

Smith Moessinger

Codex: G - Genre Writing: Drama/Adventure, Comedy/Horror

Scene 1: Drama/Adventure

Pre-Scene Context: Morgana is in trouble. She's been kidnapped by demons and dragged through a portal to LA. The Underwoods need to get there, and fast. Azrael has a car, and Raoul, Valen, and the player need to convince him to let them borrow it.

FADE IN:

EXT AL'S DINER NIGHT

The neon letters "A", "L", "D", "E", and "R" of "AL'S DINER" are slightly faded, leaving "S", "I", "N" to shine a little brighter.

INT AL'S DINER CONTINUOUS

The diner is empty. The red leather booths and bar are absent of any napkin holders, ketchup dispensers, or other signs of use.

The UNDERWOOD CHILDREN hurriedly enter the diner. VALEN leading the pack, whips her head around scanning the diner. AZREAL leans against the register behind them, looking bemused.

AZRAEL

We're closed.

Azrael closes the till empty handed.

THE PLAYER

Not now Azrael. We need your help.

AZRAEL

Oh? Was there ever a time where you didn't? You mortals are so *incapable*.

RAOUL

We need to get to Los Angeles as fast

as possible. Now.

Azrael hesitates, his brows furrowing for a moment before smoothing back out.

AZRAEL

And why would that be my problem, exactly?

VALEN

Because we're not leaving until you do.
Do you really want us staying in your diner
longer than necessary?

Azrael walks past them into the back room of the diner,
followed by the siblings.

INT AL'S DINER STOREROOM CONTINUOUS

There are a few stacked boxes, a work desk, and a car covered
in a brown linen tarp. The back wall has a garage door.

Azrael begins looking through a stack of newspapers on the
desk.

AZRAEL

There's only one way to cover that much
distance, as badly as you want to. A
portal! Which you don't have.

Azrael pulls out a newspaper with the cover "EARTHQUAKE AND
FIRE: SAN FRANCISCO IN RUINS", smiling at it.

INT AL'S DINER CONTINUOUS

He walks back into the diner. He sits at the back booth, opens
the paper with a flourish and starts reading.

Valen looks at the car and grabs the keys off the key ring by
the door before following Azrael back into the DINER.

VALEN

Or an incredibly powerful car. Which you do.

AZRAEL

Which would require an equally powerful license. Which you don't.

Valen pulls her fake ID out of her pocket. Azrael sighs, snapping his fingers. The keys materialize in his hand.

VALEN

Come on! It's a car for christ's sake!

Raoul elbows her at the mention of christ.

VALEN (CONT'D)

You're a demon, you can fly wherever you want, you don't even need a car!

AZRAEL

That, young lady, is not a car. It's a 1968 Ford Torino.

Beat.

AZRAEL (CONT'D)

And youuu are a mortal. You can take *public transportation* or whatever, wherever you want.

THE PLAYER

Azrael. It's an emergency.

Azrael stares blankly at the player.

THE PLAYER (CONT'D)

People could die.

AZRAEL

People die every day.

Azrael turns away, looking back at the newspaper.

THE PLAYER

Isn't that why you're here? Because you didn't want to kill anymore humans?

Azrael absently dangles the keys from his finger, before curling his hand into a fist.

RAOUL
(with a hopeful voice)
We'll... bring it back in one piece?

Scene 2: Comedy/Horror

Pre-Scene Context: After defeating the fourth and final Horsemen of the Apocalypse, the player and their siblings are left in possession of Death's pale horse.

FADE IN:

EXT ALLEYWAY NIGHT

The street is empty and the stores are closed. The Alleyway is a brick walled dead end. The windows behind the fire escape are dark and the dumpster beneath it patters with the sound of rats.

The player, Morgana, Valen, Raoul, and the Horse huddle together in the Alleyway.

THE PLAYER
What are we going to do with it?

Morgana's hand clutches the reins as she slowly pets the horse's mane. He neighs and she hushes him gently.

MORGANA
Not it. He.

RAOUL
Kind of makes you think...is he dead?
I mean if he's death's horse... and we just
killed death. Was he alive-

VALEN
(interrupting)
We need to get him out of here. The smell
alone is going to attract every demon on
the upper east side.

MORGANA

We can't take him anywhere. The houses don't have enough magic to hide him, and none of us know how to ride him.

VALEN

What are you talking about? I'm a hunter, I know how to ride a horse.

Morgana shakes her head.

MORGANA

Not like this. The four horses aren't just... horses. They're a direct link to the underworld. One wrong giddyup and you could kill everyone within a dozen blocks and be halfway to Satan's tea-time appointment.

RAOUL

(wistfully)

I've always wanted to meet Margaret Thatcher.

THE PLAYER

I think we have company.

A black shadow appears on the bottom of the brick wall at the end of the alley, rising into the shape of a large figure. Out of the wall steps Azrael, darkly dressed with a hungry look in his eye. He takes a sharp breath through his nose.

MORGANA

Azrael.

AZRAEL

Well, well. Let's not overextend ourselves.

Valen takes a step forward between the horse and Azrael.

VALEN

What are you doing here Azrael?

AZRAEL

Death's horse in the hands of a group of

mortal children? It's not a toy. Now hand it over to the adult before someone gets killed.

RAOUL

Do we really want to be standing between death and a ... pony?

AZRAEL

(snarling)

Make no mistake. Despite my former title I am very much a Demon.

A wisp of black smoke glides down from the rooftop past Raoul's shoulder.

A second wisp darts down, weaving between Raoul and Morgana...

Followed by a third and a forth, each bleeding darkness into the air like ink in water.

The color drains out of Raoul's face. He turns to Morgana looking terrified. Morgana raises her hand in concentration.

MORGANA

PHOS

A ball of light appears in her hand, illuminating the group.

Morgana's stare hardens at Azrael. He tilts his ear towards the dumpster. The pitter patter of rats begins to grow louder. Suddenly, the lid jolts open, and out crawls a massive swarm of rats, clinging together in a single form. Morgana's eyes widen.

THE PLAYER

That's enough Azrael!

AZRAEL

You don't have any idea how long I've waited to get back in Hell.

THE PLAYER

We just finished killing a demon to

Get this. What makes you think we're just going to hand it back over to one?

Azrael smirks, eyes glinting.

AZRAEL

Why do you think I'm here instead of there, hmm? Do you think that Diner is an ideal choice for an arch demon? I'm here because I was banished here.

THE PLAYER

But why? Why would they banish one of The most powerful demons they have?

AZRAEL

Everything you know about demons, killing half-bloods, serving the dark legion. Do I strike you as the serving type?

MORGANA

You got banished for the same reason you did from Heaven. You disobeyed.

AZRAEL

I hate hypocrisy. Lucifer goes through all the trouble of becoming the first Fallen Angel, and what does he do? Turns around and becomes the exact thing he criticized.

Azrael takes three decisive steps forward.

AZRAEL (CONT'D)

Arrogant. Murderous. Demanding.

Eyes aglow, Azrael's skin warps and turns. Great black shadows unfurl behind his back like wings, and the darkness begins to burn like the sun.

The Underwoods flinch, each incurring damage. Morgana releases the reins and Death's horse trots over to Azrael.

AZRAEL (CONT'D)

They were but a pale imitation. I will
show them death.

Azrael mounts the horse and vanishes through a black portal in
the wall.