

**POWER RANGERS MAGIX:  
EPISODES 18 & 19: THE  
SHINING MAGE**

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Written by

Phil Ricciotti

Contact:

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"POWER RANGERS MAGIX: EPISODES 18 & 19: THE SHINING MAGE"

FADE IN:

INT. PROF. FIREBIRD'S OFFICE - DAY

PROF. FIREBIRD stands before the mirror. She is holding her Wand Morpher in wand mode.

PROF. FIREBIRD  
Arthraigh, teicniocht, arm!

She waves the morpher in front of the mirror.

PROF. FIREBIRD  
Sol Salem, headmaster of the Solaria  
School of Witchcraft and Wizardry.

She closes up her morpher. Prof. SALEM appears on the mirror.

SALEM  
Athena, what can I do for you?

PROF. FIREBIRD  
Sol, we have a problem here at Magix.

SALEM  
What?

PROF. FIREBIRD  
Have you heard the news that the  
Rangers defeated Mechanos?

SALEM  
Heard it, I just gave everyone at  
Solaria a day off in celebration of it.  
Now why are you calling me?

PROF. FIREBIRD  
A new ruler of the underground kingdom  
has risen, and he appears to be more  
powerful than Mechanos.

SALEM  
I see, and I am assuming that you want  
me to send a student to Magix to assist  
the Rangers, right?

PROF. FIREBIRD  
That is what I was thinking, yes.

SALEM

Very well I shall do just that. In fact I even have a student in mind. However I do need to talk top him first.

PROF. FIREBIRD

Thank you Sol. When can we expect this student?

SALEM

If he agrees, I will send him on the Solaria Express immediately, so maybe in a day or so.

PROF. FIREBIRD

I see. Well thank you again Sol.

SALEM

Now Athena.

PROF. FIREBIRD

Yes Sol?

SALEM

I have heard a rumor that you got the Moonlight Bracelet again, is that true?

PROF. FIREBIRD

It is.

SALEM

Is it also true that the powers of the Moonlight Bracelet are no longer accessible?

PROF. FIREBIRD

Unfortunately they are not, but the good news is that the Bracelet had a reaction to my morpher and its power is reenergizing my White Ranger abilities.

SALEM

I see. Well best of luck with that. And I will send a student as soon as possible provided one agrees to go to Magix.

PROF. FIREBIRD

Thank you again Sol.

SALEM

Do not mention it.

The mirror becomes a mirror again. Prof. Firebird walks over to her desk, and sits down.

PROF. FIREBIRD

Excellent, that was not as hard as I thought it was going to be. I wonder if Sol is planning on sending that Samson person he has been raving about for so long. Either way, I should update the Rangers about all of this.

Firebird opens up her Wand Morpher and dials a number.

FADE OUT.

FADE IN:

INT. SALEM'S OFFICE - DAY

Salem sits at his desk. A knocking is heard.

SALEM

Come in.

SAMSON walks in.

SAMSON

You wanted to see me professor?

SALEM

Samson, take a seat there is something I wish to discuss with you.

Samson walks up to one of the chairs that are sitting in front of the desk. Samson sits down.

SAMSON

Now what do you want to discuss?

SALEM

The Mages of Magix need help in fighting their enemy, and I would like you to go to help them.

SAMSON

Why me?

SALEM

You are our top student here, despite the fact that you are entirely mortal born. Your card casting abilities are second to no other student. You are just too perfect a candidate for this little "mission". So what do you say?

SAMSON

Well the way you said mission almost makes this sound like something for the FBI or CIA.

SALEM

References to mortal organizations aside, what do you think about this?

SAMSON

I don't know. Would I have to wear a Magix uniform?

SALEM

More than likely yes, but I can talk to Professor Firebird about that.

SAMSON

What about a dorm room?

SALEM

I am sure Professor Firebird is all ready organizing everything that you should need.

SAMSON

You are going to give me time to pack and everything, right?

SALEM

Of course. I would not just throw you on the Solaria Express without getting what you need first, and saying your goodbyes to your friends. Now what do you say?

SAMSON

I guess so.

SALEM

Excellent. I will give you the rest of the day off to pack, and we will even have a school wide going away celebration for you tomorrow morning.

SAMSON

Okay.

SALEM

Now go pack. Tomorrow you will start at Magix.

Samson gets up from his chair and leaves the office. Salem grabs his wand and waves it around the crystal ball on his desk. Prof. Firebird appears in the ball.

PROF. FIREBIRD

Yes Sol?

SALEM

Tomorrow the student you requested will arrive.

PROF. FIREBIRD

Excellent. What time will he or she be arriving?

SALEM

I am not sure, but I will inform you  
tomorrow of the student's arrival.

PROF. FIREBIRD

Thank you Sol this means a lot to me.

SALEM

Anything for an old friend. I will talk  
to you tomorrow then.

PROF. FIREBIRD

Okay, bye Sol, and thank you again for  
agreeing to this.

Prof. Firebird disappears from the crystal ball.

FADE OUT.

FADE IN:

INT. THE HALLS OF MAGIX - DAY

KEITH wanders around a little bit. His Wand Morpher goes off. Keith pulls it out and opens it.

KEITH  
Hello? (pause) Well I've got a free period right now, Maria, Bowie, and Abby all have classes, and I'm not sure about Walker.

As Keith continues down the hall he comes across WALKER.

KEITH  
Hold on a second I just found Walker.

Keith presses the lower part of the phone against his chest.

KEITH  
What are you doing right now?

WALKER  
I've got a free period.

KEITH  
Okay.

Keith puts the phone to his ear again.

KEITH  
Walker's also got a free period too. (pause) Okay we'll be there. Quick question. (pause) Why didn't you just look up our schedules? After all you do have access to that info. (pause) I see. Okay, we'll get going now.

Keith ends the call.

WALKER  
What was that about?

KEITH  
We've got to go to the Gandalf City train station.

WALKER  
Why?

KEITH

Apparently that student from Solaria  
will be there in like an hour.

WALKER

Why us, and who was that on your  
morpher?

KEITH

Well first of all it was my mother.  
Secondly she wants any available  
Rangers to meet the student, and since  
we're the only ones available at the  
moment...

WALKER

Okay I get it now. So how are we  
getting there?

KEITH

I think we're just walking there, but  
either way we need to change into  
mortal clothes.

WALKER

Right.

Keith converts his morpher to wand mode. Walker pulls out  
his morpher and does the same Keith.

KEITH AND WALKER

Arthraigh, teicniocht, marbhan!

