

TEASER

EXT. CGI WORLD: ENCHANTED MARKETPLACE - DAY

In a small fantasy renaissance meets steampunk style village, BRAXTON, a Majestic looking Minotaur, commander of the Taurian army scans the village center. His horns have sharp steel tips and there's a permanent snarl on his lips.

Towering over everyone else, Braxton walks with two heavily armed Centaur soldiers. They aren't shopping for goods, they are hunting for rebels.

BRAXTON
(sniffs the air)
He's here! I can sense him.

Outside a fruit stand squeezing a fantastical fruit is JEREMIAH, a 6'6" tall bullfrog with dark eyes, a calm, but powerful confidence, and a gentle smile. He is dressed in a dark cloth hooded robe tied with a tarnished golden rope. He's carrying a medium sized drawstring bag with magical looking symbols around the opening. No shoes. He looks like something between a Jedi, Jesus, and bullfrog Buddha.

A short distance away watching Jeremiah is MACMANUUS who resembles a Minotaur, except instead of being half bull, he has the upper body of a buffalo. His lower body, human. He has a weapon belt, tight cloth pants, a side strap bag tied around his leg and a hooded cloak.

Jeremiah turns slightly to see Braxton and the Taurian soldiers, he sets down the fruit, pulls his hood in closer and walks swiftly away.

MacManuus puts up his hood and follows.

Braxton notices the swift exit of two cloaked characters. He closes his eyes and sniffs in the air, then motions for the two Centaur soldiers to follow them. They pursue.

Jeremiah dashes behind a vegetable stand and rushes along behind the vendors hoping to be out of the Centaurs's line of sight. He isn't. He looks around for an escape and runs into MacManuus who grabs his shoulders. Their eyes meet.

MACMANUUS
Trust me?

Jeremiah glances at the Centaur Soldiers, then back to MacManuus, nods.

MacManuus pulls Jeremiah into a side passage.

After a short dark hall they emerge. It's a dead end courtyard with large planters full of flowers, a few trash bins, table with chairs and a couple trees.

MACMANUUS (CONT'D)

Okay...plan B.

MacManuus nervously looks around for a solution. He locks eyes on Jeremiah. Has an idea.

EXT. COURTYARD BEHIND MARKETPLACE - MOMENTS LATER

The Centaurs enter the dead end courtyard, scan, wondering where their prey went. All they find is a drunken MacManuus sleeping against a tree, legs sprawled, half a bottle of grog in his hand. They don't recognize him.

CENTAUR #1

Aaggggh he stinks!
(nudges MacManuus)
Hey. You. Get up!

MacManuus doesn't stir.

Centaur #2 kicks him.

MacManuus wakes up a little bit. Yawns. Stretches. Rubs the drool from his mouth with the hand holding the bottle of grog. He notices the bottle and takes another swig.

The Centaurs act like the stereotypical cocky cops working from hate instead of help.

MACMANUUS

(sleepy, slurry but non threatening)
How may I help you gentlemen?

CENTAUR #1

You see anyone pass through here?

MACMANUUS

(looks around)
Hey!
(then)
Yeah! Where'd she go?
(slurring)
(to Centaur)
She was HOT!
(shouts all around)
HONEY! wher'd-jah-go?

Centaur #2 is annoyed. He kicks MacManuus just for fun

CENTAUR #2

What kind of crossbreed mess are you?

MACMANUUS

(drunkenly)

What the mess? The what? The who?

Centaur #2 kicks him again

MACMANUUS (CONT'D)

(pulling away)

Hey man that hurts! You're not a very gentle, gentlemen.

MacManuus rolls around to get into a better slouch.

CENTAUR #2

I said, what the hell are you! Cuz you ain't no Minotaur.

MACMANUUS

I'm a...

(slurs and stutters)

I'm a...te- taun te-taunk- ka tonka taur.

(then)

Sumthin' like...that, yeah.

(then)

(Shouts again)

HONEY! Wher'd-yah-goooo.

Braxton appears in the courtyard, still sniffing the air. He strategically surveys the area.

He looks angrily at MacManuus.

BRAXTON

You reek of grog crossbreed!
Stinking up the place more than it already stinks!

Braxton walks slowly around, alert to anything out of place.

BRAXTON (CONT'D)

I know you're near Jeremiah!

(then)

I can sense you - even over the stench!

END OF TEASER

ACT ONE

Braxton looks behind a large round flowerpot brimming over with colorful blooms.

BRAXTON (CONT'D)

I wonder...What is it about these humans being that compels you to reconnect them?
You're not even human!
Why would you help them?

He checks behind different objects in the courtyard.

BRAXTON (CONT'D)

They are a disease! Yet you risk your life for these ungrateful, destructive, shallow, hopeless beings who won't even help themselves much less each other.

Braxton thinks he sees Jeremiah in the wall. He sniffs it and runs his sharp pointed horn across it, cutting into the brick. It's not Jeremiah so he continues his slow and calculated investigation.

BRAXTON (CONT'D)

Perhaps you envy their free will? Yet...they use their free will to destroy...the water, the air, the earth...each other.

Braxton gets close to the tree MacManuus is leaning against.

MacManuus lets out a loud, juicy belch and blows it towards Braxton's sniffing nose.

MACMANUUS

Scuze me.

Braxton gives a look of disgust and decides to retreat.

BRAXTON

You may get away this time, but eventually - I will bring! You!
DOWN!
(to soldiers)
Move out!

They leave. MacManuus cracks an eye to be sure they're gone.

MACMANUUS

Clear!

The tree that MacManuus was leaning against comes to life and away from it steps Jeremiah, whose camouflage cloak made him look like the trunk the entire time.

JEREMIAH
 (extending arm)
 Great idea! Name's Jeremiah.

MACMANUUS
 MacManuus.
 (shakes)
 I know who you are.
 Been tracking you the past two
 moons. I need your help...with a
 human.

Jeremiah reacts with curiosity.

INT. REAL WORLD: CPS OFFICE

JAKE, a CPS agent is on the phone. He has a file on his desk with the police booking photos of an incarcerated and weathered woman in her early 30's.

JAKE
 Thank you for returning my call Mr. Baker.
 (then)
 Okay, Derek then. Listen Derek, I need to talk to you about Kimberly Martin. You knew her in high school, is that correct?
 (listening)
 I understand, yes.
 (listening)
 She did leave unexpectedly, yes. How well did you know Miss Martin?
 (listening)
 Well, you may want to sit down for this Derek. I'm about to say something that could come as a huge surprise.

SHAWN, 15, slouches in a chair outside the office, He's hiding in his hoodie while playing a game on his phone.

INT. HOME OF DEREK AND MAGGIE BAKER - LATER

MAGGIE Baker, early 30's, sets her keys on the table next to her dazed husband DEREK, early 30's. He is a gentle looking man that resembles Shawn.

MAGGIE

(concerned)

Honey, are you okay?

DEREK

You know how you've always wanted children?

MAGGIE

(trying to lighten the space)

Are you pregnant?

DEREK

(chuckles)

Well...

(then)

You may want to sit down for this.

EXT. FOREST OF THE FAE - SAME TIME

MacManuus and Jeremiah walk next to a creek in an enchanted forest.

There are small swarms of tiny, sparkly FAE, in various colors; mostly pixies, a few faeries, several gremblins. They float around in swarms like gnats.

MACMANUUS

I know you can help get this one back on track.

(then)

It's over here.

Parts of the creek are clear flowing water while other parts look like star filled galaxies. Periodically there are eddies that barely move, with murky swirls of energy that slowly circulate to the deep, dark, dank bottom. Inside one of the swirls is a spot that is a shimmering glow of dim green and dark red iridescence. MacManuus points at it.

