN

(beat; blinks)

It was only a small explosion, and once we stopped setting their cattle on fire the villagers understood perfectly.

(beat)

How many refugees do we have left to relocate, anyhow?

ALICE

From my count, there's two dozen or so staying indefinitely in the Asylum but we've managed to offload most of the refugees, all of the women and children, to my Shanti world.

DAWN

(grins)

Not technically your world.

(continues)

And we're keeping that portal open still through links just in case anything goes wrong.

ALICE

So there's about thirty of them left. And we only take five to about eight on each mission, so we might have all this done by the end of this week.

DAWN

And then maybe we can get back to some peace and quiet around here! I tell you, sometimes I miss the days when it was just me...

The doors to the control room open - and the remaining TEAM MEMBERS step through:

Beautiful Slayer ANGELIQUE, serious CARTER, and arrogant orderly BRADFORD are being led through the room by ROB. They're accompanied by a sickly looking wicca, LUCINDA.

Behind them, the DEMON REFUGEES follow - most carrying nothing but bags, a few carrying the odd suitcase.

(CONTINUED)

Rob reaches Alice, KISSING her quickly as Dawn frowns behind them, her attention drifting elsewhere.

ROB

Ready to go? Got the EMPs and everything?

LUCINDA

I told you, I checked those al...
al...

She SNEEZES loudly.

BRADFORD

Lucy, you should be in bed.

LUCINDA

(waves him away)
I'm fine. I'll be fine.

Alice grins, watching her team interact until:

DAWN

Huh.

She frowns, bringing up more SCREENS with a wave of her arm. Lines of data flow past at dizzying speed.

ALICE

What's wrong?

DEMON #1

Hey, what's the hold up?

DAWN

Hey! Manners much?

(to Alice)

I've been running backup data logs ever since I noticed increased energy activity passing through NYC - electrical, magickal, everything - to see we've been contributing to it or if it's external.

ROB

(blinks)

I wish I understood half of what you say.

DAWN

Something's just flagged itself in the Gateway's system. Remember when the Darkling accessed a world and then blinked back of her own accord, back on the day Faith got out of jail?

(MORE)

(CONTINUED)

CONTINUED: (3)

DAWN (cont'd)

(beat)

I've just got the lock on it.

CARTER

What about these people who need to go home?

ALICE

Ask Faith. See which run she wants us to do first.

DAWN

I tried, she's... not in a leader-y mood right now.

(beat)

It's your call, Alice. She put you in charge of the relocation operation, after all.

Alice and Rob share a thoughtful look.

DAWN (cont'd)

I will say that once we access a portal, it takes a long time to shut it down again without causing temporal damage to the world itself, and we may not get another shot at this...

ALICE

There'll be time.

BRADFORD

Not if we're not quick.

ALICE

We're investigating that world.

ROB

What? Are you crazy?

ALICE

Rob, the Darkling went to all the trouble of getting in here, opening that portal and jumping through it for a reason. If we can figure out what that reason is... don't you think that we can get a heads up on whatever it and Wilkins are planning? Save more lives in the process?

(beat)

We've lost too many already.

Rob bows his head, he can't deny that. Alice turns back towards the control area - which is now PULSING as a PORTAL appears!

(CONTINUED)

ALICE (cont'd)
(to demons)
Alright, here's the plan. We're heading off to another world, but it's not the one we've picked as your new home. We can have you moved maybe tonight, but -

DEMON #2
Hey, I've survived Brooklyn. No freaky-ass-death world can scare me, girl!

DAWN
And once again, Xerxo comes out with the optimism...

XERXO nods, but Alice and the team are still tooling up - and are now heading for the portal.

DAWN (cont'd)
You're sure about this? You don't want to wait for more backup?

ALICE
Like you said - this could be our only shot.
(to team)
Let's go. We don't have the luxury of opting out of this one.

Alice leads her team through the portal, their bodies disappearing with a SNAP as each one passes through...

... before a few DEMONS follow Alice's team as they ENTER the portal, quick FLASHES of light signalling their departure!

DAWN
(startled)
Hey! You're not supposed to -

There's a final CRACKLE of feedback energy - and the portal BLINKS out of existence.

DAWN (cont'd)
(beat; grim)
... do that.

ON DAWN as she watches the portal, forcing us to:

BLACK OUT:

END OF TEASER

ACT ONE

4 FADE IN: 4

5 EXT. STREET - DAY 5

PULL DOWN from a clear azure sky to find ourselves in a nice little rural town, the sort of place where tourists would visit.

6 TITLE OVER: HAZELHURST, MISSISSIPPI 6

A Greyhound BUS pulls into a BUS STOP, a few passengers getting off until we LAND ON a PAIR OF FEET.

They move down the bus' steps, clad in baseball boots as we PAN UP - finding the owner wearing jeans and a tank top.

Of course it's VI who pulls her long red hair back into a scraggly ponytail while LORI heads down the stairs.

Lori has a pair of shades in place and is sipping heavily from the remnants of a Starbucks drink.

LORI

Wow, it's so... Stepford.

VI

You wouldn't say that if you saw where I grew up.

LORI

The farmhouse? I'm sure it's a regular Clark Kent dream.

Vi reacts a little at that last word but otherwise moves on along the sidewalk, looking around for someone:

FEMALE (O.S.)

(familiar)

Vi, honey!

Vi turns - just in time to see ELENA BOWEN rushing down on her! She envelops Vi in a huge HUG which Vi reciprocates.

VI

Mom...

ELENA

Yeah?

VI

Need... ribs...

Elena lets go, but smiles delightedly at her daughter. Behind her JOHN BOWEN appears, hugging Vi too.

(CONTINUED)

ON LORI, looking a little bit left out - until Elena peers over at her.

ELENA
And you must be Lori!

LORI
Hi, Mrs. Bowen...

Lori gets the hug treatment from Elena too and SMILES, looking genuinely surprised as we CUT TO:

ON BLACK:

ALICE (V.O.)
Rob. Wake up.

FADE IN:

EXT. FIELDS - NIGHT

To find ROB, blinking lazily as he awakens. He's lying on ground of some kind - not our world, judging by the bright PURPLE MOSS that's growing there.

PULL BACK a little bit to see Alice is leaning over him - concerned etched on her face.

ALICE
You alright?

ROB
Yeah, I just... rough landing.

ALICE
You know how it is - Dawn can't always promise us an exit portal that's pointing the same way we went in.

ROB
And the others?

Rob sits up and sees that Angelique and Bradford are helping Carter, who has a nasty CUT on his forehead.

LUCINDA
Are you okay?

CARTER
(wincing)
And once again, I get to be the injured party.

ANGELIQUE
Ah, suck it up, Short Round.

(CONTINUED)

CARTER

(seethes)

I swear, you call me that one more
god damn time...

CRANE UP to find the world they're living on:

Dark purple skies, mostly hidden underneath dark clouds which
are CRACKLING with energy. A pair of beautiful MOONS are
present in the heavens above.

The hills are a sickly green colour, looking as though
they're made of spongy material - despite rolling waves of
BLUE SAND enveloping the ground.

XERXO O.S.)

Heh. This whole place reminds me of
this time I ate a half pound of
curried filijia root, and I started
having these crazy -

Rob spins round - to see Xerxo and a handful of other demons.

ROB

What the hell is he doing here? Or
any of them?

ALICE

They followed us through.

(pointed)

Xerxo decided to show a little
initiative.

She shoots Xerxo a stern glare, but he just shrugs.

XERXO

We figured we'd take our chances.
This sounded like fun.

LUCINDA

What world is it? Where are we?

ALICE

(bites lip)

That's just it - we don't know. I
mean, we've been in unusual worlds
before but... this doesn't feel
right.

ANGELIQUE

I understand what you mean. There
is something in my gut, telling me
to get the hell back to the Asylum.

(CONTINUED)

BRADFORD

Way to state the obvious, Ange. All we need to do is find out why the hell the Darkling likes this place so much then go home.

ANGELIQUE

And what about the demons that came with us? Don't you think they need a bit of protection?

CARTER

Pretty sure they can protect themselves. They decided to follow us, after all.