They wave their wands in a vertical circular motion. Their  
clothes change from their uniforms to mortal clothes. They  
start to head out of the castle.

FADE OUT.

FADE IN:

INT. THE GANDALF CITY TRAIN STATION - DAY

Keith and Walker look around.

WALKER

Where is it?

Keith looks to his right and sees two platforms.

KEITH

Well there are platforms 8 and 9.

Keith and Walker walk over to the area in between platforms 8 and 9.

WALKER

So how do we do this?

Keith looks to both of his sides.

KEITH

Since there aren't any mortals looking,  
we just run into that column right  
there.

Keith points to the column that he and Walker are standing in front of.

WALKER

You sure about this?

KEITH

Want me to go first?

WALKER

Yes.

Keith starts to walk into the column. He sticks his head out.

KEITH

You coming or what?

WALKER

Right behind you.

Walker walks into the column. Keith and Walker walk through the barrier and onto platform 8½.

KEITH

Well here we are, platform eight and a half.

The faint sound of a train whistle can be heard.

WALKER

Sounds like the train's getting nearer.

The whistle starts to get louder and louder until a navy blue steam engine pulling a coal car, and four passenger cars makes its stop at the platform. A door opens up on one of the passenger cars, and a set of stairs extends from the bottom of the door. Samson walks down the stairs carrying three suitcases. Keith and Walker meet up with him. Samson sets down his bags and gets a look at Keith and Walker.

SAMSON

So you're the ones they sent to meet me here?

WALKER

Yeah, I'm Walker, and this is Keith. We're two of the Rangers.

SAMSON

Which colors?

KEITH

I'm red. He's green.

SAMSON

What about the others?

WALKER

They all have classes right now, but you'll meet them when we get to the castle.

SAMSON

How come you're not wearing your uniforms?

KEITH

We had to travel through the city to get here so we had to wear mortal clothes.

SAMSON

Good idea. Hold on a sec.

Samson takes out his card puncher, and a strange deck of cards. He thumbs through the cards until coming across one that's marked "CLOTHING". He puts the other cards away, and punches the card in his hand. He holds out the card a few feet from his face, and a magical wave goes over his body changing his Solaria uniform, into mortal clothes.

SAMSON

There, that's better.

KEITH

What was that?

SAMSON

Card Casting.

KEITH

Card Casting?

SAMSON

It's Solaria's signature form of magic.  
I'll tell you more when we get to  
Magix.

KEITH

Okay.

Keith, Walker, and Samson pick up Samson's bags and leave the platform.

FADE OUT.

FADE IN:

INT. THE LAIR - DAY

MUMANKAMON stands around. NIGHT and MARE are sitting around the lair as well.

MUMANKAMON

Tell me girls, how did Mechanos typically attack the surface?

NIGHT

Mechanos never attacked himself.

MARE

Either Wolzard or us sent a monster.

MUMANKAMON

What type of monsters?

NIGHT

Trolls, cockatrices, manticores.

MUMANKAMON

So the monsters that can't think for themselves?

MARE

Yes.

NIGHT

Wait a minute, don't you have your own personal army stashed away somewhere?

MUMANKAMON

As a matter of fact I do. Since you have not been able to defeat the Rangers with the usual monsters, I think I'll send at least one of my own to the surface.

Mumankamon points his fan out.

MUMANKAMON

Halosis, labhe, ledos!

A black magic circle appears, and the GIZZ MOE monster comes out of it.

GIZZ MOE

You called Osiris?

Gizz Moe takes a look at Mumankamon.

GIZZ MOE

Who are you?

MUMANKAMON

Don't you recognize me Gizz Moe? I am Osiris revived as the new ruler of the underground. I am Pharaoh Mumankamon now.

GIZZ MOE

How can I be of assistance my liege?

MUMANKAMON

My body has been lying still for so long it cannot do what I would like it to. I need you to destroy the Rangers for me. Use all the abilities you have as a gremlin to crush them.

Gizz Moe bows.

GIZZ MORE

Yes sire.

MUMANKAMON

Excellent.

Another black magic circle appears and Gizz Moe disappears from it.

MUMANKAMON

Halosis, labhe, ledos!

Mumankamon casts another spell causing another circle to open and unleash the QUAKE HAMMER monster. Quake Hammer looks at Mumankamon.

QUAKE HAMMER

Osiris?

MUMANKAMON

I am Mumankamon now. Quake Hammer I want you to go to the surface and cause a little destruction while Gizz Moe is out destroying the Rangers.

QUAKE HAMMER

Yes sir.

Quake Hammer disappears through a black magic circle.

FADE OUT.

FADE IN:

EXT. THE GROUNDS OF MAGIX - DAY

Keith, Walker and Samson stand in an open area.

KEITH

Okay, now that you've unpacked, what's card casting?

Samson hands Keith his card puncher and his deck of cards.

SAMSON

Basically all you do is punch a card with the puncher, and whatever spell the card is will happen.

KEITH

(partially sarcastic) Okay.

SAMSON

Just try it.

Keith thumbs through the deck and finds a card that reads "ROPE". Keith punches the card, and points the card at Walker. A rope comes out of the card and wraps around Walker.

WALKER

What was that for?

KEITH

Just trying this out.

Samson takes the deck and the puncher from Keith. Samson finds the "SPELL REVERSE" card, punches it, and points it at Walker. The rope vanishes from Walker's body.

WALKER

Much better.

Samson places his puncher in one pocket and the deck in another. He holds the two cards that were punched in his left hand and draws his wand. Samson waves his wand over the two cards.

SAMSON

Repaïro!

The spell causes the holes that had been punched into the cards to fill in again.

KEITH

So this does involve a wand.

SAMSON

Yeah, I need it to fix the cards as well as cast the spell on the cards.

WALKER

So the whole point of punching them is to unleash the spell, right?

SAMSON

Pretty much. So what do you guys think?

KEITH

Casting the spell on the cards seems a little unnecessary to me.

WALKER

It's interesting, but not the kind of magic I'd want to do.

SAMSON

Then what are your specialties?

WALKER

Herbology mostly.

SAMSON

Keith?

KEITH

I'm good at pretty much everything except fortune telling and potions.

SAMSON

Wow, so you've never felt the urge to just focus on one form of magic?

KEITH

No, it's just that why should you focus on one type when there's plenty more out there.

WALKER

Really Keith, because last time I checked you loved magical creatures more than anything else.

SAMSON

Is that so?

KEITH

Well yes, but I'm not on trial here.

BOWIE, ABBY, and MARIA walk up to Keith, Walker, and Samson.

BOWIE

So you must be the guy who Firebird thinks we need around here.