MACMANUUS (CONT'D)

See, this one here. It's broken from its path. It has a remarkable amount of energy. I know it will spark SO many others if we can keep it from hitting The Open Waters unprepared. If not...I doubt it will make it through. Can you help?

Jeremiah looks deeply at MacManuus, closes his eyes as he is rolling them up to his forehead where a bump previously unnoticed, now glows.

JEREMIAH

(gently nodding)

(then)

Yes.

Jeremiah opens his eyes, reaches into his Bag, pulls out a small sphere with a bright sparkle inside. He places the sphere in the creek downstream from the shimmer.

He stirs the shimmer with his long froggy finger and directs it to the sphere.

EXT. LARGE MOUNTAIN HOME

Derek is riding a mower around his front lawn as a car from CPS brings Shawn to his home. Maggie is nearby in her garden planting. Derek waves at Shawn as the car pulls up, looking nervous, yet excited to meet his son for the first time.

INT. DEREK'S KITCHEN TABLE - LATER

Derek's home has various indicators he is a religious man. Derek and Maggie finish bringing food to the table. It's a full breakfast spread. Shawn pours milk into his cereal ignoring their efforts to have a "family" meal.

DEREK

(serving himself, to
Shawn)

Oh, you should wait to pour the milk, we need to say Grace first. Would you like to say Grace?

SHAWN

(uncomfortable)

Um...sure.

(pre-programmed,
practically one long
word)

Heavenly father thank you for this food please help it nourish our bodies and bless the hands that prepared it I pray this in Jesus name Amen.

Shawn and Maggie start to eat.

DEREK
 (smiling at the attempt)
 May I?

Maggie sets down her fork. Derek bows his head in prayer.
 Shawn stirs his soggy cereal.

DEREK (CONT'D)
 Dear Lord, I am grateful for this day full of opportunities to learn more about myself, my lovely wife, my son and your love. I trust that you will guide us through our day as we discover each other, grow and have faith in a glorious future. Thank you for all these gifts and more. Amen

Maggie says Amen and starts to eat. Shawn just grumbles something that resembles Amen. Derek salts his eggs.

DEREK (CONT'D)
 So, what would you like to do today? Maybe go into town, grab a bite and a malt at Marty's?

MAGGIE
 (to Shawn, eagerly)
 You'll like Marty's Malts. It has video games. There's a dance one that your father and I like. He's quite the dancer. Do you dance?

Shawn just ignores her and eats his soggy cereal. Maggie uncomfortably looks at the newspaper.

DEREK
 Yep, and Old Marty is still in the kitchen. He'll love meeting you! Your mom used to work there before she...left.

SHAWN
 (sharply)
 She's not dead, y'know!

DEREK
 (looking at Shawn)
 I know. I mean before she left this town. Shawn, we didn't know why she left. She just...left. She and her father had a big fight and she left.

(MORE)

DEREK (CONT'D)

He said she went to live with her aunt or something. No one knew about you til a couple days ago.

Maggie sees a festival advertised in the paper, she shows it to Shawn.

MAGGIE

(to Shawn)

Wanna go to a festival?

Shawn scowls at her with a very clear NO!

DEREK

(stern, but gentle)

Listen, this is as big of a shock to us as it is to you and I...we...would appreciate it if you could meet us in the middle here and see if we can make this work.

EXT. FESTIVAL GROUNDS - LATER

Maggie, Shawn and Derek wander through the festival grounds. Derek is uncomfortable trying to figure out how to communicate with his son. Maggie looks at craft items, hoping not to have to answer any questions from friends about Shawn. Shawn just plain doesn't want to be there. As usual, he's hiding in his dark gray hoodie. Everyone else is dressed for spring.

DEREK

Listen son, I -

Shawn negatively reacts to the word "son".

DEREK (CONT'D)

(quietly to Shawn)

I know you've been through a lot, and there's nothing I can do to change that. I promise, I will do my best to earn your trust and I will work even harder to keep it - but you gotta come out of that cave of yours and give me a chance to prove myself or we both lose...again.

Shawn puts his head even further down and looks uncomfortably at his shoes.

EXT. CGI WORLD: FOREST OF THE FAE

Appearing from seemingly out of nowhere, a slew of iridescent bubbles, the size of softballs, floats past Jeremiah and MacManuus. The human realm reflects in them. The FAE follow the bubbles, the darker, dimmer FAE brighten up.

Jeremiah catches a bubble, using it like a periscope, he looks closely at the scene unfolding at the festival in the human realm. He spins around to see the entire area.

VIEW THROUGH BUBBLE:

The FAE congregate around different people who have different colored energy.

Jeremiah sees the awkward new family. Derek's FAE are bright blues and yellows. Maggie's are bright green with a few yellows. Shawn's are dim greens and dark reds. They walk in silence until they see the slew of teeny little iridescent bubbles floating past that catches their attention.

BACK TO SCENE:

Jeremiah wiggles his long froggy finger towards them and a couple of bubbles dance their way over.

VIEW THROUGH BUBBLE:

Derek, Maggie and Shawn look intently at the bubbles as one lands on Shawn's hood and another on Derek's sleeve. Both bubbles emit a suspicious sparkle.

Jeremiah spins around to see the source of the bubbles.

PENELOPE Pendragon, a gypsy-esque Fairy Godmother, is telling a story to two little girls who are surrounded by glowing golden sparkles. She has a tiny little bubble wand in her hand. She is standing in front of a frilly, purple topped tent filled with shelves of sparkly, magical looking items for sale. Above the tent is a sign: "Fantastical Findings and MaGiCal Mischief"

Jeremiah breaks into an adoring smile when he sees her.

EXT. FESTIVAL GROUNDS - SAME TIME

Next to Penelope is THE WHIMSICAL WISH WAGON, an enchanting aqua blue and plum purple, mystically magical structure.

Derek, Shawn and Maggie approach Penelope who is finishing a story. She has a little bubble on her finger.

PENELOPE

Then, should a fairy folk happen by
and find your bubble, they will
crack it open, hear your WiSH and
grant it true...

She blows another round of bubbles.

PENELOPE (CONT'D)

...and that is the Legend of the
Magic WiSH Bubble.

The girls go chasing after them, catching them on their
fingers.

DEREK

(indicating the Wagon)
Pardon me Miss. What is this?

PENELOPE

This is the Whimsical WiSH Wagon!
Inside will show you how your BEST
WiSHes come true.
Its free! You're welcome to go see.

MAGGIE

(excited)
C'mon Shawn! Let's check it out.

SHAWN

(unimpressed)
Nah, I'll wait out here.

MAGGIE

Suit yourself.

Maggie and Derek walk up the sparkly purple stairs, past the
ornate iron gate, past the sign that says "ENTRANCE" in big
bold letters and into the Whimsical WiSH Wagon.

PENELOPE'S P.O.V.

Penelope sees the dim greens and dark reds floating around
Shawn.

She puts a book with a shimmery, somewhat scaly greenish blue
cover into his hands.

CLOSE UP ON DRAGON BOOK:

It is crisscross stitched up the side with blue hemp. There
is a long piece of hemp coming off the tie that is used as a
bookmark for the blank parchment paper inside.

A dragon charm is tied at the end of the bookmark. The book looks very old and definitely different.

BACK TO SCENE:

PENELOPE (O.C.)
 (to Shawn)
 Good day Lad. Have you ever felt a
 Dragon?

Shawn examines it. He shakes his head no, but doesn't say a word, not even acknowledging the oddness of that question.

PENELOPE (CONT'D)
 Well you have now.
 (then)
 Sort of.
 What you hold in your hand is a
 Dragon Skin Journal...made from
 Dragon Sheddings actually.
 No Dragons are EVER harmed in the
 making of any of these fine
 products.