ROB

Don't be like that. Let's just take a look around before we run into anything we shouldn't.

XERXO

(overlapping)

Pal, we all knew what we were getting ourselves into when we snuck on this little excursion mission! No need to protect us like we're kids on a field trip!

ALICE

Guys...

ANGELIQUE

(to Bradford)

You've been like this since Rachel's death! We have to stick together -

BRADFORD

(overlapping)

I owe nothing to these people!

ALICE

Guys!

The demons are now advancing on Bradford, he taking a defensive posture.

BRADFORD

It's because of those things that Rache died in the first place!

XERXO

Hey, I'm sorry she died, pal - but we didn't exactly snap her neck ourselves!

(CONTINUED)

Bradford TACKLES Xerxo, landing a solid PUNCH to the demon's tentacled face. The other demons HAUL Bradford off, but Xerxo SNAP KICKS Bradford in the chest!

ALICE
(screams)
Guys!

They stop - and see Alice's accusing finger which is pointed at the skies.

PULL UP to find that the crackling clouds have started to CRACKLE with intensity.

The clouds are now PULSING, each pulse sounding with a low BOOM as SOMETHING is discharged from each one...

Sharp HISSING and SCREECHING starts up and Carter extracts a heavy duty FLASHLIGHT from his belt. He FLICKS IT ON...

... and there's a sudden FLASH as a DARKLING appears, aiming right for him!

CARTER
(yells)
Incoming! Take cover!

Carter HITS THE DECK but the creature SWERVES with a high SCREECH, hitting a DEMON!

The demon SCREAMS as the Darkling latches SMOKE TENTACLES around him, starting to literally DRAIN his life away!

Lucinda SCREAMS as a flailing arm drops out from inside of the Darkling, part of it DISSOLVING away down to the bone.

ON ALICE as she races over to the Demon, extracting a DEVICE from around her belt, shaped like a tennis ball.

ALICE
Rob! Get them moving!

Rob does so, hitting the ground running with the orderlies leading the charge away from the Darkling.

Alice rushes over, seizing the thrashing demon's surviving leg before it's dragged in and PULLS:

Only to pull back a LEG BONE, covered in near-devoured muscle and dripping with BLOOD!

Alice YELPS, dropping the leg before she scrambles, the Darkling finishing its meal.

The Darkling SCREECHES... its body forming a shape as it consumes the screaming demon:

(CONTINUED)

A snarling FACE!

Alice GULPS, the device now useless in her hand.

ALICE (cont'd)
(beat)
Oh... bollocks.

She SPRINTS, trying desperately to outrun the Darkling as she looks up - and sees half a dozen more DARKLINGS emerging from the cloud!

ON ROB as he leads the orderlies and the demons away. He turns and sees Alice a little away in the distance.

He turns to Angelique, handing her a large MAP READER strapped to his wrist.

ROB
Get them as far away as you can.
(points)
There's a valley about a mile away.
Keep them going until we get back.

ANGELIQUE
You are coming back, right?

ROB
Of course. I just gotta save the
day and rescue the girl.

And with that Rob's off, sprinting in the other direction towards Alice, pulling something from his own belt.

ON ALICE as she races out, the Darklings on her tail as the first Darkling finishes it's meal - and CLEAN BONES are dropped down from the ground.

She FLIPS OVER a sand dune, her feet SINKING INTO the ground as she HURLS the clutched device...

ALICE
EMP!

... which EXPLODES with ELECTRICITY which forces the Darklings back with high pitched SCREAMS!

Alice manages to pull one foot free - but the other one's still stuck and the Darklings start to recover!

They SWERVE towards her, SLICING through the air like sinister black cloud, Alice closing her eyes in preparation...

... until there's a sudden FLASH of LIGHT as another EMP BOMB hits the Darklings square on!

(CONTINUED)

Alice is HAULED OUT of the ground, BLINKING in surprise - to find ROB there! He manages a cocky GRIN as they start to run.

Alice SCOOPS UP her electrical device - the EMP bomb - and watches as it starts to RECHARGE.

ALICE (cont'd)

Rob, I thought I told you to -

ROB

Yes, you did. Luckily for both of us I wasn't listening.

ALICE

(sincere)

Thank you. I mean it.

As they continue to run, heading back for the survivors, we CUT TO:

All of the other refugees are gone, with the exception of BECCA and Rosie who are stood with Jerry watching:

DAWN

Who has created her usual SCREENS and is working frantically.

JERRY

So why did you let them go through the portal if you knew it was untested?

DAWN

I explained all this already! I'm already hardwired myself into the Gateway's systems, but I wrote a program a few months ago after Noa's attack to try and lock onto the homeworld she hacked into. That overrode the relocation mission and opened up a portal as soon as it found the location. We didn't really have much choice not to send Alice's team through.

BECCA

Do you always talk in computer terminology?

DAWN

It depends on which me you're talking to. Or used to talk to.

(beat)

(MORE)

DAWN (cont'd)

I'm trying to get a connection over the portal's surviving energies to check on them. Make sure nothing bad's happened to them.

ROSIE

Dawn, I have to admit - I'm lost.

Dawn SIGHS - and a SCREEN appears, MATERIALISING for Rosie and Becca.

ON THE SCREEN as it shows a door with a simulated DAWN. This Dawn tries to open it but it won't budge.

She picks up a SLEDGEHAMMER - marked 'Gateway power' - and SMASHES OPEN the door...

... which lets in a comical-looking MONSTER which promptly eats Virtual Dawn.

Rosie and Becca exchange a bemused look. Dawn dispels the screen with a wave of her hand.

DAWN

Get it now? If I try to open a way home from here instead of waiting for Alice to do it herself, God only knows what kind of bug-eyed, eight-legged freakazoids could come through. Do we want that? Really?

ROSIE

You really have too much time on your hands.

DAWN

I'm an incorporeal twenty year old. It's either this or... actually, this is it.

JERRY

Do we actually know what's on the other side?

DAWN

(nods)

Most likely bad. Like Wilkins bad.

BECCA

What do we do, then?

DAWN

Alice has the Handle. Faith can't do anything without it, even with her cool tattoo.

ROSIE

Alright, so what can we do to help?

DAWN

I'm trying to lock onto the original signature that we picked up, using Alice and Rob's data as the main ones to use. They've been there the longest.

Dawn indicates one of the screens which show Rob and Alice's energy data - FLASHES of which appear against another screen filled with STATIC.

DAWN (cont'd)

But I'm gonna go around the delicate ways to try and open up a portal for our guys. If I push too hard on this world, whatever bad mojo's living in that world might come through here...

JERRY

And that would be bad.

DAWN

(nods)

As I've mentioned. Wilkins bad. Worse than that, like unbelievably "people on the freighter" bad.

(off looks)

God! I need to start a television culture thing with you guys!

(waves it away)

Brb.

She POPS out of existence.

ROSIE

So she's gotta go in the back way? How long will that take?

JERRY

Might be ten minutes, might be ten hours. The Gateway can be unstable at the best of times. It's the equivalent of a girl trying to sneak her way into a concert via a back door. Which only half-exists half of the time.

(beat)

But we're not losing anyone else. You can count on that.

ON JERRY as he strides away, leaving the others in his wake as we CUT TO:

9

EXT. FIELDS - VALLEY - SAME TIME

9

The DARKLINGS continue advancing upon the orderlies and teams, Rob and Alice now having caught up with them.

The team are running towards a series of MOUNTAINS, craggy cliffs signifying a thunderous SEA close by.

A VALLEY rests nearby, the team's target as they run, fatigue rapidly catching up with them.

ON ALICE as she runs, briefly touching something in a large POUCH at her side.

ALICE

(off pouch)

I think they can sense the energy coming off this thing!

ROB

Damn it! Let's try and head for the valley so we can plan a base of attack.

BRADFORD

Attack? Electricity only pisses those things off, it doesn't -

There's a sudden SCREAM as Bradford is TACKLED by a sweeping DARKLING - and his BONES are deposited within seconds as more Darklings join in the feast!

ANGELIQUE

No! Bradford!

