

**POWER RANGERS MAGIX:  
EPISODES 23, 24, & 25 –  
FOUNDERS' DAY**

POWER RANGERS MAGIX: EPISODE 23 - FOUNDERS' DAY PART 1

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5/10/2006 DRAFT

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## "POWER RANGERS MAGIX: EPISODE 23 - FOUNDERS' DAY PART 1"

FADE IN:

INT. MAIN CHAMBER OF THE LAIR - DAY

MUMANKAMON sits in the throne. NIGHT, MARE, and ZEV stand around before him. Mumankamon rises.

MUMANKAMON

Tell me, does anyone have a plan to finally defeat the Rangers?

ZEV

I may have something.

MUMANKAMON

What is it?

ZEV

If Firebird's memories serve me correctly, this time of year is when Magix is busy with their Founders' Day celebration.

MUMANKAMON

And what does that have to do with anything?

ZEV

The students of Magix typically take a little too much pride in their houses, and as such there is major competition between the houses. Perhaps we could exploit this somehow?

MUMANKAMON

Excellent idea. Do you have any thoughts on which monsters we could send to fight the Rangers?

ZEV

I do, but they are not technically monsters.

MUMANKAMON

Why not?

ZEV

They were at one point Mechanos' generals.

NIGHT

You don't mean...

ZEV

I do.

MARE

Are you really thinking about sending Samuraiger, Sirena, Abomino, and Cobalt Ring?

ZEV

I have not only thought about it; I have even told them that they are going to be sent to the surface soon. These four once captured and tortured Zev Firebird until he broke down and confessed his allegiance to Lord Demos.

Demos' portal starts to glow bright red.

MUMANKAMON

It appears that Lord Demos himself approves of your plan Wolzard. Get on with it.

ZEV

As you command Mumankamon.

Zev leaves the main chamber.

INT. A HOLDING BLOCK DEEP WITHIN THE LAIR - DAY

Zev morphed as WOLZARD enters the area. Wolzard draws his shield, and the panel opens up. A dark purple wave of magic is emitted from the eye-like jewel. The wave hits all four cells, opening them up. SAMURAIGER is the first to exit his cell, followed by SIRENA who leaves her cell, then ABOMINO, and finally COBALT RING. The monsters walk up in front of Wolzard.

COBALT RING

Why have you released us?

WOLZARD

I have released you because I require your services.

SIRENA

For what?

WOLZARD

Founders' Day at Magix is drawing near,  
and I need the four of you to wreak a  
little havoc on the surface.

Abomino grunts a little.

COBALT RING

And what exactly would you like us to  
do?

WOLZARD

The Rangers may be drawn up in pride of  
their houses. I want someone...

Wolzard turns to Samuraiger.

WOLZARD

To try to exploit any rivalries that  
may come about from that.

SAMURAIGER

Leave it to me.

Samuraiger draws his sword.

SAMURAIGER

With my sword I can cut through  
anything, even emotional bonds.

WOLZARD

Interesting.

SIRENA

And I'll add to the rivalries when the  
male Rangers hear my song.

WOLZARD

Excellent. Samuraiger I will send you  
first.

SAMURAIGER

Yes, sir.

WOLZARD

As for the rest of you I will send you  
as needed.

FADE OUT.

FADE IN:

INT. THE MAIN HALL - DAY

Decorators are seen preparing the Main Hall for the upcoming celebration. KEITH enters the main hall and finds nothing but confusion. He walks up to the Taurus table where WALKER is sitting. Keith sits down.

KEITH

Why is it that it's a pain to enter the Main Hall every year at this time?

WALKER

Well you know how much your mother likes to go all out on this one-day event.

KEITH

True enough.

WALKER

I was doing some thinking recently.

KEITH

About what?

WALKER

You know how there's usually some sort "unofficial" competition between the houses around this time every year?

KEITH

Yeah.

WALKER

Let's try not to get too involved in that this year. After all you, Bowie, Maria, Abby, and me do need to fight along side each other if Mumankamon sends a monster.

KEITH

I'm with you.

WALKER

Good. Also I think I've figured something else out as well.

KEITH

What?

WALKER

You know how you were the only one who was able to get those messages from Wolzard?

KEITH

Yeah.

WALKER

I think it might have something to do with who Wolzard turned out to be.