SAMSON

Yeah, I guess. I'm Samson.

MARIA

Don't worry about him; it's just that none of us really think that we need you here.

SAMSON

What? Keith, is this true?

KEITH

Well it's just that we haven't needed anyone else before, and we'd kinda like to keep it that way.

SAMSON

I see, so the five of you think I'm completely useless?

WALKER

In all honesty you'd only be of any use to us if you had your own Ranger powers.

SAMSON

So is that what I need to be apart of your little club?

KEITH

Samson, it's not like that.

SAMSON

Funny, because you've made it seem like that's the way it is. So tell me, how do I get Ranger powers?

WALKER

Well the five of us were chosen to be Rangers, and as far as we know there are no other Ranger powers out there.

SAMSON

I see. So I came out here for nothing then? Fine!

Samson storms off.

KEITH

Samson!

Despite Keith's call Samson does not answer, and continues to storm toward the castle.

ABBY

Way to go guys.

BOWIE

What?

ABBY

You know what I mean, the four of you completely made it sound like we don't need him.

KEITH

Well, we kinda don't.

ABBY

But did you have to actually say it?

KEITH

Wow, since when are you this insightful?

ABBY

Never mind that. I'm going to go talk to him.

Abby runs off to try to catch up with Samson.

INT. THE HALLS OF MAGIX - DAY

Samson walks around still angered by what had been said.

ABBY

Samson! Samson!

Samson turns around. Abby catches up to him.

SAMSON

What do you want?

ABBY

On behalf of the others, I'd just like to apologize for what was said. It really was uncalled for.

SAMSON

Tell me about it.

The warning sound goes off on Abby's Wand Morpher. Abby opens it up.

ABBY

There's something attacking the city.

She closes the morpher.

ABBY

Come with me, maybe you could prove everyone else wrong.

SAMSON

I don't know. Do you really think that they'd want me there?

ABBY

In all honesty, no. But come just to spite them, and maybe even prove them wrong.

SAMSON

Hmm...okay.

Samson and Abby go off.

FADE OUT.

FADE IN:

EXT. DOWNTOWN GANDALF CITY - DAY

Keith, Walker, Bowie, and Maria (all morphed) are confronting Gizz Moe.

GIZZ MOE

Well, Rangers what's your first move?

WALKER

This monster talks?

GIZZ MOE

Of course I can talk. I'm part of Mumankamon's personal army.

KEITH

So he's probably stronger than the other monsters we've fought.

GIZZ MORE

Right you are Red Ranger, but right now the four of you are starting to bore me. How about a nice game of whack-a-Ranger?

BOWIE

What?

Gizz Moe turns his right hand into a hammer, and starts bopping the Rangers on the head randomly. Eventually he gives Keith, Walker, Bowie, and Maria a good hit with the hammer hand. The Rangers fall down. A blast of fire comes from the sky. The blast hits Gizz Moe and then turns into a card.

MARIA

A card?

Keith, Walker, Bowie, and Maria look up to see Abby (morphed) and Samson riding on the pink Broom Jet. The Jet lands and Samson and Abby get off.

ABBY

Ready Samson?

SAMSON

I'm ready Abby.

Samson pulls out a card that reads "WATER BLAST", punches it and tosses it at Gizz Moe. A jet of water comes out of the card and hits Gizz Moe, but does not really do anything.

GIZZ MOE

You call that an attack?

SAMSON

I'm just getting started.

Samson pulls out a card that reads "GROUND UP", punches it, and slides it on the ground underneath Gizz Moe. The card causes a landmass to rise underneath Gizz Moe. The mass disappears and Gizz Moe falls to the ground.

GIZZ MOE

I don't know who you are, but put 'er there!

Gizz Moe extends his right hand at Samson. Samson grasps it to shake it, but the hand comes off.

SAMSON

What the-

Samson drops the hand and it explodes. Samson goes flying a few feet back, and lands on the ground. Keith, Walker, Bowie, and Maria get to their feet. Abby goes over to Samson.

ABBY

You okay?

SAMSON

I'll be fine just get the monster.

Abby goes back over to the other Rangers, and they charge Gizz Moe. Gizz Moe changes his right hand into a hammer again and bops the Rangers on the head. He then vanishes.

BOWIE

Great he got away.

The Rangers power down, and walk over to Samson.

KEITH

What were you trying to prove back there?

SAMSON

You wrong.

KEITH

So you thought if you came here and fought the good fight maybe we'll accept you?

SAMSON

Yes.

WALKER

Who gave you that idea?

ABBY

I did.

BOWIE

What?!

ABBY

Hey someone had to apologize for the way the four of you were acting, and also give Samson some encouragement.

KEITH

All he did was get in the way a little bit.

SAMSON

I was doing fine until that monster gave me that exploding hand.

ABBY

See.

The Wand Morphers go off, and the Rangers open them up. Prof. Firebird is on the other end.

PROF. FIREBIRD

(OVER THE MORPHERS)

Rangers, get back here now! I want to see you in my office immediately.

MARIA

We might as well do what she says. She doesn't seem too happy right now.

The Rangers and Samson leave the area.

FADE OUT.

FADE IN:

INT. THE LAIR - DAY

Gizz Moe returns.

MUMANKAMON

You're back.

GIZZ MOE

The Rangers were a piece of cake.

MUMANKAMON

Were they destroyed?

GIZZ MOE

Not as such, but this one guy who was with them did get in the way a little bit.

MUMANKAMON

Was he another Ranger?

GIZZ MOE

No.

MUMANKAMON

Either way, I do have something else I want you to do.

GIZZ MOE

What?

MUMANKAMON

Just take this pen.

Mumankamon hands Gizz Moe a strange looking pen.

GIZZ MOE

What do you want me to do?

MUMANKAMON

How do you feel about doing a little bit of graffiti?

GIZZ MOE

Really? I'd love to!

MUMANKAMON

Excellent.

FADE OUT.

FADE IN:

INT. PROF. FIREBIRD'S OFFICE - DAY

Prof. Firebird sits at her desk. The Rangers and Samson stand in front of it.

PROF. FIREBIRD  
Now what do you have to say for yourselves?

No one responds.

PROF. FIREBIRD  
No answer? Fine, Keith you start us off.

KEITH  
Walker, Bowie, Maria, and myself were the fighting the monster just fine until Abby showed up with Samson.

SAMSON  
Well if you Walker, Bowie, and Maria didn't make it sound like you like you don't want me here, then I wouldn't have come to try to prove you wrong.

WALKER  
But you got in the way as we were fighting, you don't have any use to us if you're not a Ranger.