Angelique SCREAMS, but Rob and Carter keep her going despite her colleague's demise.

ROB

Keep moving!

ANGELIQUE

(reeling)

Bu - but he just -

CARTER

We can mourn him later. The dead don't want us to join them yet.

Angelique NODS, before picking up his surviving UTILITY BELT - and GRABS one of the EMP bombs.

Rob NODS with what could be pride - but there's no time for that as a Darkling swoops down and TACKLES another demon with a HISSING CRY.

(CONTINUED)

The demon SCREAMS - but quickly CHOKES underneath the Darkling's toxic fumes, BONES dropping to the ground effortlessly.

CARTER (cont'd)

There! There's a cave!

There is indeed a large, sprawling CAVE, a few hundred metres away, at the base of a sprawling MOUNTAIN.

The energy CRASHES off the peak of the mountain, SHATTERING the rock which then DROPS DOWN!

Angelique sees this and hurries a pair of demons off - just as the rock SMASHES into the ground, sending small ROCKS spraying off in a shower!

Another piece falls, heading for a DEMON but Angelique runs, SNAP KICKING it as it lands and forcing it to CRUMBLE into harmless pieces.

More pieces of rocky debris are falling - one CRUSHING an unfortunate demon and another sharp piece SLICING a demon in half with a piercing SHRIEK!

ALICE

Lucy, I know you're sick, but can you help us out here?

LUCINDA

I can try...

Lucinda takes a deep breath, swaying on her feet - but then lets loose a BOLT of electricity that SMASHES INTO a Darkling and THROWS it backwards with a pained SCREECH!

ALICE

Attagirl! Keep those coming!

Lucinda manages a smile as she FIRES off another shot, getting back her rhythm and we see:

CARTER starts to usher in the demons - but is forced to DIVE when a pack of Darklings SWEEP DOWN and ensnare a pair of the helpless creatures!

Xerxo SCOOPS UP one of Bradford's EMP bombs and ACTIVATES IT - throwing it at the Darklings.

It EXPLODES, waves of BLUE ELECTRICITY washing over the Darklings and forcing them to rapidly ascend, SCREECHING in agony and dropping the lucky demons!

Xerxo manages a half-smile with Alice as they start to hurry the survivors into the cave...

(CONTINUED)

... just as a sudden BURST of ELECTRICITY fries another DARKLING as it advances on Angelique, forcing the Darkling to flee!

Alice SPINS and sees several DARK CLOAKED FIGURES heading straight for the Darklings which immediately begin to stream towards the figures!

Rob THROWS his recharged EMP bomb - a WAVE of electricity hitting several Darklings with a CRY.

Angelique aims her own EMP device - it EXPLODING, but the Darklings sweep past in time!.

However, the weakened Darklings do appear to be slowing down, solidifying...

ALICE (cont'd)

Run!

ON ALICE as she removes the item from her pouch - it's the HANDLE!

She focuses, eyes closed, as she tries to establish a link.

Up above, the DARKLINGS snap their heads around in formation and start to dive-bomb, heading for Alice and the Handle.

There's a FLICKER of energy, a spark...

But nothing more.

The Darklings SNARL, baleful RED EYES seeing the Handle and almost CACKLING as they advance on Alice.

Alice quickly DISCONNECTS the Handle, the GLOW falling from it as she HITS THE DECK!

ANGLE ON THE FIGURES as the Darklings advance - and it's then that we see their WEAPONS:

Long GUNS. CRACKLING to the brim with ELECTRICITY which lazily pulses along the length of the insulated gun.

They FIRE, streams of volts hitting the creatures with CRIES of anguish and utter pain.

Rob helps Alice out as Angelique and Carter lead the demon refugees behind the mysterious figures.

The electricity keeps on pouring as the figures approach the Darklings which are now BELCHING clouds of BLACK SMOKE.

The black smoke thickens, almost obscuring the figures...

(CONTINUED)

... until the Darklings SOAR, flying back into the menacing skies with SCREECHES!

ON THE ORDERLIES as they turn to the figures. Jaws dropped in amazement.

The first of the figures pulls back his hood - revealing a handsome MAN in his early fifties.

His face is battle scared - as are his two LIEUTENANTS who both remove their hoods a beat later.

All of them are dressed in worn garments, more like medieval peasants than our own team's modern clothes.

The Man extends his hand to Alice, seeing her as the leader here.

MAN

Greetings. I am Roland of Thrace. I sense you are not from these lands.

ALICE

Um... Alice. Of London. And no, we're most certainly not.

ROLAND smiles at the demon refugees which are still staring at the skies.

ROLAND

Then we are well met, Alice of London. These are my seconds, Timothy of Ithaca and Samson of Shensha.

TIMOTHY and SAMSON nod their greetings.

ROB

(off looks)

Oh, I'm, uh, Robert of Manhattan.

The two shake hands, Carter, Lucinda and Angelique following suit. The other demons watch warily.

ALICE

Where the hell are we, Roland?

ROLAND

It used to be known as Trojan, the world of darkness and solitude. But now, it goes by another name. The conquered world of Ereshkigal.

Alice BLINKS - that word means a hell of a lot to her as we start to PULL UP.

(CONTINUED)

ROLAND (cont'd)
Welcome to the world of darkness.

PULL UP to take in the skies, which we can now see are
CRACKLING with DARKLINGS - THOUSANDS of them.

BLACK OUT:

END OF ACT ONE

ACT TWO

FADE IN:

10

INT. BOWEN HOUSEHOLD - KITCHEN - LATER

10

Inside the well stocked kitchen, a little BANNER hangs from one side to another which reads: "WELCOME HOME, VI!"

Vi and Lori are sat at the table, whilst John and Elena are busy at the stove. ON VI who's reading a 'welcome home' card.

VI

My friend Shani... she's always really good for remembering things when she wants to.

LORI

Like all of us.

Elena pushes a huge plate of food towards Vi who starts to devour it eagerly. A plate for Lori follows a second later.

ELENA

So, hon, how long are you staying for this time?

VI

Not long. I quit my... job in New York and Lori's tagging along for the ride, so...

ELENA

You've 'quit' being a Slayer? Can you even do that? I thought you said that was -

VI

Part of my destiny. So did I. But I'm tired, Mom. Of everything. And I'll be moving on in a few days.

JOHN

Sure we can't tempt you to stay? There's a few jobs going in town, and you're both free to stay here as long as you want.

Vi looks to Lori who shrugs, mouth full of Elena's cuisine.

VI

Being locked up for a year and a half didn't exactly put me in the best of moods, and now that I don't have any more responsibilities in New York, I just want to live my life.

(CONTINUED)

JOHN

Can you do that? Even though you're still a Slayer? You can call it quits?

VI

(long beat)

Once upon a time, I thought that I had to do that. But... Faith and these other two new girls are looking after New York City while Wilkins is doing his Zero Tolerance thing.

(off looks)

They can survive without me. I've given seven years of life to being a Slayer, one of them in prison. I'm done.

ELENA

(beat; awkward)

About prison, honey...

VI

I'm not mad. About the not visiting thing, I mean. Somebody made sure we couldn't be found.

Lori clears her throat loudly, offering a sweet smile to Vi - reminding her to add:

VI (cont'd)

Unless you knew how to look, I mean.

ELENA

But we should have at least tried! You were there for a year, Violet. And you had no one to help with that...

Elena looks like she's about to lose control of her emotions. Vi touches Elena's hand tenderly.

VI

(beat; soft)

I understand. Really, I do.

Elena looks up - fresh TEARS springing to her eyes.

ELENA

I'm just so sorry...

Vi HUGS Elena, rubbing her back a little. It's almost as if they've swapped roles of mother and daughter here.

(CONTINUED)

JOHN
(beat; bright)
So, Lori, how did you meet our
little Vio-little?

VI
(rolls eyes)
Dad! You haven't used that since I
was ten, and I kicked your ass for
it back then, too!

LORI
Um... me and Vi sorta met during
some unusual circumstances.

A look between John and Elena - almost a flicker of concern.

