

EXODUS

Television Series Treatment and Pilot Script

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PREMISE

EXODUS is a one-hour science fiction/fantasy adventure series, concerned with the activities of Commander Max Gunnarsson, his theft of Federation faster-than-light travel technology and his subsequent discovery that the current government of his world is dooming humanity to annihilation by an alien species, as well as the realization that he is much more than a normal human being.

This show is proposed as a thirteen-episode per-year series in a main, three-year story arc, with numerous sub-arcs taking place.

SETTING

Action and drama take place on three worlds in season one:

AZUL—Spanish for "Blue," a human-colonized world in the 29th century, the federal seat of Azul System, with its capital in New Sydney, Oz (Australia). Other countries on this system are Nueva Argentina (Argentina), Neue Schweiz (New Switzerland), America (USA) and Peru and Chile (together forming The Andina Federation on the moon, Luna).

The planet's gravity is 10.33 m/s², which makes it slightly higher than Earth's (which is 9.807 m/s²).

Azul revolves around twin suns and has three inhabitable moons: Sienna and Luna, both orbiting Azul, and far-off Vera, a satellite of the gas giant, Prometheus. Luna and Sienna have gravity similar to Earth's and Vera's is slightly lighter, making it a popular action sports destination.

Azul is an action location in episodes one and two. Luna, Sienna and Vera are only mentioned in dialogue.

Azul was discovered in the early 22nd century, and a fleet of slower-than-light spacecraft fled a barely functioning Earth for the new planet in the late 22nd century. This "Exodus" took nearly 300 years, with the colonists in a state of deep sleep. Arriving at Azul in the late 25th century, they had not received transmissions from Earth for nearly the entirety of their voyage. At the beginning of the series Azulian society is unaware that Earth was attacked and decimated by the Vrol.

Before humanity's arrival, Azul had no sentient life forms. It has expansive, colorful flora and non-sentient fauna, and the colonists were very careful about introducing alien (earthly) species into the new biosphere.

Old-Earth—humanity's world of origin. Gunnarsson returns to Earth in seven days, using faster-than-light technology he developed, finding a world devoid of fauna. He discovers that a virulent, amoebic plague had been set upon the world centuries prior, destroying all land-based, non-plant life, and is even more shocked when he finds out who did it.

Two locations seen in episodes two and three, and briefly in episode thirteen. Both of these locations are in Peru (Lima and Machu Picchu). Live filming could take place utilizing green screen, with approach shots to Lima and Machu Picchu done utilizing cinematic drones.

Future-Past Earth—Earth of the 43rd century, where mythical subspecies and creatures have been restored, all living in medieval kingdoms in Europe. Technology does not function in this world, but has been replaced by "natural technology"—magic. This was done by modifying the frequencies in which natural technology functions, enabling the reemergence of magic, lycans and vampires, the two main enhanced subspecies created by the Prīmūlī: the beings responsible for the creation of humanity, as well as the rest of the universe.

Seen in episodes three through thirteen. Action takes place in the fictional Rhönen Dominion, located in north-central Germany. Principal photography is done in and around an enormous massive castle complex, which is surrounded by a massive, lake-like moat. This moat is populated by highly intelligent, genetically altered, fresh-water Great White Sharks.

Filming could take place in any location with green forests and large plains.

CHARACTERS

Exodus will require up to 100 extras at most in some scenes (CGI can replicate troops in the battle scenes), but has roughly a dozen central characters, with only four principal leads and five supporting cast members. Three characters die in the first season, two of these being the major antagonists (episode twelve).

PRINCIPAL CAST

DR. MAXIMILIANUS XAVIER (MAX) GUNNARSSON

A commander in the Azulian Navy, Gunnarsson heads up the SIDE SPACE RESEARCH AND DEVELOPMENT PROGRAM. With a genius level intellect, Gunnarsson postulated the existence of a sub dimensional realm, which he named Side Space, in his doctoral thesis. He goes on to not only prove its existence, but develops highly technical machinery enabling faster-than-light (FTL) travel by hooking into Side Space Carrier Currents. The Federal Security Council mysteriously outlaws all Side Space trials and tests, claiming it is to not upset a massive fleet of aliens on their way to Azul, the Artusians. With roughly five years before these Artusians are to arrive, Gunnarsson goes rogue, developing his own, tiny FTL ship, and goes to Earth, intent on proving that his "hook drive" can and should be used in military spacecraft. He believes the navy should use their new FTL capabilities to go out and meet the Arusians in space. If they are friendly, then bring them back to great fanfare. But if not, to vaporize them before they reach Azul. As a scientist, Max is skeptical.

Once arriving at Earth, he meets an elderly man named Draagh, who reveals Max's very special nature to him. Max finds he is descended from lycans (his mother's side) and the Prīmuli (his unknown biological father's side).

Max is a handsome man, but by no means a model. He is slightly taller and more slender than his fellow Azulians, and has a medium-tanned complexion, inherited from his mother, Clarisa (who appears in a later book, or can be shown in episode one via a flashback scene when she gives Max her wedding ring).

Max has multiple degrees, including three Masters and a PhD.

PLACE OF BIRTH: CÓRDOBA, NUEVA ARGENTINA, AZUL

AGE: 28

RACE: DEGO (HISPANIC)

SUBSPECIES: LYCAN/PRIMULUS HYBRID (Activated on Future-Past Earth)

LIEUTENANT JENNIFER MARIE (JENNIE) ESCALANTE

As her title states, Jennie is a lieutenant in the Navy, serving aboard Azul's newest starship, the ADF REVOLUTION. She has been under the command of the same leadership since graduating from the naval academy.

Jennie is particularly beautiful, on par with any beauty queen on her world. Dark skinned, with glossy black hair and dark brown eyes, she attracts attention everywhere she goes. She is written having "magnificent breasts." She is also headstrong, ruthless and doesn't take kindly to Gunnarsson at first, but eventually falls in love with him.

Orphaned shortly after birth, she was raised in Buenos Aires by her elderly, adoptive parents, believing she was born in the city in which she was raised. She was actually born in Córdoba, and is unknowingly the younger sister of Rear Admiral Luigi Bagatelle, who also happens to be her commanding officer

Jennie has a Bachelors of Science degree.

PLACE OF BIRTH: CÓRDOBA, NUEVA ARGENTINA, AZUL

AGE: 24

RACE: DEGA (HISPANIC)

SUBSPECIES: LYCAN (Activated on Future-Past Earth)

DRAAGH

A mysterious, immortal being of the race called the PRĪMULĪ, Draagh has been keeping an eye on Max since his birth. He has created a series of events, bringing Max, Jennie and her commanding officer, Luigi Bagatelle, to Earth to train in order to save Azul from an impending alien invasion.

He is Max's grandfather, being the father of Michael The Taxiarch, who is Max's true father.

Draagh is the most powerful of the Prīmūlī, can command space/time and create alternate timelines at will. He also loves to smoke marijuana.

Draagh pretty much knows everything.

PLACE OF BIRTH: THE BEGINNING OF THE UNIVERSE

AGE: AS OLD AS THE UNIVERSE

RACE: PRĪMULĪ (LOOKS VIKING)

LIEUTENANT RYDER JOHNSON

A crass, egotistical and wealthy military officer, he is introduced as Jennie's boyfriend, serving with her on Bagatelle's ship, the ADF Revolution. However, his father is a permanent member of the Security Council, and has sent Ryder on a mission to sabotage Max Gunnarsson's efforts, steal Gunnarsson's ship and use its technology to retrofit vessels and make a new Exodus back to Earth.

Johnson has a Bachelors of Science degree, with an emphasis on law.

PLACE OF BIRTH: BUENOS AIRES, NUEVA ARGENTINA, AZUL

AGE: 27

RACE: BACHO (Caucasian)

SUBSPECIES: VAMPIRE (Activated on Future-Past Earth)

SPECIES, SUBSPECIES AND TECHNOLOGY

PRĪMULĪ

The First Ones, created at the beginning of time, command space/time, magic and genetic variances in all species in the universe. Able to take on any form, they most closely resemble Homo Sapiens Sapiens, as they were required to use their own DNA to make humanity. The Prīmūlī have 127 billion base pairs in their genome, as opposed to a normal human's 3 billion. They are the cause of religious legends, lore and superstitions, thanks to their infrequent interactions with their creations.

Some of these Prīmūlī (singular Primulus) rebelled and were cast from their realm, The Hub, which resides outside of space/time. These are what are called "The Grigori," and are later revealed (in the proposed season three) to be not only the creators of the Vrol, but also the antagonists attempting to wipe out humanity.

Seeing that humanity was not progressing as desired, the Prīmūlī set a mild, trans-mutagenic virus on Earth, causing enhanced genes to become inactive, and forcing humans to progress through wit, will and technology.

The Prīmūlī have complete access and control over what they refer to as "nature." They can also travel through time, and frequently do so.

See: Magic

HOMO SAPIENS (OLD-EARTH)

The Prīmūlī made various attempts at creating sentient life on Earth, but after the failures of Homo Erectus, Habilus and Neanderthalensis (among others), they were ready to give up. One final command by the universal consciousness, Jah, called them to action, and they created Homo Sapiens Sapiens, using Primulus DNA.

Called "*normals*" by the enhanced subspecies, ordinary humans were the crowning achievement of the Prīmūlī. However, the banished Prīmūlī, called The Grigori, constantly seek to eliminate humanity from the face of the universe. Their fear is biological parity, especially as thousands of humans have again regained the abilities of their ancestors.

HOMO SAPIENS (AZUL)

Virtually identical to their earthly ancestors, Azulians are slightly shorter with more robust builds, thanks to centuries of living on a planet with higher gravity than Earth. They have no active enhanced genetics, as the trans-mutagenic virus set upon humanity in the late 6th century has been passed along through reproduction. However, at the onset of the Vrol War, many inactive Azulian lycans are enhanced so they may participate in battle. This was done by changing certain humans on an as-needed basis, modifying their genetic frequency receptors to be in tune with natural technology (magic).

HOMO SAPIENS CANIS

Also known as Lycans, these were the first enhanced subspecies created. Their purpose was to protect the weaker normals and to assist humanity in its evolution. They must go through a renewal process every lunar cycle, which sloughs off the old cells and regenerates them, providing extremely long lives (over 3,000 years on average).