The little girls come back to the booth and start looking at colorful vials of WiSHing Dust and WiSHing Seeds. Shawn continues to examine the Dragon Skin Journal. He looks at it from different angles turning it in the sunlight, but not acknowledging what Penelope is saying.

PENELOPE (CONT'D)
 (then)
 Can't say the same for the children
 who collect the sheddings.

She still doesn't get a reaction from him.

One of the little girls looks mortified. The golden sparkles are still there, but most are behind her, lower to the ground and cowering.

GIRL (7ISH)
 (worried)
 You send children to get the
 sheddings?

Penelope turns her attention to the little girl but still directs her story toward Shawn.

PENELOPE
 Luckily, these days we have safer,
 more humane practices. BUT!
 (MORE)

PENELOPE (CONT'D)
 (as if she were telling a
 secret)

In the olden days they would send
 two children to the Dragon's Lair
 to collect the sheddings.
 One fast child and one tasty child.

Penelope becomes very dramatic and animated, waving her arms
 around like she's acting out the scene in a game of charades.

PENELOPE (CONT'D)
 While the tasty child distracts the
 dragon, the fast child swoops in,
 grabs the sheddings and returns
 them to the collectors.

Penelope pauses, grows solemn and sighs with her hand on her
 heart, bowing in memoriam.

PENELOPE (CONT'D)
 Sadly, many fast children became
 tasty.

She notices Shawn is finally paying attention so she turns
 back at him.

PENELOPE (CONT'D)
 (cheerfully)
 BUT! Even more tasty children
 became fast...
 (then)
 ...so you have that.

Shawn chuckles just a little, catches himself, then smirks
 and resumes looking at the different dragon skins journals on
 display.

EXT. FOREST OF THE FAE

Jeremiah reaches into his bag again, he pulls out a small
 clear vial full of tiny clear seeds. He puts a seed on the
 ground near a tree where it sprouts a beautiful vine with
 large flowers that climbs up the tree. Inside one of the
 flowers Jeremiah places a sphere that looks like there is a
 lightning storm inside. The flower embraces the sphere.

EXT. WISH WAGON

Maggie and Derek come out of the wagon energized and happy.

DEREK

Shawn! You gotta go in there! It's so awesome!

(to Penelope)

That's so awesome!

MAGGIE

It really is.

Penelope bows with gratitude as Shawn looks up at the WiSH Wagon with its frilly flowers and sparkly stairs.

SHAWN

It's girly.

PENELOPE

You like dragons? Yes?

Shawn nods yes, sinking deeper into his hoodie.

PENELOPE (CONT'D)

There is a really cool book on dragons in there.

And I believe you will appreciate the WiSHing Portal.

Penelope gets dramatic once again as she pulls the Magic WiSH Bubble Wand and a Magic WiSH Bubble vial from the holder on her belt.

PENELOPE (CONT'D)

Besides, if you stay here you'll have to hear the...Legend of the Magic WiSH Bubble that I'm about to tell to your parents.

Shawn reacts uncomfortably at the word "parents".

Penelope opens the vial and starts her story.

PENELOPE (CONT'D)

If you have a WiSH, that is from your truest heart, you can send it off to the Faeries in the Magic Wish Bubbles...this is what you do...

Shawn shrugs his way up the sparkly purple stairs, past the ornate iron gate, past the sign that says "ENTRANCE" in big bold letters and into the Whimsical WiSH Wagon. As he passes through the gate, the sign adds letters and now says: "Prepare to be **ENTRANCED**".

INT. WISH WAGON - CONTINUOUS

As Shawn enters the wagon, there's soft, calming fairylike music playing. It's a magical wishing place with hanging wishing bells, stars, and other wish related items.

There are multiple glass display cases over stacked wooden drawers. Shawn tries to open one of the drawers, but they're blocked on the outside by a thick, square metal rod with a fleur-de-lis top. There is a clanking noise and a sign appears on a nearby tile that says: "Please don't open the drawers, nothing in there is yours".

Shawn notices the sign, but not that it just appeared. He looks in a few of the glass cases.

Shawn's seething angst lessens with the calm whimsy of the Wagon. His eyes soften and his breath calms as his inner child peeks out.

Inside one of the open cases is a teeny little forest with a cave that looks very much like where Jeremiah and MacManuus are. Nearby is an old book covered in dragon skin, open to a page about the relationship between humans and dragons. The pictures indicate friends as well as foes. He skims, flips a few more pages to look at pictures, and moves on.

He starts to leave, but right next to the exit is "The WiSHing Portal", a very magical steam-punkish display. It looks like it's made with old train parts with elements from a clock and maybe some musical instruments all rusted and bronzed. It's covered in vines and flowers. In the lower half is a large hollow circle that says "WiSHing Portal". Deep inside the hole is a magical ball that looks like a dancing lightning storm inside.

Next to the WiSHing Portal are instructions:
How to WiSH upon the WiSHing Portal:
State your WiSH in present Tense.
Use Positive Words that make sense.
Make a WiSH, just for you.
Picture your WiSH coming true.
Touch the MaGiC WiSHing Ball! (but that's not all)
When the energy connects to you, whisper your WiSH as if it's already true.

Shawn mumbles portions of the instructions aloud as he skims the sign, reading silently, lips moving. He takes a deep breath and bends down to look into the portal.

INT. VIEW FROM PORTAL

Shawn peeks into the portal.

The glow from the bolts of light make a pattern on the walls. Shawn reaches into the hole to touch the MaGiC WiSHing Ball.

One of the bolts connects to his finger, lighting up each little line in his fingerprint. It zips up his arm into his heart then zips back into the MaGiC WiSHing Ball.

EXT. FOREST OF THE FAE - SAME TIME

In the Forest of the FAE, Shawn's spark shoots out of the flower that Jeremiah created from the magic seeds.

MacManuus' huge hairy fist catches it.

MACMANUUS
(victoriously)
Got it!

JEREMIAH
Good catch!

MACMANUUS
Wow!
(looking at spark)
So this is a human spirit.

JEREMIAH
A small portion, yes. The human
spirit is infinite.

MACMANUUS
(teary smile)
I had heard. But...never...I
didn't...wow...this is pretty
incredible.

JEREMIAH
You just wait!

Jeremiah pulls a small sparkly vial of WiSHing Dust from his large bag and sprinkles some on the spark to protect it. The pair head further down the magical stream where there are several fingers heading in different directions.

MACMANUUS
(hesitant)
So what *does* make you do this?

JEREMIAH
LOVE.

MACMANUUS

Love for humans being or love for her?

JEREMIAH

Love for all. We are all facets of "The One". We need humans as much as humans need us.

(looking at the spark)

They just need help getting back to their spirit so they can heal...and then we all heal.

(indicating the water)

Put it there.

MacManuus gently sets the spark into the water upstream from the fingers so it can choose its own path. The spark bounces around the main stream like a slow moving lightning bolt, coming close to another deep murky swirl. Jeremiah pushes the water behind the spark so it doesn't fall in the swirl.

Jeremiah and MacManuus follow it down the stream until it chooses one of the fingers that leads into a nearby cave with strange symbols carved into the rocks around the opening.

INT. CAVE TUNNEL

The stream becomes iridescent as they get deeper into the cave. Now a sparkly mist floats on top, feeding the spark which starts growing.

The spark travels past stalagmites with glowing blue waters trickling off the tips, past a few odd and interesting creatures that could be insects...or maybe not. Gradually the spark spins off from the stream and enters a small still pond where it stops.

The glow from the water dims and the spark grows brighter until it suddenly becomes Shawn. He sits dazed and confused in the pond. His hoodie now dark and dingy dragon scale-like armor, scarred and tattered.

He pushes himself up and out of the water, swaying back and forth, trying to stand as his eyes focus in on his new surroundings.

SHAWN

(towards a shadow of Jeremiah)

Who...who are you?

He sees the bullfrog, taller than him by a foot.

