

FEY, THE WAY OF THE WIZARD

By

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ACT ONE

SCENE ONE

FADE IN

EXT. UNDERWATER RUINS - NIGHT

The mighty islands of Atlantis and Lemuria are destroyed as the second unstable moon crashes into the islands, taking them under the relentless waves of the ocean. The moon obliterates everything in its path, leaving nothing but debris.

The moonlight dances on the coral-covered structures, revealing hints of their former glory. These ruins hold the secrets to the past and the key to the future.

Beneath the surface of the ocean, ancient and mysterious ruins shimmer in the moonlight. The remnants of a once-thriving civilization of Atlantis and Lemuria gives birth to the children of the moon and magic, the seven saviors of the world.

SCENE TWO

CUT TO

EXT. MAGIC ACADEMY COURTYARD - MORNING

Liko bumps into Aukai as they rush towards a grand, ancient-looking building—the MAGIC ACADEMY. Their excitement is palpable.

LIKO (IMPATIENT)

Ugh, get out of the way!

Aukai responds by playfully shoving Liko's shoulder.

AUKAI (TEASING)



Hey, it's not my fault that you
walk with your eyes closed!

The shoving escalates into a friendly shoulder-to-shoulder wrestling match. Kapena, Mana'o, and Kiana observe, shaking their heads. They're amused by the familiar scene as it's a common occurrence.

KIANA (VOICE FULL OF AMUSEMENT)

These two again.

Kapena's expression shows fond exasperation as the two friends engage in their playful combat.

Liko shoves Aukai, and they tumble to the ground, still play-fighting. Laughter and youthful energy fill the air. Magic swirls around them, hinting at the extraordinary powers they possess.

MANA'O (URGENT)

Break it up, guys! We're late for
class!

Mana'o, visibly frustrated, stomps her feet and waves her books at the two boys. Liko and Aukai pay little attention, still locked in their wrestling match.

Kiana steps forward with a quiet determination in her eyes. She lifts her hands and begins to perform a mesmerizing, circular motion in the air. Her hands radiate power.

KIANA

(whispered spell)



I got this.

Suddenly, the power of her magic pushes Liko and Aukai, making them roll backward like somersaults. They land gently on their backs, bewildered but entertained.

PEKELO

(laughing)

Way to go, buddy!

Liko, Aukai, and the rest of the group burst into laughter. Ailana, the Seer, praises Kiana, patting her on the shoulder.

AILANA (IMPRESSED)

Nice one, Kiana!

With their playful fight now subsiding, they regain their composure.

Mana'o, clearly relieved, hurries them towards the entrance.

MANA'O (URGENT)

Can we get going now?

As they all rush toward the ancient doors, Mr. Merlyn, their teacher, stands in front of the imposing MAGIC ACADEMY, watching them with a knowing smile. The real adventure is about to begin.

SCENE THREE

INT. MAGIC ACADEMY CLASSROOM - MORNING



The room is brightly lit, adorned with ancient scrolls and mystical artifacts. Mr. Merlyn (70s, with a long white beard), a wise and powerful sorcerer, stands before a group of seven children - the children of magic.

MR. MERLYN [DEEP, STEADY VOICE]

Good morning, everyone.

The students respond in unison.

THE STUDENTS

Good morning, Mr. Merlyn.

The room is silent and all eyes are on the sorcerer.

MR. MERLYN

As you all must remember from our previous lesson, today we will learn about a very significant event of our history. We have discussed that ages and ages ago, our true homes, the great islands of Atlantis and Lemuria, were crushed to demolition by one of the three moons that hung in the sky just above these two islands. The third moon was artificial, made by man to balance the effects of the other two moons. It had been noticed for a while that the second moon was acting strangely as if it had been off its balance, and it turned out that it really was off its balance. We experienced it on that one unfortunate night.

The students are riveted.

MR. MERLYN (CONT'D)

It happened when everybody was expecting it the least. The wobbling third moon was finally

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tipped off its balance. Whether it was due to an impact from another celestial body or because it had been teetering on its point for too long, nobody is sure of the reason to this day because the moment it fell, all that happened was chaos. Within moments, the large moon was trespassing the boundaries of the planet Earth and dropping right down on Atlantis and Lemuria. It does not need to be mentioned that the moon was far more massive than the area of the two islands combined, so it was no surprise that the moon took down the entirety of the two islands with it. It ruined everything in its path, crushing all the contents of the islands until nothing remained but debris on the surface of the water that previously surrounded the islands. Because of the catastrophe, Atlantis and Lemuria had been shredded into non-existence, sinking into the ocean. The night was cruel enough to take many lives, wiping them out as if they had never existed. Before the night was over, uncountable lives had been washed away into the ocean, never to be seen again.

The students are shocked, fearful, and sympathetic.

MR. MERLYN (CONT'D)

Though the islands had gone down, the magic never died. It was the basis of such mighty lands, so it was impossible that it would be wiped out with just one disaster. So, the survivors of Atlantis and Lemuria spread all across the world and started working on the re-establishment of the schools of

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magic. It took years and years of hard work, not only in the present but also in the past.

Yes, the survivors were assigned the dangerous duty of stepping back into the past and collecting resources in order to rebuild the schools so that magic could continue to live, where you, the children of magic, would find a home where you can hone your skills and use them the right way when the time arrives.

The students look eager to learn more.

MR. MERLYN (CONT'D)

Now, this piece of information has not been revealed to many, as the path to building the magic schools once again was full of secrets. There were secrets that we had to protect from the eyes of hatred and enmity because if our sources had fallen into the wrong hands, the resurrection of the two islands would be impossible. The dark forces that lurk around the corner would use these sources for the worst and bend the world to their command, and if these forces were to succeed, the world would be gone well beyond the point of saving. But you, children of magic, are the legacies of Atlantis and Lemuria. You are the mighty ones chosen by fate to plunge into the depth of mystery, magic, and challenges and pull these islands back up from the darkness, so it is inevitable that you should be bestowed with the knowledge that has been stowed away in secrecy. Protected by the



elders of magic for years upon
years now.

AUKAI (EAGER)

So, what exactly is it that we are
going to have to do to save the
islands?

AILANA (UNCERTAIN)

Are we...will we be traveling
through time too?

