

"Dan Dandeline from Doonah"

An Animated Children's Series

Written by

Erika June Smith

ACT ONE

FADE IN:

EXT./EST. STREETS OF DOONAH - MORNING

Doonah is an old German-style village with cute, colorful homes, cobblestone streets, and lush greenery. VILLAGERS travel throughout the streets. Some push carts full of vegetables while laughing children skip along the cobblestone.

NARRATOR (V.O.)

Once upon a time, in a land not so far from here and a time not so long ago, the village of Doonah was filled with happiness, joy, and magic.

Some villagers ride unicorns through the town. The unicorns's hooves don't touch the ground. They glide one foot above the ground below them, and faint rainbow trails form behind them as they run.

The unicorns run past SCHOLASTICA's fortune telling turnip stand. Scholastica is an elderly man with a long beard who reads fortunes off the inside of purple turnips.

NARRATOR (V.O.)

But even in the enchanted village of Doonah, something evil was brewing beneath the surface.

A villager pays for a turnip reading at Scholastica's stand. Scholastica snaps a turnip in half and reads its markings. Scholastica's eyes widen.

SCHOLASTICA

Another one. Another turnip says the end is approaching.

NARRATOR (V.O.)

It's up to one boy to save this village: Dan Dandeline from Doonah. He doesn't know that yet though. Today, Dan is on his way to karate class.

DAN DANDELIN skips past Scholastica's stand. He's a eight-year-old inquisitive boy with endless energy.

DAN

Good morning, Scholastica.

SCHOLASTICA

I wish I could say the same to you,
Dan.

DAN

Don't worry. We're going to show
today who's boss.

Dan roundhouse kicks the air.

ZELIE (O.S.)

You call that a roundhouse kick?

Dan's friend ZELIE VINUR jumps into screen with a flying
front kick. When she lands, Dan and Zelig duel. They punch
and block each other like quarreling siblings.

DAN

Master Verndari says I have a great
roundhouse kick.

ZELIE

Oh yeah? Then why am I his star
student?

Zelig punches Dan in the stomach.

DAN

(out of breath)
Okay, you win.

ZELIE

That's what I thought. Come on,
we're going to be late for class.

Dan and Zelig run up the cobblestone street together.

EXT. KARATE STUDIO - DAY

MASTER VERNDARI pats STUDENTS on the back as they exit his
studio.

MASTER VERNDARI

Good work today, Kristopher. Nice
front kick, Agnes. Keep working on
that rising block, Beatrix.

Zelig almost runs past Master Verndari --

ZELIE

Good class, Master Verndari.

-- but Master Verndari pulls her shoulder back.

MASTER VERNDARI

Not so fast. Remember what I said
about patience and discipline,
okay?

Dan quietly waits quietly behind Zelig.

ZELIE

I know. I know.

MASTER VERNDARI

Good, now run along then.

Zelig bolts off.

DAN

Thank you for the class today,
Master.

Dan bows gratefully.

MASTER VERNDARI

You are most welcome, Dan. How's
your mother?

DAN

She's okay. Just working a lot.

MASTER VERNDARI

Sounds like you.

DAN

I want to be a master too one day.

MASTER VERNDARI

You will. I'm sure of it. Go catch
up to Zelig now.

Master Verndari watches Dan chase after Zelig.

DAN

(shouting)

Zelig. Zelig, wait up!

ZELIE

(shouting back)

Run faster!

Verndari CHUCKLES to himself. He shakes his head then walks
back into his studio.

INT. DAN'S COTTAGE - EVENING

The sun is setting over the village of Doonah. Inside his cottage, Dan does strength training exercises. He squats then performs a side kick as he rises.

DAN

Twenty-one... twenty-two... twenty-three...

Dan's mother MARY DANDELIN walks through the front door. She hangs her jacket by the door. Dan runs to hug her.

DAN

Mom! It was getting so dark.

MARY

Oh Danny, you know I will always be back before the sun goes down.