SHAWN (CONT'D)
 (shocked)
 Wha...What are you?
 (looking around)
 (then)
 Where am I?

He sees his reflection in the water and checks out his armor.

SHAWN (CONT'D)
 Wait...what? How did I get this?

Looking down sets him off balance again, he falls towards MacManuus. MacManuus tries to steady him. Shawn brushes him off defensively. MacManuus responds by putting his hands up in an "okay I'm backing off" manner.

He looks at MacManuus, shocked to be looking at an upright buffalo.

SHAWN (CONT'D)
 I'm dreaming, right?

MACMANUUS
 (with a genuine smile)
 Sumthin' like that, yeah.

Shawn reaches for his cell phone, but the pockets don't open.

SHAWN
 Where's my phone?

MACMANUUS
 There's nothing like that here in
 ummm...dreamland.

JEREMIAH
 No time to waste, let's go.

Jeremiah takes a torch from his bag. He brushes his hand over the wick which produces multi-colored flames.

SHAWN
 That's cool.
 (looks MacManuus up and
 down)
 Dreams are weird.

MacManuus tries not to take offense.

The three of them continue into the cave.

END OF ACT ONE

ACT TWO

INT. PASSAGEWAY TO THE CAVERN -

The passage is dark, dank and musty with wet and muddy walls. Water drips from many cracks and crevices, down rocks and into the stream that continues deeper into the passage.

Some of the water pools have the shimmery mist hovering around them, others are stagnant and covered in greenish/yellowy pond foam.

In addition to Jeremiah's torch, glowing comes from various plants and creepy crawling creatures which help light the way.

Shawn is in awe as he inconspicuously as possible checks out his armor in the reflection of various pools they pass by every chance he gets. It's quite interesting. Looks like deep black scales with a murky green satin sheen. His hands are covered with smaller scales more like mesh or chainmail.

From the distance comes a loud rumbling noise followed by actual rumbling of the ground. The trio brace themselves against the walls as the rumbling gets stronger and stronger.

When it stops Jeremiah indicates for Shawn and MacManuus to be still and quiet. He passes MacManuus the torch and sits, putting both hands and feet on the ground looking like something between a bullfrog on a lily pad and a yogi in meditation.

SHAWN

(whispering to MacManuus)

What was that!!!!?

MacManuus gently stops him with an excited smile and motions with his hands to stay still, be quiet, and watch Jeremiah, this could be fun and interesting.

Jeremiah closes his eyes, takes a deep calming breath and carefully touches each of his extra long froggish fingertips and toetips to the ground. He shifts each of them carefully as if he's looking for something.

MacManuus look at Jeremiah with admiration and the utmost trust and respect.

Jeremiah takes several deep breaths as he carefully finds the exact right spots to touch. He takes one last breath, lets it out completely, and does not take another breath.

SERIES OF SHOTS

A pulse of light generated from the intricate details of his fingerprints shoots through the ground like a lightning bolt.

The light bounces off invisible forces traveling at lightning speed through the ground, until it gets to a tree root located above.

The bolt travels up the root, into the trunk, following veins in the tree.

It gets to a small branch and lights up the intricate veins of a leaf.

A bug crawls over, bites into the leaf and it lights up along the energy channels in its body.

A small exotic bird notices the bug.

The bird hops over, plucks the bug off the leaf and eats it.

Each of the bird's feathers light up from the base, following the feather pattern.

The bird takes off and flies through the forest, landing on a tree near where the Taurian Army is congregating.

INT. PASSAGEWAY TO THE CAVERN - SAME TIME

Jeremiah is remarkably still. Eyes closed. No movement. Not even a quiver. No breath at all.

Shawn tries to move his hood so he can get a better look, but he can't. He keeps pulling at it and pushing, but the hood won't budge.

MACMANUUS

(normal voice)

Is there a problem?

SHAWN

(whispers as he struggles)

I can't get my hood off.

MACMANUUS

Well of course. It's your armor.
Its a part of you so it stays until
you choose to remove it.

SHAWN
 (still whispering and
 struggling)
 I'm trying!!!

MacManuus watches with amusement as Shawn wrestles the hood, crashing into walls and tripping over rocks and roots.

SHAWN (CONT'D)
 (panicked)
 I can't see!

MACMANUUS
 Ohhh...that's not a good WiSH.

Shawn stubs his toe on a rock and goes tumbling into MacManuus.

MacManuus catches him.

SHAWN
 I can't move it! I can't see!
 (even more panicked)
 I CAN'T SEE!

At that instant, Shawn has made his WiSH three times with energy and his vision is paused.

SHAWN (CONT'D)
 Oh My Gah! Now I really can't
 see!!!!

MacManuus calmly stabilizes the boy, lifts his chin and repeats.

MACMANUUS
 Like I said...that's NOT a good
 WiSH.

SHAWN
 That's not a WiSH, it's a fact.
 I. Can't. SEE! I'm blind!

MacManuus quickly stops him

MACMANUUS
 DON'T state that WiSH!

SHAWN
 Seriously dude! I can't see a
 thing. I've gone blin-

MacManuus covers his mouth so he can't continue the sentence.

He pulls Shawn closer in.

MACMANUUS

(fast paced, intense and
low)

Boy! You are in the Forest of the
FAE where your WiSHes will come
your way! You have to be very
careful what you say!

SHAWN

(pulls away defensively)
I'm NOT wishing for it.

MACMANUUS

Yes! Yes you ARE!
You stated it as if it were true,
that makes it a WiSH and it CAN
come to you.

Shawn is panting from his struggle. He slowly calms but still
can't ask for help.

MacManuus softens his grip on Shawn's armor and stabilizes
him as he gets his balance.

MACMANUUS (CONT'D)

Don't worry. I got you boy!

MacManuus looks at Jeremiah who is completely still and not
breathing. He sees he'll have to handle this kid on his own.

MACMANUUS (CONT'D)

I guess it's you and me son.

SHAWN

Where'd the frog go?

MACMANUUS

(slightly offended)

The frog?
That frog happens to be Brother
Jeremiah Love. He could teach you a
thing or two about a thing or two.

SHAWN

(fearful anger)

I don't need a fricken' frog
teaching me anything. I need
someone to fix my fricken' eyes.
And I'm NOT your son!

MACMANUUS

(shoots back)

Its not your eyes that'er the problem.

SHAWN

(aggressive)

Oh yeah!!! What is it then??!

Uncomfortable silence.

Shawn flinches, braces himself for a hit.

MacManuus is saddened by this.

MACMANUUS

(calmly)

It's your attitude.

More uncomfortable silence.

Shawn slumps, sulks, not giving in.

There's an uncomfortable silence as MacManuus contemplates how to help this human boy.

SHAWN

(still gritty)

Can you help me?

MACMANUUS

Yes.

(then)

(reassuring)

First you need to understand...

(then)

...In this Forest, what you WiSH will come your way.

So - you need to WiSH for your sight back.

SHAWN

(cocky teen)

I wish my sight would come back.

Shawn waits. Nothing. Knew it wouldn't work.

SHAWN (CONT'D)

(then)

Nope. Gotta plan B?

MACMANUUS

You actually have to believe it.

SHAWN

(cocky)

Yeah, sure wishes come true here
and I wished...strange it didn't
work. MAYBE, you forgot to wave
your magic wand.

(to himself)

What a crappy dream!

MacManuus frustrated like so many parents of teens through
the centuries, contemplates his next move. He looks at
Jeremiah who is still in a trance.

MACMANUUS

(mumbling to himself)

What would Jeremiah do?

Just to the left of Jeremiah the stream widens into a small
pool. Inside the pool are a school of little fish. Their skin
is translucent and their bones glow various colors.

MacManuus has an idea. He closes his eyes, taps his finger
between his eyes three times and smiles confidently knowing
that he figured it out.