KEITH

You could be right, because I think my mother once mentioned something about her ability to get those messages as well.

WALKER

I think you're right about that. By the way, how are the two of you handling that whole situation?

KEITH

As much as we can handle it, but the one thing we've decided is that we need to destroy the morpher my father has.

WALKER

Why?

KEITH

That morpher contains the essence of Wolzard's evil, and my father didn't turn evil again until after he got his hands on it.

WALKER

I see what you're getting at. Besides we are getting to be much stronger than we used to be, so maybe we might be able to do it.

KEITH

Although turning him good, but with Wolzard's power, would actually be the better idea.

WALKER

Yeah, that way we'd have three Megazords to fight with.

KEITH

Not to mention the Centaurozord.

ABBY and MARIA come up to where Keith and Walker are sitting.

ABBY

Hey guys.

MARIA

What's up?

Abby and Maria sit down.

KEITH

We were just talking about how great it'd be if we were able to turn my father good again, but still have the power of Wolzard.

ABBY

That would be good.

MARIA

Guys, Abby and I were talking and we've decided that it might be a good idea to...

WALKER

Not get too wrapped in the house rivalries this year?

MARIA

Yeah. How'd you know?

KEITH

We've all ready talked about it, and yes it's a good idea.

ABBY

We also talked about this with Bowie, and he agrees with it too.

WALKER

Where is Bowie right now?

MARIA

He said that Professor Firebird wanted to talk to him about something in one of the courtyards.

FADE OUT.

FADE IN:

EXT. THE GROUNDS OF MAGIX - DAY

BOWIE stands around waiting. PROF. FIREBIRD eventually comes out and catches up to him. Prof. Firebird is also carrying her broomstick.

PROF. FIREBIRD

Sorry I am late Bowie. You know how hectic this time of year can be for me.

BOWIE

Don't worry about it Professor, but what's with the broom?

PROF. FIREBIRD

I want you to teach me the spell for the Broom Cycles.

BOWIE

Do you also need to know the spell for the Broom Jets?

PROF. FIREBIRD

You know that your broomstick automatically becomes a Broom Jet when you morph, right?

BOWIE

Of course, Abby and I found that one out when we first became Rangers.

PROF. FIREBIRD

So let us now morph, and you can teach me the spell.

Bowie and Prof. Firebird pull out their Wand Morphers and convert them to wand mode.

BOWIE AND PROF. FIREBIRD

Magix metamorphosis! Arthraigh, duine, marbhan!

Bowie and Prof. Firebird morph. Prof. Firebird's broom turns into a Broom Jet. The color on Prof. Firebird's Broom Jet differs from the other Rangers; the white coloring on the red, green, yellow, blue, and pink Jets is a dark silver on Prof. Firebird's, and the M symbol on Prof. Firebird's Jet is white.

PROF. FIREBIRD

Now how do I do this?

BOWIE

Just hold out your Wand Staff.

Prof. Firebird draws her Wand Staff. Bowie does the same. Bowie points the emblem end of his Staff at the emblem end of Prof. Firebird's. A light yellow beam of magic shoots from Bowie's emblem and enters Prof. Firebird's.

PROF. FIREBIRD

What now?

BOWIE

Just point your Wand Staff at your Broom Jet, and cast the spell.

Prof. Firebird points the emblem end of her Staff at her Jet.

PROF. FIREBIRD

Arthraigh, arm, tecniocht!

A white energy beam of magic shoots out of Prof. Firebird's staff and hits her Jet. Her Broom Jet then becomes a Broom Cycle.

PROF. FIREBIRD

It worked.

BOWIE

You didn't think it would?

PROF. FIREBIRD

I was having some doubts about a spell a student came up with, yes. But I do have one question.

BOWIE

What?

PROF. FIREBIRD

Why did not you just teach me the spell like you did with the others?

BOWIE

That's because all I really did was just give them the spell like I did with you.

PROF. FIREBIRD

I see. So do you have any suggestions for me now?

BOWIE

Just start riding the cycle, to get  
used to it.

PROF. FIREBIRD

I see, well if that is all then thank  
you for the spell Bowie.

BOWIE

No problem Professor. Power down!

Bowie reverts to his normal self. Prof. Firebird gets on  
her Cycle and starts to ride it.