DAN

I just don't want the Banshees to get you.

Mary tucks Dan's hair behind his ear.

MARY

They won't. I promise.

She pulls Dan into a tight hug.

MARY

Now let's make dinner and go to bed. Hmm?

DAN

Can we make Schnitzel tacos?

MARY

On a Monday? You know we eat tacos on Tuesdays. How are your kicks coming along?

DAN

I can kick so high now. Look!

As Mary and Dan leave the room, Dan does a few front kicks. Mary LAUGHS.

INT. DAN'S BEDROOM - NIGHT

Mary tucks Dan into bed.

MARY
Remember what we say before bed?

DAN & MARY
Hear no evil, do no evil.

MARY
That's right.

Dan grabs a pair of earplugs off his bedside table. Mary pulls some out of her pocket. They both plug their ears.

When they have their earplugs in, Dan and Mary speak in sign language.

MARY
(in sign language)
I love you.

DAN
(signing back)
I love you too.

MARY
Sweet dreams.

She kisses Dan's forehead. He closes his eyes to sleep.

INT. DAN'S BEDROOM - LATER THAT NIGHT

BANSHEES HOWL outside Dan's window. Their song is terrifying yet somehow mesmerizing. With his earplugs in, Dan can't hear them. He sleeps soundly.

Suddenly, his bed shakes. His mother's shadow races past his door.

Dan slips out of bed. He crosses to his door.

INT./EXT. DAN'S COTTAGE - CONTINUOUS

Dan cracks open his bedroom door. He peers at Mary. She's throwing on her jacket and shoes.

Mary flings open the cottage door. She locks it behind her quickly then races into the streets.

Dan grabs an extra set of keys next to the door. He follows his mother quietly.

EXT. STREETS OF DOONAH - NIGHT

Dan follows close behind his running mother. Eerie BANSHEES trail them both. They scream into Dan and Mary's ears, but they both ignore the monstrous creatures.

EXT. KARATE STUDIO - CONTINUOUS

Verndari's karate studio is completely engulfed in flames. VILLAGERS run back and forth from a well to the building with buckets of water. They throw water on the flames, but it doesn't help much.

Mary grabs a bucket. She joins the villagers trying to help.

Nearby, Master Verndari lies in two villagers arms. They run a wet rag over his forehead.

The characters' earplugs are still in, so they can't hear Dan when he screams.

DAN
(screaming in silence)
Master Verndari.

Dan runs to Verndari's side.

DAN
(signing)
Are you okay?

Verndari uses the little strength he has left to sign back.

MASTER VERNDARI
(signing back)
Dan, I went back inside to get you these.

Verndari hands Dan a pair of lederhosen.

DAN
I don't understand.

MASTER VERNDARI
Go into the forest. Find the sprites. They will explain.

DAN
Why me?

MASTER VERNDARI
YOU...

Verndari's hands drop before he can sign anything else. He breathes his last breath. The villagers that hold him SCREAM and wave their arms. Mary looks over. She finally notices Dan.

MARY

(screaming silently)

Dan!

Mary runs to Dan. She grabs his arm. Dan clutches the lederhosen close while his mom pulls him away from the scene.

Dan takes one last look at Verndari as he and his mother run home. He tips his head in a slight bow.

FADE OUT.

END ACT ONE

ACT TWO

FADE IN:

INT. DAN'S BEDROOM - THE NEXT MORNING

Dan lies wide awake in bed. He stares at the lederhosen, draped over a chair on the over side of the room.

Zelie KNOCKS loudly on the window over Dan's bed. He looks up to see her outside. Dan takes his earplugs out then slides the window open.

Zelie climbs into the bedroom without a second thought.

ZELIE

Did you hear about what happened to Master Verndari's studio last night?

DAN

Yes, I --

ZELIE

It burned down! The whole thing --
(motioning with her hands)
Whoosh! Gone. Doneso. No more.
Zilch. Hasta la vista, baby.