PROF. FIREBIRD  
The only other thing that I would like to know is whose idea it was for Samson to come face the monster.

ABBY  
It was mine professor.

PROF. FIREBIRD  
Tell me Abby, why did you suggest it?

ABBY  
Well someone had to make Samson feel welcome here, and since there are four other people in this room who didn't bother to do that, I stepped up.

PROF. FIREBIRD

Thank you Abby for that. Keith, Walker, Bowie, Maria, like it or not Samson is now apart of your team with or without Ranger powers. I did not ask Professor Salem at Solaria to send Samson over for my health. With Mumankamon around, and his powers exceeding those of Mechanos' we need the help. And it does not help that all of you are fighting with each other. Where is the team that the five of you once were?

No one answers again.

PROF. FIREBIRD

Well?

MARIA

I don't think any of us are going to get over the whole we don't need Samson thing.

PROF. FIREBIRD

You know Maria this is a real pity.

MARIA

What?

PROF. FIREBIRD

I expected so much more out of you, but you are acting like Keith, Walker, and Bowie. Now either you come to accept Samson as apart of your group, or I will strip you of your Ranger powers.

KEITH

I still say we don't need him.

SAMSON

You know what, fine if you don't need me I'm going to go pack my things and head back to Solaria. At least there I'm appreciated.

Samson storms out of the office.

PROF. FIREBIRD

Samson wait.

Firebird's cry comes too late as Samson has completely left the office.

PROF. FIREBIRD

Keith, Walker, Bowie, Maria, I usually prefer to let teachers do this but I am giving the four of you detention tonight.

KEITH

Why?

PROF. FIREBIRD

You really do need to accept Samson into the group, so until you do that the four of you will spend every night in detention.

WALKER

Why does Abby get out of this?

ABBY

At least I made an effort.

PROF. FIREBIRD

Exactly, now all of you get out of my office.

FADE OUT.

FADE IN:

INT. THE HALLS OF MAGIX - DAY

Samson wanders aimlessly throughout the castle. Looking more than depressed, he accidentally stumbles into ROOTS and M. ESTRANGE.

SAMSON

Sorry.

ROOTS

It is okay.

Roots takes a look at Samson.

ROOTS

Samson, how good it is to meet you in person. I am Professor Roots the herbology teacher, and this is Professor Estrange the fortune-telling teacher.

SAMSON

Hi.

M. ESTRANGE

Nice to meet you young man. Now tell me, why do you look a little depressed?

SAMSON

It's nothing, really.

M. ESTRANGE

Do you want to talk about what is bothering you at all?

SAMSON

There's nothing bothering me.

ROOTS

Are you sure? Because you almost look like you are in tears.

SAMSON

I'm positive.

ROOTS

Well if you ever want to talk to either of us you can find us in our offices.

SAMSON

Thanks professors.

Samson walks away and continues to aimlessly wander through the castle. Eventually he finds himself in a lower basement, which has loose floorboards that seem to have centuries of rot and termite damage. Samson starts to pace a little.

SAMSON

Why did you come? The people you came to assist don't want you, and don't seem to care about you? Except for maybe Abby, who I should say is kinda cute.

Samson continues to pace around feeling a draft coming up from the floor.

SAMSON

It's kinda cold in here. Maybe you should go back to your room.

Samson starts to walk out of the room, but when he places one of his feet down on a floorboard, it breaks causing him to fall through the floor. Samson starts to fall through a chasm.

END OF PART 1 (EPISODE 18)

FADE IN:

INT. A DIMLY LIT UNDERGROUND AREA - DAY

Samson lands. He gets up and dusts himself off.

SAMSON

Where am I?

Samson thumbs through his deck and pulls out a card that reads "LIGHT". He punches it, and a small ball of light comes out of the card, and hovers above the opposite end Samson is holding.

SAMSON

Much better.

Samson walks down the path in front of him until he comes across a wall of stone with the Magix "M" symbol on it.

SAMSON

What is this place?

Samson looks to his right and sees a few words carved into the stone. He reads the carving

SAMSON

You are about to enter the Catacomb of  
Mystery.

Samson turns to the wall and touches the "M" symbol. The wall shakes as it splits in two. Samson walks through the new opening. After Samson has entered, the wall closes behind him. Samson turns around.

SAMSON

So much for going back the way I came.  
Not that I could get out that way.

Samson starts to wander around the catacomb coming across what appears to be a torch system. He thumbs through his deck and finds the "FIRE" card. He punches it and a small fire extends out of it. Samson places the flame on the torch and the catacomb lights up.

SAMSON

Much better than the light card.

Samson turns his head around to see his surroundings.

SAMSON

Okay so what's the great mystery of  
this catacomb?

Samson walks around, not realizing that he has stepped on a navy blue colored carpet. The carpet starts to move on its own, and levitates.

SAMSON

What the-

Samson looks down to see the carpet.

SAMSON

A flying carpet?

The carpet quickly moves itself out from underneath Samson's feet, causing Samson to fall on the floor. The carpet hovers vertically. Samson gets to his feet and the carpet starts to dust Samson off with its tassels.

SAMSON

Thanks, I guess.

The top part of the carpet moves as if it is nodding. The carpet then flies over to a stone column. Samson follows. He looks down and sees a lamp.

SAMSON

A lamp?...Wait a minute, could this be?  
I think it is. This could very well be  
a magic lamp.

The top part of the carpet makes the same nodding motion.

SAMSON

Well only one way to be sure.

Samson starts to rub the lamp. After a few seconds he stops. Nothing happens.

SAMSON

I guess this isn't a magic lamp after  
all.

The lamp starts to shake somewhat violently, and thick smoke starts to bellow out of the lamp.

VOICE FROM THE SMOKE

SIX HUNDRED YEARS...

The smoke takes the form of CHESHIRE.

CHESHIRE

Can give you such a crick in the neck!

Cheshire moves his head to each of the sides. He then stiffens the air.

CHESHIRE  
Rugman, is that you?

The carpet flies in front of Cheshire.

CHESHIRE  
Hey give me some tassell!

Cheshire sticks out one of his hands and the carpet slaps one of its tassels on it.

SAMSON  
Excuse me.

Cheshire turns around to see Samson.

SAMSON  
Are you a genie?

From out of nowhere a large neon sign appears over Samson's head reading "MR. OBVIOUS". Cheshire stands behind a podium wearing a suit and glasses.

CHESHIRE  
Thank you young man for playing our  
favorite game...

CHESHIRE AND AN AUDIENCE FROM NOWHERE  
STATE THE OBVIOUS!