Lycans have a metered readout that they can see in their peripheral vision. It appears as three organic horizontal lines, each one denoting a particular energy level.

Red line: Health

Blue line: Stamina

Green line: Strength

Viewers familiar with certain video games will find the concept of this readout to be familiar, as it is a popular way to track character efficiency.

Max Gunnarsson, being a lyan/Primulus hybrid, also has a yellow line, which denotes his available magic levels.

Lycans have three forms of which to avail themselves:

Phase One, their natural state. In this form they have enhanced senses, reflexes and strength.

Phase Two is their slightly modified state. Elongation of limbs, enlarged canines, diamond-hard, claw-like fingernails and massively increased strength are the hallmarks of this transformational state. Mature lycans can enter into this state at will, and sometimes do so involuntarily, especially when under extreme stress.

Phase Three is the involuntary, werewolf form they take on during the full moon.

Weaknesses:

Lycans are susceptible to the SIX DEADLY METALS of the PLATINUM family. Effects range anywhere from what could be perceived as a mild electric shock, all the way to death, in the case of blood contact.

Lycans were deactivated on Earth in the late 6th century, as the Prīmulī wanted humanity to progress technologically, rather than via enhanced abilities.

HOMO SAPIENS MORTIS

Called Ghouls, or colloquially, Vampires, these cursed, rotting individuals were once beautiful and nearly immortal, having been created to manage waste (carrion). However, they rebelled against the Prīmulī (when they discovered consuming human blood would make them stronger) and were genetically altered to have extremely short lives (less than forty years), and are in a constant state of decomposition. Only the magic health particles that course through their systems hold their rotting bodies together. They are highly susceptible to ultraviolet radiation, and will burst into flames with prolonged exposure to the sun. The six deadly metals are also lethal to them, and more so than to the lycans.

They reproduce by infecting (turning) normals, usually against their will.

Ghouls have no enhanced or altered states, although they do have superior senses and moderately increased strength.

Vampires were deactivated on Earth in the late 6th century, as the Prīmulī wanted humanity to progress technologically, rather than via enhanced abilities.

HOMO SAPIENS MEDEIS

The least common of the enhanced subspecies, "mages" are extra-normal humans who have limited magical abilities. Varying with the individual, they can do things such as heat water, teleport within a restricted range in-world, temporarily change their appearance, create video-like communications screens and affect plants and animals to a certain degree.

Mages don't show any of their abilities until they reach maturity. In fact, no one knows who is a mage until this happens. The Prīmulī did this on purpose in order to protect those who would eventually be able to command nature.

Liliana was born an extremely rare lican/mage, but is unaware. When she is first seen in the series, she is waving a small tree branch around and it somehow lights on fire. This is the first indication of her being a mage, though no one pays it any mind.

Mages were deactivated on Earth in the late 6th century, as the Prīmūlī wanted humanity to progress technologically, rather than via enhanced abilities.

MAGIC

Called "natural technology" by the Prīmūlī, magic consists of varying types of semi-organic, self-replicating, subatomic nanobots, called "particles." Each individual particle is smaller than a Higgs Boson particle, and each type has a specific purpose. For example, health particles work to repair damage to an organic system, rebuild cells, tissues, and exist in all enhanced subspecies. These health particles enable a lycan to heal rapidly, as well as hold a disintegrating vampire together during its short life cycle. Particles that operate along the electromagnetic spectrum can do everything from bending visible light (and thus create invisibility shells) to vaporizing objects. Slipping, or teleportation, involves particles that bend space, bringing a person or object from one place to another instantaneously. Levitation is accomplished when untold numbers of special particles surround and lift an object or person.

Magic is manipulated via cantuses (spells). These are spoken or internalized in the Latin language, which was actually introduced to humans by the Prīmūlī. In fact, a series fan would be able to use a tool, such as Google Translate, to research and develop his or her own cantuses for cosplay or gaming.

Only a Primulus or a "mage" can control magic, with mages having very little abilities a compared to the Prīmūlī.

GHANLO

The non-sentient soul companion possessed by every Primulus, the ghanlo must be contained in an object owned by the Primulus, such as a sword, or a staff in Draagh's case. Outside its protective object it looks like a glowing, snakelike creature. In truth, it is a magical supercomputer that enables a Primulus unlimited magical access and the ability to travel the entire universe.

As Max does not yet possess a ghanlo in season one, he has limitations on the amount of magic he can expel in a certain period of time, and must wait for his levels to regenerate. For this reason he is allowed to use Draagh's staff to practice slipping (teleportation) around the castle. However, it is to Max's detriment when he attempts to use Draagh's staff to return to 29th century Old-Earth. The ghanlo will never leave its master's general location in space/time, and thus, Draagh's ghanlo tosses Max into an alternate, post-apocalyptic timeline (the same one where Marnn's ghanlo has been hidden, as is revealed in season two).

FUSION-ION DRIVE

The standard propulsion technology for spacecraft, it is powered by deuterium, found in saline oceans, as exist on Azul, Sienna and Old-Earth. Max's shuttle, The Machu Picchu, has such a drive, which allows him to navigate from Mars to Old-Earth in twenty-four hours. Atmospheric concussion boosters allow in-atmosphere propulsion, and are also powered by deuterium.

SIDE SPACE HOOK DRIVE

Invented by Max Gunnarsson in order to access the subdimensional realm called Side Space, where Einsteinian physics don't apply and faster-than-light travel is possible. After Gunnarsson postulated the existence of Side Space in his doctoral thesis, he joined the navy and headed up the Side Space Research and Development Division. Numerous tests had been successfully conducted utilizing the hook drive on probes, when Azul discovered the approaching "Azulian" fleet. The Azul Federal Security Council immediately enacted legislation to freeze all Side Space testing, which led the skeptical Max Gunnarsson to make his own hook drive out of spare and smuggled parts, connecting it to a used smuggler shuttle and take off for Earth.

ENERGY

Power is cheap and plentiful on Azul, powered by nuclear fusion plants running on deuterium. The only waste is in the form of water vapor. Hydrogen scrubbers are used on Luna, which has no saline oceans.

COMMUNICATIONS

Telephones are called "comms." They are generally small, handheld, clamshell-shaped devices. There are no "smart phones" as we have in the 21st century. Personal computers are thin, semi-transparent tablets called "personal consoles."

Azul's version of the Internet is called DataNet. However, it is not a free and open forum. Social networking does not exist on Azul. These restrictions were long-before implemented due to lessons learned from Old-Earth, where major portions of the population become virtual morons, thanks to dumbed-down communications (augmented reality, emojis, abbreviated words, medically-implanted communications devices, etc.)

Paper-thin, electronic newspapers are commonly available, called paperscreens. Printed books are rare, and highly valued.

ARTIFICIAL INTELLIGENCE

AI exists on Azul, but was never put in charge of critical systems. Max has an AI on his ship, but its function is subservient to his needs and commands. It is more of a database that one can speak to. Schools utilize AI to teach some classes, usually in logic-based disciplines.

Azul has no humanoid robots. They are illegal. It does, however, have small robotic devices that perform tasks such as cleaning, organizing and transporting goods.

HISTORY/TIME

The concept of time is not linear in this universe. Rather, it resembles a bicycle wheel, or, more accurately, a central ball with billions of spokes sticking out in all directions. The Hub (the home of the Prīmūlī) is at the center, and segments of

history (strands) emanate outward from The Hub, which exists outside the concept of time.

While there is a "core timeline," or end of time, it is currently the 29th century, whence Max and Jennie originate. 43rd century Earth was artificially created as a safe haven for humanity; where the Prīmūlī could re-enable enhanced genetics, and also provide a place for the protagonists to train, unfettered by the impending dangers presented by the Vrol and the Grigori.

In essence, time is viewed in such a manner that, while Max is building his FTL shuttle, dinosaurs reign in another time strand, while the Salem Witch Trials are happening on another. Everything passes concurrently. At first, Max believes that he will simply train in the 43rd century and then go back to the 29th century to exactly when he had left, but he learns that, as timelines flow concurrently, his months in the Rhönen Dominion also equate to months back home.

At the end of the proposed series (season three), it is revealed that Draagh is actually named Chronos, and has "reset" the universe five times in order to save humanity. In Episode one, a clue is given to this when Draagh briefly mentions to Socrates that he is "going to get it right this time."

On the first two attempts, Jennie killed Max in Peru. The Vrol moved on to destroy Azul.

During the third attempt, Max killed Jennie in their training battle in the Rhönen Dominion, with the same result of the Vrol eliminating humanity.

On the fourth attempt, Jennie was murdered during the Vrol War and the Vrol won.

Finally, on the fifth attempt, Draagh sacrifices his corporeal energies to resurrect Jennie from her untimely death (murder by decapitation), enabling her to make a command decision (leaving the mortally wounded Kynos on the Vrol Brood Carrier), which defeats the Vrol and saves humanity. In resurrecting Jennie, Draagh incorporated some of his Primulus DNA into her, elevating her genetic status to be equal to Max.

It is also revealed that Jennie is actually the daughter of one of the Prīmūlī, Gaea, and had such a love for humanity that she asked to have her soul memory wiped and to be reborn a human.

So, in the end, it is Jennie who saves the world.

Only Draagh and Jah, the universal consciousness, are aware that the universe has been created five times and destroyed four.

IMMORTALITY

The question of immortal beings comes up frequently in the fantasy genre. Some ask how an immortal can stand to live so long, or be content with their perpetual existence. The response is that an immortal being is much more complex than a human. We humans view things through human optics—emotions, finality, pain, suffering, joy—these are all transitory, and the Prīmūlī are above it all. In fact, they can seem downright unkind and uncaring for the pitiful existences of we puny humans.

A good example is detailed in one of Benton's books, LILI G: YGGDRASIL. Anaita (season three character), daughter of Draagh and a lieutenant of the Grigori, viciously tortures and nearly murders Liliana, but is defeated and sent to Purgatory. However Michael (Max's father) releases her from her bonds, wiping her memory so she may live like a human and learn love and understanding. Max and Jennie are immediately shocked and angered, being as Michael has basically given a pardon to the woman who nearly killed their daughter (as well as attempted to wipe out humanity along with the Vrol). But Michael's response is typical of a Primulus. He states that in the grand scheme of things, Liliana is immortal, and her battle with Anaita will eventually be nothing more than a good fight on a bad day in her memories.