LORI (cont'd)
Vi and her friends got me out of a
bad situation with this girl, and
then when Vi ended up in the
slammer, I managed to figure out
how to find her.

JOHN
(smiles)
Thank you. Speaking for my wife and
myself, I'm glad Violet had someone
like you during her rough times.

VI
Yeah. I'm pretty glad too.

Vi gives Lori a quick smile.

ELENA
Speaking of your friends...
whatever happened to them?

The smile drops from Vi's face as we CUT TO:

Alice and Rob are leading the survivors, following Roland,
Samson and Timothy across the spongy ground.

Samson bends down, placing a hand against SCORCH MARKS on the
ground. Vegetation has withered in a series of furrows.

Roland joins him as Samson lifts some ASH, running it through
his fingers and surveying the landscape.

ROLAND
What can you tell us?

SAMSON

The Darklings were here, but they've stopped coming around this way. Which is good for us, seeing as we're going that way.

ALICE

Where are we going?

ROLAND

Somewhere safe. The only safe place left on this planet. We used to be in contact with other human communities, but they were lost to the Darklings when they invaded this world.

ALICE

The Darklings... we've had experience of one of them in our world, too. That's how we knew to use our EMP weapons. But how did you come to be here?

ROLAND

I will explain everything once we are inside the Sanctuary.

Alice BLINKS, a touch confused about this but as we PULL BACK, approaching a small VALLEY...

... we start to see a small COMMUNITY. About three dozen houses, a mesa, a dining hall and several smaller enclosures make up this place.

All around the community is a large FENCE, made up of thick PYLONS, built into the ground.

There's the odd fierce CRACKLE as ELECTRICAL ENERGY passes between the pylons, sealing the place off.

Welcome to THE SANCTUARY. Alice peers towards it.

ROLAND (cont'd)

It is our home. Our last stand and the only place that the Darklings cannot enter.

XERXO

Let's get the hell down there, then!

PULL BACK as the natives start to lead the survivors down the small sloping hill into the valley.

12

INT. SPECIAL PROJECTS HQ - OFFICE - SAME TIME

12

DARK NOA paces across the thick carpeting of her office - dark energy literally CRACKLING from her.

NOA

(mutters)

Something is wrong... There
shouldn't be this kind of
disturbance, not unless...

She takes a deep breath, before sitting down cross-legged on the carpet.

NOA (cont'd)

Alright, kids... speak to me.

The same DARK ENERGY starts to SWIRL around her, PULSING around her body as she focuses, eyes closed.

The dark energy continues to build with a low HUM, we CUT TO:

INT. ASYLUM - STAFF ROOM - SAME TIME

Jerry is preparing an enormous amount of tea, a dozen or so MUGS on a single platter. The room is otherwise empty.

He leans down into his pants pocket, extracting a half-empty CARTON of cigarettes from there.

Sneaking a guilty look around the room, he pulls a CIGARETTE free and is about to light it when Rosie walks in.

ROSIE

Thought you said you'd quit?

JERRY

Considering the week we've had, I
rescind all previous comments to
the contrary.

ROSIE

(smiles)

Yeah, you can tell you used to be a
PR guru.

JERRY

(off carton)

Want one?

ROSIE

(shakes head)

I don't smoke, and I still think
you shouldn't. But thank you.

(beat)

Any news on Faith?

(CONTINUED)

Jerry lights up, taking a grateful drag whilst Rosie hoists herself up onto the counter of the staff room's small kitchen.

JERRY

(shakes head)

First Rachel, then that business with Pryor... I've hardly seen her all week.

ROSIE

It's just so... I mean, why? Why do that to Rachel?

JERRY

Because they can.

(beat)

Guess you're wishing you picked the other side now, huh?

ROSIE

No. Just sorta wishing we could just move to one of Dawn's little Animal Crossing worlds.

JERRY

Nothing's stopping you.

ROSIE

(smiles)

Except me and the fact that it would be too damn easy a cop out.

JERRY

(smirks)

Spoken like one of the gang, kid.

Rosie and Jerry manage weak smiles, that don't actually meet their eyes as we CUT TO:

PUSH DOWN the hill to find the group arriving at the SONAR FENCE.

Alice approaches Roland who pulls a small DEVICE from a pocket in his clothes.

ROLAND

This cancels out the electrical charge for a brief period of time. Allows us go in and out, but the Darklings can't come in.

ROB

Nice. We have a system back at our place, but it sort of...

ANGELIQUE

Blew up. When this bastard invaded.

ALICE

(dry)

Which one?

(beat; serious)

How did you come to be here?

ROLAND

I am a native, as is Samson and most of us here at the Sanctuary, but about two years ago there was a tear in the very skies above us, and that forced Timothy and several others through pockets of these ruptures and into our world.

ANGELIQUE

(to Timothy)

You're from Earth?

TIMOTHY

Los Angeles, to be exact. I got the name from the village elders during the Earth refugees' induction into the village.

SAMSON

(off Xerxo)

And what is he?

XERXO

'He' is a Ta'bla demon. And he has several claws which could make you kiss your intestines before you could say 'freak.'

Roland presses a combination number on his device - and the electrical charge between the pylons DISSIPATES.

He ushers the others inside, the charge SPARKING UP again within ten seconds. Rob WHISTLES appreciatively.

ROB

Dude. That was awesome. But how do you stop the Darklings coming in from above?

Roland SMILES, SCOOPING UP a handful of the blue sand and FLINGS it upwards - where it CRACKLES against the electrically-charged FORCEFIELD.

(CONTINUED)

TIMOTHY

Each of the pylons sends another charge out to its twin on the other side of the Sanctuary, which makes an 'umbrella' effect over the community.

By now, VILLAGERS have come out to see the new arrivals - many of them WOMEN and young, curious CHILDREN.

Roland beckons them inside a large BUILDING - which is in fact a MILITARY BUNKER.

PUSH IN on the bunker as we CUT TO:

INT. BOWEN HOUSEHOLD - VI'S ROOM - EVENING

Lori is sat cross-legged on Vi's bed while the girl herself sits on a CHAIR. The room's been lightly decorated since we last saw it.

ON LORI as she leans towards one wall where several PHOTOGRAPHS have been stuck. She points to one in particular:

LORI

Hey, who are the two cuties?

VI

That's Cici and Melissa. Both of them are Slayers. I think they're living in Vegas right now.

(beat; off look)

Before the Asylum was shut down by Wilkins, I got really pissed off at Faith and so I left New York and came back home to cool off. My parents hadn't seen me for five years.

(beat)

There was a pair of Slayers stationed out here in Hazelhurst with a Watcher. They needed my help shutting down this Cabal plant, and we did. The Cabal are this... big conglomerate terrorist group that want to kill Slayers.

LORI

(speechless)

So. Good, then.

VI

Yeah. Cici and Melissa had lost so many friends during this mission and for them to finish it... and for me to be a part of it...

(MORE)

(CONTINUED)

VI (cont'd)

(smiles)

I felt great. It made me come back to New York.

LORI

Wow. I'm proud.

VI

(long beat)

Lori... do you think I've done the right thing? I need your honest opinion as a friend and as a member of the team.

LORI

Wow. A team member? I feel honoured. We should have lapel pins.

(serious)

Honestly? I think that Wilkins will end up shutting down the Asylum for good, and that you and your friends should get out of there as soon as possible. I know it's a noble cause what you guys are doing, and I was proud to be helping out, but eventually the proverbial is gonna hit the fan and if you're still there when that happens... chances are that it's not gonna end well.

(beat)

It's the best thing possible that you and I got out of there.

VI

(soft)

Thanks, Lori.

Lori squeezes Vi's hand but pulls her close - and KISSES Vi softly. Sincerely.

Lori tries to snake her arms round Vi, pull her closer and make sure she can't go - but Vi shifts back. Too soon.

VI (cont'd)

My parents are downstairs.

The scene becomes awkward as Vi moves off, leaving a confused Lori in her wake as we CUT TO:

Elena is washing dishes while John rubs them dry and puts them away. Elena stops after a moment.

JOHN

Honey... what's up?

ELENA

Nothing. Just...

(beat)

Did that Lori girl seem a bit...
odd to you?

