

**POWER RANGERS MAGIX:
EPISODE 13 - THE SKULL**

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FADE IN:

INT. MECHANOS' LAIR - DAY

MECHANOS sits on his throne.

MECHANOS

Night! Mare! Get in here now!

NIGHT and MARE enter the main area.

NIGHT

Yes Mechanos?

MECHANOS

Who are the two remaining members of the Solitary Three?

MARE

Well Crushbones is available at the moment.

MECHANOS

Okay, and the other?

NIGHT

Is all ready on a mission sent by us to "take care" of some students at Magix.

MECHANOS

And who is this one?

MARE

Illumaskull.

MECHANOS

Excellent, so what's the plan with Illumaskull?

NIGHT

That's for us to know, and you to find out later.

MECHANOS

I don't like that Night, but in the meantime send Crushbones to destroy the surface.

MARE

Right away Mechanos.

EXT. DOWNTOWN GANDALF CITY - DAY

Everything seems normal until the CRUSHBONES monster starts to spin and fly through a building. People on the ground move out of the way, of the falling debris. Crushbones flies through another building until eventually landing.

KEITH

Hold it!

The monster turns around to see KEITH, WALKER, BOWIE, and ABBY (all morphed) show up.

KEITH

If you think you're going to destroy the city, you've got another thing coming.

ABBY

Uh guys, where's Maria?

KEITH

She's got a fortune telling class right now.

Crushbones raises its club and starts to charge at the Rangers.

KEITH

Wait for it.

The monster continues to charge.

WALKER

We need to get him out of the downtown core.

Keith, Walker, Bowie, and Abby start to charge at the monster.

EXT. A BEACH - DAY

Keith, Walker, Bowie, and Abby fight the monster. The monster gets a hit with its club on Keith, and manages to throw Keith to the ground. Walker charges at the monster and gives it a kick with his right foot, then gives the monster a roundhouse with his left foot, and gives the monster another kick with his right foot. The monster catches Walker's right foot, and throws Walker. The monster then charges at Bowie and Abby, hitting the both of them with its club. Bowie and Abby fall toward Walker and Keith.

KEITH

Bowie!

WALKER

You okay?

The monster turns around and starts to charge at the Rangers again. Before it can get close to the Rangers, MARIA (morphed) jumps in and gives the monster a flying kick with her right foot. The kick causes the monster to fall back a little. Maria lands.

MARIA

Sorry I'm late.

The other Rangers come up to here.

KEITH

If you've got class, you've got class.

MARIA

Okay good.

WALKER

Uh guys, I think it's about time we defeated this thing.

The Rangers draw their Wand Staffs.

ALL RANGERS

Wand Staffs!

The Rangers hold out their Wand Staffs in a straight row. Keith, Walker, and Bowie's staffs have been converted to their signature weapons. Bowie jumps up and fires a few shots at the monster. Abby and Maria jump up together and hit the monster with the emblems on their staffs. Keith and Walker jump up and hit the monster with their weapons. All of the hits appear to have done nothing. The monster fires a blast from its horn. The blast hits the Rangers, causing them to fall down. The monster starts to spin, and flies over to the Rangers hitting them numerous times with its club. The Rangers fall to the ground and the monster stops spinning and lands. NHYMERA appears at the scene.

NHYMERA

How pathetic you all look right now.

BOWIE

What are you doing here Nhymera?

NHYMERA

Just seeing how Crushbones here is doing.

ABBY

Why?

NHYMERA

Why not? Afterall someone has to make sure that phase one, of my plan goes off without a hitch.

Nhymera turns around and walks up beside Crushbones.

NHYMERA

Crushbones will do just that, crush you. And once you've been defeated the real fun will begin.

The Rangers get to their feet.

KEITH

Do you really think that's going to happen?

NHYMERA

Of course I do. This is one of my best-laid plans to date. Once the five of you are out of the picture, the seal that prevents Mechanos from coming to the surface will be broken. And when that happens there will be nothing standing in our way.

WALKER

What?

MARIA

What did she just say?

KEITH

I don't know.

NHYMERA

Anyway, Crushbones play nice with your new toys.

The monster groans and charges toward the Rangers. Nhymera vanishes. The monster hits all of the Rangers with its club, causing them to fly up in the air.

EXT. A CONSTRUCTION SITE - DAY

The Rangers land on the ground. Crushbones shows up. The Rangers get to their feet again. The monster fires another beam at them from its horn. The beam hits the Rangers, knocking them down yet again.