THEMES

Exodus II examines the nature of humanity, and its inherent right of ascension. Freedom of will is a mainstay in this series, as well as the right to shape one's own destiny. It also serves as a precautionary tale to the danger of unchecked governmental powers, especially when those in control direct society toward an assured death for their own, selfish reasons (namely, the destruction of Azul, facilitating a second Exodus, this one back to Earth, where a new society will be rebuilt and ruled by the descendants of vampires).

CULTURE

Culture on Azul (in Nueva Argentina) is patterned after current Argentine culture. As far as diet goes, beef is popular (but expensive on Azul), and yerba mate (mah-tay), a type of tea, is the most popular hot beverage, with coffee a close second. Castilian Spanish (called Castilian, but is actually spoken in the Rioplatense dialect common in the Buenos Aires region of today) and English are the official languages.

Public school is free all the way up to PhD, with a military or civil service requirement of two years. There are also private schools that charge tuition. Beer and wine are popular alcoholic beverages, as well as various distilled liquors.

Synthesized techno music is popular, along with acoustic and electrical instruments.

Production would benefit from late 20th to early 21st century musical selections. Groups, such as Garbage, Snake River Conspiracy, Andrew W.K. and Shiny Toy Guns could provide additions to the series soundtrack.

The Rhönen Dominion lycan culture is quite different, yet has some similarities. Society is organized much like a moderately civilized Viking nation. Foods consist of meats (beef and venison) and starches (potatoes, etc). Honey mead is the favored alcoholic beverage. There is also an unnamed distilled alcoholic drink, in which Jennie imbibes to her own detriment (severe hangover).

As modern, electrical-based technology does not function in this alternate Earth (the presence of magic and its accompanying functionality along the electromagnetic spectrum prevent this), lighting is provided by torch and candle, and in some cases, magic. Transportation is usually on foot or by horse.

Steam-based tech, however, functions, as long as steam is generated by coal or fossil fuels. Still, this is rare, and is only mentioned in passing.

The Rhönen Dominion is landlocked, and thus has no navy ships, nor does it possess any dirigibles. However, there are other kingdoms near oceans that do utilize sailing craft.

Music is medieval, provided by lutes, flutes and tambourines. However, Max and Draagh, on more than once occasion, magically provide more modern music at Rhönen parties. One of these times is when Max and Jennie tango dance, with Draagh magically providing a techno-tango soundtrack.

Season two will take place between Post-Apocalyptic Hollywood, California (where Max ends up stranded at the end of season one), and Azul. His main locale while there is the corner of Melrose Ave and Santa Monica Blvd, in the building that once used to be The Troubadour. The entire area is described as a post-apocalyptic shit hole, so green screen backgrounds and CGI would be more logical to use, instead of filming on location. A third enhanced subspecies is introduced in season two: the Nekos. Only female, these beings are catlike, have tails, fur and cat-like ears and reproduce through parthenogenesis. They work as prostitutes in Seven Sins, the bar where Max finds employment while awaiting rescue.

Seven Sins has a house band that performs nearly nightly. Lennie, a vampire, is the drummer, while his wife, Jelly is the singer.

In this alternate reality, things are opposite: lycans tend to be abusive, biker-type tough guys (who don't turn on the full moon—rather, they become nicer the fuller the moon is) and vampires are sweet and nurturing, only consuming tiny amounts of non-human blood for nutritional requirements. Vrol nests exist throughout the Los Angeles Basin, and Vrol teeth are used as currency. The unsophisticated locals call the Vrol "demons".

In the proposed third season, Max will travel to Tokyo, Japan, built on the ruins of old Tokyo. This is also a medieval society, but is more feudal in nature. Lycan Samurais rule this land, and Max negotiates for them to assist in the war against the Vrol. Segments will vary between Azul, Vera, Old-Earth and 43rd century Earth, as well as outer space.

Exodus Teleplay Synopses

Episode One – Pilot

Lieutenant Jennie Escalante wakes up, hungover. After showering she eats breakfast with her roommate and then leaves for her first day of her new deployment on Azul's newest faster-than-light spacecraft, the ADF Revolution.

In a warehouse on the other side of town, Commander Max Gunnarsson is finishing a retrofit of stolen FTL tech onto a ramshackle shuttlecraft. After conferring with the ship's computer he lifts off through an opening in the warehouse house. Before he can fully exit, military personnel raid the warehouse. He shoots into the upper atmosphere, chased by fighter craft, and barely escapes certain death by executing his FTL drive.

In another unknown location, an elderly man moves about a dark room filled with arcane objects—the exact opposite of the modern world in which Max and Jennie come from. He watches Max escape on a mystically created video screen and comments to his assistant that he is "going to get it right this time."

Max races through wildly-colored Side Space, energy strands going in every direction. As he tries to calm down, his instrument panel reads EARTH: ETA 23 HOURS.

Part One

Lieutenant Jennie Escalante awakes, hung over, falling out of her bed half-naked. Her roommate, Becky Branson knocks on her door, inviting her to have some breakfast.

Jennie gets out of bed, wearing only panties. She looks at herself appraisingly in the mirror, then showers while listening to techno music. Out of the shower, she looks at her orders for her new naval assignment, with a close-up on the paper, and leaves her bedroom.

Becky Branson and her boyfriend, Josh Mannheim, are in the kitchen. Becky is cooking eggs and ham. Jennie dances out into the front room, wearing only panties and a tank top. Becky gives Jennie her breakfast. Jennie eats like a pig. Josh leers at Jennie, and she gives him a precautionary glare. Jennie excitedly tells the two of her new assignment, and how her new ship, the ADF Revolution, is ready to be retrofitted with a Side Space Hook Drive. Becky says Josh was rejected from the Side Space Research Department again. Becky asks about Jennie's boyfriend, Ryder. Jennie is excited they will serve together, but declines to provide salacious details of their romance. Jennie bids them both goodbye and leaves the kitchen area.

In her bedroom, Jennie dresses down in ceremonial whites for her new assignment. She then takes the private exit out of her room. On the street, Jennie enters an air cab. It takes off into the sky. She looks out over New Sydney, Oz, as she approaches a massive military base.

Part Two

A man is wearing a welder's mask. He is constructing something in a warehouse while music blares in the background. He uses cranes to drop a mass of complex-looking machinery on top of a small spacecraft. During this time he is talking to his artificial intelligence assistant, running final tests.

There are many futuristic, curved, semi-transparent monitors with animated graphs and widgets. A television screen shows a newscaster talking about the ARTUSIANS, a race of angelic beings on their way to Azul to make first contact. The world is in a state of anticipation. The man looks at the TV and shakes his head. Then he says, "Effing propaganda."

The man hesitates before entering the craft, pulling a jewelry box out of his pocket and looking at the diamond ring inside. He flashes back to his mother handing it to him, telling him she wants to meet the woman he gives the ring to. She calls him Max.

He enters the craft and shuts the gate. As he prepares to take off, soldiers burst into his warehouse, shooting at the shuttle. They call him Dr. Gunnarsson, over a loudspeaker, and demand his immediate surrender. Gunnarsson takes off vertically through roof of the warehouse and his ship is pursued by military craft.

Chase scene into space:

Bursting out of the upper atmosphere, he activates the machinery he had installed in his shuttle. A colorful rift opens above his shuttle, matching his velocity. A hook-like apparatus pushes up out of the top of the shuttle and enters into the rift. He disappears right before the military goes to destroy his shuttle.

The fighter pilots hear their orders – return to base.

Part Three

The view of the fighter craft pulls back, and through a Matrix-like momentary static, we realize it is being seen through a video monitor.

A Viking-looking, elderly man with a long beard and a mustache braided within moves busily through an ancient office. There are numerous arcane-looking objects – candles, manuscripts, parchment, etc. He waves his hand and another video screen appears, floating in midair. Coming in to his side is an expressionless, floating comedy/tragedy mask, with wafting gold particles following its movements. It addresses the old man as LORD DRAAGH. Draagh claims they are going to *get it right this time*, and causes Gunnarsson, in his craft's cockpit, to appear on the floating view screen. He watches for a moment and then confers with the floating mask, called SOCRATES. After deciding on coordinates for a KAMILIAK CONVERSION JUMP, Draagh magically disappears from the office. The scene ends ambiguously, with the viewer not knowing Draagh's intentions.

Segue to Jennie in a shuttlecraft, slowly approaching a massive battle cruiser in orbit. From outside the cockpit, reflections of stars and lights from the battle cruiser are seen on the cockpit windshield. She has a look of pride and wonder on her face. Zoom into her brown.

Match Cut to Max in his ship, zooming out from the brown eye, showing it is Max's. He is freaking out in the cockpit of his craft, seen from the outside. His window shows wild, fluctuating strands of colorful light, whipping about in all directions – pure chaos. As he hyperventilates, his eyes dilate back and forth in unimaginable levels and his irises flash back between brown and gold. His AI computer talks to him calmly; it asks technical questions. Female voice, it has an affectionate tone. It calls him "Max" in a very familiar tone, making note of his vital signs and attempting to calm him down. His futuristic instrument panel shows his destination: Earth. ETA: Seven days.

End pilot episode

TYPICAL EPISODE

Based on the VROL TRILOGY, by Steve Benton, the first book, LIVES OF FUTURE-PAST, will encompass an entire season of thirteen, one-hour episodes. The series is a proposed three-year story arc, with the second year based on the book LIVES OF LOST ANGELS, and the third year being derived from LIVES OF THE PROVECTUS.

Most episodes will begin with a flashback of previous events, followed by the introductory credits. Due to the time-traveling nature of the series, a flash-forward could also be utilized at the beginning of some episodes, with the flash-forward being revealed in totality at the end of the episode.

After the pilot, Max is on Earth, he meets Draagh, and learns some things about himself. He also learns what happened to Earth, and becomes (rightly) convinced that the alien race approaching his homeworld of Azul, called The Artusians, are not benevolent, as the Federal Security Council would have everyone believe. They are, in fact, the same insectoid race that decimated Earth hundreds of years before, and they are going to Azul to finish their mission: to wipe out humanity.