FADE OUT.

FADE IN:

INT. SAMSON'S ROOM - DAY

SAMSON sleeps in his bed. The Magix Lamp rests on his desk, and smoke starts pouring out of it. The smoke eventually takes the form of CHESHIRE. Cheshire hovers over Samson, and takes the feather out of his headdress. Cheshire then starts to rub the feather under Samson's nose.

CHESHIRE

Wakey, wakey, eggs and bakey Samson.

Cheshire stops rubbing the feather, as Samson starts to sneeze. Samson opens his eyes, sees Cheshire and freaks out a little bit.

CHESHIRE

Did I scare you?

SAMSON

How'd you like it if I hovered over you to get you up?

CHESHIRE

Point taken.

Samson gets up to sit on the edge of his bed. He rubs his eyes for a moment.

SAMSON

What'd you wake me up for?

CHESHIRE

There's something in the Catacomb of Mystery that I want to get and I need your help.

SAMSON

What does a genie need my help for?

CHESHIRE

What I want to get can't be turned into smoke and put into the lamp with me.

SAMSON

What is it?

CHESHIRE

It's a surprise for the other Rangers, in celebration of Founders' Day.

SAMSON

And I don't get anything?

CHESHIRE

I gave you your powers what more do you want?

SAMSON

I was thinking about maybe some kind of a vehicle that the Carpet Glider could turn into. Like how the Broom Jets turn into the Broom Cycles.

CHESHIRE

Hmm...we'll see. But now someone's gotta get up.

SAMSON

Fine, fine.

Samson gets up, grabs a few toiletry items and a change of clothes, and leaves his room. Moments later Samson comes back in fully dressed and looking ready to do whatever.

CHRSHIRE

You ready?

Samson grabs the Lamp on his desk.

SAMSON

Let's go.

Cheshire turns himself into smoke and enters the lamp. Once in the lamp Cheshire pops his head up.

CHESHIRE

To the Catacomb of Mystery!

FADE OUT.

FADE IN:

INT. THE HALLS OF MAGIX - DAY

Keith, Walker, Maria, and Abby walk around. The monster signal goes off. Keith takes his Morpher out and opens it up.

KEITH

Looks like we've got work to do.

Walker takes out his Morpher and dials a number.

WALKER

Bowie there's a monster. We've got to go.

Walker ends the call, and dials another number.

WALKER

Samson...(pause) Samson, come in.  
Samson, come in.

Walker ends the call.

WALKER

Looks like it'll be the five of us.

KEITH

Either way, let's go.

Keith, Walker, Maria, and Abby run off.

EXT. DOWNTOWN GANDALF CITY - DAY

Samuraiger draws his sword. He turns the dial on it to a stylized version of the kanji for pillars.

SAMURAIGER

Mega slash!

Samuraiger positions the sword so that the end is pointing to the ground, and the blade is pointing out. Samuraiger slashes the air, and an orange colored slash hits a building. Samuraiger sheaths his sword.

SAMURAIGER

Not bad, I still got it.

The building Samuraiger slashed at falls apart. Keith, Walker, Bowie, Maria, and Abby come up behind Samuraiger.

KEITH  
Hold it right there!

Samuraiger turns around.

SAMURAIKER  
So you must be the Rangers.

WALKER  
Just what do you think you're doing?

SAMURAIKER  
I'm here to destroy you, what else?

MARIA  
That's what they all say.

BOWIE  
Now you can either give up now, or  
you'll be getting a beat down from us.

SAMURAIKER  
Do the five of you really think you can  
defeat me?

ABBY  
As a team, and as friends we're  
unstoppable.

SAMURAIKER  
Team? Friends? What an odd choice of  
words, you have there.

KEITH  
Enough of this, let's do it guys.

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

KEITH, WALKER, BOWIE, MARIA, AND ABBY  
Magix metamorphosis! Arthraigh, duine,  
marbhan!

Keith, Walker, Bowie, Maria, and Abby all morph. They all  
take fighting stances.

SAMURAIKER  
The five of you may have the suits, and  
I am sure you have the weapons, but  
there is nothing you have that will  
defeat me.

ABBY

Like I said, as a team and as friends  
we're unstoppable.

MARIA

Not to mention that our bond unites us  
as one.