ALL RANGERS
We're not done yet!

KEITH
When the five of us are together...

ABBY
There's nothing we can't do.

BOWIE
Doesn't matter how strong the monster
may be...

WALKER
We'll never let it win!

MARIA
Okay guys; let's show this thing the
real power of the Magix Mages.

The Rangers get to their feet, and spin around once. The monster powers up, and starts to spin toward the Rangers.

WALKER
We've gotta be careful, it's that
spinning attack again.

The Wand Morphers go off. The Rangers open them.

MARIA
A new spell.

KEITH
Let's do it!

The Rangers convert their Wand Morphers to wand mode, and raise them to the sky.

ALL RANGERS
Teaglam, solas! Magix barrier!

A multicolored barrier appears before the Rangers. The monster continues its spinning attack, hits the barrier and bounces off of it. The monster falls to the ground. The monster gets to its feet. Its eyes glow as light blue bolts of energy go over its body. The monster grows to gigantic size.

WALKER
It became gigantic on its own.

KEITH
Well then there's only one thing to do.

The Rangers pull out their Wand Morphers in wand mode.

ALL RANGERS
Magix Megazord formation! Arthraigh,
teicniocht, duine, marbhan!

The Rangers Zord morph and combine into the Magix Megazord.

ALL RANGERS
Magix Megazord, power up!

The monster groans and fires a beam from its horn. The wings of the Megazord block the beam. The wings retract.

ALL RANGERS
Draiocht, duine, arm! X-Caliber!

The X-Caliber Sword forms in the Megazord's hand. The monster starts to spin toward the Megazord.

WALKER
No one can defeat our power.

MARIA
Walker, say that after the monster's
defeated.

Inside of the Megazord, the pawns are lined up.

KEITH
You're going...

ALL RANGERS
Down!

The Rangers place their left hands over their symbols on the pawns. Outside the Megazord forms a Magix circle in the air. The monster continues to spin.

ALL RANGERS
X-Caliber, Magix Slash!

The Megazord slashes through the circle. The slash hits the monster.

ALL RANGERS
Checkmate!

The Megazord turns its back as the monster falls down and explodes.

FADE OUT.

FADE IN:

INT. PROF. FIREBIRD'S OFFICE - DAY

PROF. FIREBIRD sits at her desk. A knocking is heard.

PROF. FIREBIRD

Come in.

Keith, Bowie, Abby, and Maria enter and walk up to the desk.

PROF. FIREBIRD

I trust that everything went all right.

KEITH

Doesn't it always?

PROF. FIREBIRD

Now Keith you're starting to get as arrogant as father when he was your age. Where is Walker?

ABBY

I think he went to go see Jess, why?

PROF. FIREBIRD

I was just wondering why he was not here. The five of you usually show up together after a fight with a monster.

BOWIE

There's one thing I'd like to know.

MARIA

What?

BOWIE

What exactly did Nhymera mean by the "real fun", once we were out of the picture.

MARIA

You're right, she also said that monster was the first phase of a plan, but what plan?

PROF. FIREBIRD

That is something the five of you will have to figure out as usual. But for now, just get some rest.

INT. THE TAURUS HOUSE COMMON ROOM - DAY

Walker, and JESS sit across from each other in armchairs.

JESS

So how'd the fight go?

WALKER

Same as always, confront the monster, take a small beating from it, rebound from the hits, destroy it while it's still human size, and finally destroy it with the Megazord when it grows to gigantic size.

JESS

I see. Have you heard the rumor?

WALKER

What rumor?

JESS

About the mark of the skull.

WALKER

Enlighten me.

JESS

Since this morning a bunch of students have been receiving these red marks that sort of look like skulls.

WALKER

What's causing this?

JESS

No one knows. All the affected people have been saying is that they saw a glowing red skull before getting the mark.

WALKER

So what's the mark do?

JESS

No one knows, but Professor Noche seems to think that it might be a curse.

WALKER

How come you're telling me all of this?

JESS

For two reasons.

WALKER

First?

JESS

I thought this is some information that the Rangers could use.

WALKER

And second?

Jess gets out of her chair and walks up to Walker. She pulls up her left sleeve. A red mark in the shape of a skull is on her left arm.

WALKER

I see. Is there anything that can be done?

Jess straightens out her sleeve.

JESS

Not unless you can discover a cure for whatever this is.

WALKER

Are you sure Professor Noche has no idea what it could be?