Mr. Merlyn is pleased by Ailana's inquisitive nature.

MR. MERLYN

Right you are, child, right you
are. Time travel will be required,
but not just yet. First, you will
have to pass a few tests to make
sure that your magical abilities
are up to the required level. Only
then will you be allowed to travel
back in time and collect the
resources needed to activate the
Christ-conscious grid that will be
the key to reviving the fallen
kingdoms. But fear not, you will
not be left all on your own to
prepare for this mission. I will
teach you all that you need, and I
will ensure that you have all the
requirements fulfilled when you
depart for this mission. I will be
with you every step of the way to
prepare you for your legacy. Now,
I am taking that you all remember
what we discussed about the
consciousness grid in the last
class?

MANA'O

(NODDING)



Yes, sir! The Universe is made up of consciousness grids, relative to time, and these grids are responsible for the happening of certain events.

MR. MERLYN

Very good! There are certain grids in the universe that are responsible for certain events, and by activating those grids, we can align the power of magic, which will activate mechanisms required to carry out certain events. It has been taught to the people of magic, time and time again, so much that it has become common knowledge now that magic does not exist in a physical form. You cannot pick up a glowing ball and call it magic or point at a shimmery wand and call it magic. Magic is not an object. No, in fact, magic has nothing to do with a physical being. Instead, magic is a feeling, magic is energy, magic is vibration, and most importantly, magic is calculation.

PEKOLO

(FROWNING)

Calculation? Like math?

MR. MERLYN

Precisely. Just like math.

PEKOLO

(WHINING)

We are going to have to do math?

MR. MERLYN

Well, yes, because magic is not really complete without



calculation, is it? How do you expect to know if you are in the right place to make the right aim, to draw the right amount of power from the atmosphere or other sources? And more importantly, how do you expect to know if you are doing everything right to activate the consciousness grid?" He asked, looking around at them all. "You see, magic is something that we extract, whether it is from within ourselves, from the atmosphere surrounding us, from the sources in our hands, or from the elements of nature. And to extract something from another, you must know if you are exerting the right movements, you must make the right *calculations* to do so.

Mr. Merlyn turned to face Kiana.

MR. MERLYN (CONT'D)

Now, the math does not necessarily mean that you would have to sit down amidst a moment of action and pull out your pen and paper to solve a complicated equation. But, Kiana, what would you do if I asked you to levitate this wand of mine into the air and make it twirl?

The classroom is abuzz with anticipation. Mr. Merlyn holds his wand, and all eyes are on Kiana. Her hand hovers over the wand as she concentrates intensely.

Kiana's eyes glisten with determination. With a subtle motion of her hand, the wand begins to levitate, defying gravity.



The students are spellbound, their eyes widening in amazement as they witness magic come to life. The wand floats gently, twirling in the air under Kiana's control. A sense of wonder fills the room.

MR. MERLYN

Very good. Will you explain to the rest of the group how you did that?

KIANA

I think... Well, I cannot pinpoint the exact steps that I took to make this happen. It felt like I was focusing on the wand with everything in me.

Kiana's fingers move ever so slightly, like she's weaving her concentration into the atmosphere, bending it to her will.

KIANA (CONT'D)

Then I almost physically put my heart inside the wand. It felt like my brain was figuring out the dimensions of the wand and the intensity of the energy surrounding it.

The wand continues to dance in the air, responding to Kiana's unspoken commands.

KIANA (CONT'D)

Then, I think I calculated how much energy I would have to radiate from myself to bend the atmosphere around the wand.



The students watch in hushed concentration, witnessing the magic unfold before their eyes.

KIANA (CONT'D)

Finally, I calculated the vibrational frequency I would have to reach to make the wand resonate with it and move as per my command.

The wand obeys Kiana's will, moving gracefully in the air, following an invisible path she has set.

MR. MERLYN (VOICE FILLED WITH PRIDE)

Very good, Kiana.

Kiana smiles, her face glowing with the accomplishment of demonstrating her magic. The classroom erupts in applause as her fellow students express their amazement.

Pekolo watches in awe, and Mr. Merlyn nods approvingly. Magic has been brought to life in the hearts of these young learners.

PART 2

MR. MERLYN (CONT'D)

And that, children, is magic, and its technical working is defined most simply. Do you understand now?

Mr. Merlyn turns to face Pekolo.

MR. MERLYN (CONT'D)



Good. You must make the calculations the right way to activate the consciousness grids. The grids also work with the calculations that we just discussed. If they are activated with the right frequency and resonate with associated vibration, they make certain events happen. For this mission, you will have to work with the consciousness grid that was active at the time when Jesus Christ arrived into this world, which also happened to be the grid that was active when the islands of Atlantis and Lemuria were birthed when the magic first settled into them. If you manage to activate the same grid once again, the consequences will aid you in resurrecting the sunken islands.

AUKAI

So, all we need to do is activate the consciousness grids?

MERLYN

IT'S NOT AS SIMPLE AS THAT. Now that you know what steps you will have to take, let us DISCUSS THE artifacts. Keep this information firmly printed on your mind because it is the focal point of your mission. You will be traveling to the ends of the world to find these artifacts, and when you have gathered them all, you will work on them with certain magical spells and songs that will bring their magical properties to life. But that is not all; you



will have to travel to the cities
of inner Earth, Telos and Posid.

KAPENA

What's there?

MERLYN

Though the usual methodologies of magic may be ancient, the change of eras also affects the magician. Since we live in an era of modern technology, you will be making use of that in your mission. First, the computers lying dormant in the inner earth cities will have to be activated; they will be your key to speeding up the energy extracting mechanism. Then, when the artifacts are gathered together, they will release extreme energy but only with the right extraction methods, and that is where the powerful computers will help.

AILANA (PERPLEXED)

How are we going to look for the artifacts?

MERLYN

We'll come to that. First, there will be four sets of the Mahatma skulls. Each set contains three skulls made of crystal.

Merlyn flicks his wand and a holographic image comes to life.

MERLYN (CONT'D)

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Beware, you may come across several fake designs along the way, but knowledge of true crystals will help you determine which are the ones that you are looking for. When all four sets are gathered, they will work together as keys to unlock the path to the consciousness grid that you will work with. Bear in mind that these artifacts were hidden ages ago, so finding them may be the real effort in this mission.