MACMANUUS (CONT'D)

Teach 'em to fish.

(to Shawn)

I think you're right. I forgot the
Magic. Come with me. I'll guide
you.

Shawn reaches out. MacManuus takes his arm to guide him to
the pool of water.

Shawn, still noticeably upset, keeps stumbling on seemingly
nothing.

MacManuus stops.

MACMANUUS (CONT'D)

I need you to trust in me.

Shawn pulls back.

SHAWN

(with attitude)

I don't trust no one.

MACMANUUS

That's the other problem.

Shawn hesitates, but reaches out again.

MACMANUUS (CONT'D)
Thank you for trusting me.
(then)
There is nothing in your way. The
path is clear and even.

MacManuus guides him the rest of the way to a collection of
water near Jeremiah. Shawn follows without stumbling at all.

MACMANUUS (CONT'D)
Kneel down - here.

Shawn kneels next to the water.

MACMANUUS (CONT'D)
Do you pray son?

Shawn tenses up and recoils with his arms clinched tightly at
his chest.

SHAWN
(with disdain)
You mean.
(very pre-programmed, like
one long word)
Heavenly father thank you for this
food please help it nourish our
bodies and bless the hands that
prepared it I pray this in Jesus
name Amen.
(then)
Yeah. Don't mean crap.

MACMANUUS
No. Not like that. From your heart.
(contemplates)
(then)
Let's try this.
I need you to take some deep
breaths with me and let them out
sharply.

MacManuus demonstrates the sigh audibly.

Shawn follows.

MACMANUUS (CONT'D)
Stronger this time. Remember the
mist coming off the water?

Shawn acknowledges with a nod.

(MORE)

MACMANUUS (CONT'D)

Imagine yourself breathing in the
shimmery mist, and when you let it
out, let out mucky pond foam.
Take in as much breath as possible,
then force it out.

They take their next breath together.

Shawn lets his out first.

MACMANUUS (CONT'D)

Stronger - deeper - as much breath
and you can, this time. In with the
shimmery mist, out with the mucky
pond foam.

They take another breath together.

This time Shawn holds his in and gasps for more and more air
to see how much he can take in, he holds it and lets it out
all the way.

MACMANUUS (CONT'D)

Now, breathe normally, but pay
attention to your breathing.
Try to get your in breath the same
length as your out breath.

Shawn breathes erratically at first, but soon steadies his
breath.

MACMANUUS (CONT'D)

There's a pool of water on your
left side. Put your open hand in
the water and repeat after me.
I WISH for a Fish.

Shawn pulls his hand up just as its about to touch the water.

SHAWN

(as only a teen can do)
Really?

MACMANUUS

(contemplates)
Wait maybe it's...I HAVE... yes, I
have a fish in my hand. That's the
WISH.
(off his reaction)
Put your hand in. Say it. Trust me.

Shawn begrudgingly puts his hand into the water.

SHAWN

I have a fish in my hand.

MACMANUUS

Like you actually believe it.

(remembering)

AND! And think about a fish
swimming in your hand.

As Shawn wishes quietly to himself a fish lingers around his hand, slowly goes in and becomes solid. His hand slowly closes around it.

SHAWN

What the hell?

MACMANUUS

Quite the contrary.

Now, place it right between your
eyebrows just over the bridge of
your nose and focus on it as if you
are looking right through your
eyelids at it.

Shawn reluctantly places the fish where instructed.

MACMANUUS (CONT'D)

Keep your eyes closed.
One more deep breath, this time
tell me what you CAN see right now.
Pay attention to your breath. Keep
your eyes pointed at that fish!

SHAWN

How am I supposed to see anything
with my eyes closed????

MACMANUUS

Just...trust me.

Shawn complies. His breath is regulated. He keeps holding the fish.

SHAWN'S P.O.V. - HIS MIND'S EYE

First there's darkness, then a dim glimmer of yellow light.
Soon a very dim and vague image appears.

The image gets clearer. It's an eye staring back at him.

SHAWN (V.O.)

(startled)

Whoa! There's an eye!

(MORE)

SHAWN (V.O.) (CONT'D)
I see an eye looking at me!!
(impressed)
Dang!!!

BACK TO SCENE:

Shawn's eyes spring open. He can see.

MacManuus smiles knowingly.

Shawn keeps ahold of the fish on his forehead.

MACMANUUS
You can let go of it. It'll stay
there.

Shawn lets go of the fish. It stays in place.

SHAWN
So it's a magic fish?

MACMANUUS
Sumthin' like that, yeah.
But it works with or without the
fish.
(then)
You saw the eye looking back at
you?

SHAWN
Yeah. What was that?

MACMANUUS
Proof you're not alone.

END OF ACT TWO

ACT THREE

EXT. TAURIAN ARMY BASE CAMP -

The Jeremiah infused bird is perched on a tree watching the Taurians. Minotaur and Centaur guards use their body strength and ropes to pull the supporting rocks down so the opening to the cave will seal.

Braxton oversees the destruction of the cavern exits while standing near the tree where the bird landed.

The soldiers give one last pull and the rocks come tumbling down to seal it off.

A Centaur Sergeant approaches Braxton to give him an update.

SERGEANT

That's two sir, we've located one more to block, and one for us to move in. He's trapped unless he leaves through the open water and I'm certain he won't risk it.

BRAXTON

Thank you sergeant. We will be -

Braxton stops mid sentence. Just over the Sergeant's shoulder, he sees the bird paying close attention to them. He locks focus on it and sniffs in the air.

BRAXTON (CONT'D)

(snarling to himself)
Jeremiah.

Braxton walks past the Sergeant directly to the bird keeping his eyes locked on it the entire time.

The hate flares through his nostrils. He points at the bird.

BRAXTON (CONT'D)

(cool and hateful)
I'm coming for you Jeremiah.
You won't escape this time!

The Sergeant looks at him like he's gone mad.

The bird flies away.

INT. PASSAGEWAY TO THE CAVERN

Jeremiah breaks from his trance.

On the other side of the cave MacManuus is working with Shawn who is sitting cross legged on a rock. His hood is down, his armor more pliable, he's laughing and joking around with MacManuus.

Jeremiah motions for MacManuus to come over.

MacManuus taps Shawn on the forehead where the fish is.

Shawn closes his eyes and starts to pay attention to his breathing again.

MacManuus joins Jeremiah out of Shawn's earshot.

Jeremiah is shook.

JEREMIAH

(calmly)

Making progress?

MACMANUUS

(proud)

Definitely!

(off Jeremiah's
discomfort)

What's up?

JEREMIAH

He has to go through The Open
Waters.

MacManuus looks back on Shawn with uncertainty.

MACMANUUS

(hesitant)

Whhhhyyyyy?

JEREMIAH

(calm but concerned)

We're surrounded by Taurians.
They're destroying the exits.
They'll be in here soon.

MacManuus is deeply concern. This is not good at all!

JEREMIAH (CONT'D)

The only exit they can't block is
The Open Waters.

MACMANUUS

How are WE gonna get out?

(nervously)

Cuz...uhhh...I'm not ready to dive into the human race head on like that!

I DO plan on taking that leap one day, but right now, I'm happy here on the sidelines.

JEREMIAH

I'm certain we'll figure something out.

INT. MAGICAL CAVERN - MOMENTS LATER

Jeremiah, Shawn, and MacManuus walk into a large open cavern area where the stream they've been following breaks into fingers that disappear into several tunnels.

Droplets of water fall into flowers, rocks, and leaves making music. Shawn wanders near a huge boulder where there is a big, thick, warty FROGGISH THING with huge lips like a rockfish. It's eyes are mostly closed and it is bobbing its head back and forth to the rhythm of the music the water is making.