SAMSON  
So that's a yes?

The sign and podium disappear, and Cheshire returns to his normal clothes.

CHESHIRE  
What do you think kid?

SAMSON  
I'll take that as a yes.

CHESHIRE  
So kid, what's your name?

SAMSON  
Samson. I've got to say you weren't  
what I was expecting for a genie.

CHESHIRE  
Just because I'm not some blue-skinned  
guy with a funny looking goatee,  
doesn't make me any less of a genie.  
Now what do you want?

SAMSON

You mean my three wishes?

CHESHIRE

Whoa, whoa, whoa, hold the phone. Who said anything about THREE wishes?

SAMSON

I thought all genies granted three wishes.

CHESHIRE

You've read too many stories and seen too many animated movies Samson. I only grant one wish. But there's a catch.

SAMSON

What?

CHESHIRE

You gotta pay me before I can grant anything.

SAMSON

I thought wishes came free.

CHESHIRE

(partially laughing) Can you believe this kid? He really has read too many stories, and seen too many animated movies. So let me recap for you Sammy boy. You only get one wish, you've got to pay me for it before I can grant it, and there are rules as to what you can and cannot wish-

Cheshire starts to make a choking sound. The sound gets intense by the second, until Cheshire turns around and makes a loud hacking cough.

SAMSON

You okay?

CHESHIRE

Sorry about that, hairball.

A puzzled look grows over Samson's face.

CHESHIRE

What? I am a cat after all. Now where was I?

SAMSON

Three rules.

CESHIRE

Oh yes. First of all I can't make anyone fall in love.

Cheshire's head turns into a giant pair of red lips. The lips kiss Samson. Cheshire's head turns back to normal.

SAMSON

What are the other two?

CESHIRE

The other two are a little too gruesome to mention on a Disney-owned kids' show. But if you must know.

Cheshire hovers over to Samson's right. Cheshire places his left hand against his mouth and starts to whisper to Samson.

SAMSON

I see, so you can't do that. Well I wouldn't want you to do that anyway. And you can't do that either. Okay I've got you.

Cheshire hovers back to in front of Samson again.

CESHIRE

So tell me a little bit about yourself kid.

SAMSON

Why?

CESHIRE

I just want to know a little about my new master before granting his wish.

SAMSON

Well I just transferred to Magix from Solaria.

CESHIRE

Solaria's a fine school, so why did you come to Magix?

SAMSON

I was sent to help the Rangers in their fight against someone named Mumankamon.

CESHIRE

Rangers?

SAMSON

They're the new Magix Mages.

CHESHIRE

So it's that time again. Anyway, so how are things going for you so far?

Samson turns his back to Cheshire.

SAMSON

Not good, I'm feeling as if I don't fit in with the group just because I don't have Ranger powers.

CHESHIRE

Uh-huh, go on.

SAMSON

Most of the Rangers have even told me that they don't want me here. Although the Pink Ranger has said otherwise, and she's kinda cute.

CHESHIRE

Uh-huh, go on.

SAMSON

But since you can't make people fall in love I guess that take care of that wish possibility. You know I've decided what I want.

CHESHIRE

Uh-huh, go on.

Samson turns around to face Cheshire again, only to find Cheshire holding a nail file in his right hand, and filing the claws on his left hand.

SAMSON

Are you even listening to me?

The nail file disappears.

CHESHIRE

Sorry, what have you decided?

SAMSON

I wish that you could give me Ranger powers. What do you say?

CESHIRE

Yeah, that's within my power. Now do you want these powers just to show up the other Rangers, or are you also going to use them to fight against evil?

SAMSON

I'll also use them to fight against evil.

CESHIRE

That settles it. I will give you Ranger powers, as soon as you pay me. And since I really do like you kid...

Cheshire holds up his right hand and snaps his fingers. Part of the wall opposite to them opens up revealing a staircase. Neon arrows appear and point to the staircase, and flash in sequence.

CESHIRE

I'm going to give you a way to get out of the catacomb.

SAMSON

Thanks,...uh I never did get your name.

CESHIRE

I'm Cheshire, genie of the Magix Lamp.

SAMSON

Thanks Cheshire, I was wondering how I was going to get out of here.

Samson starts to head for the stairs.

CESHIRE

Uh kid you forgot something.

SAMSON

What?

Cheshire throws the lamp at Samson. Samson catches it and holds it with his right hand.

CESHIRE

The lamp first and foremost.

SAMSON

Anything else?

Cheshire raises his right hand again and snaps his fingers. The carpet becomes a 2-inch by 2-inch piece of material and flies into Samson's left hand. Samson puts the carpet into his pocket.

CHESHIRE

Take the Carpet Glider with you. You won't know when you'll need it.

SAMSON

Aren't you coming too?

CHESHIRE

What do you mean?

SAMSON

Isn't the lamp your home?

CHESHIRE

You know you're right.

Cheshire turns himself into smoke, and enters the lamp. Cheshire pops his head out of the top.

CHESHIRE

Well what are you waiting for? Let's blow this pop stand.

Samson starts to walk up the stairs.

FADE OUT.

FADE IN:

INT. THE MAIN HALL - DAY

The Rangers sit at the Firebird House table.

ABBY

Where do you think Samson went?

MARIA

I don't know.

BOWIE

Maybe he did actually go to his room  
and pack up.

KEITH

No my mother would've stopped him  
before he'd get a chance to.

ABBY

Either way, the four of you do owe him  
a major apology when we do find him.

The warning sound goes off on the Wand Morphers. The  
Rangers open them.

WALKER

It looks like two monsters are on the  
loose.

KEITH

Okay Bowie, you go with Abby and Maria  
and take care of one. Walker you come  
with me and take care of the other.

BOWIE

Sounds like a plan.

The Rangers get up and leave the hall.

FADE OUT.

FADE IN:

INT. THE GREEN HOUSE - DAY

Roots sits at her desk. A knocking is heard.

ROOTS

Come in.

Samson comes in.

ROOTS

Samson, you look much better than you did a few hours ago.

SAMSON

Thanks professor, I do feel a lot better than when I ran into you and Professor Estrange.

ROOTS

So what can I do for you?

SAMSON

I was wondering if you had any fresh catnip on hand.

ROOTS

I have plenty. I have to grow some for Professor Estrange for his potions classes.

SAMSON

I thought Professor Estrange taught fortune telling.

ROOTS

The Professor Estrange you met was Maxi. His twin brother Sloan is the potions teacher.

SAMSON

Okay I see.