JESS

Who do you think I went to first when the mark appeared on me? Walker I'm afraid.

WALKER

It's okay. I'm sure the other Rangers and myself will get to the bottom of what's going on.

EXT. THE GROUNDS OF MAGIX - DAY

Abby walks around. She hears the rustling of a few bushes and turns around. Hidden within the bushes is a glowing red skull, Abby stares at it for a few seconds. The skull disappears. A strange sensation goes over Abby, as she feels something on her left arm. She rolls up her left sleeve, to find a red mark in the shape of a skull.

FADE OUT.

FADE IN:

INT. THE HALLS OF MAGIX OUTSIDE OF NOCHE'S OFFICE - DAY

Walker and Jess walk up to the door. Moments later Abby walks up to the door.

WALKER

Abby what are you doing here?

ABBY

I saw this strange glowing red skull thing outside a few minutes ago.

JESS

You too?

ABBY

What do you mean?

JESS

Is there a mark on your left arm?

ABBY

There is, and it's-

ABBY AND JESS

In the shape of a skull.

ABBY

So you've got it too Jess?

JESS

Unfortunately. How come you're here?

ABBY

To see if Professor Noche knows about this, I'm assuming you're here for the same reason.

JESS

Kinda, we're here to see if he's actually found anything.

WALKER

How about we actually go in and see him now, instead of standing out here. Before-

The door opens. NOCHE is on the other side.

NOCHE

He comes out and sees what all the talking is about. Come in. come in.

Abby, Walker, and Jess enter the office. Noche walks back to behind his desk. Walker, Jess, and Abby take seats.

NOCHE

What can I do for the three of you?

JESS

Have you found anything new about the skull mark?

NOCHE

No I have not. The closest thing I have found is a similar case about a curse that left the mark of the pentagram on people's hands.

ABBY

Wouldn't that be about werewolves?

NOCHE

Right you are Abby. However since we cannot figure out what started the curse, we cannot find a way to reverse it, without destroying the cause of the curse.

WALKER

And we don't know what the curse does either.

NOCHE

Right you are Walker.

JESS

So we're just going to let people suffer to see what the effects of the curse are?

NOCHE

That is all we really can do at the moment.

FADE OUT.

FADE IN:

INT. MECHANOS' LAIR - DAY

Mechanos sits on his throne steaming.

MECHANOS

Night, Mare, get in here now!!!

Night and Mare come in followed by the ILLUMASKULL monster.

NIGHT

You called?

MECHANOS

You do realize that the Rangers defeated Crushbones, don't you?

MARE

Crushbones was merely a pawn in our master plan, of cursing students at Magix with Illumaskull.

MECHANOS

So that's the big plan?

NIGHT

It is.

MECHANOS

And how long does the curse take to work?

MARE

A somewhat long period of time.

MECHANOS

Not fast enough. Illumaskull is the last of the Solitary Three. Also Illumaskull is one of the most powerful monsters we have ever come across. Send him to the surface now to attack. Not just curse people. I want the Rangers destroyed, and I want them destroyed now!

NIGHT

Then perhaps you might find a new piece of information interesting.

MECHANOS

What?

MARE

It appears that the Pink Ranger has now been cursed.

MECHANOS

Is that so, however I still want Illumaskull to attack the surface. Now go!

Night, Mare, and Illumaskull leave.

VOICE

Those are some tough words for someone so helpless.

MECHANOS

Who said that?

WOLZARD steps out from the shadows.

MECHANOS

Now where have you been?

WOLZARD

I have been preparing for my next battle with the Rangers.

MECHANOS

Now how am I helpless?

WOLZARD

You command this kingdom, yet you are the only one of us who cannot go to the surface. This feeling of being trapped down here must really be getting to you, eh Mechanos?

Mechanos starts to steam.

MECHANOS

Why you?!

Mechanos gets up off the throne, sword drawn. He charges at Wolzard. Wolzard pulls his sword out of his shield just as Mechanos is about to swipe at him. With both of their swords pressed against each other, Wolzard, and Mechanos stare down each other. Demos' portal begins to glow, and as such so does Mechanos' sword.

MECHANOS

I will obey Lord Demos.

Mechanos back down.

WOLZARD

I do have a piece of information that you will find very interesting.

MECHANOS

What?

WOLZARD

In a few days time your chance to return to the surface will come again.

MECHANOS

What? You must be joking.

WOLZARD

When have you ever seen me joke?