SHAWN

(jokingly to Jeremiah)

Relative of yours?

Jeremiah turns to see what he's talking about. His eyes show a sign of an idea.

JEREMIAH

We are all one.

The froggish thing blurts out in song in a high pitched voice that you would never expect to come out of it.

FROGGISH THING

(singing - *sample lyrics*)

I...I...I...I got a feeling yeah!

Shawn, startled, jumps back into MacManuus who catches him.

In the distance there is another rumbling noise, this one more concentrated and not as loud. A puff of dust and debris comes out of one of the tunnels.

SHAWN

(nervous)

What is that?

MacManuus looks at Jeremiah to see if he has an answer.

JEREMIAH

An indicator that that is not the way to your WiSH.

Looking around there are several outlets from this cavern.

SHAWN

Which way do we go?

JEREMIAH

That's up to you. It's YOUR WiSH.

SHAWN

How am I supposed to know?

Jeremiah gently taps Shawn on the forehead where the fish is.

JEREMIAH

Focus on the fish, ask it to guide you to your WiSH.

SHAWN

The fish?

Shawn crosses his eyes upward and wrinkles his brow to try to look at the fish as if he could see it on his forehead.

SHAWN (CONT'D)

Oh, forgot about the fish.

Shawn touches the fish with disgust. It is cold and sticky.

SHAWN (CONT'D)

How do I WiSH on the fish?

JEREMIAH

Try --- "I am guided to the BEST possible outcome". Or "I have the WiSH from my truest heart'". If you don't know, keep it general. Just say it as if it is true and that's when your WiSH can come to you.

MACMANUUS

Don't use don't. Never use never.

JEREMIAH

Keep it Personal - just for you.

SHAWN

(cocky teen)

I wish I could find the right direction.

JEREMIAH

Still sounds like you don't have the right direction.

SHAWN

(dead pan)

I don't. I'm wishing for it.

JEREMIAH

That's not how it works. Your WISH still has lack in its energy. When you send out lack, lack is what comes back.

SHAWN

But I did what you just said. I didn't use don't and I...um...what was the other one?

JEREMIAH

WISH it as if it is already here. State it as if it is true and it can come to you. You know the direction to choose.

SHAWN

No...I don't. How could I possibly know. I don't even know where I'm at.

MACMANUUS

(sarcastically deadpan)

You're in a cave.

SHAWN

(cocky)

Yeah, got that part.

(starts expressing himself with his hands)

It's that I have a fish on my forehead and I'm talking to a frog and a...what are you? A muffalo?

(then)

This freak show is throwin' me off man.

MACMANUUS

(chuckling)

Did you just call me a Muffalo?

SHAWN

Yeah, like man and buffalo,
Muffalo.
Or maybe you're a Buffaman?

MacManuus reacts to Buffaman by flexing his muscle.

MACMANUUS

I'm a Tetankataur.

SHAWN

I like Muffalo better.

JEREMIAH

(redirecting and
commanding)

Focus on the fish, take deep
breaths, ask your mind's eye.

SHAWN

Wait...how'd you know about the
eye?

Jeremiah and MacManuus exchange knowing silent communication.

INT. ENTRANCE TO THE CAVE - MOMENTS LATER

Braxton is at the entrance of the cave where Jeremiah and MacManuus brought in Shawn. The Centaur Sergeant is by his side. Braxton notices a unique glimmer in the water. He follows it to the cave entrance.

BRAXTON

Looks like they're helping another
human spirit.

He follows the glimmer the other direction and starts looking around the area, zooming in on an electrical energy coming from the center of a nearby flower.

BRAXTON (CONT'D)

(snarls to himself)

A portal.

He walks to the portal, plucks the flower off the vine and smashes it on the floor.

A dozen Taurians, all armored up head to toe for war, march past Braxton through the one remaining opening. The Centaur Sergeant follows. They storm through the passageway, shields clank against the rocks, their boots turn the creek into mud puddles.

INT. MAGICAL CAVERN - SAME TIME

Shawn uses a time tested method of choosing.

SHAWN

Enie - Meenie - Miney - MO.
 Catch a Tiger by the toe.
 If he hollers, let him go.
 Enie - Meenie - Miney - MO.

Jeremiah and MacManuus give each other a puzzled look as they hurriedly start their journey through the tunnel to The Open Waters.

MACMANUUS

(whisper to Jeremiah)
 Why would you want to catch a tiger
 by the toe?

Jeremiah shrugs. He doesn't know either.

There's a thick murky mist lingering near the ground so they can't see the path. Jeremiah and MacManuus do what they can to prepare Shawn for this final challenge. As they rush there are twists and turns.

MACMANUUS (CONT'D)

Remember what I told you. Let
 yourself feel how its going to feel
 when that WISH becomes real.

They maneuver past large boulders in the pathway.

JEREMIAH

You WILL find what you create with
 your mind.

The misty fog gets thicker and there's a horrible smell. With a look of disgust, Shawn uses his now back to normal hoodie to cover his nose and mouth.

MACMANUUS

That also means - what you fear can
 appear. How soon, depends on how
 near.

SHAWN

Do you guys always rhyme?

MACMANUUS

No, not all the time!

MacManuus coughs, trying to cover his mouth with his hand, but it doesn't protect him from the smell or gases.

JEREMIAH

When you get to the opening,
visualize yourself in a boat that
will best keep you afloat.

SHAWN

What IS that smell?

JEREMIAH

Triton.

MacManuus reacts with concern. The stakes just got higher.

SHAWN

Like the water god?

MACMANUUS

Sumthin' like that, yeah.

INT. MAGICAL CAVERN -

When the Taurians enter the magical cavern, the troops gather around the Centaur Sergeant to receive instructions.

SERGEANT

Pair up! Search the passages. Use
whatever force you need, but bring
him in alive. Kill any alliances!
Destroy the human spirit!

(then)

Anything suspicious goes directly
to the Commander in Base Camp.

SOLDIERS

(in unison)

TAU-RI-AN!

TAU-RI-AN!

TAU-RI-AN!

Before the soldiers can disperse, the big rockfish looking froggish thing blurts out another bit of the song.

FROGGISH THING

(blaring out in song)

Got a feelin' that I never never
ever ever felt before.

All the weapons immediately aim at the frog.

FROGGISH THING (CONT'D)

Woah no, no! I got a feelin' -
yeah.

SERGEANT
(shouts loudly)
HOLD!!!!

The Sergeant moves some of the weapons aside to investigate the frog himself.

It doesn't look like a problem, but the Sergeant can't be too cautious.

SERGEANT (CONT'D)
(To a pair of soldiers)
You two, take the frog to the
Commander!
The rest of you - let's go
hunting!!

The remaining soldiers split up in groups of 2-3 per tunnel. Their marching echos through the cavern loud, large and quite foreboding as they disappear into the darkness.

The remaining two soldiers, minotaurs, try to figure out how to transport the Frog, walking around it, looking at it from different angles. One goes for a wrestling move, locking his arms around its neck.

The frog wrestles back. His huge froggy tongue shoots out and smacks the soldier's face, leaving it covered in thick froggy saliva. Disgusted, the soldier keeps hold as the second soldier grabs the frog's kicking and wiggling long legs.

END OF ACT THREE

ACT FOUR

INT. CAVE LEADING TO THE OPEN WATERS

Jeremiah, MacManuus and Shawn rush through the passage until they get to a small side tunnel with dark vines covering the entrance.

In the distance, Taurian soldiers are heard shouting "Tau-ri-an!" three times. It echos eerily through the tunnels.

JEREMIAH

They're in the cavern! This is where we part ways.

SHAWN

(getting nervous)
I'm not so sure it's this way.

MACMANUUS

(serious)
Trust yourself.

MacManuus passes the torch to Shawn as Jeremiah gently puts his hand on Shawn's shoulder.