JOHN

No. Vi needs a good friend like
her.

ELENA

Yeah, but... the way she was
looking at Vi, I don't think she
has friendship on her mind.

JOHN

Do you think that Violet's... gay?

ELENA

Lori did mention that she and Vi
met during 'unusual circumstances.'

JOHN

Does it matter? If Violet's gay?

ELENA

I... Honestly wouldn't know how to
answer that. She'd still be Violet
whatever happened, so... So no, I
don't think it would.

JOHN

Maybe it's just a phase?

Elena shoots him a sideways look.

JOHN (cont'd)

Or not.

ELENA

It's just...

(beat)

We know all about the kind of
environment Violet and her friends
back in New York have to work in.
The pressures. The danger. What if
this... 'thing' the two of them
seem to have is just signals
getting misread?

JOHN

I think it'd make a welcome change
for women to misread signals for
once.

Elena WHAPS him on the arm with her dishcloth.

(CONTINUED)

JOHN (cont'd)
Alright, alright. I'd be lying if I said that I wasn't worried about any kind of relationship Violet gets into becoming a little too... intense. But we don't know anything about what's really happened.

He kisses Elena's forehead reassuringly.

JOHN (cont'd)
So let's let them make their own choices. Chances are that it's just two best friends looking out for one another.

ELENA
(nods)
We'll see.

ON ELENA as they continue to wash dishes - she doesn't look particularly relieved by that conversation as we eventually CUT TO:

The inside of the main hall is plain - a few lit TORCHES and RUGS are the only adornments here.

Alice's team and the demons are all sat down while NURSES tend to their wounds.

Lucinda sits in a corner, a pair of nurses looking after her - faint FLICKERS of magickal energy around her.

ALICE
(off Lucinda)
She's had this sort of... magic flu for a few months, ever since this man back home attacked her. Zapped her with something nasty.

ROLAND
Our nurses are of the highest quality. They will help to cure her.

Rob runs his hand across the bunker wall - revealing a SOVIET FLAG underneath all the dirt and grime. He turns to Alice, who looks questioningly to Roland.

ROLAND (cont'd)
The... 'bunker' you are residing in was what I believe is called a Soviet base, that got caught during one of the ruptures.
(MORE)

ROLAND (cont'd)

The scientists and soldiers that came with it died here as a result of a Darkling attack.

TIMOTHY

We salvaged what we could from the bunker and made the sonar fence using some of their abandoned technology.

(beat)

But how did you come to be here?

Everyone turns to Alice. She's the spokesperson here.

ALICE

Back in our world, there is a device known as the Gateway which lets us travel between worlds without too much damage. The only problem is that the Asylum - where the Gateway is and where me and my friends work - is full of refugees due to a man witch-hunting us.

(beat)

So we've been moving these refugees into safe worlds. However, the girl who runs the Gateway - Dawn - accessed this world because we were trying to find out why another enemy of ours came here.

XERXO

And we sort of just tagged along for the ride.

ROLAND

But why did they try and attack you? They attack any lifeforms but they seemed particularly... drawn to you.

Alice shares a look with Rob. Then she slowly removes the HANDLE from the pouch.

ALICE

This is a device which we use to create portals back to our homeworld. It contains a lot of energy which can attract creatures.

ROB

That thing definitely attracts trouble. What about the Darklings? You said this world was 'invaded.'

SAMSON

It was. We've been able to gain information from it via a Darkling we managed to capture within the electrical field.

(beat)

They have been moving in their millions, from world to world and devouring everything in sight. This world, our world, is the latest of their invasion attempts.

ANGELIQUE

And you are the last stand?

TIMOTHY

It's a burden everyone has to bear. They move from dimension to dimension until everything is exhausted and then they move, using the world as a breeding planet for their offspring.

ANGELIQUE

I can sympathise. Back home, I am a Slayer.

TIMOTHY

You're a Slayer? Last thing I heard about you guys was some terrorist attack in London.

ALICE

Oh, my God...

ON ALICE as she stands, realisation flooding her.

ALICE (cont'd)

We have to call home. Faith and the others need to know or they'll be completely defenceless!

(off looks)

Think about it. If we open the portal or if Dawn does, and any of those Darklings follow us...

ROB

Then our world becomes the next one to get invaded.

Off their looks of horror and realisation, we:

BLACK OUT:

END OF ACT TWO

ACT THREE

FADE IN:

17

INT. GATEWAY - CONTROL ROOM - SAME TIME

17

ON DAWN as she FLICKS to and fro from various parts of the room - more SCREENS drawn up as she works inside the Gateway.

Behind her, Rosie, Becca and Jerry are watching, becoming more nervous with every passing second.

JERRY

Dawn? Can we get an update?

DAWN

I've managed to sneak very gently into the world without letting off any alarms, bells and whistles for the nasties on the other side.

(beat)

Alice still has the Handle on her end, so I might be able to establish a mental link with her that might allow us to converse with her via a spatio-visual energy signature using the Gateway's power.

(off looks)

Yes, I know I keep saying 'might.' Unless those looks are because I'm getting too technical again...

ROSIE

I feel so dumb when you talk like that.

BECCA

I think it happens to everyone when Dawn talks.

DAWN

Basically, the Handle, using the Gateway's power, can hopefully tap into Alice's mind and let us talk to her while producing some screens on both ends so we can talk face to face. Kind of like a mystical 3G phone call. Or something.

Jerry NODS, stepping closer to the controls - which almost seems to be GROANING with the effort of being delicate.

The control pool is BUBBLING, the colours more intensely bright.

(CONTINUED)

JERRY

And that groaning noise... don't
tell me if that's a bad thing,
alright?

DAWN

(without looking)
Okay, I won't.

Jerry GRIMACES and he takes several sharp steps backwards
while Dawn starts to work the coloured tubes around more
delicately...

... before there's a sudden high-pitched celestial MOAN!

SMASH CUT TO:

INT. BUNKER - MAIN HALL - SAME TIME

ON ALICE as she suddenly GROANS in pain, COLLAPSING to the
floor and clutching her head!

Rob is down to her level instantly, touching his girlfriend's
head tenderly.

ROB

Alice, what's wrong?

ALICE

My... head...

There's a sudden BLAZE of LIGHT around Alice - before a
SCREEN MATERIALISES right in front of the survivors!

INTERCUT WITH:

INT. GATEWAY - CONTROL ROOM - SAME TIME

Rosie, Becca and Jerry GRIN at the sight of Alice, Rob and
the others.

ROSIE

You guys are alive! Thank God!

JERRY

What happened?

ANGELIQUE

Never mind that... what the hell is
this screen doing 'ere?

On the Asylum end, Dawn SHIMMERS into view. Roland and the
villagers take steps back in shock.

(CONTINUED)

ALICE
(to Roland)
It's okay, it's okay. It's our
friends back home.

Roland NODS, relaxing now.

DAWN
Wherever you guys are, it's setting
off all kinds of alarms over here.
Gateway failsafes keep kicking in
to stop me leaving a channel open
for long. I'm guessing the news
isn't good?

CARTER
Yeah, we got that. We just got
attacked by dozens of Darklings.

JERRY
(pales)
'Dozens' of them?

ALICE
This world was invaded by them.
They move on from one world to
another, punching through the
spaces between dimensions, and the
one we're in is the current
Darkling home.
(beat)
We're currently in a haven, guarded
by an electrical forcefield, but
the Darklings know we're here. They
seem to be attracted to the Handle.

BECCA
Who are the others?

Roland steps into frame properly.

ROLAND
I am the leader of the last human
resistance here on Trojan. All I
want is for my people to survive.

DAWN
We're moving refugees to safe
places all the time - sort of an
irony considering this was a
relocation mission - so we can
protect you. A well fortified,
protected asylum is a lot better
than a world full of devouring
Darklings.

(CONTINUED)

ROLAND

The Sanctuary has protected us for many years, we have no reason to -

DAWN

(over him)

Yeah, and when you're watching an army of Darklings gobble up your people like feeding time in the piranha tank, then you can tell me all about how safe your 'sanctuary' is. Trust me - you want to be where we are.