DAN

I know it --

ZELIE

Where are we supposed to learn karate now? Master Verndari said with my extreme skill and talent, I could defeat all the Banshees in one roundhouse kick.

She demonstrates her "extremely skilled" roundhouse kick.

ZELIE

I bet Master Verndari is already building another studio. He wouldn't leave me -- his prodigy -- with no place to train. I suppose if it's farther away, that will give me more time to practice --

DAN

(shouting)
Zelie!!!

ZELIE
 (crossing her arms)
 You don't have to shout.

DAN
 Master Verndari didn't make it
 through the fire either.

ZELIE
 WhAAAAAAAAAAAAATTTTTTT??????????

She paces frantically.

ZELIE
 That's not true. I would know if
 Master Verndari was gone. I could
 sense it. Karate masters have a
 psychic connection --

DAN
 (more assertive)
 I was there, Zelie. I followed my
 mom to the fire, and Master Verdari
 was lying there. He could barely
 breathe, but he said he went back
 inside to get this.

Dan shows her the lederhosen.

ZELIE
 Lederhosen? Why would he give you
 this?

DAN
 I don't know. He said that if I
 went into the forest, the sprites
 would explain.

ZELIE
 I understand now. Master Verndari
 hand-selected me, Zelie Vinur, for
 a hero's journey into the forbidden
 forest of Doonah. Thank you,
 Master, for this message from the
 Great Beyond.

Zelie bows her head. After an incredibly short moment of
 silence, she grabs Dan.

ZELIE
 Let's go.

Dan resists Zelie as she pulls him out of the room. Finally,
 he rips his arm back.

DAN

Hold up. We don't even know what's in the forest, Zelig. That's why we're not allowed there.

ZELIE

Don't be a scaredy cat. Master Verndari told us to go.

DAN

We will, but we need some sort of map.

ZELIE

Where would we get that?

Dan and Zelig look at each other knowingly.

EXT. SCHOLASTICA'S TURNIP STAND - MORNING

Scholastica SHOUTS at his fortune telling turnip stand.

SCHOLASTICA

Turnips! Get your fortune read off a magical TURNIP! They see the future, and they taste good too.

Zelig and Dan run up to the stand.

DAN

Scholastica, we need your help.

SCHOLASTICA

Sorry, children. I have work to do.
(shouting again)
Turnips. Know your future with
TURNIPS.

ZELIE

We need a map to the forbidden forest.

This catches Scholastica's attention.

SCHOLASTICA

Come with me.

Scholastica leads them into a tent.

INT. SCHOLASTICA'S TENT - CONTINUOUS

Scholastica's tent is filled with celestial decor and knickknacks from around the world.

DAN

Woah, where did you get all this stuff?

SCHOLASTICA

I've travelled through the lands of Zoonah, Hoonah, Loonah, and Bloonah... and they all led me here, to my true purpose in Doonah.

Zelie grabs an extravagant staff off a table. She twirls it around like a Bo staff.

ZELIE

Wow, I could take out so many Banshees with this.

Scholastica grabs the staff.

SCHOLASTICA

(stern)

Do not touch the great long stick of Hoonah.

ZELIE

Okay, message received.

(to Dan)

What is with this guy?

Scholastica rolls out a scroll on a table full of knickknacks.

SCHOLASTICA

Tell me children, what leads you to the forbidden forest?

Dan and Zelie look at each other. They turn their backs for a team huddle.

DAN

Should we tell him?

ZELIE

Are you kidding? He thinks turnips taste good. We can't trust him.

Behind them, Scholastica pulls a turnip out of his pocket. He nibbles on it.

DAN
Okay, but we have to tell him something.

ZELIE
Fine.

They turn around.

DAN
We're doing a report on the Silver Sprites for a school project.

SCHOLASTICA
(gasp)
The school board accepted my petition to open the forbidden forest for young scholarly researchers?

DAN
You bet!

ZELIE
I would have come up with a better excuse, but yeah.

Dan elbows Zelie.