Merlyn flicked his wand again and the image morphed into the image of an apple.

MERLYN (CONT'D)

This is another ingredient of your final spell. This is no ordinary apple; it is The apple of Eden. It has not been confirmed yet what role this apple would play in the spell, but you will surely find out when you have accumulated it.

The children nod eagerly. Merlyn waves his wand again, transforming the image of the apple into an image of a sword. The sword has a round shape at the end of the hilt.

KAPENA (SURPRISED)

Excalibur!

MERLYN (CONT'D)

THIS IS CORRECT. Excalibur - the legendary sword of King Arthur. This sword is known to have



magical powers, so you can tell
why this sword is important to the
mission.

AUKAI

That's a long list of items, Mr.
Merlyn!

Everyone laughs. Merlyn smirks, looking amused.

MERLYN

WE'RE NOT DONE YET. We have a
metal relic from the Merkabah
school of mysticism. Nobody has
ever seen the relic, so it is not
known what it looks like, but
legend has it that when the right
time comes and the right seeker
comes looking for it, the relic
will show itself. And last but not
least, a holy grail for long life.
That is supposed to work as a
protective charm to keep you all
safe during the mission and after
it too. Now...

Merlyn trails off. He swishes his wand again and begins chanting
a spell song. The children watch with a look of fascination.

MERLYN (CHANTING)

I call upon the elements five
Water, earth, air, and fire
And spirit too, with the genders
three
Of male, female, and androgyny



To call forth and summon the
energy
The mana of existence, for your
journey
To aid and abet, and guide, and
help
And light your path, at every
step.

The air in the room is charged with an otherworldly energy. The seven children stand in a circle, feeling an invisible force upon them. There are no spotlights, yet they all sense an intense focus on them.

Merlyn begins to chant a spell again, his voice resonating with power.

MERLYN (CHANTING)

I call upon, for your protection
Gods and goddesses of the crystals
Thirteen in number, fierce and
all-seeing
To offer you guidance, protection,
and healing
To support the children of moon
and magic
Of what awaits them, in past and
present
To help seek out the crystal
skulls
To aid in all the rituals
And so, bring back what once was
lost
And revive at the crystals' cost



The grids that balance with a
steady hand
The ground upon which we stand.

Merlyn's chant ceases, and he opens his eyes, locking gazes with
each of the seven children, instilling the rhyme within them.

KIANA

That was...
Kiana trailed off.

LIKO (AWESTRUCK)

Mind-blowing!

MERLYN

(Smiling warmly)

Let's continue with the lesson.
The inner Earth computers lay
dormant for now, but they must be
running at the time of the eleven-
eleven-eleven and twelve-twelve-
twelve so that they can be
interconnected. Yes, you will need
modern technology too for the
rituals, as well as the ancient
crystal skulls.

The children of magic sit in awe, the weight of their mission
sinking into their very beings.

MERLYN

(Reassuring)



While we train, you will learn
this song-like spell to activate
the artifacts once you have
gathered them all. Most
importantly, you will be prepared
to take on different quests
throughout the mission in order to
gain these artifacts. These quests
will be like tests of your
abilities and strength, so that is
something you must focus upon
while you are preparing.

Merlyn observes the uncertain expressions on the students and
continues with urgency.

MERLYN

(WITH URGENCY)

Yes, the mission seems daunting,
but you will not be completely
alone. You will meet different
entities in different cities that
will point you in the right
direction to guide you to your
goal. The entities have not made
themselves known yet. Still, the
prophecies and predictions made
for the resurrection of Atlantis
and Lemuria state that these
entities will present their
alliance to the legacies all in
due time.

The children hang on Merlyn's every word, feeling a mixture of
fear and determination.

THE SEVEN

(In unison)

We understand.



MERLYN

(SERIOUS)

You will not set off on your mission right away, but the time is not too far away. So, the preparations must commence. My children, chosen ones, the harbingers of resurrection, the saviors of Atlantis and Lemuria; from the deepest of my heart, I wish you all good luck.

The room is filled with a sense of destiny as the children prepare for their incredible journey.

END OF ACT ONE

ACT TWO

SCENE ONE

FADE IN

INT. INNER EARTH TEMPLE — NIGHT

An air of anticipation hangs over a grand, bioluminescent chamber carved into the heart of the earth. The temple is a vast underground cavern. At its heart, a circular table radiates a soft, pulsating light.

Seven ascended masters, beings of various colors and ethereal forms, sit in meditative poise. King Thoth and Queen Hathor, majestic in their ancient regalia, preside over the meeting, while Merlyn, cloaked in a robe woven with constellations, leans on his staff.

KING THOTH

(IN A BOOMING VOICE)

Brethren of light and guardians of the cosmic law, we convene here amidst turbulence in the universe. The veil of secrecy that shields our assembly is at peril. Various hells, purgatory, underworlds, Hades, shadow realms, and other



such elements of darkness have already been created by Lucifer's henchmen. After all, his rebellion changed the body of the universal Christ into a new hybrid expression of good and evil. The Lucefarian war is upon us. The time to reinforce it is upon us.

QUEEN HATHOR

[Nodding]

Indeed, Earth has been in peril. But it surely is not alone. The Illuminati and the Men in Black representing Earth's interest in extraterrestrial affairs have gotten wind of the attack that Lucifer has been planning, gaining power through dark, star matter. They, too are set on gathering as much energy as possible to combat this attack, harnessing the power of dark star matter emanating from solar, galactic, universal, multi-universal, cosmic black holes. In fact, they're quite proficient in time-travelling, so we can rest assured the crystal skulls are well-hidden.

MERLYN

[Concerned]

What about the race of Zeta Reticuli and the residents of Nibiru?

QUEEN HATHOR

The race of Zeta Reticuli inhabit a distant planet. They've been living there without any problem and they would like to keep it that way. These extraterrestrial species are on the brink of extinction. Therefore, they remain unbiased to keep their peace.



The attendants of the meeting nod understandingly.