SERIES DEVELOPMENT

The series begins with Jennie waking the day of her new assignment, hung over but still luxuriously attractive (despite the fact that she vomits in a bucket). The introduction of Jennie from the outset is important, as she is the emotional force in the series. Max, being a more subdued scientist, is more thoughtful and kind, even though he tends to hyperactively make rash decisions, as is demonstrated throughout the series, especially in the final episode.

After making it to Earth, Max meets Draagh, and the two wait (Max unwillingly) for the arrival of Bagatelle and Jennie Escalante.

During the Revolution's voyage in pursuit of Max, Jennie's boyfriend, Lieutenant Ryder Johnson, sabotages the entire flight deck of the ship, under his father's orders, right when the Revolution exits Side Space. Dozens of techs and pilots die, and many Draeder fighter craft are lost in space due to Johnson's actions. Johnson simultaneously escapes in a fighter craft and goes straight to Earth, with the intention of killing Max and confiscating his Side Space-enabled shuttle.

Bagatelle and Jennie find Max and Draagh, who are camping at the base of the Urubamba River, below the ruins of Machu Picchu. Bagatelle has surmised that this is where Max will be, as intelligence provided Bagatelle with the name of Max's craft, also named Machu Picchu. Not very smart on Max's part, but was done via a subconscious suggestion planted in Max's mind by Draagh, who is coordinating the entire adventure.

Unable to arrest Max, due to Draagh's interference (and magical abilities), Jennie tries to kill Max by shooting him in the face. Draagh uses his abilities to stop her bullets, and conveys information to the military officers regarding the death of Earth, as well as the true nature of the Artusians, who are actually the Vrol. He also shows Bagatelle and Jennie that they have the recessive genes of the lycan subspecies. Once this has been settled, Bagatelle returns to Azul and Max and Jennie accompany Draagh to a restored Earth of the 43rd century, where they will realize their lycan abilities. Further, Max will be able to perform magical spells, called CANTUSES, being his biological father is Draagh's son, making Max half Primulus.

Arriving in the Rhönen Dominion, Max and Jennie go through rapid changes. Their hearing, sense of smell, vision and strength are immediately amplified, thanks to their previously inactive lycan genetics being unleashed. Draagh introduces Max and Jennie to King Krynös. Krynös is immediately smitten with Jennie, not only for her beauty, but her smart attitude. Max, unaccustomed to a military hierarchy, having worked in the scientific division, doesn't fit in so well. But he quickly catches on, much to the chagrin of Jennie. While the woman seethes with sensuality, she also seethes with hatred for Max, believing him to be a traitor. But this eventually subsides, and the two learn to work as a team, which was Draagh's intent all along.

Having been followed (accidentally) into the 43rd century by Ryder Johnson, the lieutenant suddenly goes through a morphological change, as had Jennie and Max. However, his change is different. Ryder Johnson carries the recessive genes of the vampire subspecies, and immediately starts to decompose and becomes facially disfigured upon arrival. Fortunately, he is rescued by some vampires and brought to the castle of self-styled vampire king, Vladros.

By the middle of the season (Episode seven), Jennie has warmed to Max, and even starts calling him "Max," instead of "Gunnarsson" and "Dickhead." An impromptu tango dance, done by Max and Jennie, as a gift performance for a ranking officer at his birthday, strengthens their budding friendship. And then, when Jennie is kidnapped from the castle after that same party, Max assembles a team to rescue her, realizing that, even though she treats him like crap, he is in love with her. And he doesn't even care if she reciprocates or not.

By episode ten, Jennie befriends a nine-year old orphan girl (frequently seen lurking around the castle in earlier episodes), named Liliana. She is a lycan, and has an interest in magic, though she shows no such abilities.

Max and Jennie prepare to suffer their first full moon (Episode Eleven), where they'll change into werewolves, required to be locked in individual cells as they will become mindless beasts for the evening. Liliana, being a child, makes no such change yet, and is required to stay locked in an individual cubby for her own protection, along with the other children in the castle. But Jennie has given Liliana her wand (a magic-enabled device, allowing a non-mage to perform limited cantuses), which Liliana uses to escape her cubby, learn that vampires have attacked

the castle, find Max and Jennie, and then dangerously use special device to knock them out of their transformations. Note: lycans have a superstition that using this device will result in the loss of their souls, thus it is rarely used. Max and Jennie reverse the transformation on some other lycans, and go to fight the vampires, along with Draagh and Krynol, as well as a select few other lycans who maintain sentience while in their werewolf forms.

Ryder Johnson captures Liliana inside the castle and uses her as a hostage. Once Max defeats Vladros (and throws him into the moat to be eaten by the sharks), he and Jennie see Johnson using Liliana as a human shield, demanding they get him back to wherever they came from. Seeing the child she has come to love in mortal danger, Jennie goes ballistic and kills Johnson by ripping open his rib cage, tearing out his beating heart, stuffing it in his mouth and then donning a spiked, metal gauntlet (the same device Liliana used to reverse their werewolf transformation), which Jennie uses to beat Johnson's skull into a puddle of bone shards, grey matter and blood.

Final Episode (Thirteen)

The following day there is a somber funeral service for those lost, followed by an evening celebration of their victory. Krynol, recognizing Liliana's bravery, asks if anyone would adopt her. Everyone in the hall steps forward. But Jennie yells out that the child is already claimed and she shall be her mother. This shocks Max, who believed they were going to return to Azul to fight the Vrol, but Draagh assures him all is proceeding according to plan.

Later that evening, Jennie goes to Max's room and kisses him, which turns into them making love, this being Max's first time ever.

The following morning, Jennie admits it was also her first time and that she loves him. She proposes to Max, and he accepts and they both agree to adopt Liliana and raise her as their own, with the hope that they will defeat the Vrol and bring Liliana to Azul, where she will receive a modern education.

Two months later, everyone is preparing for Max and Jennie's wedding and Max decides to use Draagh's staff (without permission, as he can't find Draagh anywhere) to teleport back to his ship in 29th century Peru, in order to retrieve his mother's wedding ring, which she had given to him before he left Azul for the first time. The slip backfires and Max is lost. Jennie and Draagh go to find him, but he is nowhere to be seen.

Max awakes with his face in a puddle of waste. It is dark out. Standing, he figures out he is nowhere close to home. He looks up at the nearby hill, which shows the Hollywood sign on fire as a Vrol Flyer screeches while soaring overhead.

End of Season One.

RATINGS

The series is designed to have the following ratings:

AC—Adult Content. Suggestive dialogue, mild drug use (Draagh smokes marijuana in the first season)

AL—Adult Language. Occasional profanity, especially from Liliana, who tries to mix newly learned swear words into her lexicon, usually with comical results (i.e. "Jennie, I am so happy you shit the bad vampire!"). Other words, such as "bitch," "asshole" and "dickhead" are occasionally used. There are no f-bombs written into the script.

GV—Graphic Violence. The majority of the season takes place in a Viking-like world. Decapitations, dismemberment and impaling are pretty common, especially in battle scenes.

BN—Brief Nudity. Occasional topless females, see-through nightgowns (nipples, etc) and a final love scene between Max and Jennie, which would probably be tastefully done using silhouettes. When Max inadvertently slips in on a youth masturbating it is not necessary to actually show the youth from the front. Rather, it is inferred from a back view, his arm moving furiously up and down.

Episode Two:

Part One

In a dimly lit conference room with one large window, senior officers are seated. Standing in the room is admiral LUIGI BAGATELLE. He informs them that Dr. Max Gunnarsson has fled the planet, and that the Security Council is concerned it could derail the arrival of the Artusians, humanity's first encounter with an alien species, who are due to arrive in less than five years. They have been authorized to complete installation of the Side Space Hook Drive, which will enable them to pursue Gunnarsson to his destination, which they believe is Earth. They should be done within twenty-four hours.

Camera travels outside window to outside of ADF Revolution – tech in space suits are completing installation of a massive apparatus that looks like what Max was installing on his own craft, but much larger.

Seated at the table are Jennie and Lieutenant Ryder Johnson, her off-duty boyfriend, among some others, such as Lt. Commander Alicia Vasquez. Jennie and Ryder give each other excited glances. Before they are dismissed Bagatelle orders Ryder to provide him with a report. Johnson leaves. Bagatelle calls Jennie over. He asks her to keep an eye out on Johnson. He was a last-minute addition to the crew of the Revolution, due to the influence of Johnson's father, Federal Security Council member Leonard Johnson. Bagatelle trusts Jennie. He does not trust Leonard Johnson, nor his son. Jennie agrees to assist. Bagatelle goes on the command bridge and discusses status with Lt. Commander Vasquez. He tells her that Jennie is going to keep an eye out on Johnson. Vasquez asks Bagatelle if Jennie *knows yet*. Bagatelle says, "No, and neither do you." Then he softens his glare and asks Vasquez if she's hungry. She states she never thought he would ask. The two then appear to have more than a commander-subordinate relationship.

Part Two

Max is in his ship, eating some noodles and looking over a panel of information on the dash, featuring a three-dimensional model of his location in Side Space. He looks at paper maps, and talks to his AI. He states they are going to Peru. High-speed montage of work on the shuttle, and then alarms sound. They have reached Sol System. Max sits down and drops out of Side Space. He is now in orbit around Mars. He looks in his camera view and a massive crater on the planet is visible from orbit. Max comments to AI that it was the location of Olympus Mons, the largest mountain in the solar system. Now it looks like the biggest crater. He has no idea why. AI states she doesn't have enough data to provide an explanation. Max fires up his fusion-ion drive and heads toward Earth. ETA: twenty-four hours.

Part Three

Jennie and Ryder are in his cabin, playing a video game. They are three days in on their voyage. They have a contraband bottle of tequila. They drink more and more and get sexy. Jennie removes her top and lowers down to him. Camera pan to clock on wall. 1900 hours. Camera changes to 2100 hours. Ryder is passed out. Jennie crawls out of his arms and starts to look around his cabin. She spies an unusual

trunk beneath his bunk. She is going to pull it out when she hears his voice. Quickly, she starts doing pushups and counting them. He laughs that she's a workout freak. She climbs up into the bunk again.