SCHOLASTICA
Finally some recognition.

He points to locations on the map.

SCHOLASTICA
Okay, children, to find the sprites you must first pass through the Tangled Vines of Gualberto. Take this billhook for safe passage.

Scholastica hands Dan a billhook.

ZELIE
I'll take that.

Zelie takes the billhook from Dan.

SCHOLASTICA
Then you must cross the Hidden Bog of Adjutor. Follow the trail of glistening trees, and if one of you strays from the trail... well, the other will need this.

Scholastica whips out a short staff that extends to 11 feet long.

ZELIE

As designated warrior of this mission, I will also take that.

Zelie grabs the staff.

SCHOLASTICA

Only once you pass through the arc of glistening trees will you arrive at the Springs of the Silver Sprites.

DAN

Thank you, Scholastica. Thanks to you, we'll definitely get an A.

SCHOLASTICA

Of course. Please also take these turnips for nourishment and foresight.

Scholastica tries to hand Zelie a large bag of turnips.

ZELIE

Dan will take those.

Dan accepts the turnips with a fake smile.

EXT. OUTSKIRTS OF FORBIDDEN FOREST - DAY

From a distance, Dan and Zelie watch the entrance to the forbidden forest. They hide behind a bush while a small GROUP OF GUARDS hang out at the forest entrance.

Dan carries a backpack filled with the supplies that Scholastica gave them.

ZELIE

You create a distraction, and I'll run into the forest while the guards aren't looking.

DAN

But then how am I going to get in?

ZELIE

If I must brave this mission alone, I will.

DAN

I need to come too. Master Verndari would want me to go.

ZELIE

Do you have a better plan?

DAN

Creating a distraction is a good idea. I'm just not sure how to get both of us into the forest.

A LOCAL VENDER walks through the nearby town with a cart. She rings the bell on her cart.

LOCAL VENDER

(shouting)

Schnitzel. Get some fresh fried schnitzel.

The guards CHATTER happily. They leave the entrance to get some schnitzel. Zelig and Dan look at each other. They run into the unguarded entrance.

EXT. FORBIDDEN FOREST - DAY

Inside the forest, the foliage is thick. A gloomy canopy blocks out most of the sun overhead. Some beams of light break into the forest here and there.

Near the entrance, it's mostly big pine trees and brush along the forest floor.

ZELIE

Zelig Vinur, master of karate, is here. Inside the Forbidden Forest.

DAN

Keep it down. The guards may still be able to hear us.

ZELIE

Relax. They're probably still pouring gravy over their schnitzel.

Dan pulls a smaller version of Scholastica's map out of his backpack. He unrolls the scroll.

DAN

It shouldn't be long until we get to the Tangled Vines of Gualberto.

ZELIE

Uhm, Dan.

Dan looks up. A thick wall of vines covers the forest in front of them.

DAN

Those vines sure are tangled.

Dan takes out the billhook, but Zelig snatches it from him.

ZELIE

Allow me.

Zelig strikes down the vines in front of them. Dan follows behind her.

EXT. VINES OF GUALBERTO - CONTINUOUS

ZELIE

(as she swings)

Ah! Aha! Yah! Haaaa-yah!

As they travel through the vines, Dan strikes up a conversation.

DAN

Zelig, what do you think the sprites are going to say when we find them?

ZELIE

They're probably going to explain the rest of Master Verndari's mission for me.

(with a swing)

Ha-yah!

DAN

Maybe Master Verndari has a warrior mission for me.

ZELIE

Ha! You haven't even perfected your side snap kick yet. Me, I could knock all of these vines down in...

(performing a side snap kick)

One... stealthy... KICK!

Zelig kicks the patch of vines in front of her, but her foot gets caught in the lush greenery. She wriggles as she tries to pull her foot out, but her foot only gets more tangled.

ZELIE

Ah! Argh... No! Do not test me, vines. I am a brown belt in Kyokushin karate and I will end you.