QUEEN HATHOR (CONT'D)

The residents of Nibiru, on the other hand, trade with the Men in Black for rights to mine the earth for gold since they need it to protect their planet's auric field as it passes through certain energies in its transit path. These forces have established bases on the moon and within the underground in earth as places of diplomacy and refuge. Though they gathered forces to protect the crystal skulls from Lucifer's forces, the reptilian forces are interested in taking over the earth and controlling the planet's kingdoms for their own agendas.

Merlyn frowns, trying to recall the Galactic force.

KING THOTH

(REMINDING)

They're the Dark Illuminati of the Eden planets' government - the ones who turned to the side of wicked to support Lucifer's agenda of domination. Remember, Lucifer managed to convince one-third of the angels to turn to his side and follow him.

Merlyn frowns, understanding the gravity of the situation.

KING THOTH (CONT'D)

Despite our vigilance, these rogue forces have breached Ashtar's defenses. These renegades from the stars have touched down upon Earth, evading our guardians and establishing hidden strongholds



deep beneath the surface. They've conspired with humanity's most infamous leaders, like Hitler and Himmler, trading extraterrestrial might for a sanctuary during Earth's darkest hours. In their clandestine bunkers, agreements are made in shadows, offering aid in human conflicts in return for resources vital to their kin in the cosmos. It's a dangerous game of give-and-take, where the stakes are as high as the very sovereignty of our world.

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Surrounded by ancient symbols and ethereal light, Ascended Master One slowly rises from a meditative pose. His eyes open, taking in the gathered council of Masters and otherworldly entities.

ASCENDED MASTER ONE (COMMANDING WITH A VOICE
LIKE A CHORUS)

Remember, we must not draw the eyes of the modern man to our clandestine war. They have

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remained unaware, living apart
from the arcane tides that we
navigate. Our battle must go
unseen and beyond their realm of
senses.

The Seventh Ascended Master stands, his aura
casting a red glow on the temple walls.

ASCENDED MASTER SEVEN (INTENSE, COMPELLING)

Indeed, Atlantis and Lemuria rose
once again just to the surface of
the ocean. They're yet to return
to their former glory. However,
with their rise, a curiosity
amongst the common men has
developed. Their exploration teams
found ruins and artifacts that
were hidden underwater for so many
years. The intricate and
mysterious architecture has
enchanted them. As you know, this
has given way to many theories.
However, the magic that courses
through these lands is beyond
their grasp. It is a secret dance
of power from a time before their
ancestors walked these grounds.

MERLYN

Rest assured, esteemed Masters.
The veil remains, and the Children
of Magic walk their destined path
unseen. The relics of a past long
submerged are but shadows of a
greater fate, unknown to the
simple hearts of men.

Queen Hathor turns to face Merlyn. She looks
at him with an intense gaze, stressing each
word.

QUEEN HATHOR

As the galaxy churns, so too must
we stir the cauldron of destiny.
Our progeny, the magical children,



are our only hope - the guiding
light in the trespassing shadows.

King Thoth agrees.

KING THOTH

Their veins pulse with the ancient
rhythms of the universe and its
energy, an echo of the First Song.
They must rise, not as mere
mortals, but as incarnate
archetypes of our collective will.

ASCENDED MASTER TWO

(WITH A VOICE ECHOING LIKE THUNDER)

Our secret sanctum has stood
unobserved by malevolent forces.
Yet the hour to cast off shadows
draws nigh. Merlin, sage of the
arcane, what canst thou report of
their tutelage?

Merlyn steps forward, his eyes like twin
galaxies.

MERLYN

Ascended Ones, the children have
been bathed in the wellspring of
ancient knowledge. They wield the
primal elements, dance with the
energies of yin and yang, but they
are yet to master the balance of
dual energies.

ASCENDED MASTER THREE (WHOSE FORM SHIFTS
LIKE THE WIND)

They must grow under our guidance,
but they are still young. Do they
possess the fortitude to resist
the dark whispers of their own
souls?

MERLYN

Of course, their resilience is a
reflection of their pure spirits.

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As a lotus remains unstained by
the murky waters from which it
blooms, so have they remained
uncorrupted.

ASCENDED MASTER FOUR (RADIATING A GENTLE
WARMTH)

Do they comprehend the sacredness
of manna - of the divine essence
that shaped existence from the
void?

Merlyn nods with pride in his eyes.

MERLYN

They do. Their hearts are bound to
the heart of all creation, acting
not from desire for power but from
the purity of love.

ASCENDED MASTER FIVE (WITH A PRESENCE THAT
FEELS LIKE THE DEEP SEA)

We must remember that darkness too
knows the allure of love. However,
their feelings of love are rooted
in dominion - in a passion for
vengeance. Can our heirs match
such fervor?

MERLYN

Yes, for their love is of a higher
order - love for the life of the
cosmos, for the symphony of
existence. Such love is unmatched
in its potency.

ASCENDED MASTER SIX (EMITTING A SOFT,
MUSICAL HUM)

Let us not overlook the relics of
history—Atlantis, Lemuria—the
cradles of their magical
inheritance. Do the children
fathom the depths of such a
heritage?



MERLYN

They are intimate with the legacy of ages. As a matter of fact, they are ready to rekindle the fallen empires and to mend the tears in the fabric of reality.

ASCENDED MASTER SEVEN (WHOSE VOICE RESONATES
WITH THE HARMONY OF SPHERES)

Their path has been etched in the stars, from the cataclysm of Atlantis to the precipice of their great undertaking. They are not mere vessels; they are the embodiment of our collective essence.

Thoth rises, his voice filling the chamber.

KING THOTH

Thus, it is affirmed. The children of magic are primed for their quest. Let the cosmos witness the birth of a new era. As from the void sprung creation, so shall these young magicians give birth to this revolution.

The chamber hums with resonant accord as the council unites in purpose. The fate of worlds hangs in the balance as the meeting dissolves into the silence in the sacred land.

END OF ACT TWO



ACT THREE

SCENE ONE

INT. INNER EARTH TEMPLE — NIGHT

The grand chamber of the temple is eerily silent, emptied of all but two figures. Queen Hathor and King Thoth occupy thrones opposite to each other. Their faces are lined by grief.

KING THOTH

Our kingdoms shall rise once again
in due time. The revolution has
already begun.