Ryder later awakes to find Jennie has gone, leaving a note in lipstick on his mirror, promising more to come. Ryder suddenly shows his true colors and says, "Stupid dega bitch." Then he pulls his trunk out from underneath his bed. He opens it and it's a videoconference console. He boots it up and the face of a similar-looking man, but older, appears in the screen. Ryder says, "Father, we arrive soon." The man tells him there has been a change of plans.

Part Four

Earth is in Max's view. Massive amounts of space junk are in orbit. Max passes it all. He enters the atmosphere and heads straight to Lima, Peru. Landing in the street, he notes there is no life anywhere. The city appears abandoned. He releases some drones and eats a sandwich. Drones return, giving the OK to exit. No poison, Oxygen levels normal. But no life forms. At all. Max shoots out of the back of his craft, and we see its name – USS Machu Picchu. He goes into Larco Mar, an outdoor mall. He walks around and boots up a display that shows people walking around, circa 2023. He goes into the Hard Rock Café and finds a bottle of Scotch hidden in a cabinet. He takes it and leaves for his shuttle. He takes off in the shuttle and flies over the Andes Mountains. He arrives over Machu Picchu and lands near the river, finding a natural cave of vegetation. He sets up camp and finds his AI has a crush on him. Finding it awkward, he turns off her cognitive functions. Max glances at his bottle of Scotch and gives it an appraising look. Suddenly, off-camera, a deep voice tells him the Scotch is perfectly fine. Max panics and rolls over his log, pulling out his sidearm. Looking over, he sees Draagh, smoking a long, slender pipe and wearing a smile. Max says, "Oh, shit."

Part Five

Jennie is working in ops, and sees Ryder loading some weird equipment into his fighter. Curious, she follows him to his cabin. She arrives just as he is exiting. He gets a mildly surprised look, and invites her inside. He tells her he wants to be the one to capture Gunnarsson, and that they can do it together. Jennie, with her guard down, agrees happily. Then she asks what the trunk is for. He redirects and says he has had a lot of fun with her, and wants to ask her an important question. He holds out a jewelry box, Jennie believes it to be a ring. Jennie cries out "yes!" Then, he says "ain't gonna happen. Nope." Jennie is confused. He opens the small box and it is a stunner, which blasts her. Jennie slams against the bulkhead and loses consciousness.

Jennie regains her senses, hearing alarms. She tries to gather herself, and runs out Ryder's cabin, stopping a junior officer and demanding information. The woman states that as soon as the Revolution exited Side Space, Lt. Ryder Johnson blew the airlock and took off in his fighter without even activating the atmospheric force field, resulting in dozens of techs, pilots and fighters being sucked out into space. Jennie is confused. She runs to the command bridge. Bagatelle is barking out orders.

He starts yelling at Jennie. She was supposed to keep an eye out on him. She shows him some video surveillance with Johnson loading odd stuff into his fighter. She tells him she was on her way to reveal this when she encountered Johnson near his cabin and he stunned her. She shows the burn marks on her uniform. Bagatelle states it was his own fault. Johnson had been planning this, and he thinks he knows why. He orders Jennie to get into a mag-cat and start pulling in bodies and equipment. And once they reach Earth she will accompany him planet side

Part Six

Max is screaming at Draagh. Draagh laughs and tells Max to calm down. Max calms down and they begin to talk over some Scotch. Draagh is vague, and tells Max he has an important mission, but he needs to take Max to show him something. Max agrees. Standing, Draagh tamps his staff to the ground and the two disappear, reappearing in a computer room. Max immediately vomits when arriving at their destination, the teleport (called a SLIP) having made him nauseous. Draagh explains they are in Los Angeles, in a secret underground computer ops center. He further explains how Earth was destroyed. As a video monitor shows action of a war, he states that seventy-five years after Max's ancestors had left on their 300 year-long journey to Azul, an insectoid race, the Vrol, attacked Earth and rained a biological agent down on the planet, killing nearly all mankind. The planet basically died. Max shows concern. Then Draagh tells him that the aliens on their way to Azul, the ones called the Artusuians, are actually Vrol.

Draagh takes Max back to the campsite. Max starts to pack things up, saying he needs to return to Azul and warn his superiors. Draagh tells Max he will need to hold off, as he is waiting for two very important people. Max doesn't like this, and Draagh asks for his trust. Max reluctantly agrees.

Draagh explains to Max how his direct ancestor got on the fleet that escaped Earth. They get drunk and Max passes out by the campfire. He wakes up in the morning, hung over. He goes into his ship and freaks out when he sees Draagh passed out in the sleeping cabin. Max makes noise, wakes Draagh up and they have breakfast. Then Draagh tells Max things about enhanced subspecies, but talks in circles. Draagh lights his pipe, a flame coming out of his fingertip. Max thinks it's a cool trick. Max realizes Draagh is smoking marijuana and jokes about it.

The day passes and in the afternoon Max states he heard a shuttle landing up in the ruins of Machu Picchu. Draagh smiles and says all is well. Max argues, asking how a military shuttle landing nearby is good for him.

Then, Max turns around and Bagatelle and Jennie are standing at the edge of the campsite. Jennie states Dr. Maximilianus Gunnarsson is under arrest. She commands Max to surrender, or be killed.

Episode Three

Part One

Max is frozen with fear, sitting on his log. Draagh laughs and invites Jennie and Bagatelle into the campsite. He stands and walks toward the two. Jennie warns him to stand down. Draagh proceeds ahead and Jennie fires 200 rounds into Draagh, point-blank. They bounce off with no effect. She fires another volley, and Bagatelle pushes Jennie's arm down. Draagh proceeds to convince Bagatelle and Jennie to sit down. Finally they all have a small glass of Scotch. Bagatelle and Jennie insist they are taking Max into custody. Bagatelle calls Max "Commander". Jennie is stunned, not having been informed that Gunnarsson has military rank. Bagatelle reveals Max was in charge of the Side Space development department, and that he discovered the phenomenon. He also invented the hook drive. Draagh proceeds to inform Bagatelle of the Vrol invasion, and that they are on their way to Azul. Bagatelle says he is not only there for Gunnarsson, but also a rogue officer (Johnson) who committed a terrorist act on their ship – and that he is the son of Leonard Johnson, a permanent member of the Azul Security Council. Jennie gains an awkward expression; not having realized Johnson was evil. Max is aware of Johnson, and explains he built his own Side Space craft, against Federal orders, to go to Earth and prove that Side Space travel is feasible. Max believes something was wrong with the "Artusians", now known as the Vrol, so he broke the law. Bagatelle chides him, talks about obeying the law, etc. Jennie obviously doesn't like Max. But she asks him if he ran across the name of Josh Mannheim, who had applied to the Side Space research department. Max sadly states he is aware of Mannheim, but had to reject him, as the man has a heart condition.

Part Two

Jennie is stunned, and claims she had no idea about Josh. Max is unaffected. Changing the subject, Draagh conjures a three-dimensional display, with Cupid-like cherubs flying around, murdering each other with their bows and arrows. A montage shows, and Draagh explains Mankind's beginnings. Homo Habilis, Homo Erectus, Homo Neanderthalis. All failed, so his kind was commanded to create Homo Sapiens, this time using their own DNA, but some of his kind rebelled. After creation, they decided to tinker a bit and they created enhanced subspecies. He tells them they three are descendants of one of these enhanced subspecies, and that their ancestors were the noble protectors of humanity. The three-dimensional display shows large, warrior types fighting pale, rotten looking enemies. Jennie's eyes start to glow while she watches the battle. Then Draagh tells them – they are lycans.

Part Three

The three start asking questions. Draagh answers them in vague fashion. He starts to explain something about the *power of nature*. He finally defines it as magic. Everyone else laughs. But he gets his message across. He gets around to stating he wants to take Max and Jennie with him to train in the ways of their ancestors. Jennie protests, and Bagatelle starts to become enraged. Draagh waves his hand and

silences them. They look like they're in a daze. Max asks how. Draagh explains he needs to prod them in the right direction. Max thinks it is cool, and asks if Draagh can make Jennie "less of a bitch." Draagh laughs and says no. He releases the two and Bagatelle pronounces Jennie is to travel with Max and Draagh, while he will go back to Earth with evidence of the Vrol and the dangers they present. Jennie speaks disparagingly to Max, and he demands she show him consideration, as he outranks her. Bagatelle releases Jennie from her commission, putting her temporary leave. She says she doesn't have to listen to Max now that she technically has no rank. Max looks at Draagh pleadingly, but the old man shrugs at Max and winks at the girl. The four hear a fighter overhead. Bagatelle checks his tablet computer. He states it is Johnson, as all of the legitimate craft in the air are elsewhere. They all prepare to leave. Draagh slips Bagatelle to his shuttle. He tells Bagatelle he will care for Jennie, as he understands the woman's importance to him. Bagatelle is surprised and Draagh leaves. He goes back to the Max and Jennie and starts the process to go to somewhere – somewhen – far in the future. His actions create a massive energy sphere and as they are leaving, Johnson flies his fighter into the sphere and is taken with them.

Suddenly in a thick forest, Max and Jennie notice Draagh is on his back. Jennie screams "Draagh is down," as a fighter with failing engines soars overhead and crashes some kilometers away. They both attend to a seemingly injured Draagh. He recovers, and the two start to notice they can smell and hear better. Draagh states their hitchhiker is also changing. Jennie is amazed, and asks if Ryder is like them. Draagh says no. He states that Johnson is of another subspecies and his change is quite different. Ryder Johnson is a vampire.

Episode Four

Part One

The trio walks toward a massive castle. Jennie is still stunned at the revelation that Johnson is a vampire. No one is yet aware of her relationship with Johnson. Draagh explains that vampires used to be beautiful and immortal, but they rebelled against his kind so they were cursed – given short, rotting lives, magic barely holding them together. He says he will need to work with Max more than Jennie. Jennie finds this to be funny, as she doesn't like Max – at all, and refuses to call him anything but Gunnarsson or dickhead. However, Draagh states that Max has more to learn, as he is not only a lycan, but also a mage. Draagh further says that they are in a realm of lycan warriors, and they will learn to use their new skills so they can properly battle the Vrol. He says they will need a combination of magic and technology to defeat the insects.