DAN

Drop the billhook. I can get you out.

ZELIE

I don't need your help.

A vine tangles Zelig's arm and forces her to drop the billhook. Dan grabs it quickly. He cuts all the vine entangling Zelig in a few skillful swipes.

Zelig catches her breath.

ZELIE

That doesn't count. Those vines were playing mind games.

DAN

Is your foot okay?

ZELIE

It's fine. Just a little warrior's wound.

Zelig's ankle swells up.

DAN

Your ankle is swelling up. I think you twisted it.

ZELIE

I didn't do anything. Those jedi vines did.

DAN

Let's see if we can make a brace.

Dan looks around. He chops some nearby vines and weaves them into a brace.

DAN

Does that feel better?

ZELIE

Good as new. Zelig Vinur is back on the move.

Zelig gets up. She grabs the billhook again. With each swing, she WINCES a little.

ZELIE

(wincing)
Ah. Grrr. Gah!

DAN
I could take the billhook now if
you want.

ZELIE
A warrior never quits.
(swinging and wincing)
Ah! Ha! Haaaa... Hah!

PAN OUT into the lush canopy of trees as Zelie swings with
pain.

EXT. OUTSKIRTS OF HIDDEN BOG - LATER

Zelie takes a final swing to the Vines of Gualberto.

ZELIE
Haaaaa - YAAAAAAAHAH!

The last of the vines fall to the ground. They reveal a
peaceful forest clearing.

ZELIE
Freedom!

Zelie starts to run into the clearing, but her run turns into
more of a limp with her twisted ankle.

DAN
Be careful. Scholastica said the
Hidden Bog of Adjutor would be
around here.

ZELIE
Have you seen this place? There's
no bog here.

She takes a couple of grandiose steps back, and her twisted
ankle sinks into a shallow part of the bog. Zelie SHRIEKS in
pain.

ZELIE
Oh geez. This is how it ends.
(more wringing in pain)
Ahhh.... gahhhhh.... Noooooo.

Dan grabs Zelie's arm and pulls her out.

DAN
That's why it's called a hidden
bog.

ZELIE

You don't need to rub it in.

DAN

Okay, we're supposed to follow the shining silver trees so that neither of us falls into the bog again.

ZELIE

Do any of these trees look silver to you?

Dan spots a shining tree out of the corner of his eye.

DAN

Yes.

He and Zelig approach the silver tree. They stare at it in awe. Its leaves are a brighter green than the other trees, and the leaves glisten with silver droplets of dew. It's magical.

Beside the original silver tree, another also glistens with silver.

DAN

Look, this one's silver too.

Dan grabs onto the next silver tree trunk.

DAN

Stay close to the silver trees.

ZELIE

Okay. But you're going first. Not because I'm scared. I just want to give you a chance to lead.

Zelig follows behind Dan. They disappear into the bog as the silver trees lead them further and further in.

EXT. SILVER ARCHWAY - LATER

Zelig and Dan hop from silver tree to silver tree. They're weary from the day's travels.

ZELIE

Are we there yet?

DAN

Not yet.

ZELIE

Are you sure you didn't get us lost?

DAN

I don't think so.

ZELIE

I wouldn't have gotten us lost. I'm an expert navigator. I've been pre-accepted into AP Geography.

Dan notices a glistening silver arch of trees ahead.

DAN

Uhm, Zelig.

ZELIE

I know what you're thinking. Zelig's only in 3rd grade, but the headmaster of Doonah High School personally reached out to me, and said "Zelig, you've been pre-accepted into AP Geography."

DAN

Zelig, I think we're here.

They both stand underneath the arch. Leaves sparkle over their head.

ZELIE

Well, duh. I knew that.

Zelig starts to cross underneath the arch, but Dan pulls her arm back.

DAN

Wait, Zelig. We should be careful.

ZELIE

There's no time to be careful.

DAN

I know, but the sprites are a warrior race, and they haven't seen a human in years.

Zelig pulls her arm away from Dan. She bolts in.