QUEEN HATHOR

(looks down dejectedly)

It has been so long now, but it
feels just like yesterday. So many
lost their lives, the lives of
their loved ones. It still pains
my heart.

BEGIN FLASHBACK

EXT. STREETS OF LEMURIA — DAY

The bustling streets of Lemuria are alive with activity. Vibrant colors, the sound of merchants calling out, and the aroma of exotic spices fill the air. Queen Hathor, draped in a gown cascading like ocean waves, walks gracefully through her kingdom.

In the market, merchants float a few inches above the ground, their stalls levitating beside them. The Queen passes by a stall where fruits and vegetables arrange themselves in neat rows, as if guided by an unseen hand. Children play with wands. With each swish, tiny fireworks burst into the air. A group of visitors, weary from travel, dismount their horses.

QUEEN HATHOR

(SOFTLY, WITH GENUINE CURIOSITY)

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Welcome to Lemuria, travelers. May
your journey here bring wisdom and
joy.

The visitors bow in reverence.

VISITORS

(IN UNISON)

Thank you, Your Majesty. We are
honored to be here.

Continuing her walk, Queen Hathor enters the
heart of the market and the sounds
intensify. Among the stalls, one catches her
eye. It is a small setup with an array of
glowing stones.

The vendor, an elderly man with kind eyes,
immediately bows as he notices the Queen.

VENDOR

(AWESTRUCK)

Your Majesty, it's an honor.
Welcome to my humble collection of
Lemuria's treasures.

Queen Hathor's gaze fixates on the glowing
stones.

QUEEN HATHOR

(GENTLY, WITH CURIOSITY)

Tell me more about your
collection. Their light seems to
hold more than just beauty.

The vendor beams with pride, picking up a
luminescent stone.

VENDOR

(ENTHUSIASTICALLY)

Ah, Your Majesty, these are not
mere stones, of course. They are



gifts from the earth, each with
its own magic.

He holds up a blue glowing stone

VENDOR (CONT'D)

This one is known for its healing
properties. It can soothe the mind
and mend the heart.

He then picks up another stone, this one
glowing with a soft green light.

VENDOR (CONT'D)

And this, the stone of harmony. It
brings balance and peace to those
who keep it near.

Queen Hathor listens intently, gently
touching the stones.

QUEEN HATHOR

(FASCINATED)

Such wonders within our land. Your
collection truly is a treasure.

The vendor, filled with pride, watches as
the Queen gracefully moves on.

SCENE TWO

CUT TO:

INT. THRONE ROOM - LEMURIA - NIGHT

Queen Hathor sits upon her throne with a
dazed look upon her face. She is staring at
the sky through the window, her gaze fixed
upon the three moons. One of the moon quakes
and she sits upright, concerned.

At the same moment, the large doors swing
open. The scout, a young man, rushed in. He
is breathless. He kneels before the Queen,
his head bowed in reverence.

SCOUT

(FERVENTLY)

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Your Majesty, a grave incident has occurred. One of our citizens, experimenting with time travel, has become lost in the streams of time. We fear for his safety.

Queen Hathor's eyes widen with concern, yet her voice remains calm.

QUEEN HATHOR

(RESOLUTELY)

This is most troubling. Assemble our best chronomancers at once. We must navigate the tides of time and bring our citizen home safely.

As she speaks, a courier bursts into the room, panic etched on his face.

COURIER

(DESPERATELY)

Your Highness, the ocean has betrayed us! A tsunami of unprecedented might has swept up the coastal huts. The tide is unyielding and threatens further havoc.

Queen Hathor rises from her throne, her expression now a mask of determination. Her eyes dart towards the quaking moon. Then, she returns her gaze towards the courier.

QUEEN HATHOR

(AUTHORITATIVELY)

This is a time for swift action. Send word to the Teleportation Mages. We must evacuate the citizens immediately. A great calamity is about to befall our land. No one shall be left behind in the face of this disaster.



She turns to her advisors and commanders, who have gathered in the room, responding to the crisis.

QUEEN HATHOR

(COMMANDINGLY)

Mobilize our resources. Ensure every citizen is accounted for and transported to safety. Provide shelters and essentials for those displaced.

The Scouts and advisors nod and rush out to execute her commands.

QUEEN HATHOR

(TO HERSELF, RESOLUTELY)

We must protect our people and our land. Lemuria shall rise above this challenge, as it has always done.

SCENE THREE

CUT TO:

EXT. COASTLINE - NIGHT

Queen Hathor stands alone on the desolate coastline of Lemuria. The moonlight bathes her in a ghostly glow, highlighting the tears streaming down her face. She gazes up at the sky with a look of despair.

The moon above seems to be on the brink of collapse. Its trembling light casts an eerie, unsettling pallor over the ocean.

Queen Hathor's gaze then shifts across the vast ocean to another large island in the distance. There, on its coastline, stands King Thoth, a solitary figure mirroring her emotions. His posture reflects the same mix of resignation and sorrow.



The two rulers look up in silent horror as the moon begins its catastrophic descent towards their world. As the moon comes crashing down, Queen Hathor and King Thoth stand resolute.

SCENE FOUR

SMASH CUT TO:

INT. UNDERWATER DEBRIS - NIGHT

The camera pans through the murky depths, revealing the sunken remnants of what once were the majestic islands of Atlantis and Lemuria. King Thoth and Queen Hathor lie trapped under the debris, their faces illuminated by a faint, otherworldly light.

Their eyes open almost simultaneously. They begin to communicate telepathically. Their voices echoing in each other's minds.

KING THOTH

(concerned)

Queen Hathor, are you... are you alive?

QUEEN HATHOR

(with relief)

Yes, King Thoth, I am here. I feared the worst for you.

KING THOTH

The gods be praised. But our strength, it wanes. Can we reach out to any survivors?

QUEEN HATHOR

(with a hint of despair)

No, my king. The moon's fall has shattered our connection. Atlantis and Lemuria, our centers of magic, are no more. We are cut off from the world above.



King Thoth's expression hardens with determination.

KING THOTH

But what of love, Hathor? It is the most ancient source of magic. If some have survived, their hearts might still resonate with ours. Combined, our powers could still pierce these watery depths.

QUEEN HATHOR

(hesitantly)

It's a slender hope, but hope nonetheless. Let us try.