Part Two

The trio arrive at the castle and go to the king's chambers. They see a tiny, wizened man at the throne. Max and Jennie give each other curious glances. It turns out he is the carpenter. King Krynol comes out and greets them. Draagh makes introductions. Krynol is impressed with Jennie, but not with Max. Draagh intervenes, and says Max comes from an excellent bloodline. Krynol asks whose. Draagh states Max is his grandson. Max is flabbergasted.

Krynol declares a party that night in honor of the new guests. Max is confused, unable to understand how Draagh is his grandfather. Draagh explains that Max's father, Charles Gunnarsson, actually adopted the lad. Max's real father is Draagh's son, and had a penchant for lycan women. Max got his lycan genetics from his mother, and something else from his father. They are all three taken to their quarters.

Part Three

That evening there is a party. Max and Jennie are introduced. Jennie eats like an animal, like all the other lycans. Max looks for a fork.

After the party Max is bothered by his enhanced hearing. Snoring, sex, an argument – they all keep him awake. He goes to Jennie's quarters to see if she has trouble sleeping. He pushes her door open. She is on the bed, asleep, in panties and a sheer tank top. He gazes at her and she awakes.

She angrily demands what he is doing in her room.

Part Four

Castle commissary. Draagh is seated with Max and Jennie arrives for breakfast. Max is still embarrassed. Food is very basic – meats and starches. The two are preparing to train. Draagh says they will learn magic after they have gone through basic lycan training. Max and Jennie look around, amazed at the number of very large soldiers, all dressed like Vikings. King Krynol greets them. It is obvious he likes Jennie, but in more of a *doting, proud father* way. Max goes to leave and a servant girl plucks up

his plate. Jennie goes to leave and no one attends to her. Max chastises the servants for not treating Jennie equally.

Part Five

Max and Jennie are with a group of trainees, all young. They all go to select their weapon of choice. Max chooses a Japanese katana sword, while Jennie selects a medieval broad sword. They train on the pitch, which is about the size of a football field, jumping over obstacles, avoiding flamethrowers and boulders. The apparatus used to throw things, etc .appears to be more steampunk than anything. Electricity on this world does not function, but steam-driven mechanics will. Then they compete against each other. Max wins easily; Jennie is perturbed that a mere scientist could beat her. Jennie notices a small, raggedy girl who is waving a stick around, acting like a mage. The girl's gaze meets Jennie's eyes and the child's stick lights on fire and shoots out caustic sparks, causing her to drop it and run off.

Jennie looks on, confused. This gives idea that maybe Jennie was the cause of the stick incident and she perhaps is a mage.

Episode Five

Part One

Nighttime: Two leather-clad, rotting ghouls bring a near-dead man into a dank, musty castle anteroom. Their liege, Vladros, self-style vampire king, demands information. They state they found the man in the shade. The sun had injured him severely, but they were able to learn his name – Ryder. Johnson looks pale and rotting, flecks of skin peeling from his now twisted face. They dump him on the ground. Vladros commands them to stick Ryder in a cell in the dungeon, but to give him some blood – he wants the newcomer alive for questioning.

Part Two

Max and Jennie are to perform their mock battle to the death in front of a crowd at the training grounds. Donus, King Krynok and Draagh are in attendance. Max shows great skill in the battle, but Jennie shows raw power. Krynok comments how Jennie is a true lycan warrior, but Donus points out that Max's attacks would all be lethal, while Jennie's would leave an enemy still able to fight. Then Jennie manages to hit Max hard in his breast armor. It startles him, and he loses control. In front of everyone he accidentally shifts to his Phase Two Battle Form, which gives him enhanced strength, elongated limbs, claws, fangs and some sparse hair over his body. He had never experienced that before, and loses his wits, attacking and nearly killing Jennie. Only her calling him (finally) by his first name in a plea for her life does he regain his sensibilities. Max wins battle of skill, Jennie wins battle of self-control. Max must attend control classes while Jennie continues with skills training.

Part Three

Max meets Alea, lycan skills trainer. He is strapped down into a chair, and Alea punches him in the face. She repeatedly hits him until he changes to his Phase Two form. The idea is to have him in his Phase Two form and be able to control himself. He is required to read and do various tasks. Max quickly masters his Phase Two form. Max also learns of his HUD, an organic readout in his peripheral vision that looks like strength, power and stamina meters from video games. However, Max also has a yellow line, denoting his magic levels.

Segue outside to Jennie, who is conquering the obstacle course, and again sees the little girl, who ducks out of sight.

Part Four

That evening, Draagh, Max and Jennie are having dinner. Alea goes to their table and flirts with Max. Jennie gets up and goes over to a table of soldiers and sits down. She starts to take shots of unknown liquor with them. Max is miffed. Draagh states that women show jealousy in different ways. Max is unconvinced.

Part Five

The following morning Max can already smell Jennie before leaving his room. She smells like a distillery. She is still drunk, hung over and miserable. Max goes to help her. She responds by beating him in the chest, calling him a geek and is unable to

understand how a simple scientist could have bested her. She breaks down into tears. Max consoles Jennie, telling her they need to work together. Max also informs her that Draagh has a 100% perfect hangover cure and asks if she would like it. She agrees and they go off to breakfast.

Part Six

Ryder Johnson is interrogated in a small cell. Vladros reveals himself. Johnson is released from his cell after agreeing to help Vladros kill a very dangerous "mage" (an unnamed Draagh).

Episode Six

Part One

Max and Jennie are in Draagh's office. He teaches them about magic and has them perform a basic CANTUS (spell) to retrieve a book. While Jennie must use a wand, which has been provided by Draagh, and is called a magic-enabled object, Max can execute his cantuses without such a device, as he is part Primulus.

Montage of Max and Jennie learning more magic. Creating light sources, Jennie makes colorful sparkles from her wand, etc.

Part Two

That evening, Max is in his quarters and there is a knock on the door. He opens it to see Alea in a nightgown, practically see-through. Alea offers herself to Max, but he politely declines.

Once Alea leaves Max sniffs the air. Turning around, he blurts out the cantus to create a light source - *Undaincantatio lux!*" He sees a smiling Jennie on his windowsill. She had been watching from around the corner. She teases Max about Alea, and the two decide to sit and practice their cantuses. Then they both hear noises from Draagh's quarters. The old man is with Alea. Max and Jennie giggle as the scene fades, the two still practicing their cantuses, creating bombillas for their yerba mate.

Part Three

The following morning Draagh, Jennie and Max meet for breakfast. Draagh starts to make a reference as to his blissful sleep. Max says no don't. Jennie kicks him underneath the table. Draagh states they will learn the true nature of magic.

Draagh then creates a holographic display and teaches Max and Jennie what magic really is: after watching a video of a small rolling ball of death, it replicates until it is but a cloud. Then the cloud disappears and they see a room with a lone mage and a chair, which the mage proceeds to make disappear.

Max is stunned, saying, "They're nanobots. Magic is nanobot technology..."

Part Four

The following day, Max and Jennie are invited on a recon mission to local villages. Once in the village, where the normal population seems to adore the lycans, Max, Jennie and Donus meet with Mayor Stein, who has a manuscript on crops and losses to vampires. Jennie doesn't like Stein as he leers at her.

Once the three lycans leave, a cloaked figure walks out from the shadows in Stein's office, claiming that Jennie was wearing a magic-enabled metal gauntlet. But the male, Max, exuded a terrifying amount of power and was more than a mage. Stein orders this individual to contact his superior for further instructions.

The cloaked man, Van Adler, conjures a type of video conference. On the other end is Vladros. Van Adler informs Vladros that Krynol has reinforced his army with a powerful mage and a stunning, yet dangerous lycan female. A voice to the side of Vladros demands to see imagery of these two. Van Alder pushes video of Max and

Jennie marching with the lycans. The unseen voice cackles, "It's them. The bitch and the scientist." Ryder Johnson's face appears in the video.

"Excellent. I believe it is time we paid the dogs a little visit. Ryder, would you like to accompany my scouts on a mission? You have yet to prove your worth, and I would like to see that of which you are capable."

"It would be my honor, Lord Vladros."

Part Five

Max and Jennie are allowed to break off from the team on their return trip, so they can stretch their legs and run around. After playing around some trees, eating a couple of rabbits and relaxing in the sunshine, they both smell something horrid.

They both jump up, swords at the ready.

Suddenly, appearing on a nearby hillside is a group of four vampires, with Johnson standing in front. All are wearing protective clothing.

"Hey, bitch," he hisses.

Episode Seven

Part One

Max and Jennie are face-to-face with Ryder Johnson, Vladros' son, Ladros, and two horribly disfigured minions.

After some crass verbal back and forth, where Max disturbingly learns that Johnson was Jennie's boyfriend, the vampires attack. Max and Jennie get the best of them. Jennie decimates one of the minions. Then Max shouts out an ultraviolet cantus, frying Johnson's face. Johnson screams. The other low vampire runs away, a coward. Ladros tells Johnson to escape with the injured minion, which he does. Ladros then goes one-on-one with Max while Jennie watches from a tree, laughing. Max uses levitation and cantuses to deceive Ladros, finally decapitating the vampire.

Max and Jennie celebrate, pushing each other playfully, which results in them rolling around, Jennie finally ending up lying on Max's chest. They seem close to kissing, but Jennie abruptly stands up. Max asks if she is okay. She says it's nothing and that they need to get back to the castle.

Max then gets a tree branch and fashions a pole out of it, sticking Ladros's detached head to the pole as a warning to the vampires.

Max and Jennie then run back to the castle. Socrates appears, congratulating Max on his first true battle victory, but warns that sticking Ladros' head on a stake was a challenge for more bloodshed yet to come.

Part Two

That evening there is an impromptu party in the castle. Afterwards, Max is at his quarters. Jennie goes to Max and asks him some questions about his intentions with the hook drive, and why he didn't simply state everything up front. Max said she was being hostile to him and tried to kill him, so he didn't feel like it was desired information. Then he says, "Goodnight, Jennie," and slams the door in her face. Jennie stands at the door, stunned at the rejection she had just received.