ZELIE

Come on, scaredy cat.

DAN
Zelie, wait --

Dan chases after Zelie.

EXT. SPRINGS OF THE SILVER SPRITES - CONTINUOUS

The springs around Zelie and Dan are breath-taking. A rocky valley surrounds all three sides of the springs in front of Zelie and Dan. Smaller waterfalls cascade in from the left and right, and one main waterfall pours into a shining lagoon at the center of it all. A small island sits in the heart of the lagoon.

Dan and Zelie walk closer to the lagoon. They whisper.

DAN
Okay, this is definitely the
Springs of the Silver Sprites.

ZELIE
I thought you said the sprites were
a warrior race. I don't see them
anywhere.

Someone watches Dan and Zelie from a hole in the rocks.

DAN
Maybe they abandoned the springs?

ZELIE
Ah come on! How am I supposed to
complete my mission now?

Zelie kicks a rock.

DAN
No, Zelie!

Before Dan can stop the rock, it skids into the lagoon then plops in with a big SPLASH. There's a moment of silence.

SPRITE (O.S.)
Attack!

SPRITES appear out of every rock's nook and cranny. Dan and Zelie both SCREAM. The sprites jump down on top of them.

CUT TO BLACK.

END ACT TWO

ACT THREE

FADE IN:

EXT. SPRINGS OF THE SILVER SPRITES - EVENING

Dan and Zelig start to come to. They're both tied to a rock on the lagoon's island, and sprites surround them on every side.

ZELIE
(mumbling)
Right kick.... Front kick... huh-
yah...

Zelig tries to kick in her sleep, but the rope holds her back. She fully opens her eyes.

ZELIE
Ah!

Her scream gets Dan's attention. He opens his eyes.

DAN
Huh?

Zelig makes eye contact with a sprite. She wiggles underneath the rope.

ZELIE
Let me out! I need to karate chop
you.

DAN
Stop threatening to karate chop
them. We're friends.

The chief of the silver sprite clan, ELIGIUS, stands in front of all the sprites.

ELIGUIS
Some friends you be. Trespassin' on
our land. Defacin' our property.

DAN
We didn't mean to do that. We
didn't know you still live here.

ELIGUIS
A likely story. We heard you and
your friend talking. You was
searchin' for us. To kill us.

DAN

What? No. We never said that.

ZELIE

I'll drop kick you just as soon as
I break free.

She wiggles underneath the rope more.

DAN

Zelie!

ELIGUIS

Drop kickin' ain't gonna work on
us. No ma'am. We's gonna drop kick
you first. Into this lagoon!

The crowd of sprites CHEERS.

ELIGUIS

You see that sky?

Eliguis points to the sky. It's quickly turning pink with the
sunset.

ELIGUIS

When that wee sun disappears, this
here lagoon gonna be filled to the
tippy top with the waters... of
your death!

The sprites CHEER LOUDER as the water gets closer to Zelie
and Dan's feet.

ZELIE

(to Dan)

We're going to die.

DAN

We'll figure a way out. You're a
warrior, remember.

ZELIE

I can't do anything without my
karate.

(louder)

We're going to die, and it's all
because of a dumb pair of
lederhosen.

The sprite stop mid-cheer.

ELIGUIS

Did'ya say lederhosen?

DAN

Yes. Our karate instructor gave me a pair of lederhosen, and he said you'd know what to do with them.

ELIGUIS

Check his bag, boys.

A sprite pulls the lederhosen out of Dan's backpack.

SPRITE

(also with an accent)
Thee story checkin' out, boss.

ELIGUIS

A'ight. Let 'em go.

A couple of sprites untie Zelig and Dan from the rock. Eliguis drops his thick accent, and he acts more composed.

ELIGUIS

Sorry about that. We're just a tad territorial. I'm Eliguis, chief of the Silver Sprites. Pleased to make your acquaintance.

Eliguis flies over to shake Dan and Zelig's hands.