ROLAND

(beat)

Let's say I agree. How do we get to your homeworld?

CARTER

The bio-electrical field is screwing up the Handle. We can't make it work inside the Sanctuary.

He picks up the Handle - which is GLOWING intensely with a bright GOLDEN LIGHT.

CARTER (cont'd)

Looks like a one-way thing from your end whilst we're in here.

ANGELIQUE

Dawn, can't you try and open a portal from inside here?

DAWN

(shakes head)

I'm treading on eggshells in high heels already. If I blast open a portal, the Darklings will all sense it and follow you through, and that I can't stop.

ALICE

Dawn... if we create a portal outside the field, can you keep it open for a while?

DAWN

That should be okay. Why?

ALICE

I have an idea. If I can get out of the forcefield with the Handle and then project a portal home, the Darklings should still be more attracted to the Handle than the static portal, right?

(beat)

If that's the case, then all we have to do is distract the Darklings long enough for people back at the Sanctuary to get ready. I get back to the Sanctuary, activate the portal, everyone hops in and we seal it before the Darklings get in.

JERRY

(whistles)

That's a pretty impressive plan, Alice.

ALICE

(blushes)

Thank you.

XERXO

But you can't carry that thing alone! The Darklings'll kill you and basically eat the Handle, won't they?

ROB

(realises)

The plan'll need all of us. If we can move it around the area in a relay, then each person has time to head back to the unopened portal before we do the time warp.

DAWN

See! Someone who understands pop culture!

(off looks)

Sorry. Serious face now.

ON ALICE as the cogs continue to turn, a confident SMILE gracing her features.

ALICE

I think this could work.

XERXO

You're the leader. What you say goes.

(CONTINUED)

ALICE

I'm not the -

ANGELIQUE

As far as we are all concerned, you are. I suggest you start leading.

ON ALICE as she realises how much pressure is on her. The weight of the world on her shoulders as we DISSOLVE TO:

The floating screen follows Alice, Rob and the others as they survey the world outside the Sanctuary's borders.

JERRY

From Dawn's under the radar intel, there's about a five mile stretch of land where you should be able to run flat out with six of you and make it back in time.

ALICE

I'll start off and finish it. The Handle seems to like me anyway.

(beat; to everyone)

Who's in?

ROB

Me.

ANGELIQUE

I'll help as well.

CARTER

And me. What've I gotta lose, right?

XERXO

You sure you can keep up?

Carter flips Xerxo the finger - the demon just CHUCKLES.

ALICE

Jerry, we've got our five. Roland, Timothy and Samson will be keeping watch on the Sanctuary borders whilst rounding everyone up. We'll be sending the women and children in through first, make sure they get there safely.

DAWN

Women and children. Gotcha. I've already got a world lined up that's a kid's best dream, so we're cool on my end.

BECCA

How's Lucinda?

ROB

She's still sick, but should be okay to help keep the villagers safe should anything go wrong.

ANGELIQUE

What about the mental link via the Handle? Won't it go if Alice is not 'olding it?

DAWN

Nah. The Handle amplifies the mental link but now we're establishing it, I can keep this projecting as long as the Handle doesn't get destroyed.

ALICE

Everyone ready for this?

FAITH

Good luck, Alice.

Everyone nods and as we PULL BACK from them, ready for action, we're forced to CUT TO:

INT. BAR - NIGHT

PULL ALONG this regular looking bar - minimal grimy lighting, an extensive BAR along a wall and lots of dark corners.

An ancient JUKEBOX in one corner plays 'World Domination' by Ash, the music filtering through the bar as we PAN AROUND:

Several customers are watching the night's baseball game on a large PLASMA SCREEN mounted on a wall.

However as we see the BARTENDER approach a BARFLY, we see that his features are distinctly narrow. Elongated teeth.

He's a VAMPIRE - fully VAMPED OUT - and he pulls a large glass TANKARD of BLOOD out from underneath the bar's counter, giving it to the barfly - who is also VAMPED OUT.

The whole bar is full of vamps, animatedly chatting amongst themselves in their vamped out state - as the rickety door to the bar opens.

(CONTINUED)

SOMEONE steps inside, dark fedora and jacket protecting against the cold wind which sweeps through the bar.

The Bartender looks up and sees the new arrival, calling out:

BARTENDER

Hey, buddy, close the door, will ya?

He does so, stepping up to the bar and taking a seat, revealing his weary, familiar features:

PRYOR

Who pulls his fedora off, before turning his attention back to the Bartender.

PRYOR

Dennis. A pleasure as always.

If possible, DENNIS pales even more so at seeing Pryor. Then straightens, getting his pride back.

PRYOR (cont'd)

(chuckles)

Don't worry. The Task Forces are off busy doing something patriotic for this godforsaken island.

DENNIS

What do you want?

PRYOR

I presume that my message has gone out to the rest of your contacts. That I'm recruiting an... army of sorts.

DENNIS

To go against the Mayor? Your benefactor? Your boss?

PRYOR

He was never my boss.

DENNIS

Really? Because all those freaky experiments I've been hearing about were done by your hands, Mr Webb.

(leans in)

And while I do think that you'll have plenty of eager, willing young vampires who wanna wipe Wilkins off the face of the earth...

Dennis gets in Pryor's face, all shock and fear gone now.

(CONTINUED)

DENNIS (cont'd)

... how many of them are really willing to think that this is genuine and go along with you for the ride? After Wilkins' last publicity stunt during that press conference, I wouldn't be surprised if they think that you'll be busy planning a mass extermination.

(beat)

How many do you think are willing to follow under your banner?

PRYOR

(long beat)

I don't know. But I'm serious and I'm genuine. Wilkins has done things that I've agreed with, but most of them have had me cursing the day I was born. So if I can make a difference before he turns me to dust, then I'll do it. And I'm hoping that there are at least some vampires who want to end his reign of terror and fear once and for all.

DENNIS

(beat)

That was actually a good speech, doc.

PRYOR

(small smile)

I've been working on it.

DENNIS

Look, I ain't gonna be leading the charge on your behalf, but there's a group down on 51st and Main in the Green Fields bar, who want Wilkins rotting and strung above the Statue of Liberty as a national holiday celebration.

(beat)

They're your best bet. They're influential, have a lot of friends in the underworld and will help you take down Wilkins if that's your endgame.

PRYOR

Thank you, Dennis.

(CONTINUED)

21 CONTINUED: (3)

21

DENNIS
You're welcome. Quick sip of the
red stuff before you go?

PRYOR
(shakes head)
Sorry. No time.

DENNIS
(chuckles)
Wow, I guess you're serious about
this crusade then, huh?

Pryor manages a wry chuckle of his own before we CUT TO:

22 EXT. SANCTUARY - LATER

22

PULL DOWN from the dangerous-looking skies, still CRACKLING
with all kinds of nasties to find:

ALICE

Running across the ground, away from the Sanctuary. Her
hair's pulled back - all business now.

ON ALICE as she pulls the Handle from her pouch and CROUCHES
in the half-darkness, holding it up in the air.

ALICE
(whispers)
Come on, Dawn...

There's a quick BLINK of LIGHT and a small, man-sized PORTAL
starts to MATERIALISE in the air!

Alice GRINS but then hears several loud BOOMS that make her
look up. And GULP.

23 DARKLINGS.

23

They SWERVE, CURLING and SHIFTING around the air - and head
straight for Alice who starts to sprint!

However as she runs, she sees several of the Darklings are
heading for the Sanctuary, barriers still in place.

ALICE
Dawn, what the hell's going on?

A small SHIMMERING SCREEN appears, Dawn in it.

DAWN
Crap - I was afraid of this! I
think they've picked up on the
'scent' of the Handle. Don't panic -
long as that shield holds...

(CONTINUED)

With a hearty SLAM, the Darklings hit the barrier which CRACKLES with electrical energy, BLASTING them backwards.

They keep hitting various points, searching for any weak points...

ON ALICE as she continues to run, speeding up as the sight of CARTER ahead of her appears.

DAWN (cont'd)
(sudden)
Oh, God!