Roots gets up from her desk, and walks over to a row of pots that are sitting up against the outer wall of the green house. Roots picks a few sprigs of catnip. She then walks back to Samson and hands the catnip to him.

ROOTS

Here you go. Do you need this for a cat you brought here?

SAMSON

You could say that. Anyway thanks for  
the catnip.

ROOTS

Anytime Samson.

Samson leaves the green house.

ROOTS

What a nice young man.

FADE OUT.

FADE IN:

EXT. DOWNTOWN GANDALF CITY - DAY

Gizz Moe appears from nowhere and finds a nice wide area.

GIZZ MOE

This looks like a good spot.

Gizz Moe gets down on the ground, and draws a symbol with the pen that Mumankamon gave him. Bowie, Maria, and Abby (all morphed) show up.

BOWIE

Not so fast!

GIZZ MOE

Sorry Rangers, but I've come to do what I wanted to do.

Gizz Moe turns his right hand into a hammer again and bops Bowie, Maria, and Abby on the head. Gizz Moe jumps up and disappears.

EXT. ANOTHER PART OF GANDALF CITY - DAY

Quake Hammer searches around and walks up to a wide-open area. He places his spike partially in the ground and starts to pound on it with his hammer. Once the spike has only a foot left on it, Quake Hammer raises his hammer to completely drive it in, but when Quake Hammer brings down the hammer the spike has disappeared.

QUAKE HAMMER

What happened?

WALKER

Looking for something?

Quake Hammer turns around to see Keith and Walker (both morphed).

QUAKE HAMMER

Where did you guys come from?

KEITH

We've been following your tail for some time.

WALKER

We're not sure what you're up to, but it can't be good.

QUAKE HAMMER

Well you're never going to find out  
what I'm up to.

Quake Hammer starts to charge at Keith and Walker. They draw their Staffs and convert them into their weapons. Keith and Walker take turns giving Quake Hammer blows with their weapons.

EXT. ANOTHER PART OF GANDALF CITY - DAY

Gizz Moe lies face down on the ground again drawing another symbol. Bowie, Abby, and Maria show up.

BOWIE

Okay this is the third symbol that  
we've seen you draw. What are you up  
to?

GIZZ MOE

None of you business Rangers!

Gizz Moe jumps up and disappears again. Maria takes a look at the symbol that Gizz Moe drew.

MARIA

Where have I seen a symbol like this  
before?

Their Wand Morphers go off. Keith is on the other end.

KEITH

(OVER THE MORPHER)

Guys, we need you here. This monster's  
too tough.

BOWIE

We'll be there in a few.

Bowie ends the communication.

BOWIE

Well looks like we need to go help out  
Keith and Walker.

MARIA

You and Abby go on ahead. I think I  
know what this monster's planning.

BOWIE

Okay we'll meet you there.

The yellow and pink Broom Jets fly overhead and Bowie and Abby jump on to them. Maria draws her staff and aims it at the symbol.

MARIA

Duill!

A jet of water shoots out of the staff and at the symbol on the ground. As the water hits it, the symbol washes away.

MARIA

Okay so you know what you have to do now.

EXT. THE ANOTHER PART OF GANDALF CITY - DAY

Keith, Walker, Bowie, and Abby fight Quake Hammer, to no avail. Quake Hammer gives them a hard blow knocking all four of them down. Gizz Moe shows up.

GIZZ MOE

So how are things?

QUAKE HAMMER

Just look.

Gizz Moe sees Keith, Walker, Bowie, and Abby lying on the ground.

GIZZ MOE

Nice.

QUAKE HAMMER

Hurry up and draw the last symbol.

Gizz Moe gets down and draws one final symbol.

GIZZ MOE

There, now just do your thing.

Quake Hammer places his spike into the symbol, and starts to pound on it.

FADE OUT.

FADE IN:

EXT. THE GROUNDS OF MAGIX - DAY

Samson stands under a tree. He turns his head both ways and sees that no one is around. Samson takes out the Magix Lamp, and rubs it. Cheshire comes out.

CESHIRE

So have you come up with some kind of a payment for your wish?

SAMSON

I have.

Samson pulls out the sprigs of catnip.

SAMSON

Will this do?

CESHIRE

Is that what I think is?

Samson hands Cheshire the catnip. Cheshire sniffs it.

CESHIRE

It is. How did you know I love catnip?

SAMSON

I just figured that you're a cat genie, so you must love catnip.

Cheshire eats the catnip, and gives off a very satisfied sound.

CESHIRE

So are you ready for this Samson?

SAMSON

I am.

CESHIRE

Okay, I've decided to make your powers like your own card casting abilities. So take out your card puncher.

Samson pulls out his card puncher. Cheshire waves his right hand over it. A golden wave of magic goes over the puncher turning it into the Punch Morpher. Samson looks at it.

SAMSON

What is this?

CESHIRE

This is your new Punch Morpher. It works like your old card puncher; only it also has the abilities of what mortals would call a cell phone.

Cheshire hands Samson a card with the Solaria "S" symbol on it and the word "MORPH".

CESHIRE

Use this card to activate your powers.

SAMSON

So just punch the card like I would to cast any other spell?

CESHIRE

Pretty much. Now let me see the lamp.

Samson holds out the lamp. Cheshire waves his hands around it, and a golden wave goes over it.

CESHIRE

Bend down the handle of the lamp.

Samson bends the handle of the lamp down. Once the handle is bent down something extends out of the opposite end of the lamp.

SAMSON

What is this?

CESHIRE

I have turned the lamp into your weapon, the Lamp Blaster, and unlike the weapons the other Rangers have you can use this while unmorphed.

SAMSON

So how do I use it?

CESHIRE

So regular attacks just pull the trigger. For more powerful attacks rub the lamp, and for the most powerful attack rub it as much as you can. There you have your powers, and you are now the Shining Mage with the power of the sun. Have you decided what you are going to call yourself?

SAMSON

I was thinking of making the name an homage to my school.

CESHIRE

Very well, Solaria Ranger. You have kept up your end of the bargain, however I am going to do more than simply grant your wish.

SAMSON

Really?

CESHIRE

I will also help along the way if you need me.

SAMSON

Are you sure about this Cheshire?

CESHIRE

Like I told you in the Catacomb of Mystery, I like you. Now we've gotta go, I sense that the other Rangers are in some danger.

SAMSON

Okay time to morph.

CESHIRE

Do it when we find the others.

SAMSON

Okay. Carpet Glider let's go.

Samson pulls out the 2-inch square version of the Carpet Glider, and it grows to regular size. Cheshire takes a look at it.

CESHIRE

You know the carpet need something a little more.