DAN

I'm Dan Dandelion from Doonah.

ZELIE

And I'm Zelig Vinur. What happened to your accent?

ELIGUIS

I've found that a barbaric tone is more frightening when you're sending someone to their death.

Dan and Zelig both nod. Fair enough.

ELIGUIS

So, Verndari sent you, huh? Nice guy.

ZELIE

Yes, he hand-selected me for a warrior mission.

ELIGUIS

He gave you the lederhosen?

DAN

Well, no. He gave them to me when our karate studio burned down.

ELIGUIS

The legends are true. Out of the fires will arise a child brave enough to face the dark forces that control us. Dear child, put on the lederhosen.

ZELIE

Okay, but they don't match my shirt...

ELIGUIS

Not you. Dan.

The sprite with his lederhosen carries it to Dan. Dan slides the lederhosen on over his clothes.

ELIGUIS

Go on, then. Jump.

Dan jumps in the air, but his feet never return to the ground. He's floating in the air.

DAN

Woah...

ZELIE

What the...

ELIGUIS

It is true. The lederhosen's magic can only be activated when worn by the chosen one. Dan Dandeline from Doonah, you will save us all.

DAN

I don't understand. Doonah is a magical place.

Eliguis SIGHS.

ELIGUIS

There is good magic and there is bad magic. Doonah, as good as it seems, was built on bad magic.

As Eliguis stares into the distance, the story he tells is illustrated on screen.

FADE TO:

EXT. VALLEY OF DOONAH - DARK DAY

The CHIMERA stands on a rock ledge. She overlooks a barren valley below.

ELIGUIS (V.O.)

Many years ago, a beast with the head of a lion, body of a goat, the wings of a dragon, and a serpent's head for a tail stumbled upon the barren land of Doonaught. We call this beast the Chimera.

Skeletons of dead travelers line the valley below.

ELIGUIS

Doonaught was uninhabitable. No traveler who crossed this no man's land made it out alive.

The Chimera swoops into the valley below.

ELIGUIS

But among all this death, the Chimera saw potential.

As the Chimera walks through the valley, flowers grow beneath each of the beast's steps.

ELIGUIS

The Chimera gave life to a bountiful forest where sprites, mermaids, unicorns and more would soon dwell in perfect harmony.

We see the SPRITES, MERMAIDS, UNICORNS, and other various magical creatures build homes in the forest.

ELIGUIS

Humans built a village near the forest where they could live off the forest's magical bounty. The land of Doonaught became the land of Doonah.

The first few SETTLERS OF DOONAH build houses on the once-barren valley that Chimera gave life to. The Chimera watches them from her rock ledge.

ELIGUIS

This did not please the Chimera, for you see, she had built the forest of Doonah so she could one day harvest its magical power.

Banshees chase the settlers through their village.

ELIGUIS

Her followers, the Banshees of Doonah, began to terrorize the settlers of Doonah. They cry for their leader, the Chimera in the night, and await her faithful return to devour what she planted.

The Chimera flies away from the land of Doonah with a determined look in her eyes.

FADE TO:

EXT. SPRINGS OF THE SILVER SPRITES - AS BEFORE

DAN

I don't understand. What does any of this have to do with me?

ELIGUIS

With your bravery, karate skills, and magical lederhosen, you are the only one strong enough to defeat the Chimera. You can save the land of Doonah from being devoured.

Zelie throws her hands in the air.

ZELIE

Ah come on!

The sprites turn to Zelie.

ZELIE

I've spent every weekend since I was two-years-old practicing karate, and he's the one who gets the magical lederhosen???

DAN

(meekly)

I practice every weekend too, Zelie.

ZELIE

This system is rigged.

Zelie stomps her way out of the lagoon. She heads for the silver archway.

ELIGUIS
 (calling out)
 No child, he needs you too.

ZELIE
 I don't care. Speak to the hand,
 Eliguis.

Zelie briefly turns around to make the shape of an "L" over her forehead.