Alice SPINS AROUND - to see that a DARKLING has managed to PUSH THROUGH the electrical barrier's weak point!

DAWN (cont'd)
They're Jurassic Park-ing the thing
- abort! Abort! You've gotta get
back there, now!

It SMASHES into the defence barrier, the pylon FALLING with a smack - and disabling the whole system!

DAWN (cont'd)
Alice, watch out!

Alice looks up and DIVES to one side as a Darkling swoops down, aiming right for her!

She FLINGS the Handle to CARTER who catches it deftly and then starts to run like a man possessed.

ALICE
Don't stop, Carter! No matter what!

ON ALICE as she watches the Sanctuary start to come under attack, before we're forced to:

BLACK OUT:

END OF ACT THREE

ACT FOUR

24 FADE IN: 24

25 EXT. SANCTUARY - NIGHT 25

VILLAGERS are running in fear as the Darklings descend, catching some and starting to DEVOUR them.

Roland, Timothy and Samson all rush to a HUT, pulling free the ELECTRICAL WEAPONS previously used.

They fire BOLTS at the advancing Darklings who CRY OUT in pain - flailing backwards...

... but one of them TACKLES Samson, hoisting him into the air with a YELL!

Seconds later, Samson's BONES hit the ground - CLATTERING next to a shellshocked Timothy.

ROLAND
Timothy, come on! We must protect
the others!

Roland FIRES OFF another bolt that practically SIZZLES a Darkling but does not do other noticeable damage to it as we CUT TO:

26 EXT. VALLEY - SAME TIME 26

ON CARTER as he runs, desperately trying to out-run the Darklings who are SNARLING at him.

Several of them SLAM into the ground, Carter just avoiding each of them with honed instincts.

Up ahead, he spots an extremely worried looking ANGELIQUE - EMP bombs in hand. He PANTS heavily, eventually reaching her:

CARTER
Run... back... village under...
attack...

ANGELIQUE
Oui. I will...

WHOOMP!

A plume of BLACK SMOKE reaches for Carter who DUCKS, FLINGING the Handle out!

Angelique CRIES OUT and grabs the Handle, BLACK SMOKE punching holes through the ground.

CARTER
Run!

(CONTINUED)

Angelique tears herself away as the Darklings start to head for her, Carter struggling to his feet as we TRACK OVER TO:

ROB who has spotted a fleeing Alice and reaches her.

ALICE

We have to activate the portal now!

ROB

The villagers won't have time!

ALICE

(beat)

Not if one of us goes to help. I'm faster than you, Rob, I can get out of here much quicker.

ROB

You'll be running a half-mile in three minutes.

ALICE

I can try.

(beat)

Rob... in case we don't -

Rob seizes her and KISSES her, pulling back a moment later. Leaving Alice speechless.

ROB

Tell me when we get home.

Alice NODS as Rob starts to run back to the Sanctuary, pulling his own EMP weaponry free.

With a CRY, another VILLAGER is thrown into the air - DISSOLVING into nothing within the Darkling within seconds!

Roland and Timothy are leading the defence, BLASTING away at the Darklings. One Darkling SCOOPS UP a pylon and throws it...

... into the main bunker where it EXPLODES, FIRE and SMOKE belching out!

Roland and Timothy are forced to take cover while a couple of unfortunate villagers are INCINERATED instantly in the blaze!

ON ROB as he rushes forth, throwing one of his EMP devices and BLASTING a Darkling out of the sky!

He sees a stumbling LUCINDA amongst the survivors and sprints to her. The young witch looks paler than before, COUGHING.

LUCINDA

Rob... I can...

ROB

Lucinda, don't, you're not -

And with a pent-up SCREAM, Lucinda CLAPS HER HANDS - sending an ELECTRICAL SHOCKWAVE out in all directions!

It BLASTS every Darkling several hundred metres out and Lucinda shares a weak, but triumphant smile with Rob.

However a stray tentacle of black smoke SMACKS into Lucinda, sending her flying - and she SMACKS into a hut, COLLAPSING.

Timothy's at her side in seconds and assesses her - not injured but out cold.

Timothy and Rob look up as the stunned Darklings start to regroup and head for the villagers!

INT. GATEWAY - CONTROL ROOM - SAME TIME

Jerry, Rosie and Becca are watching the carnage helplessly. Beside them, Dawn's hands are a blur as she types into a half dozen floating touch screens.

ROSIE

Can't you do something?

DAWN

I'm trying! They need to get the Handle there to open the portal!

(beat)

We're hanging on as long as we can. The Gateway's straining itself, I can only hold the portal for so long!

EXT. VALLEY - SAME TIME

ON ANGELIQUE as she sprints, the Darklings having finished their feast and now advancing on her.

She FLIPS nimbly over several attacks and DUCKS behind a large rock as a SHOCKWAVE of black smoke passes over.

Angelique ROLLS, FLIPPING TO HER FEET and runs to Xerxo who immediately takes off with the Handle.

The young French Slayer SPRINTS, HOPPING and FLIPPING in mid-air to avoid a final Darkling attack.

She throws her EMP bomb, BLASTING this Darkling with electrical energy and running as we TRACK OVER TO:

(CONTINUED)

XERXO, managing to avoid his Darkling attacks with some ease - as he spots Alice running for him!

XERXO
What are you--?

ALICE
I need the Handle now! The
Sanctuary is under attack and I
need to open the portal!

XERXO
Okay, okay...

He THROWS Alice the Handle, she SCOOPING it up out of mid-air - just as a Darkling ENVELOPES Xerxo with a CRY!

Alice tears herself away after a beat, heading for the glimmering PORTAL in the distance.

ALICE
(choked)
I'm so sorry...

She races away as we CUT TO:

Another EXPLOSION rocks through the village as another pylon is THROWN by a Darkling and CRASHES into a hut.

Rob and Roland are rounding up survivors - all of the women and children surrounded by a circle of the Asylum refugees.

The majority of the males are lying DEAD around the compound, BONES scattered everywhere.

ON ROB as he searches for Alice, fear creeping across his normally cool expression.

ROB
Come on, honey...

Then with a SMILE, he sees Alice - Handle in hand - racing across the sandy ground!

The Handle SHINES, lighting the way as it were as Alice FLIPS over a stray PLUME of Darkling SMOKE.

Behind her, a bloodied but alive Carter is hurrying over and reaches the survivors.

Timothy, carrying the unconscious Lucinda turns to Rob as the de facto leader.

TIMOTHY

Let's go!

Angelique arrives - only to be SLAMMED away! She gets to her feet - and sees Xerxo standing there.

His eyes BLAZE RED as trails of BLACK SMOKE streak from his nose and mouth.

XERXO

(strained; booming)

Give it to me...

Angelique sighs apologetically, everything hitting her all at once.

ANGELIQUE

(beat; sincere)

I am so sorry, Xerxo. I wish I could 'ave given you your 'appy ending.

DARK XERXO charges Angelique, COLLIDING into her with a pained SHOUT.

He PUNCHES her in the face but she ROUNDHOUSE KICKS him, KNOCKING him back.

He ROARS in anger - SMASHING his leg across Angelique's chest with deadly accuracy.

However the French girl ducks, SWEEPING his legs from underneath him.

She SUCKERPUNCHES him but he HEADBUTTS her - just as she reaches around and SNAPS HIS NECK!

However Dark Xerxo TACKLES her, SNARLING and SNAPPING his jaw while Angelique's hand flails around, searching for something.

Then she JAMS it into his mouth - it's an EMP bomb which it set to go off!

ANGELIQUE (cont'd)

Forgive me...

It EXPLODES with electricity - forcing the DARKLING out of Xerxo's body with a pained SCREAM, BLACK SMOKE billowing from Xerxo's mouth!

Xerxo COLLAPSES on the ground while Angelique tearfully picks up SOMETHING - just as BLACK SMOKE starts to FLOW BACK DOWN into his mouth...

And she rams it home, to be sure.

(CONTINUED)

PULL DOWN to reveal:

A SWORD in his chest. Buried to the hilt.

Angelique WRENCHES IT FREE, a few TEARS springing to her eyes as she reaches the team, the dead body of her friend left behind.