Part Three

Max is eating breakfast alone. Jennie is nowhere to be seen. Max goes to Draagh's chambers and learns about SLIPPING, teleportation. X, Y and Z coordinates. Until Max has his GHANLO he will be limited to slipping in-world. Draagh explains the ghanlo, stating Max will get his one day.

Draagh states his ghanlo is in his staff, and allows Max to use it in-world so Max's magical levels won't dip so quickly.

Max slips Draagh to the scene of his fight with Ladros. The head on the stake is gone, and Draagh touches the ground, stating it is "spoiled."

Part Four

Max is eating lunch. Jennie arrives at the mess hall, sweaty and dirty, as she had been training. Jennie refuses to sit with Max and Draagh, so Draagh goes to her, asking if he can borrow her katana for an experiment. She carelessly slides it over to him.

Draagh then returns to Max, who asks if the mage had put Jennie on a "battle-girl timeout." Draagh consoles Max, telling him to be patient with the fairer sex. Max is deadpan. The two leave to continue slip training.

Part Five

Max is allowed to use Draagh's staff to slip within the confines of the castle complex. He accidentally slips into the women's showers to much screaming. He pops in and out of various places, and then ends up in a small room where a young man is playing with himself. Max awkwardly excuses himself from the embarrassed young man. Max then slips to the outdoor training grounds, watching Jennie train without her sword – only her gauntlet and wand. Wanting to calm the tensions between he and Jennie, Max joins in, making her tasks even more difficult, which she appears to enjoy. Then they sit on the grass and discuss Donus' birthday party for that evening, and wonder if they could go on a cannibal hunt. Max slips them to Draagh's quarters and they excitedly ask if they can go kill cannibals. Draagh appears sad, and says that the cannibals are merely humans infected with an incurable rage virus, and that they should be pitied, not murdered.

Draagh says they must clean up for the party. Before leaving, Max whispers something in Draagh's ear. Jennie asks what Max had said, and he just smiles and says, "you'll see."

Part Six

Ladros is wailing out of anguish, his favored son having been murdered. Ryder suggests they kidnap Jennie and murder her, too. Ryder has his own reasons for doing so, but tries to play the Vampire King's anguish to his own desires. But Vladros fears Draagh. Another cloaked figure comes out of the shadows and says not to worry about his "brother."

Episode Eight

Part One

Jennie hears a knock on her door. She is wearing only a towel on her body and one wrapped around her head, having just showered. She opens the door. It's Max, who is dressed in his Azul Navy dress-whites. Jennie is stunned at his appearance, which is now much more rugged and manly than when she had first met him. He asks if she had her dress whites. She shakes her head. He hands her a uniform and leaves. Closing the door behind her, she slowly slides down against the wood to a seated position in the floor. "Damn, he's kinda hot," she breathlessly exclaims.

Part Two

The party is in full swing. Lycans are standing on tables, smashing each other with legs of beef and there is uproarious laughter. A medieval music group plays with lutes, flutes and tambourines. Then Max and Jennie appear at the main entrance and everything comes to a stop. They both look angelic in their uniforms. Max says, "King Krynol, Commander Maximilianus Gunnarsson and Lieutenant Jennifer Escalante hereby make a formal request to attend this great celebration—with your permission, of course."

After some chatter and introductions Max and Jennie listen to speeches. Then Max whispers something in Draagh's ear. Max goes out into the middle of the room, and asks Jennie if she would do him the honor of a dance. At first she declines, embarrassed, but then reluctantly agrees. As she steps off the main platform, Draagh magically changes her dress whites into a sexy white dress and high heels. Then tango music plays and Max and Jennie, both accomplished tango dancers, perform for the party.

After the dance, Krynol claims that the tango shall be the new official dance of the Rhonen Dominion. Max privately jokes to Jennie that they will need to work on the lycans' graceful movements fist.

Max notices Alea moving around to different tables, and then loses track of her.

Part Three

Alea is walking down a hallway and is dragged into a small room, where Siegfried, Krynol's mage, makes her an offer. If she helps Siegfried, then Vladros will release Morgus, Alea's long-lost husband, previously believed dead.

Jennie is tired and goes to leave the party. Max asks if he can escort her to her room, but she declines. Going off on her own, she walks down a hallway. Coming around a corner, she sees Alea. And then everything goes black.

The party ends, and Max goes to his room. However, he can't smell Jennie's presence. Bursting into her room, he finds it empty. He slips all over the castle grounds and comes to the conclusion that Jennie is nowhere to be found. Max slips to the armory and rotates the handle on the claxon horn. Suddenly Draagh, Krynol, Donus and others arrive to hear Max announce that Jennie has been kidnapped.

Segue to a bloody and bruised Jennie, her white dress torn, sitting on the floor of the same type of cell Ryder Johnson was put in at Vladros' castle. She is unconscious.

Episode Nine

Part One

Luigi Bagatelle is in a dark room, on trial. Len Johnson accuses him of letting Max Gunnarsson escape and claims that Bagatelle's video evidence, provided by Draagh, was faked. Johnson brings in a lowly tech who claims Bagatelle had him falsify the videos. Johnson demands Bagatelle's immediate execution, but the rest of the council overrides his demand, instead putting him under house arrest until the situation can be further ascertained. Put in shackles, Bagatelle is led away, but the tech can only quietly say he is sorry.

Part Two

Jennie awakes in her cell. She hears a voice. Out of the shadows comes Ryder Johnson, who makes demeaning comments and claims he had felt her up while she was out cold. He further claims he is going to rape her, as she never gave him what he wanted on the ship. After arguing back and forth, Jennie remembers what happened. Ryder beckons Alea out from the shadows. Alea says she is sorry, but they have her husband. Ryder starts laughing, asking if she was really that stupid to believe her husband was still alive. They then throw a distraught Alea into the cell next to Jennie.

Jennie looks over at Alea and merely says, "You bitch."

Part Three

Inside the armory, Draagh hands Jennie's katana to Max, claiming he made some modifications to it for her. Max appraises the weapon, and then uses it to channel a deadly cantus, which disintegrates a nearby table. The other lycans stand, stunned. Max and the lycans immediately start to arm themselves to go on a rescue mission. Draagh appears back into the room, claiming he knows where Jennie is, thanks to the magical clothing he had conjured for the party, but there is a magical barrier around Vladros' castle, preventing anyone from slipping inside. He surmises it is the work of a dangerous Primulus, but gives no more details. They will have to ride out to the castle and then break in on foot.

Max goes to Jennie's chambers and grabs her gauntlet. Then, out of anguish, he pukes in her toilet and starts to cry. Gaining resolve, he steels himself and runs down the hallway, gauntlet in hand.

Part Four

Max is riding horseback with the other lycans, Donus in the lead. Next to Max is Ohio, his weapons and katana trainer. In a couple of hours they arrive, just as the sun is rising to their good fortune. The vampires won't be able to fight outside the castle. Then Max is stunned when some lycans turn to their phase two forms and start to dig – fast. Dirt is flying and they quickly make a tunnel and break into the castle. Thanks to her wearing Draagh's, magically-created dress, Draagh is able to telepathically speak to Jennie, giving her instructions.

Segue to Ryder Johnson trying to hide within Vladros guards. Vladros kicks Johnson out, so Johnson runs off and crawls into a pile of corpses to hide his scent.

After the battle, Jennie is rescued, given her katana and Alea is taken prisoner.

Part Five

Alea is put on trial. Her treason is punishable by death, but Krynol knows of her suffering, so he only banishes her from the Rhönen Dominion.

Episode Ten

Part One

Night time. Vladros and some soldiers arrive at a smaller, dilapidated castle, where he confers with the owner, Korlis. They have a plan. They are going to attack the Rhönen Dominion on the full moon, when the lycans are at their weakest (as most turn into mindless beasts that must be locked away).

Part Two

Max eats breakfast alone and believes he is going to do more magical training, but can't locate Draagh, so he goes to the training grounds, only to see Jennie seated on the grass with the little lycan girl he had previously seen waving a stick around that caught fire. Jennie introduces Max to Liliana, an orphan. Jennie has taken to the girl. Liliana is obviously impressed with Max. Max further impresses Liliana by slipping away.

Part Three

Max is with Draagh and learns more about the nature of space/time. Draagh shows Max a model of space/time and explains more things in detail. Draagh even tells Max that Benjamin Franklin was an inactive mage, and while on sabbatical was taken to a world where he could study and learn magic. Draagh slips Max to some other worlds, so Max can see convergent evolutionary processes.

Segue to Max and Draagh slipping to the training grounds. Draagh meets Liliana. Then Draagh startles Max, speaking to him telepathically. As Max still has no ghanlo, their telepathic range is limited. The four go to dinner, and Draagh asks Liliana if she is going to study. Liliana states she is going to prepare for the upcoming full moon. Jennie becomes excited, howling and saying she and Liliana can go through the change together. Liliana giggles, saying she is not yet of age, and does not change. Jennie is confused. Max makes a joking masturbatory gesture with his hand, trying to hide it from Liliana. Excusing herself, Liliana goes to leave, but whispers in Max's ear that she saw a boy do it once. And it was quite disturbing and he looked as if in great pain. Max awkwardly winces.

Walking out of the mess hall, Jennie asks Draagh what Max was doing. Draagh whispers in her ear. She gasps out loud, saying, "Max, that's terrible."

It is the first time Jennie has called him "Max," since pleading for her life in the mock battle.

Part Four

Max is cleaning his room and hears giggling, electrical shocks and a cat's shrieking coming from Jennie's room. He goes over and knocks on the door. Liliana answers and says it's a girls club only and slams the door on his face. Max is perplexed, but grows a smile and walks off.

Episode Eleven

Part One

Max and Jennie are preparing for their first full moon.

They attend a class with others who are to also experience it for the first time. Max sees the boy he caught masturbating that day while slipping in the castle and does the same masturbatory gesture, aimed at the boy, teasing him. Jennie slaps Max up alongside the head.