They close their eyes, concentrating deeply. A bluish glow begins to envelop them, growing in intensity. Their faces show the strain of their effort.

Slowly, their combined powers reach out of the ocean. Moments pass in agonizing silence. Then, a connection sparks.

KING THOTH

(with renewed hope)

We have found one! A man sits by the ocean. He can channel our magical energy. Our magic lives, Hathor! In this darkness, there is still a flicker of light.

Queen Hathor's eyes flutter open, reflecting the same bluish glow that surrounds them. A small smile forms on her lips.

SCENE FIVE

CUT TO

EXT. BEACH NEAR THE SUNKEN ISLANDS OF LEMURIA - NIGHT

A man sits on a sandy beach, gazing towards where Atlantis and Lemuria once stood. The Man is lost in thought. A deep burn scar is



visible on his arm. His eyes, full of
longing and grief, stare at the sea.

MAN

(to himself, wistfully)

Oh, how we loved those islands.
The magic, the beauty... and the
theories, so bizarre yet so
delightful.

Suddenly, the man's expression darkens.
Silent tears run down his face.

MAN

(to himself, tearfully)

That night... I lost everything.
My home, my love... She was taken
from me.

The man's eyes widen in shock as he watches
the water turn a vivid, electric blue.

MAN

(astonished, to himself)

The sea... it's changing. What
magic still lingers in these
waters? Does the magic persist in
these ruins? Or are my eyes
deceiving me

Suddenly, the Man feels a warm, comforting
hand on his shoulder. He turns abruptly to
find his late wife standing there, her face
radiating love and warmth.

MAN

(stunned, whispering)

Is it really you? How can this be?

His wife smiles and reaches out her hand,
which he takes shakily, rising to his feet.
He's overwhelmed, tears streaming down his
face.



MAN

(tearfully, to his wife)

I've missed you so much. Are you
really here?

Before he can embrace her, she vanishes,
leaving him alone once again. He spins
around frantically, searching for her.

MAN

(desperately, to himself)

Where did you go? Please, come
back!

Then, for a fleeting moment, he sees the
islands of Atlantis and Lemuria, resplendent
as they once were. Rubbing his eyes, they
disappear, and the water returns to its
normal blue.

MAN

(disoriented, to himself)

Was it all an illusion? Or a
glimpse of what once was?

The camera pans towards the still ocean.



ACT FOUR

SCENE ONE

FADE IN

EXT. MANA'O'S HOUSE - EVENING

Kapena, Mana'o, and Pekolo stand on the porch of the house. Meanwhile, Liko exerts magical energy to twist a vine around Aukai's ankle, who trips and falls on the lawn. Kiana and Ailana exchange a look and start laughing.

AUKAI

(irritated, threatening)

Just wait till we're near the water!

LIKO

(laughing)

What are you going to do? Make a tiger shark attack me?

Aukai gets back on his feet.

AUKAI

I might! Don't test my nerve!

KAPENA

(to Liko)

Cut it out! Behave yourself, guys!

LIKO

(laughing)

Hey, Kapena, don't be a spoilsport!

Liko extended his hand and guided the vine towards her.

KAPENA

(stern)



Don't you dare! Or Mrs. Calasius
will hear of it.

Mana'o's mother, Mrs. Calasius, a strong-
willed woman in her 30s, opens the door.

MRS. CALASIUS

(amused)

Hear of what?

LIKO

(turning red)

Nothing!

Kapena shoots Liko a warning look, and Mrs.
Calasius looks at the children with
amusement.

THE SEVEN

(in unison)

Hello, Mrs. Calasius!

MRS. CALASIUS

Hello, children!

Aukai jumped to give Mrs. Calasius a high-
five.

FADE OUT

SCENE TWO

FADE IN

INT. MANA'O'S HOUSE - EVENING

The seven take off their shoes. Some fall spreadeagled on the
carpeted floor, while others sit on the floor.

MRS. CALASIUS (CONT'D)

What brings you all here this fine
evening? Perhaps a study plan?

KIANA

(looking at Ailana)



Actually, Mrs. Calasius, we're here to visit you today!

MRS. CALASIUS

Me? I wonder what this is all about. Not that I mind you visiting me at all, my dear children.

KAPENA

Yes, because of something Mr. Merlyn shared with us today. We just had a big lesson with him!

MRS. CALASIUS

(raising an eyebrow)

Mr. Merlyn? What did he have to say?

AILANA

(leaning forward)

He spoke about the Atlantis and Lemuria disaster and about the mission we're destined to fulfill.

Mrs. Calasius's eyes narrow slightly with concern.

MRS. CALASIUS

And what, pray tell, did he reveal about this mission?

AUKAI

(lounging on the couch)

Oh, yeah! Loads of information, Mrs. Calasius. About the fate of the world and how we're the chosen ones to bring back Atlantis and Lemuria.

MANA'O

But we know how important it is!
We know that we are the ones who



must carry on with this mission
and bring back Atlantis and
Lemuria because fate must have
picked us for a reason, right?

Mrs. Calasius takes a moment, her expression shifting to a more serious one.

MRS. CALASIUS

(sincerely)

So, you've been entrusted with the
details of your mission. It's no
small responsibility.

MANA'O

(nodding)

We understand the importance, and
we're ready for it. But we also
realize there's much to learn and
prepare.

KAPENA

(in their usual low tone)

We're not exactly ready, but we
accept our destiny. I suppose we
have all accepted that this is all
that we had all been born to do;
it had been dished out to us at
the time of our very birth. But
the issue is that there is so much
more that we still need to learn
and to do, so much to prepare
ourselves with before we step out
and head toward this mission.

MRS. CALASIUS

(nodding)

Preparation is key. How much has
Mr. Merlyn shared with you so far?
What do you know?

The seven exchange perplexed glances.

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KAPENA

Where do we begin?

Mrs. Calasius raises her hand. She calmly waves her fingers, summoning a set of china cups, a kettle, and ingredients for tea. She arranges them neatly on a tray.

The group watches, unfazed by the magical display.

MRS. CALASIUS

(smiling)

Well, what did your most recent
lesson consist of?

She beckons them forward, an invisible force placing all the items on the coffee table around which they were gathered.