MECHANOS

Never. Go on. What will be my chance to return to the surface?

WOLZARD

A package will be delivered to the Magix castle in a few days time. This package contains the key to fully breaking the seal that prevents you from being on the surface. However you must act quickly or else you will lose the opportunity for some time.

MECHANOS

Why are you telling me this?

WOLZARD

I have seen it happen, and I thought you would like to know.

MECHANOS

You're right, that is something that I would like to know. Now if you excuse me, I must prepare myself for my return to the surface.

Mechanos leaves the main area. Wolzard looks around to see if Mechanos has completely left.

WOLZARD

What you do not realize Mechanos, is that you will fall to the Rangers should you return to the surface.

FADE OUT.

FADE IN:

EXT. DOWNTOWN GANDALF CITY - DAY

Illumaskull attacks the city by firing a beam from its staff. People run in fear from, not only the falling debris, but from the monster itself.

INT. NOCHE'S OFFICE - DAY

Walker, Abby, Jess, and Noche sit where they were previously sitting. Walker and Abby's Wand Morphers go off. Walker opens his.

WALKER

We've gotta go.

Walker and Abby get up and rush out of the office.

EXT. DOWNTOWN GANDALF CITY - DAY

Illumaskull continues its rampage. Abby and Walker show up.

ABBY

Hold it right there!

WALKER

You're not going any further!

The monster turns its attention to Walker and Abby. The bones hanging off the side of its arms straighten out and point at Walker and Abby. Walker and Abby pull out their Wand Morphers and convert them to wand mode.

WALKER AND ABBY

Magix metamorphosis! Arthraigh duine,
marbhan!

Walker and Abby both morph. They both draw their Wand Staffs. Walker then converts his to his Axe.

WALKER

You ready?

ABBY

Oh yeah.

Walker and Abby charge at the monster. Once they have come up to the monster they start to give it simultaneous attacks from their weapons.

WALKER

Okay Abby one last time.

They both give the monster a hard hit from their weapons.
The hit causes the monster to fall into many pieces.

ABBY
It's finished.

WALKER
Maybe the curse has been lifted.

The head of the monster rises above the pieces of its body.
Abby notices.

ABBY
Uh Walker...

WALKER
What?

Walker turns around to see the head open up revealing its
inner red skull. The skull glows, which causes the pieces
of its body to reassemble themselves.

ABBY
What are we going to do now?

WALKER
Maybe we should call the others?

Keith, Bowie, and Maria show up all morphed.

KEITH
What we miss?

ABBY
The monster just revived itself.

WALKER
C'mon Abby, we need to try something
else.

ABBY
Right.

Walker and Abby charge at the monster again. The bones
hanging off of the monster's arms point at them again, but
this time they are fired at Walker and Abby. The bones hit
Walker and Abby knocking them to the ground unmorphed.

MARIA
Are you two okay?

ABBY
I'm fine.

WALKER

As am I. We've got to defeat the monster.

Maria helps Walker and Abby to their feet. Walker and Abby look over to where the monster was, only to find that it has vanished.

ABBY

Oh great.

WALKER

It got away.

Keith, Bowie, and Maria power down.

BOWIE

What's going on?

WALKER

We don't have much time to explain.

ABBY

We need to find that monster again Walker.

WALKER

You're right. Let's go.

Walker and Abby run off.

KEITH

Walker, Abby wait!

Walker and Abby continue on their way.

BOWIE

Okay, what just happened there?

KEITH

I don't know, but we really need to find out. Let's head back to the castle.

FADE OUT.

FADE IN:

INT. THE MAIN HALL - DAY

Keith, Bowie, and Maria sit at the Firebird House table.

MARIA

Why do you think Walker and Abby took off like that?

BOWIE

Well it obviously has to do with that monster.

KEITH

But the big question is what?

MARIA

It could have something to do with rumor that's been floating around since this morning.

BOWIE

What rumor?

KEITH

I think I know what you're talking about Maria. Is the rumor about the mark of the red skull?

MARIA

It is.

BOWIE

What's this rumor?

KEITH

Basically there have been some students who claimed to have seen a glowing red skull, and afterwards they found a red mark on them in the shape of a skull.

MARIA

No one, not even Professor Noche, is sure what exactly it is.

KEITH

But it's obvious that's it's a curse.

BOWIE

I see.

MARIA

But I think the real question is, why are Walker and Abby being so adamant about defeating the monster?