Cheshire holds up his right hands and snaps his fingers. The Solaria "S" symbol appears on the carpet.

CESHIRE

Now we've got to go.

Samson nods. Cheshire turns back into smoke and enters the lamp. Samson gets on the carpet, and stands on it. The carpet flies off.

FADE OUT.

FADE IN:

EXT. GANDALF CITY - DAY

Quake Hammer continues to hammer his spike. Gizz Moe jumps around a little anxiously. Quake Hammer finishes hammering in the spike. Nothing happens.

GIZZ MOE

What?

MARIA

That's right nothing happened and nothing's going to happen.

Maria appears. The other Rangers get up and go over to her.

BOWIE

So what was that one monster drawing?

MARIA

The four symbols on the black magic circle.

GIZZ MOE

So why didn't anything happen?

MARIA

Once I realized what you were drawing, I assumed that the giant black magic circle was going to be used for something big, so I washed away the symbols that you had drawn.

GIZZ MOE

You'll pay for that Blue Ranger!

Gizz Moe turns his right hand into a hammer again and bops all of the Rangers on the head. Quake Hammer follows by pounding the ground with his hammer, which knocks the Rangers to the ground. Gizz Moe then fires a light blue colored blast at the Rangers from his eyes. The Rangers struggle to get back up.

KEITH

They're too powerful.

WALKER

Looks like we may be done for this time.

SAMSON

Not so fast!

Samson flies in on the Carpet Glider. The Carpet Glider hovers about a foot above the ground and Samson gets down. Gizz Moe takes a look at him.

GIZZ MOE

So it's the one without Ranger powers.

Samson walks over to the Rangers and helps them up.

KEITH

Why did you help us?

SAMSON

Let's just say you're in for a real treat in a few minutes. I'll take care of accordion arms over there; you guys get the other one.

KEITH

But.

SAMSON

Relax I've got it covered.

Samson tosses the lamp up vertically. He then pulls out his Punch Morpher with his right hand, and presses the Magix "M" symbol on it. He turns his right arm vertically, so that the Morpher is beside the left side of his face.

SAMSON

Solaria metamorphosis!

Samson holds the "MORPH" card between his left index and middle fingers, and crosses his left arm over his right arm. Samson then extends his left arm back, and brings down his right arm. Samson then brings his left hand close to his right hand so that he can insert the card into the slot in the Morpher. Samson punches the card quickly, takes the card out of the morpher and holds the card up.

SAMSON

Abeo, equus, corporeus!

Samson morphs for the first time into the Solaria Ranger.

SAMSON

With the power of the sun, the shining mage, Solaria Ranger!

The other Rangers take a look at Samson.

KEITH

Where'd he get those powers?

WALKER

I don't think that's important right now. We've got two monsters to defeat.

The other Rangers go up to Samson.

KEITH

So are we going with what you said earlier?

SAMSON

And how.

Samson separates himself from the other Rangers, and faces Gizz Moe, who now has a small platoon of Infelshias behind him.

GIZZ MOE

Get golden boy over there!

Samson holds up his left hand and catches the Lamp. Cheshire pops his head up.

CHESHIRE

Don't ever do that again!

The Infelshias start to charge at Samson. Samson converts the Lamp into Blaster mode.

SAMSON

Lamp Blaster!

Samson rubs the Lamp a little bit, points it at Gizz Moe, and fires a few shots that hit the monster. Gizz Moe falls down.

GIZZ MOE

What was that?

An Infelshia tries to slash at Samson with his weapon, but Samson dodges. Samson gives another Infelshia a couple of punches with his left fist. Samson moves on to hit another Infelshia with the Lamp Blaster. With his right arm, Samson elbows an Infelshia that's coming up behind him, and then gives a small roundhouse to another Infelshia with his right foot. Two Infelshias try to hit Samson with their weapons but Samson keeps blocking the hits with his left arm. Samson punches both of those Infelshias with his left fist. Samson jumps up and does a back flip over the group of Infelshias. The Infelshias spit at him, but Samson blocks the attack with his cape. The cape causes the Infelshias' attack to bounce back at them. Samson then rubs the lamp four times, aims at the Infelshias and fires a bunch of homing shots at the Infelshias. The Infelshias fall down from the attack. Samson rubs the lamp again, as the Infelshias get back up. He gives them a roundhouse with his right foot, and starts firing shots from the Blaster. Each shot homes onto an Infelshia causing it to fall down. Samson rubs the Lamp again, and points it vertically. He fires a bunch of shots into the air, which come down and hit the Infelshias. The Infelshias all fall down. Samson rubs the Lamp again, and turns to Gizz Moe.

GIZZ MOE

Time to leave!

Gizz Moe starts to disappear through the ground, even getting below it, but his portal remains open. Samson fires, and the shot hits Gizz Moe causing the ground to shot him back up. Gizz Moe lands on the ground.

GIZZ MOE

Impossible, just impossible!

Samson turns to face Gizz Moe one more time.

SAMSON

You ready Cheshire?

Samson rubs the Lamp until a clicking sound can be heard. Samson aims the Blaster at Gizz Moe.

SAMSON

Time to finish this. Ars, scipio,  
natura!

Cheshire pops his head up.

CHESHIRE

Claw attack!

Samson fires Cheshire out of the Lamp. Cheshire flies at Gizz Moe and claws at the monster twice. The monster takes the hits. Cheshire flies back into the lamp. Samson turns his back to Gizz Moe.

SAMSON

Checkmate!

Gizz Moe falls down and explodes. In a separate area the other Rangers fight Quake Hammer. Keith starts out by giving the monster a few slashes with his sword. Followed by Walker giving the monster a few slashes with his Axe. Abby and Maria hit the monster a few times with their Staffs, and Bowie fires a few shots at the monster with his Crossbow. The Rangers jump up, and extend their right feet.

MAGIX RANGERS

Five-mage kick!

The kick hits the monster causing him to fall down. The Rangers land on the ground.

KEITH

Not bad.

Samson shows up.

SAMSON

Nice work guys.

KEITH

Okay this is really starting to bug me.  
Where did you get those powers?

SAMSON

I'll explain later.

A black magic circle appears under Quake Hammer, as Mumankamon can be heard casting an "halosis, gangalos, meros" spell. Quake Hammer grows to gigantic size.

KEITH

Okay guys we need to Zord Morph.

Cheshire comes out of the lamp.

CHESHIRE

How about you let Samson handle this one?

KEITH

Who's he?

SAMSON

Like I said, I'll explain later. What do you have for me Cheshire?

CHESHIRE

I have two more cards.