PEKELO

(leaning forward with a cup of
tea)

Well, at the beginning of today's
lecture, he was telling us all
about the history of the Atlantis
and Lemuria islands.

Mrs. Calasius mother, intrigued, takes a sip of her tea.

PEKELO

(continuing)

He told us about the destruction
but then came the interesting
part. I think it was very cool of
the survivors to pull themselves
together so quickly, and then he
told us about these big adventures
that the survivors went through to
collect some ancient items.
Ancient items, like some skulls.
Oh yeah, artifacts! Yeah, he
mentioned that the survivors went
all over the world to hide these
artifacts from the bad people and
to build the magical schools once
again so that they could continue



to teach magic to the younger ones.

Mana'o chimes in, her eyes sparkling.

MANA'O

(excitedly)

Yeah! He also said that we are legacies! He told us that we were born right when the disaster in the inner earth took place. He told us what we really have to do in this mission!

Mrs. Calasius listens attentively, nodding for them to continue.

KAPENA

He also mentioned the consciousness grids.

Mrs. Calasius leans forward, visibly more interested.

KAPENA (CONT'D)

He told us that there are dark forces that are also after the artifacts that we need to gather, but we have got to get to the artifacts before they do.

MRS. CALASIUS

Did he tell you how you'll find these artifacts?

Kiana pipes in.

KIANA

He told us that the survivors went back in time to gather the sources to rebuild the magic schools. Unfortunately, they also hid the magical items all over the world, so we would also have to travel back in time and all over the world to find those items and to gather sources to activate them so



that we could align them with the
right consciousness grid.

Kiana and Kapena share a nervous glance.

LIKO

(excitedly)

Oh, and guess what! Mr. Merlyn
told us that there are these
magical cities, Pelos and Telos.

MRS. CALASIUS

(raising eyebrows)

You mean Telos and Posid?

Aukai bursts into laughter, smacking Liko on the back of his
head. Liko, embarrassed, retaliates by chucking a spoon at
Aukai, hitting him right between the eyes.

LIKO

(grinning)

Yeah, whatever. He told us about
the cities of Telos and Posid,
where we would have to go to
activate some sort of computers, I
think?

Ailana stirs honey into her tea without touching the spoon.

AILANA

(nervously)

While that all sounds cool and
definitely some sort of adventure
that just about everyone dreams to
go on, I still have some questions
and doubts about it.

Mrs. Calasius raises her eyebrows quizzically.

AILANA

Have you ever traveled through
time? I mean, of course, you must
have, since you are one of the
survivors of the second moon event

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and are one of the people who gathered the sources to re-build the magic schools. But what I really meant to ask is, what is it like to travel through time? I mean, it can't really be as easy. Or is it true that you just step into an electric machine, and then the technology zaps you a few years into the past?

Mrs. Calasius takes another sip of her tea.

MRS. CALASIUS

That is a very good question, actually, Ailana. All of you have already been taught the basics of time travel, even though you are yet to master it. So let me tell you all about my experience of traveling through time.

The group becomes more attentive, eager to hear Mana'o's mother's tale. Aukai, always energetic, gulps his tea down quickly and sets the cup aside.

MRS. CALASIUS

(solemnly)

When I first started to learn time travel, it was very difficult for me. To travel through time, whether backward or forward, you have to imagine the time and place very clearly in your mind. Manifesting a three-dimensional body is vital not to get lost in space. Minor mistakes can land you a few years before or after your original plan, but bigger mistakes can lead to serious consequences.

Her tone grows more serious as she emphasizes the gravity of the situation.

MRS. CALASIUS (CONT'D)



Bigger mistakes can cause half of your body to be in the past and the other half to be in the future. These errors can cause you to materialize into another frame of time without your body or even rip your entire being and send it into deconstruction. Imagine the ripples it would send in the pool of time.

The children stare wide-eyed.

AUKAI

(nervously)

Did it just get a little dark in here?

Mrs. Calasius nods, acknowledging their fear.

MRS. CALASIUS

(grimly)

Yes, it is undeniably scary, but I must tell you all the truth so that you can prepare yourselves. While you have experienced traveling through time in smaller amounts, there is much more to learn, especially with a matter as important and complicated as time travel.

The children nod.

MRS. CALASIUS (CONT'D)

When we were traveling back in time after the second moon crushed the islands of Atlantis and Lemuria to get our hands on sources to revive the schools of magic, we came across an incident that is a truly terrifying example of the errors in time traveling.

Mrs. Calasius shuts her eyes as she recalls the memory.



MRS. CALASIUS (CONT'D)

One of the group members was particularly on edge. He... He was very frustrated with what fate had served us, and it was understandable. When we were just about to step back, he dematerialized right in front of our eyes, and...

Her voice trails off as emotions overwhelm her. She takes a deep breath.

MRS. CALASIUS

(teary-eyed)

He traveled back, and he must have messed up his proportions and split in two. We only found the upper half of his body...

KAPENA

(in a low voice)

No! I'm sorry you had to go through that, Mrs. Calasius.

MANA'O

This is terrible!

Ailana and Aukai exchange somber glances, a glimmer of tears in their eyes, while the rest are stunned into silence.

Mrs. Calasius clears her throat, gathering herself to continue.

MRS. CALASIUS

(assuringly)

My brave, brave children. I did not tell you all this to scare you but to remind you of the importance of learning, focus, dedication, and, most importantly, sticking with each other and holding hands, metaphorically, with your close ones. You are heroes. You are legacies. Fear



cannot stop you; do not let it try
to do so.

Pekelo expresses his awe and gratitude for their sacrifice.

PEKELO

(amazed)

Wow... That must have been truly
terrifying. But it was awfully
brave of all of you to put
yourself through such risks just
so that future generations can
learn magic, too. I don't know
what to say. That was amazing.
Thank you.

Mrs. Calasius smiles proudly, touched by Pekelo's words.

KAPENA

(curious)

What happens when the mission is
over? Mr. Merlyn told us all about
what we had to do - gather the
artifacts, perform the magic
ritual, align it with the
consciousness grid, and so on. But
what then? What happens after it?

Mrs. Calasius takes a moment to contemplate the question.

MRS. CALASIUS

(with a mysterious look)

Then you carry on.