DAN
 Zelie, wait!

He's too late. Zelie is sprinting out of the springs and into the bog.

DAN
 Ugh, Zelie. It's fine. She'll find her way back through the silver trees.

ELIGUIS
 I'm afraid not, my child. The sun is almost gone, and the trees don't shine in moonlight.

DAN
 Oh geez, and the Banshees are coming out soon. I have to save her.

Dan flies out of the lagoon.

ELIGUIS
 Wait, child. You musn't go alone. Take one of our warriors with you. Galentine Hugrakkur Hjarta, go with the child.

GALENTINE aka "Gal" steps forward.

GAL
 (saluting)
 Yes, sir.

DAN
 Come on, we don't have any time to waste.

Dan and Gal fly through the silver arch.

ELIGUIS
(calling out)
Good luck, my child. You're in good
hands.

The sprites wave to them as they go.

EXT. HIDDEN BOG - SUNSET

Dan and Gal weave through trees, but the sun is mostly gone,
and the trees glisten less and less.

DAN
How are we supposed to find her
now?

GAL
Watch this.

Gal blows some dust from her hands, and the silver trees
light up around them. They glisten brighter than before.

A banshee SCREECHES in the distance.

DAN
What was that?

Dan drifts towards the sound, but Gal pulls him back.

GAL
The first banshee of the night.
Stay close.

DAN
We have to find Zelig.

Zelig SCREAMS in agony.

DAN
That's her. She's not far.

Dan and Gal fly in the direction of Zelig's screams.

ZELIE
Dan! Help! Dannnnnnnn!!!!

They spot Zelig. Her legs are caught in the bog, and she's
quickly getting pulled further in.

DAN
Zelig!

Dan swoops in. He grabs the extendable staff out of his backpack, and he extends it out to Zelig. Zelig grabs on.

ZELIE

It's my ankle, Dan. It has my ankle.

DAN

Just hold on....

As Dan pulls Zelig further out of the bog, she screams in pain.

ZELIE

Ahhhhh.... Gahhhh... GAHHH!

Dan finally pulls Zelig onto solid ground. She breathes heavily.

ZELIE

My life flashed before my eyes. I saw the great beyond.

DAN

It's okay. You're safe now.

ZELIE

I'm sorry, Dan.

DAN

No, I'm sorry. I know how much karate means to you.

ZELIE

That's not an excuse to be a jerk to my friend.

Zelig and Dan hug.

GAL

If it helps, in the legend, the boy with the lederhosen has a great karate warrior friend who rallies the troops and helps him defeat the Chimera.

DAN

That's you, Zelig.

ZELIE

Huh. I guess it is.

DAN

How's your ankle?

Zelie's ankle has swollen up even more than it was before.

ZELIE

It's seen better days.

GAL

Let me help with that.

Gal's hands glow. She carefully motions them over Zelie's feet. Zelie's foot starts to glow, and it deflates back to its normal size.

ZELIE

Woah...

GAL

Stand up.

Zelie stands up like nothing was ever wrong.

ZELIE

Wow, it doesn't hurt at all. Thank you, uhm, what's your name?

GAL

I'm Galentine Hugrakkur Hjarta of the Hjarta warrior sprites, but you can call me Gal.

ZELIE

Gal it is.

Just as they shake hands, they hear another banshee SCREECH.

DAN

They sound so beautiful...

Zelie and Dan start to walk in the direction of the sound, but Gal pulls both of them back.

GAL

Oh no you don't.

Gal waves her hand over both their ears. Their ears glow then fade. They all begin to sign.

GAL

(in sign language)
You must resist the urge to follow the banshees. You'll have many more encounters with them.

DAN

Thank you, Gal.

ZELIE

Can we go home now?

DAN

Yeah, let's get out of this forest... together.

Gal extends her arms to the kids. They grab on. Dan, Zelig, and Gal fly up out of the trees over the forest canopy. They head towards Doonah together.

FADE TO BLACK.

END OF SHOW