Cheshire holds up his right hand, and snaps his fingers. Two new cards appear in Samson's left hand. One reads "SOLARIA EXPRESS TRAINZORD", and the other reads, "JOINT".

SAMSON

What do these do?

CHESHIRE

One calls for your own personal Zord, while the other converts your Zord into a robot.

SAMSON

Well time to check out this thing. Solaria Express Trainzord. Scipio, abeo, libro!

Samson takes out his Punch Morpher and punches the "SOLARIA EXPRESS TRAINZORD" card.

INT. PLATFORM 8½ - DAY

The Solaria Express turns itself around to face the opposite direction from the one it came into the station from. A white line of magic goes over the train converting it into the Solaria Express Trainzord. The Trainzord leaves the station.

EXT. DOWNTOWN GANDALF CITY - DAY

The road turns into train tracks as the Trainzord comes down the tracks and stops. Samson jumps up and lands in the cockpit of the Trainzord.

SAMSON

Okay, time to see what this thing can really do.

Samson pulls out his morpher and the "JOINT" card. He punches the card and holds it up.

SAMSON

Scipio, scipio, corporeus!

Outside the Trainzord starts to move. All six cars detach from one another, and then combine into the Solaria Express Megazord.

SAMSON

Solaria Express Megazord, power up!

The other Rangers look up at the new Megazord.

KEITH

The train transformed?

BOWIE

Amazing!

ABBY

I wonder what it can do.

The Solaria Express Megazord faces Quake Hammer who gets ready to fight.

QUAKE HAMMER

Time to turn you into scrap metal.

Quake Hammer fires a blast from his mouth, and the blast hits the ground near the Solaria Express Megazord's feet. Dust kicks up as Quake Hammer starts to laugh. The Solaria Express Megazord walks through the kicked up dust. Quake Hammer and the Solaria Express Megazord walk up to each other. Quake Hammer tries to hit the Solaria Express Megazord, but it gives Quake Hammer a punch from its right arm. Quake Hammer falls back a little. Inside the Solaria Express Megazord's cockpit, Samson pulls back a lever with his left hand.

SAMSON

Steam Blast!

Outside the Solaria Express Megazord bends over and a jet of steam comes out of its head. The steam hits Quake Hammer, knocking the monster down. Quake Hammer gets back up. Inside the cockpit of the Solaria Express Megazord Samson pulls another lever with his left hand.

SAMSON

Rail Trap!

Outside panels on both legs of the Solaria Express Megazord open up and two small versions of the engine launch out and travel on golden energy tracks. The small engines travel around Quake Hammer entangling him up in the energy tracks, which become real tracks. The tracks restrain Quake Hammer. Inside the cockpit of the Solaria Express Megazord Samson pushes up a lever with his right hand.

SAMSON

Furnace Tractor Beam!

Outside the front of the engine glows red for a quick second and then flips down. An orange-colored beam shoots out at Quake Hammer shrinking him sucking him into the furnace of the Solaria Express Megazord. The doors on the furnace close as Quake Hammer enters the fire. The front end of the engine flips back up.

SAMSON

Checkmate! And that's the way it's done.

The Solaria Express Megazord lets out many blasts of steam.

FADE OUT.

FADE IN:

INT. PROF. FIREBIRD'S OFFICE - DAY

Prof. Firebird sits at her desk as all six Rangers enter. After they have all filed in, Prof. Firebird rises from her desk.

PROF. FIREBIRD

Well Samson there is something I have tell you, and something that I have to ask you.

SAMSON

Okay.

PROF. FIREBIRD

First of all, I would like to say excellent work fighting those monsters today.

SAMSON

Thanks Professor. Now what do you want to ask me?

PROF. FIREBIRD

Where did you get your powers?

KEITH

Yeah, you said you'd explain everything later, so I guess now's the time.

Samson holds up the Magix Lamp. He rubs it.

SAMSON

Cheshire, we've got some explaining to do.

In a cloud of smoke Cheshire comes out of the lamp.

CHESHIRE

You're the boss Samson.

KEITH

Who is that?

CHESHIRE

I'm Cheshire genie of the Magix Lamp.

PROF. FIREBIRD

Samson where did you find that lamp?

SAMSON

After the last time the six of us were in here, I wandered around the castle, and ended up in basement with some loose floorboards. I fell through the floor and ended up in the Catacomb of Mystery where I found the Lamp.

PROF. FIREBIRD

I see, and I suppose you wished for your powers.

SAMSON

Exactly.

WALKER

But why wish for Ranger powers, when you could've wished for Mumankamon's destruction?

SAMSON

Well Walker, you, Keith, Bowie, and Maria made it pretty clear that the only way I could fit in with the five of you was to have Ranger powers. So I asked Cheshire to make me into a Ranger.

CHESHIRE

You'll be happy to know that I did ask him if he was also going to use these powers to fight evil, and not just to show up the other Rangers. When Samson said yes, I had no problem granting him his wish.

PROF. FIREBIRD

I see. Well having an extra Ranger will definitely be useful against Mumankamon.

KEITH

And when your White Ranger powers come back mother, there should be no stopping us.

PROF. FIREBIRD

Do not get too overconfident Keith. I am sure the six of you will be able to overcome anything that Mumankamon will send your way. Before I let the six of you go, there is one last thing I would like to ask you Samson.

SAMSON

What?

PROF. FIREBIRD

Professor Roots told me that you asked her for some catnip, why?

CHESHIRE

It was payment for granting the wish.

PROF. FIREBIRD

I see.

CHESHIRE

And Samson if you want me to continue to help you, you have to keep the catnip coming.

SAMSON

Okay, I guess.

WALKER

I'll get you a small pot with a catnip plant Samson.

SAMSON

Thanks Walker. But why are you doing this?

WALKER

Let's just call it my apology for the way I behaved earlier.

SAMSON

Accepted.

PROF. FIREBIRD

Excellent Walker. Keith, Bowie, Maria, do you have anything to add?

KEITH

Yeah, what we said earlier was uncalled for.

BOWIE

But don't worry we've accepted you in our group.

MARIA

Welcome to the team.

KEITH

Besides, anyone who can fight the way you do is all right in my book.

SAMSON

Apologies accepted.

PROF. FIREBIRD

Excellent, I am sure the six of you will make a great team. Now it has been a long day, I suggest that you all go to the main hall get something to eat, and get some rest tonight. After all Samson you will be starting your classes here tomorrow.

SAMSON

I know.

Cheshire turns into smoke and goes back into the Lamp. The Rangers leave Prof. Firebird's office.

END