

THE VAMURAI PROPHECY

by

Bill Lundy

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blundy@scifiscreenwriter.com

FADE IN

A large, dark planet hangs in space. Surrounded by three moons and a small sun in the distance. A WOMAN'S VOICE (KASHALA) narrates.

KASHALA (V.O.)

The planet Archaleon. Here, daylight lasts for only a few hours. And the nights, under three unblinking moons, seem to go on forever. Generations ago, the native inhabitants were conquered by the Wizard Lords, twelve beings from another world blessed with amazing magical abilities.

EXT. VILLAGE - DAY

A small village made up of dirt paths and wooden huts. Roughly-garbed PEASANTS race around in terror.

LORD THULL (50's), tall, regal, intimidating, dressed in flowing dark black robes, fires MAGICAL ENERGY BOLTS from his hands. Lays waste to the village.

KASHALA (V.O.)

They came in search of Caldonium, a mysterious metal which strengthened their powers and made them virtually immortal.

INT. CALDONA/MINE - NIGHT

An underground cavern lit by torches. More PEASANTS wearing dirty rags use crude picks and shovels to carve small pieces of a glistening, dark golden metal out of the rock walls.

Watching over them are several menacing-looking VAMURAI WARRIORS. Their skin is shimmery white, eyes not quite human, and they wear colorful tunics.

Strapped to their backs are weapons called "seppukahs," slightly curved swords with sharp points and short, intricately carved hilts.

KASHALA (V.O.)

The Wizard Lords divided Archaleon among themselves, growing rich and decadent from the labors of their enslaved cities.

One of the PEASANTS carrying a sack full of raw Caldonium falls. His precious cargo scatters all over the cave floor.

The nearest Vamurai grabs him, enraged. Sinks his fangs into the Peasant's screaming throat.

KASHALA (V.O.) (CONT'D)

To control the natives, they used their ancient magic to create armies of Vamurai, Undead, bloodthirsty warriors controlled through strict teachings and blind loyalty.

The other Vamurai glare at the workers. The Peasants redouble their efforts.

EXT. BATTLEFIELD/CITY - NIGHT

A magnificent battle among VAMURAI ARMIES rages across a grassy plain in front of a gleaming city.

Warriors wearing dark green tunics struggle to defend the city. They duel with seppukahs against opponents wearing purple, black, blue and red colors. Most of the combatants sport helmets that partially cover their faces.

KASHALA (V.O.)

But all the Wizard Lords were petty, jealous and ambitious. They constantly used their armies and powers to plot and war against each other.

Fangs, steel and blood flash through the night. Some of the Vamurai hurl their seppukahs like spears.

The seppukah stays connected to the Vamurai's hand through a glowing red ribbon of energy known as a "bladelink". The bladelink allows the Vamurai to control his weapon remotely, making him even more formidable.

Regular cuts and slashes on the Vamurai heal quickly. They only die when stabbed through the heart or beheaded. When that happens their bodies shrivel into dessicated corpses.

Behind the attacking armies stand four Wizard Lords, one of whom is Lord Thull, wearing black. The other three are--

LORD MAL (50's), tall, thin, distinguished-looking, dressed in purple robes.

LORD KRANG (40's), muscular, sinister, wearing blue garments.

And LORD RAUN (late 30's), robust, barrel-chested, with a rugged face and eyes filled with unquenched ambition. His colors are blood-red.

KASHALA (V.O.) (CONT'D)

To bring peace, the eldest, Lord Zan, tried to unite the planet under his own rule. Four of his brethren rebelled and attacked Zan.

The four Wizard Lords use 2-foot long Caldonium-metal scepters to rain deadly magical bolts of light onto the city.

LORD ZAN (60), older, still vital, wild-eyed, races around the battlements of the city's outer wall. He fires blasts from his own ornately-carved scepter to block the incoming magical bolts.

A Vamurai Warrior guards Zan. This is CHANSZU (30's), a muscular warrior with a slightly shifty air about him.

KASHALA (V.O.) (CONT'D)

With the help of a traitor, they defeated him and destroyed his city.

The last of Zan's warriors falls. The opposing Vamurai armies burst into the city. They wreak havoc on the human populace. Pillaging, killing, biting necks, slaking their thirst.

Zan and Chanszu try to retreat from the battlements. Thull, Mal, Krang and Raun magically appear in front of them, blocking their way.

Zan orders Chanszu to attack. Instead, Chanszu gives a sardonic grin and steps aside. Thull, Mal, Krang and Raun blast Zan with magical fire from their scepters.

Zan SCREAMS something. In the courtyard below, a helmeted VAMURAI WARRIOR wearing the red tunic of a General in Raun's army hears Zan's last words.

KASHALA (V.O.) (CONT'D)

As he died, Zan cried out a prophecy about the downfall of the Wizard Lords and the liberation of Archaleon.

Zan hurls his scepter to the stone floor. It breaks in half just as Zan's body EXPLODES in a blast of magical power.

Raun rushes to pick up the pieces of Zan's scepter. BUT THEY DISAPPEAR BEFORE HE CAN GET TO THEM.

Raun stares at the space where the scepter pieces were. A wild gleam in his eyes.

KASHALA (V.O.) (CONT'D)

It soon became known as the Vamurai Prophecy.