JEREMIAH

Peace be with you.

MACMANUUS

(pulls Shawn in for a hug)
Peace be with you my son.

Shawn hugs back with an air of relief and comfort. With a deep breath and a look of determination, he continues through the passageway on his own.

As Shawn continues deeper into the tunnel, the rocks keep getting darker as if they were charred black. Periodic grumbling echos in the distance making the ground tremble like a car stereo with lots of bass. A breeze flows in and out of the tunnel, corresponding with the grumbling.

The passage way continues, meandering with gentle turns until it comes to a junction. Shawn can go left, right or forward. He briefly closes his eyes, takes a breath to center himself and continues forward.

He turns a sharp corner to enter a cavern.

INT. DRAGON'S LAIR

The cavern exits to The Open Waters. The water is currently calm. A gigantic dragon is sleeping on a mound of sand with water surrounding it like a moat. He is blocking the exit.

The dragon, TRITON, is dark, almost black with a blue/green sheen that changes color depending on what angle you're looking at it. He is facing Shawn, curled up on the mound of sand, sleeping soundly and snoring, which accounts for the breeze and the grumbling noises. There are a few random treasures lying around and a larger pile of gold overflowing from a wrecked boat near its tail.

Shawn jumps back quickly to hide. Now what is he going to do?

INT. PASSAGE TO THE OPEN WATER

Three Minotaur soldiers march through the passage to The Open Water. As they come around a corner, the glow of the soldiers' torches light up a human sized frog statue. It looks much like the froggish thing from the main cavern.

SOLDIER #1

HOLD!

The soldiers investigate the Frog statue. It's not moving, has no breath, it feels very solid, and cold.

SOLDIER #1 (CONT'D)

This is probably that singing frog's lair and that's its idol. Can't be too careful with Jeremiah though.

(to Soldier #2)

You take it back to the commander! We'll keep searching for the fugitive.

(to Soldier #3)

C'mon!

Soldier #1 and #3 continue deeper into the passage leaving Soldier #2 to figure out how to move the statue. He assesses different ways to lift the statue. He secures one hand under the frog's lower jaw, as he's about to hook his hand under its rear end, MacManuus comes from behind a large rock.

The two start to scuffle. MacManuus pins him. The Minotaur looks confused when he sees the similarities yet definite differences between he and MacManuus.

SOLDIER #3

What are you?

MACMANUUS
(with attitude)
Mighty Muffalo Boiii!

The last thing the soldier sees is MacManuus' huge furry fist coming at his face. Then Black

INT. PASSAGEWAY TO THE DRAGON'S LAIR

Shawn goes back to the passage to try one of the other tunnels. In the distance he hears the clanking from the Taurian's armor coming at him fast.

He rushes through the tunnel and emerges closer to the back of the dragon. To get past he will have to climb over Triton's tail that shifts as he audibly passes gas. The smell makes Shawn's eyes water. He reacts strongly, holding the hoodie over his face really tight as he runs back to the other passage.

The last passage to try, lands him closer to the front of the Dragon. Shawn looks at his options and formulates his plan as the Taurians get closer.

He silently mouths out his WiSH as he ever so slowly steps into the water that surrounds Triton's sleeping spot so he doesn't wake him.

SHAWN
(quietly)
I can do this.
I CAN do this!

The water surges in and out with the tides which makes it difficult for Shawn to maintain his balance. He approaches the Dragon's snout but loses his footing and falls. It splashes the dragon causing it to wake up.

Shawn lays back in the water, being as still as possible with only his nose and mouth out of the water. His heart beating wildly, doing his best not to breath.

Triton is groggy, he sits up, looks around and brushes off some eye boogers. With a shallow yawn, he stretches out big and lays back down, shifting himself around like an old dog looking for a comfortable sleeping position. With a deep breath Triton settles in and falls back asleep.

INT. THE CAVE JUNCTION - SAME TIME

The Taurian's approach the junction. They stop when they feel the rumble of the dragon getting up.

SOLDIER #1
(commanding)
I will remain here and guard the
junction.

SOLDIER #3
Yes sir!

Soldier #1 points to the tunnel that leads to the Dragon's
back end.

SOLDIER #1
Go down this one first.

INT. DRAGON'S LAIR

Shawn does his best to calm his breathing when he notices the
dragon's breathing pattern. Two shallow breaths, one deep
breath that has a strong exhale. This gives him a great plan.

While still sitting in the water, Shawn closes his eyes and
gently touches the fish on his forehead. He hears MacManuus'
and Jeremiah's voices.

MACMANUUS
Feel how its going to feel when
that WISH becomes real.

JEREMIAH
You WILL find what you create with
your mind.

MACMANUUS
What you fear can appear.

JEREMIAH
Visualize yourself in the boat that
will best keep you afloat.

Shawn calms his breath.

IN SHAWN'S MIND'S EYE

In his mind's eye Shawn visualizes sailing safely past the
cave entrance in a small sailboat.

BACK TO SCENE

When he opens his eyes, though still wet, he is sitting
inside the sailboat that he had visualized.

SHAWN
 (astounded and excited)
 Cool!

Shawn hears the Taurian soldiers getting closer as his boat starts moving with the tide. In and out.

He uses his torch to push against the ground so he can avoid the sharp point of Triton's horns.

SHAWN (CONT'D)
 (whispering)
 This is working.

He quietly sneaks past the dragon's snoring snout to get himself in the perfect position.

SHAWN (CONT'D)
 (whispering)
 This is working.

He waits for two shallow breaths knowing the third will be bigger.

SHAWN (CONT'D)
 (whispering)
 This is working.

Shawn opens the sail just in time to catch the snoring dragon's large exhale which sends him sailing through the cave opening. At the same moment, the Taurian soldier bursts into Triton's lair, sees Shawn and shouts.

SOLDIER #3
 STOP!!!

His yelling wakes up Triton who is startled. He looks around, sees Shawn, but is having a hard time focusing his eyes.

He shakes his head like he's confused, rubs his eyes, tries to focus on Shawn, and then hears the soldier's armor clang behind him.

EXT. CAVE ENTRANCE NOW TAURIAN BASE CAMP

Out from the cave comes MacManuus wearing Taurian armor, dragging the stone frog statue.

A Base Guard approaches.

BASE GUARD
 Let me help you.

MACMANUUS
 (brushing him away)
 I got it. But you better get in
 there, there are injured soldiers.

BASE GUARD
 Was there a confrontation with the
 fugitive?

At that second, Triton's mighty scary roar echos through the
 cave. The ground rumbles.

MACMANUUS
 Sumthin' like that, yeah.

The Base Guard calls for backup and runs into the cave
 followed by four of the five remaining soldiers. The only one
 left is Braxton who is at the far end of the base camp.

EXT. TAURIAN BASE CAMP -

Braxton, surrounded by wagons, speaks with a small
 illuminated image of Lord ELWOOD, the Elven King.

ELWOOD
 This menace has bested you too many
 times Braxton. Are you a bull or a
 man?

BRAXTON
 (robotic like he's in a
 trance)
 Bull your lordship.

ELWOOD
 Then act like it. We should have
 destroyed your kind generations ago
 but my ancestors let you live to
 pay for the sins of your ancestors
 and perhaps serve the greater good.

BRAXTON
 Yes your lordship.

ELWOOD
 Catch him and bring him to me.

BRAXTON
 Yes your lordship.
 We believe there is a human spirit
 with him.

ELWOOD

(frustrated and
commanding)

Humans are a disease! Destroy the
spirit and the portal and bring
that menace, Jeremiah, to me.

In the distance, we see Jeremiah and MacManuus rushing away.

Braxton sniffs in the air as if he senses Jeremiah.