EXT. DOWNTOWN GANDALF CITY - DAY

Walker walks around town looking for the monster.

BOWIE

(V/O)

I think more than likely they both must be cursed and they're trying to find the monster to reverse it.

EXT. A DIFFERENT AREA IN GANDALF CITY - DAY

Abby walks around town looking for the monster.

KEITH

(V/O)

Isn't that just a little too obvious?

INT. THE MAIN HALL - DAY

Keith, Bowie, and Maria still sit at the Firebird table.

BOWIE

Well yeah.

Jess walks into the hall, and up to Keith, Bowie, and Maria.

JESS

Have you seen Walker at all?

KEITH

Not since our last meeting with the monster. Why?

JESS

Madame Nightingale is starting to get swamped with students who have the mark.

MARIA

What's happening?

JESS

I'm not sure. But is there any way of getting a hold of Walker?

BOWIE

We've been trying his Morpher, but he's not answering.

JESS

Great, the three of you were my last hope of trying to get a hold of him.

KEITH

What exactly is going on with the students?

JESS

I think it'd be a good idea to just show you.

Keith, Bowie, and Maria get up. Jess leads them out of the main hall.

FADE OUT.

FADE IN:

INT. THE INFIRMARY - DAY

NIGHTINGALE, and S. ESTRANGE are trying to treat the students.

NIGHTINGALE

Sloan, there are more students who need that potion.

S. ESTRANGE

I am trying to go as fast as I can Madame Nightingale, but we are starting to run out of that potion.

NIGHTINGALE

Just do what you can.

S. ESTRANGE

I will but this is not part of my job description.

Keith, Bowie, Maria, and Jess enter the infirmary.

KEITH

What's going on here?

Nightingale comes up to them.

NIGHTINGALE

This curse or whatever it is is starting to act more quickly than thought.

Keith looks over to his left and sees a student vanish into thin air.

KEITH

What the-

JESS

So that's what it eventually does.

BOWIE

What was it doing before we got in here?

NIGHTINGALE

Students were breaking out in a terrible rash, which was causing them pain.

MARIA

Guys, we've got to destroy that monster. If we don't, Walker and Abby are done for.

JESS

Walker doesn't have the curse.

BOWIE

What?!

JESS

He's out there with Abby for another reason.

KEITH

What?

Jess rolls up her left sleeve to reveal the mark of the skull.

MARIA

You have it?

JESS

Unfortunately.

KEITH

So Walker's out there because of you?

JESS

Yes.

Jess goes translucent for a second.

JESS

Guys you've got to hurry and destroy that monster.

KEITH

We'll do what we can.

Keith, Bowie, and Maria leave the infirmary.

FADE OUT.

FADE IN:

EXT. DOWNTOWN GANDALF CITY - DAY

Walker and Abby meet up.

WALKER
How'd it go for you?

ABBY
Not good. You?

WALKER
Same.

A maniacal laugh is heard.

ABBY
What is that?

Abby and Walker turn around to see Nhymera perched on top of some nearby debris.

NHYMERA
Pitiful Rangers, you don't realize
what's going on at your school do you?

WALKER
What?

NHYMERA
The curse Illumaskull has put on
everyone is starting to take effect.

ABBY
Shouldn't the curse take its time?

NHYMERA
Normally yes, but Mechanos wants the
effects of the curse sped up.

WALKER
This is good, if the monster's using
its power to speed up the potion, then
it'll be easier to defeat.

NHYMERA

That's what you think Green Ranger.
Illumaskull is one of the most powerful
monsters at Mechanos' disposal. Even
with the effects of the curse speeding
up, he'll still be just as tough for
you as he was before. Speaking of
which, here he comes.

Illumaskull comes up to where Walker, Abby, and Nhymera are standing.

NHYMERA

Illumaskull play nice with the Rangers.

Nhymera's wings extend, and she flies off.

WALKER

I guess there's only one thing to do
now.

ABBY

Uh-huh.

Walker and Abby pull out their Wand Morphers and convert them to wand mode.

WALKER AND ABBY

Magix metamorphosis! Arthraigh, duine,
marbhan!

Walker and Abby morph. Walker and Abby jump up and both give Illumaskull flying kicks. The kicks make contact with the monster knocking it down to the ground. Walker and Abby draw their Wand Staffs and hold them out. Walker's staff has been converted to his Axe. Walker stands in front of Abby and crouches down.

ABBY

Time to make sure this one goes out
with a bang. Arthraigh, marbhan!