Part Two

Liliana states she must stay in a kennel in case any of the lycans escape their enclosures, as 99% do not maintain sentience during the change. Jennie hands her wand to Liliana, telling her to keep it safe for her. Max and Jennie go to the basement where the lycan cages have been built. Each one has a leg of beef hanging in it. Krynos, Donus and Kangor all maintain sentience, so they will guard the castle throughout the evening, along with a contingency of volunteer normals, as is tradition.

There is a stone wall between Max and Jennie's cells, and Jennie undresses. Then Donus walks in, seeing Jennie naked. She is mortified when Donus proclaims how "handsome" she is, and that she and Max will produce fine pups. Max says it's not fair that he can't see her. Jennie chastises Max for being a pervert.

Donus leaves and Max and Jennie wait for their transformation to start.

Howls start, and Max starts to transform.

Part Three

Heavy CGI – Max transforms, resulting in a non-sentient werewolf standing on all fours in its cell. It looks up at the leg of beef and pounces.

Draagh is up above in a castle turret, scratching Krynos' ears, as the king is now in full werewolf form. Krynos can understand Draagh, but cannot respond. However, he can speak the werewolf tongue, consisting of barks and growls, enabling him to communicate with his officers. Draagh pulls out his pipe and torches it up, relaxing in the light of the full moon.

Part Four

A massive army of rotting vampires march across an open plain. In the middle is Vladros, with his Primulus cohort, Marnn, at his side. Marnn is Draagh's brother. The two hate each other. Marnn has enveloped the army in an invisibility cantus, enabling them to get close to the castle.

Ryder Johnson is stuck with the leading troops – cannon fodder, meant to die first, but he has a plan.

Marnn reveals to Vladros that Max's father is Michael the Archangel. Vladros is shocked, calling Michael a lunatic. Marnn assures Vladros that Michael is nowhere near them, and is actually stranded powerless on a distant world.

Part Five

Lili is in her kennel and starts to play with Jennie's wand. She discovers a back door and crawls into a tunnel disappearing from sight.

Camera shots flying through the castle ventilation system, the view arrives at the basement. All the lycans have transformed and there's barking, howling, eating, some rolling in their own bodily fluids. Basically gross.

Camera again flies into the ventilation shafts, coming out on top, where Draagh is looking out over the plain. Then he grows a concerned expression. Conjuring a telescope, he looks out and sees a wavering in the field. Recognizing the phenomenon, he loudly proclaims they are going to be attacked.

Episode Twelve

Part One

Werewolves and normals run about, setting up defensive machinery, such as boiling platinum, preparing arms and getting ready to be attacked. Then Marnn's cantus expires. A legion of vampires is in full view and they attack, using grappling hooks and ladders to scale the walls. The fight ensues.

Ryder Johnson splits off and goes around to the back of the castle, disobeying orders.

Part Two

While Liliana is in the ventilation ducts, she hears the beginning of a battle. Concerned for Jennie, she finds her way to Jennie's room, where she grabs Jennie's magic-enabled gauntlet. Then going back into the tunnels, she finds Jennie and Max, using the gauntlet to shock them back into their normal states. Max then starts to release the other lycans after they have detransformed and he and Jennie form a battle group. Jennie has Liliana promise to go back to her kennel and the girl climbs back up into the shafts. Then Max and Jennie go out to fight, getting trapped and overwhelmed by vampires. Jennie is being impaled and beaten so Max covers her with his body, then everything goes white.

Part Three

Ryder is in the castle, sneaking around. He smells Liliana and captures her from a ventilation shaft.

Segue to Max waking up in Draagh's study. Draagh is healing him and Jennie, having saved them from the vampire horde, but Jennie is worse off. Once Jennie has been healed they decide to go back out, but this time more carefully. They easily defeat numerous vampires in the castle courtyard, while seeing lightning flashes in the sky.

Krynos holds a dying Kangor, who jokes about losing his lunch as he has a massive hole in his torso. Then he dies. Krynos howls and goes back to the battle.

Segue to Draagh confronting Marnn. They spar back and forth, with Draagh eventually defeating his brother, stripping him of his ghanlo and banishing Marnn to Purgatory. Socrates appears and they send Marnn's ghanlo off to an undisclosed location.

Part Four

Max finally confronts Vladros, and easily kills his guards. He then takes Vladros and throws him into the shark-filled moat, where he is torn to shreds. But all is not over. Ryder Johnson appears in a balcony in the courtyard. He has Liliana as a hostage. Max and Jennie give chase, cornering Johnson in a room. He has his sword to Liliana's throat. She asks Ryder if she can say goodbye to her friends, momentarily confusing him. Liliana then produces Jennie's wand and roasts Johnson's testicles. He throws the girl and tries to escape, but Jennie gets ahold of him. She beats him senseless and commands Liliana to throw her the gauntlet. Jennie then beats

Ryder's head into a puddle of mush. Liliana's eyes glow with delight. Max whinces. Jennie passes out.

Part Five

Everyone is cleaning up the mess, carrying away bodies. Jennie awakens to find her head on Max's lap. Lili still thinks it was the coolest thing ever. But everyone is sad. Many have been lost.

Cam out to see hundreds of bodies, all over the castle and the fields outside. Some are starting to roast from the rising sun.

Chapter Thirteen

Part One

Having slept for a few hours, Jennie is combing Liliana's hair and invites her to the celebration party. Liliana is astounded. As an orphan she has never been privy to such celebrations. Jennie touches her dress/uniform that Draagh had made for her for Donus's birthday party. It still enables her to telepathically communicate with Draagh. She asks him if he can make some party clothes. They go off to lunch, but as they leave Jennie's room Jennie turns around to see that Liliana had tied her only possession, her prized, pink ribbon, onto Jennie's door as a gift. Jennie sheds a tear and tries to hide her emotions from the girl.

Part Two

Max rolls out of bed. He admires himself in the mirror. He is cut and fit, with significantly more muscle mass than when he first arrived in the Rhönen Dominion. Max then notices an attractive, new leather outfit. He telepathically reaches out to Draagh, but receives no answer.

Segue to Draagh standing in a field of grass. He sees Alea's campsite. Approaching her, he gives her condolences for the tragedy that fell upon her. Then he asks if she had a chance to start over again if she would. She says yes of course. Then she beckons him to a wooded area, where she shows Draagh the lifeless body of Krynos' mage, Siegfried. Aleas claims that, while in her sentient phase three form, she ate him while he was alive and conscious. Draagh nods and asks her to gather her belongings. She does so and finds herself standing in the courtyard of Krynos' castle. She becomes terrified, especially as Krynos' last decree was that for her to return to the Rhönen was to incur instant death. Krynos approaches, happy to see Draagh, but does not recognize Alea. Draagh explains that he found her, the only survivor of a vampire attack on a village to the west, near the great sea. He further states that Alea suffers memory loss, but that she maintains sentience on the full moon, and can be of valuable assistance to the Rhönen Dominion. Krynos agrees and goes to call over his lead commander. Alea begs Draagh to not play with people's memories. Draagh states that he hasn't. They are in an alternate timeline, one where Alea was never born and her "husband" Morgus still lives. Krynos returns with Morgus, whos is immediately smitten with Alea.

Draagh slips out of sight, leaving Alea with her new beginning.

Part Three

A massive party is ready to begin. Max is seated at the high table with Krynos. Max asks when the party is going to start, to which Krynos responds they are waiting for two more to arrive. Jennie shows up in a beautiful pink dress, Liliana holding her hand, wearing a similar, yet more innocent style. They both go up to the stage. Krynos begins a speech, first lamenting the loss of Alea. Then he commends all for their valiant efforts in the battle. Then he speaks about Liliana, who is recognized for her bravery in helping Max and Jennie. He then asks if anyone would be willing to adopt her, as she has no family. Nearly the entire hall raises their hands, but Jennie jumps up, claiming her. She asks Liliana if she would be her daughter. Tearful hugs.

Liliana accepts. Max is concerned, as they have a mission, but Draagh holds him back.

More speeches, Max talks, etc.

Jennie asks Max to dance, with Draagh providing the romantic music.

Draagh and Krynol discuss Liliana's background. Krynol states Liliana's maternal grandfather was a mage, but she has shown no abilities yet.

The party continues until Max is dead-tired. He excuses himself to go to his room, alone. Shortly thereafter, Jennie knocks at his door. She is only wearing a tank top and panties. Jennie enters and kisses Max.

After heated foreplay, Jennie asks him to make love with her. Max admits he is a virgin. She just shushes him and says it's alright.

Part Four

The sun has risen. A clock is ticking on the wall (creepy cat clock with eyes going back and forth). Cam down to Max, sitting up, Jennie in his arms. He is awake, nervous look on his face. He doesn't want to move, believing Jennie gave him a "pity lay." She wakes up. Max says he thought Jennie didn't like him. She states she doesn't. Max is confused. Jennifer further elaborates that she adores him. Max opines that he was probably terrible in bed compared to other guys. Jennie says she has no idea. She was also a virgin, and was saving herself for her one true love. He has changed her life. She asks him to marry her. He makes a joke, and then accepts. Cam up as they go to make love again.

Part Five

Two weeks later. Max and Jennie are working on decorations for their wedding. Liliana is helping. Scaffolding, ribbons, banners and chairs are being set out. Max looks for Draagh, but is unable to find him or Krynol. There is one thing Max needs for the wedding —his mother's wedding ring. Unable to find Draagh, Max does find Draagh's staff and uses it to slip to the Machu Picchu back on 29th century Earth. Socrates shows up, warning Max not to do that. Max explains he needs to get his mother's wedding ring on Earth, slips, and the room explodes.

Segue to Socrates going to Draagh and Krynol, stating they have a problem. Krynol, Jennie, Liliana and Socrates go to Draagh's quarters. His staff is still there, but the room is a mess. Socrates relays that Max attempted to go to Earth. Draagh and Jennie leave Liliana in the care of Krynol and go to 29th century Earth to find Max. he is nowhere to be found. Draagh finds the wedding ring in the ship's galley. Jennie cries out for Max.

Max pulls his face up from a puddle of muck. Screaming everywhere. He crawls out of a drainage ditch and sniffs the air, alarmed. Looking up, he says, "Oh, man. I'm not supposed to be here."

Cam up to the nearby hills. The Hollywood sign is on fire, and a Vrol Flyer soars overhead, letting out an ominous screech.

End Season One.