END OF ACT FOUR

ACT FIVE

EXT. THE OPEN WATERS -

As Shawn sails away he hears the soldiers shouting and the dragon's fierce roar. The dragon's tail whips out of the cave and then all the way in, sending a large wave that sails Shawn further from the cave.

With a deep breath and a sigh of relief, Shawn turns around to face his future. It is a vast, endless, ocean.

Shawn looks nervous as he floats towards storm clouds in the distance. He turns around to see if he can sail back to the shoreline surrounding the cave, but he's floated too far, there is no shore anymore.

He tries to WiSH. Voice wavering.

SHAWN

Ummmmmm...Ummmmmm...I have everything
I need?
Umm...I am safe.
Ummmmmm...I am home.

The sail fills with air which pushes him quickly across the water.

He's going faster than he's comfortable with.

Fear takes over. He drops the sail and the wind stops.

Even the water is still. Fog starts to surround him.

Realizing he stopped the momentum, he puts the sail up and tries again.

SHAWN (CONT'D)

(with certainty)

I am home.

Again, the wind grabs the sail and takes him away.

The boat is going so fast he has to hold on to the side.

The wind starts whipping the sail around. Before he can secure the sail, it tears off and flies away on its own.

Shawn is taken by a flow of water, moving at the pace of a speedboat, a trail of light following him as if it were part of his wake.

SHAWN (CONT'D)
(to himself)
Just trust.

Despite the speed of his seemingly out of control craft, Shawn closes his eyes. He concentrates on his breathing and taps his forehead fish while he focuses on the WISH from his truest heart.

SFX: Inspiring Song TBD

SERIES OF SHOTS TO SONG - IMAGES WILL REFLECT WHERE HE'S BEEN AND WHERE HE'S GOING. IMAGES WILL DEPEND ON SONG.

EXT. OVER THE VAST OCEAN NEAR THE DRAGON'S LAIR - MAGIC HOUR

A hawk soars past the Dragon's Lair and out over The Open Waters as storm clouds are closing in.

EXT. THE OPEN WATERS - BIRD'S EYE VIEW

The glow from Shawn's spirit floats haphazardly through the water, hitting against invisible barriers and concentrated waves that look like they are smacking him around on purpose.

The glow starts moving in a solid direction, picking up speed. It shoots straight to another light floating a short distance away.

When the two connect, many other fingers shoot out from the main bolt. It lights up the sky.

One of the bolts lights up several stars like a pinball game.

Another heads down into the earth, lighting up roots, trees, and a few creatures.

EXT. OPEN LAND NEAR A VAST CHASM.

A section of the bolt comes across the lands and tags MacManuus who lifts his chest with a deep breath as it connects, splits and bolts away from him in several directions.

MACMANUUS
Whoa!

MacManuus stays still for a short time, taking in the energy of connection. Tears well up in his eyes. He puts his hands together in prayer and bows his head.

MACMANUUS (CONT'D)

(with relief)

Oh, thank Omni, he'll make it!
He'll make the connection. I know
it!

(to Jeremiah)

Thank you. We get stronger with
each connection. Soon we will be
able to ascend.

Jeremiah nods.

JEREMIAH

Happy to help.

INT. WISH WAGON - DAY

Shawn opens his eyes and finds himself standing at the
WiSHing Portal with his finger touching the Magic WiSHing
Ball.

He hears Derek and Maggie laughing and talking to Penelope
outside.

EXT. THE STAIRS TO THE WISH WAGON -

Shawn, still stunned, walks out of the wagon with his hood
off. He looks like a different kid. Much more alive.

DEREK

There he is!

Penelope is quite happy with the difference in his demeanor,
now that he is connected.

Derek notices a smudge on Shawn's forehead. Its shaped like a
fish.

DEREK (CONT'D)

Ha! You have something on your
forehead. Hold still.

Derek takes out his cellphone and snaps a quick picture.
Shawn smiles goofishly, crossing his eyes while looking up.

Derek hands him the phone so he can see the picture but
before he can look at it, Maggie licks her thumb and comes at
him like a mama.

MAGGIE

I'll get it.

He ducks away fast like he's a quarterback avoiding a tackle and hides behind Derek looking at her like she's crazy for thinking that's okay. Derek is happy to be his shield.

Shawn looks at the photo and sees the smudge on his forehead is in the shape of a fish. He throws a concerned look at Penelope who smiles and winks. He touches his forehead, still unsure if any of that was real, but realizing it might be.

PENELOPE

(reaching for camera)

Might you like a family photo?

Shawn looks at Derek who nods happily. Shawn gives Penelope Derek's phone and they all huddle together for their very first family photo. Derek puts his arm around Maggie. They exchange loving glances.

Penelope snaps the photo.

EXT. THE RIDGE AT THE CHASM - DUSK

Jeremiah and MacManuus walk toward a deep, foreboding chasm.

MACMANUUS

So, what was Shawn's WiSH?

JEREMIAH

Technically, it was his father's WiSH.

MACMANUUS

(calling him out)

Wait...how was it his father's WiSH?

A WiSH needs to be personal, right?

JEREMIAH

Ah yes, but when more than one is WiSHing it too, that WiSH is MUCH more likely to come true.

Jeremiah stands on the edge of a mountain ridge that overlooks a deep chasm as the sun sets over the horizon.

MACMANUUS

I am grateful for your guidance my friend.

JEREMIAH

I am grateful for your friendship my guide.

MacManuus tries to say goodbye, but he doesn't want to.

MACMANUUS

(hesitant, looking at the
ground afraid to be
turned down)

I...I was wondering...could,
maybe...could you maybe...

JEREMIAH

...use the assistance and
companionship of an ingenious,
brave, personable, mighty Muffalo?

MACMANUUS

(excited)

Sumthin' like that.

(then)

Yeah.

Jeremiah nods in approval and pulls a vial of WiSHing Dust out his bag.

JEREMIAH

This next part requires trust.

EXT. THE RIDGE AT THE CHASM - MOMENTS LATER

The Taurians approach the mountain ridge where we just saw Jeremiah and MacManuus.

They are following their tracks, but the tracks end at the cliffside.

A few soldiers look over the edge. Its deep!

They see a large cloud of colorful dust floating across the chasm, just about to reach the other side.

The Centaur Sergeant kicks dirt and rocks off the cliff where the tracks end, hoping to reveal how they crossed. The dirt blows away with the wind and the rocks fall to the bottom of the chasm.

Braxton brings an ornate, steampunk style telescope up to his eye. With a scowl, he focuses in on the cloud of dust. There's a faint image of two cloaked figures in the cloud. Braxton snarls with nostrils flaring as only an angry bull can do.

THE END

EVERY EPISODE WILL HAVE:

Brother Jeremiah LOVE
 MacManuus the Mighty Muffalo
 A WiSher from the human realm

The episodes will each feature a musical artist and/or teachings of the thought leaders of today - preferably voicing a character made for them specifically.

FUTURE EPISODES INCLUDE:

Being Brave and Bold
 Soothing the Worry Warts
 Sinking in Shame
 Handling Humiliation
 Seeding Self Esteem
 Make the Choice to Rejoice
 Facing the Dragon
 Getting the Guilt Goblin Gone
 Handling Habits
 Giving Gratitude
 Building Back Against Bullies
 How to Handle a Troll Who is Blocking Your Goal
 The Goodness of Grounding
 L.O.V.E. (= *Lifting Of Vibrational Energy*)
 Facing F.E.A.R.s (= *False Evidence Appearing Real*)
 Finding your B.L.i.S.S. (= *Believing Life is Something Special*)
 Navigating Knotty Nuff Bluff (*Not enoughness*)
 How to get Past the Dreaded Crastins (*procrastination*)
 Getting back in the Arena (*vulnerability*)
 Whittling Away at the Whatifs

There is no shortage of subjects here, so the list goes on and on and on.