Mana'o seeks clarification, prompting her mother to elaborate.

MANA'O

(questioning)

Carry on?

MRS. CALASIUS

(nodding)



Yes, carry on. After you successfully complete your mission, the magic won't just die away. Your greatness will carry on and continue to aid the world of magic for as long as you live.

AILANA

(confused)

What does that mean?

Ailana suddenly gasps, her eyes roll up, and her body goes rigid. The group gathers around her in concern. The atmosphere is tensed.

Mrs. Calasius rushes to her side and rubs her arm soothingly.

MRS. CALASIUS

(concerned)

Ailana?

Aukai shakes her shoulder roughly.

PEKOLO

(concerned)

Ailana? Hey! What happened? Are you hurting?

KAPENA

(realizing)

Wait a minute... I think she is having a vision. That is what happened a few months ago when she had a little vision of Pekolo getting hurt, and later on, he was caught in a minor sports accident, remember? Look! Look at her eyes. They became like this at that time too, small pupils and all!

Pekolo, panicked, tries to comfort Ailana.

PEKOLO

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(worried)

But she looks like she can't
breathe! What if something happens
to her?!

Liko and Kapena exchange a look.

LIKO

(explaining)

Hey, dude, Kapena is right. I
remember -

Ailana takes a sharp breath, dropping forward and holding
herself up with her palms flat on the floor, breathing rapidly.
The room is filled with a tense and uncertain atmosphere.

MRS. CALASIUS

(smiling)

Ailana, what happened, my child?

She gently caresses Ailana's hair, concerned.

AILANA

(nodding)

Kapena is saying that you must
have had a vision. Are they
correct?

Ailana nods again, her breathing gradually returning to normal.

AILANA

(shakily)

Yeah, they're right. I did have a
vision.

Pekolo, still worried, leans in, eager for details.

PEKOLO

(eagerly)

What did you see? Are you okay?

AILANA



(smiling)

Yes, I'm okay. And about what I saw, I think my question was answered in the vision.

Ailana catches Mrs. Calasius's bewildered expression.

AILANA (CONT'D)

I saw... us, but much older and different looking. We were... Okay, I know that this will sound crazy, but I am just telling you what I saw. I saw myself, Liko, and Mana'o, standing in a rocky area. I think it was a mountain, and we were... we were channeling the power of Gods through ourselves.

Mrs. Calasius's eyes widen, and a gasp escapes her, drawing everyone's attention.

MANA'O

(concerned)

What is it?

Mana'o holds her mother's hand, seeking reassurance.

MRS. CALASIUS

(explaining)

We, the elders, survivors of the moon disaster, had decided to tell you this later on in your training, but I guess there is no covering it anymore. It was originally supposed to be revealed to you after you had mastered the art of traveling through time because, well, it is something related to this matter and is one of the high-focus points of your powers.

She decides it's time to disclose information that was once meant to be kept secret.



MRS. CALASIUS

(revealing)

When you learn an aspect of magic as strong as time travel, you happen to unlock a few other aspects too. These aspects are interconnected. When you learn to fully take complete control of your body and manifest it in and out of existence as you please, time travel is not the only skill you can achieve. You can also channel yourself through another medium.

She notices the confusion on their faces and adds a touch of reassurance.

MRS. CALASIUS

(smiling)

Call it like a ship carrying a message to another land. That is why the medium is also called a ship or a medium ship. Why ship? Because the medium and the channeling person may seem one, they are in actuality far apart, like two opposite shores of an ocean. The medium itself gets transported to the spirit world while the channeling person's spirit is sent to the medium's physical form. I know that it must be all very confusing.

She observes their reactions, acknowledging each of them with a nod.

MRS. CALASIUS

(continuing)

But you will get the hang of it once you learn it, which, I must mention, is not too close but also not too far away.



She sits back, crossing her legs, preparing to reveal more.

MRS. CALASIUS

(sincerely)

When you can channel yourself through a ship, you also become a ship or a medium yourself. So when the prophecy revealed that you children were destined to give life to Atlantis and Lemuria once again, it also mentioned that the Gods and gurus that had been hidden away from the world after the disaster would make their return. And their medium would be you.

The group stares at her, a mixture of dumbfounded and scared expressions on their faces.

LIKO

(astonished)

We will be Gods?

MRS. CALASIUS

(smiling)

Not exactly. No, you won't become Gods, but the Gods and the gurus that once led the islands of Atlantis and Lemuria to success will channel themselves through you, and after your mission, you will serve the galactic federation and the positive Illuminati.

Aukai reacts with shock at the mention of the Illuminati.

AUKAI

(shocked)

The Illuminati?! Aren't they, like, the all-ruling police or something?

Mrs. Calasius nods in confirmation.

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MRS. CALASIUS

(nodding)

You can say so. They are the ruling authority that works to keep the world of magic running in order and to keep the negative side at bay.

She continues to explain the complexities of time travel and channeling, addressing the potential risks.

MRS. CALASIUS (CONT'D)

Now, this time, traveling and channeling business can also be tricky because once you make contact with the spirit world, they can make contact with you too. It cannot be denied that the negative Illuminati or other evil forces won't try every means to get their hands on you, but that is what you are being trained for. That is why, in school, you are taught to connect with different star alignments so that you can gain a new chakra for yourselves, new light bodies, or auras.

MANA'O

But why do we need to change that?

Her mother explains the importance of spiritual cleansing and the practicality of altering their spiritual identity.

MRS. CALASIUS

(explaining)

So that the spirits do not latch on to you. Spirits are not physical bodies, it is obvious, so they cannot see yours either. However, they can sense your spirit, your chakra, and your



aura. These things are easily detectable if you have a strong hold on magic. That is why it is best to keep cleansing your aura every once in a while to rid yourself of bad energy. Better yet, you can completely change it to throw off your enemy and update your spiritual identity. It creates a unique source of energy, a different flavor, you can say.

Aukai and Liko, overwhelmed by the information, slump back on the floor.

LIKO

(exhausted)

That is a lot of information to process. I think I'm going to need a month-long nap.

Mrs. Calasius laughs, indicating a shift in the mood.

MRS. CALASIUS

(laughing)

Well, it's a good thing that it's time for supper now, isn't it? Let's go.

THE END