Abby transforms herself into a cannon, with Walker inside of it.

ABBY

Pink Ranger Cannon!

The cannon aims itself at the monster.

ABBY

You ready Walker?

WALKER

You bet. It'll be a blast.

The cannon shoots out Walker.

WALKER

Take that!

Walker flies at the monster and hits it with his axe. The hit causes explosions to engulf Illumaskull's body. Illumaskull falls down. Keith, Maria, and Bowie (all morphed in that order) arrive. They come up to Walker and Abby.

KEITH

You did it guys!

MARIA

Has the curse been lifted?

Illumaskull gets back to its feet and grows to gigantic size.

WALKER

Looks like we've got more work to do.

The Rangers pull out their Wand Morphers, and convert them to wand mode.

ALL RANGERS

Magix Zord Metamorphosis! Arthraigh, duine, duil!

The Rangers Zord morph.

ALL RANGERS

Magix Megazord formation, arthraigh, teicniocht, duine, teaghlaim!

The Zords combine to form the Magix Megazord.

ALL RANGERS

Magix Megazord, power up!

Inside of the Megazord the pawns are lined up.

WALKER

Time to finish this!

ALL RANGERS

Draiocht, duine, arm!

Outside of the Megazord the X-Caliber sword forms in the Megazord's hand.

ALL RANGERS

X-Caliber!

The Megazord points the sword to the ground and forms a Magix circle.

ALL RANGERS

Swords Attack!

Miniature versions of the X-Caliber sword come out of the circle and fly toward the monster. The swords hit the monster causing it to break into many pieces. The head of the monster opens up, and hovers above the fallen pieces. The monster pulls itself together. Inside of the Megazord the pawns are lined up.

BOWIE

Great.

Outside the monster aims and fires the bones hanging off of its arms at the Megazord. The bones hit the Megazord causing it to step back a little. Inside the Megazord the pawns are lined up.

WALKER

We really need to finish this thing.

A light above Abby and Walker shines down on them.

WALKER

Let's do it.

The pawns start to move.

KEITH

Walker and Abby got a new spell.

MARIA

Well what are we waiting for? Let's use it.

BOWIE

This monster has been around long enough.

The pawns finish moving so that they are in the order of (from left to right) Keith, Abby, Walker, Maria, and Bowie. Walker and Abby are sticking out one square in front of the other Rangers.

WALKER

Abby, let's do it.

ABBY

You're on.

Walker and Abby cross their arms.

WALKER AND ABBY

Teicniocht, duine, solas!

Outside, the Megazord raises its sword to the sky. The blade glows red, as the sky darkens.

WALKER AND ABBY

Flame storm!

The Megazord positions its sword that it points at the monster. A red light descends from the sky above the monster, and engulfs it. The light causes the monster to catch on fire. The flames engulf the monster's body. Inside the Megazord the pawns are in their previous position.

KEITH

Hey, I thought I was supposed to have all the fire attacks.

Outside the flames engulf Illumaskull's body so much that it completely melts. With Illumaskull defeated, the sky returns to normal.

WALKER AND ABBY

Checkmate!

FADE OUT.

FADE IN:

INT. THE INFIRMARY - DAY

All of the students who had been suffering because of the curse are instantly cured. A few odd students appear out of thin air. Nightingale and S. Estrange watch in amazement.

NIGHTINGALE

The Rangers must have defeated the monster.

S. ESTRANGE

Yes.

INT. THE MAIN HALL - EVENING

Jess waits at the Taurus table. The Rangers come in. Abby walks directly up to Jess.

ABBY

Guess there's one last thing to do.

JESS

You're right.

Abby and Jess roll up their left sleeves. The mark of the skull has vanished.

WALKER

That's good. Everything's as it should be.

Abby and Jess roll their sleeves back down.

MARIA

So Walker, you ran off on your own to find the monster all for Jess?

WALKER

Pretty much, yeah.

MARIA

Aww, that's so sweet.

A partial look of disgust grows over Walker's face. He looks at Jess.

JESS

She's right you know.

The disgusted look on his face turns to a happy one, and Walker's cheeks start to turn a little red.

ABBY
Look he's blushing.

WALKER
Am not.

MARIA
Oh yes you are.

ABBY
You must really like Jess, if you agree
with her like that.

JESS
Well he did have a crush on me since
our first year.

ABBY AND MARIA
Walker and Jess sitting in a tree...

WALKER
Okay that's enough. Let's get something
to eat.

END