Rob and Roland lead the survivors across the wreckage of the Sanctuary - BLASTS from the electricity weapons shocking off any new arrivals from the skies.

ON ALICE as she reaches the portal - SLAMMING the Handle on and OPENING the portal with a SHIMMER of LIGHT!

The women and children rush into the portal, followed by Angelique and the other refugee survivors.

However Timothy is suddenly SLAMMED AWAY from the portal by a Darkling!

Lucinda's unconscious form drops to the ground as Timothy is snatched away, his CRIES silenced as two more Darklings POUNCE on him!

The electricity weapons are FLUNG into the portal, BOUNCING from Timothy's grasp as Roland CRIES OUT in utter shock and horror:

ROLAND

No!

Roland rushes out, heading for his comrade - Rob carrying Lucinda through.

Rob turns to Alice who's still waiting behind:

ROB

Alice, what the hell are you waiting for?

ALICE

I'm not leaving anyone behind!

Alice remains behind as the skies above her CRACKLE...

... and more DARKLINGS descend!

ALICE (cont'd)

Roland!

ROLAND

No... I will cover your escape.
Make sure none of them get through.

(beat)

Goodbye, Alice. And good luck.

(CONTINUED)

30 CONTINUED: (3)

30

ON ROLAND as he CHARGES towards the Darklings with a cry and Alice DIVES INTO the portal...

... it CLOSING SHUT within seconds, SEALING it off from the Darklings!

31 INT. OLD ASYLUM - CONTROL ROOM - SAME TIME

31

The GLOWING PORTAL is still present as Alice is flung through - landing with a painful CRASH on the cold stone floor.

Jerry, Rosie and Becca are already there, taking care of the wounded while Dawn runs diagnostics.

Rob reaches Alice and touches her arm as Alice sits down on the set of steps. Looking suitable devastated.

DAWN

What the hell happened?

ALICE

I... I think I know what she wants.
Noa. The Darkling.

ON ALICE as we PUSH IN...

32 EXT. GREEN FIELDS BAR - LATER

32

A modest bar - with an apparent Irish theme, judging by the four-leaf clovers and green paint of the bar front - which looks abandoned.

No lights or signs of movement anywhere, but as we PUSH IN on the bar, the sounds of RUSTLING and WHISPERING filter in.

VAMPIRE #1

How many did we lose in the
DeRubria attack?

CUT TO:

33 INT. GREEN FIELDS BAR - SAME TIME

33

Inside, a pack of VAMPIRES are moving around, a small FLASHLIGHT in each of their hands which they have aimed at the floor:

A MAP of Manhattan Island is present, showing scratched-off locations and PUSHpins for the remaining ones.

VAMPIRE #2

Four. That warehouse is now a Task
Force headquarters and the number
of safe houses we have left are
getting whittled down every day.

(CONTINUED)

PRYOR (O.S.)
Might I make a suggestion?

The vampires SPIN - to see PRYOR stalk out of the darkness,
hands outstretched. No weapons.

PRYOR (cont'd)
I can offer you a secure location,
hidden from Wilkins' Task Forces.

VAMPIRE #1
The hell should we trust you?
You're the one behind those freaky
experiments!

PRYOR
Yes, I am.
(beat)
But not any longer. I'm as afraid
of what he plans to do with my work
as any of you are. I can give you
weapons, specialist treatments and
most importantly - opportunity.
(beat)
All I want in return is for us to
wipe Mayor Wilkins off the face of
the Earth.

ON PRYOR as he SMILES at the vampires.

PRYOR (cont'd)
(beat)
Do we have a deal, gentlemen?

CUT TO:

Inside, the survivors are being helped into empty beds while
others are simply stood or laid out on the floor.

Rosie, Rob and Jerry are helping them, Dawn directing them to
their beds.

Angelique and Carter are huddled together in a bed for warmth
while MIRESHKALA tends to their wounds delicately.

Alice is on a bed on her own, Becca casting a soft WHITE GLOW
over her injuries.

They start to HEAL, a little faster than normal rate and
Alice sits up.

ALICE
Thanks, Becca.

(CONTINUED)

BECCA

Remember, that charm only helps to speed them up by a tad. Don't go aggravating them. I can't bring people back from the dead.

Alice nods, moving over to where Dawn, Jerry and Faith have now assembled.

ALICE

That world is like the hive of all Darklings right now. And if Noa gets in...

FAITH

She could open up a portal and flood New York with 'em. The world.

JERRY

Then we protect the Gateway. Make sure that Dawn has all the extra protection she needs.

DAWN

I think I'm about as stacked up with those things as I can be. Too many, and... think of it like a house of cards protecting the Gateway, but add too many and...

ALICE

(nods)

The house falls down. But we don't know when Noa's planning this. It could be next week, it could be six months.

DAWN

Good news is that Lori's glammers should keep us underneath the radar. For now, at least.

Plenty of concerned glances all round, before:

DAWN (cont'd)

So, uh... who gets to tell Faith all the good news?

And nobody looks like they want that job, before we CUT TO:

A nice, friendly-looking BAR (5x01) with quite a few customers at this late hour as 'Bottle It Up' by Sara Bareilles plays.

Some are rowdy college students, some are cute couples and on the bar stools are the singles.

PULL ALONG a bar counter, taking in the odd CUSTOMER - until we LAND ON:

ALICE

Who is currently nursing a full TUMBLER of WHISKEY. She looks down into it.

BARTENDER (O.S.)
You're really determined to make
that one last, right?

The bald BARTENDER appears and Alice manages a smile - as Rob flops down on the seat next to her.

ROB
(off tumbler)
Now that's just sad. It's been
asked to be drunk.

ALICE
(long beat)
Why couldn't I save them? I mean, I
tried so hard to... and I was meant
to make sure that they got to a
safe home.

ROB
Hey, no one could have predicted it
would have been like that. No one.

ALICE
But it's like, ever since Rachel
died, people have been telling me
to take on her... mantle or
something. You know, be the one in
charge of what's left after Faith,
and Dawn, and Vi.
(beat)
I don't know if I can do it, Rob.

ROB
Yes, you can. And you're carrying
Rachel's title. Her memory. She
died, but she was the coolest,
sweetest, funniest chick ever and
the person we all wanted to be
like.
(beat)
Present company excluded.

Alice manages a quick SMILE.

(CONTINUED)

ROB (cont'd)
So I suggest a toast.

The Bartender, as if on cue, places a second full TUMBLER in front of Rob.

ROB (cont'd)
To Rachel Hagerman. Simply a legend.

ALICE
Simply a legend.

ROB
And... to you. For the legend soon to come.

ALICE
Thanks.

They both take sips, a warm look between them as we start to PULL BACK before we eventually CUT TO:

INT. SPECIAL PROJECTS HQ - OFFICE - SAME TIME

ON NOA as she OPENS HER EYES. They're blown out, entirely black before they return to normal.

She SIGHS, her bones CRACKING into place as she stands. Faint traces of dark energy float around her.

She turns - and there's MAYOR WILKINS. He's munching on a plate of COOKIES.

WILKINS
What did you see, pumpkin?

NOA
Nothing.
(beat)
I sensed something from this plane, exploring, breaching... I couldn't get a firm hold of whatever it was, but I think I know where it was aiming.

The Mayor munches thoughtfully before:

WILKINS
What do you want me to do?

NOA
(beat)
Double the attention on the Constantine Asylum.
(MORE)

(CONTINUED)

NOA (cont'd)
I know all our surveillance
indicates it's still abandoned,
but... something's going on, and I
want to know what.

WILKINS
You're thinking faith's gang are
hiding out there after all? Even
with our absolute lack of evidence
to confirm so far?

NOA
I don't need 'evidence.' I trust my
instincts, and my instincts are
telling me we need to stay
vigilant.

WILKINS
(nods)
Thy will be done.

Wilkins holds the plate out to her with a smile.

WILKINS (cont'd)
Cookie?

ON DARK NOA as she looks at Wilkins, her hackles clearly
raised as we:

BLACK OUT:

END OF SHOW