SAMURAIGER

Do not make me sick. You talk of  
friendship, teamwork, unity, and some  
bond, that does not hold up against my  
cold hard steel. Permit me to show you  
what good your little bond is.

Samuraiger turns the dial on his sword to a stylized  
version of the kanji for bond. He then positions his sword,  
and slashes at the air in front of him. An orange colored  
slash flies at the Rangers and hits them. They fall to the  
ground unmorphed and unconscious. Prof. Firebird (still  
morphed) rides in on her Broom Cycle, draws her Wand Staff,  
and fires a few ice pellets at Samuraiger.

SAMURAIGER

Who did that?

Firebird stops her Cycle and gets off. She faces Samuraiger  
holding her Staff.

PROF. FIREBIRD

I did.

SAMURIAIGER

A White Ranger, eh? And a woman to  
boot, normally I would not fight a  
woman, but in your case I will make an  
exception.

PROF. FIREBIRD

How honorable of you to not normally  
fight women.

SAMURAIGER

I do not fight women because of honor;  
I do not fight them because women are  
usually much worse combatants than men.

PROF. FIREBIRD

It is time for you to change that  
opinion. Ice Lance!

Prof. Firebird's Staff becomes the Ice Lance. Prof. Firebird and Samuraiger charge at each other. Samuraiger starts off with a vertical slash of his sword, but Prof. Firebird is able to block it very easily. Prof. Firebird pushes back the sword with her Lance, which also causes Samuraiger to fall back a little bit. Prof. Firebird then goes on to slash at Samuraiger with the emblem end of her lance. The slashes hit Samuraiger and he falls back even more. Prof. Firebird starts to wave the end of her Lance in a circular motion. Doing this causes what appears to be steam to appear. Once Prof. Firebird has finished, a semispherical block of ice appears on the end of her Lance.

PROF. FIREBIRD  
Duil, teicniocht, ionsaigh!

The block fires at Samuraiger. Before the block can hit him, Samuraiger quickly slashes at the block. Doing this causes the block to split in half. The two pieces of the block hit the ground and shatter.

SAMURAIGER  
Nice try.

Samuraiger and Prof. Firebird then start to slash at each other with their weapons. As they do this, their weapons clash on one another. They do this for a few minutes until Cobalt Ring appears. Samuraiger and Firebird stop their fighting.

COBALT RING  
Samuraiger, have you completed your mission yet?

SAMURAIGER  
Just watch.

Keith, Walker, Bowie, Maria, and Abby regain consciousness, and get up. Firebird goes over to them.

PROF. FIREBIRD  
Are the five of you all right?

KEITH  
My head hurts.

PROF. FIREBIRD  
We need to finish off the two monsters that are here.

WALKER  
No problem I can do this on my own.

PROF. FIREBIRD

No the five of you must work together.

BOWIE

Why should we? These other four losers are only going to get in my way.

MARIA

Who you calling a loser?

ABBY

If Keith, Walker, Bowie, and Maria are going to be here, you can kiss me good-bye.

PROF. FIREBIRD

What has gotten into the five you?

KEITH

It appears that our bond as a team and as friends has been cut. And it's about time too, because I am getting sick of these rejects from the other houses.

PROF. FIREBIRD

Keith!

WALKER

So I'm just some reject from Taurus, is that right Keith?

PROF. FIREBIRD

Walker!

BOWIE

As much as I hate to agree with someone from Firebird, but I'd say so Walker.

PROF. FIREBIRD

Bowie!

MARIA

Well since the four of you are still here, I'm going to the Merfolk common room. Professor you know where to reach me if you need me.

PROF. FIREBIRD

Maria!

Keith, Walker, Bowie, Maria, and Abby all walk away in different directions away from the area.

COBALT RING

Excellent work Samuraiger! Mumankamon will be pleased. Now we must return to the lair.

SAMURIAGER

I would like to finish off this woman first.

COBALT RING

Wolzard ordered to break the Rangers' bond, not destroy them.

SAMURAIGER

But-

COBALT RING

Besides there will be plenty of time to finish them off later.

SAMURAIGER

Very well. As long as my sword's thirst is eventually quenched that is all that matters.

Cobalt Ring and Samuraiger disappear through a black magic circle.

PROF. FIREBIRD

Just what is going on? Ionsaigh!

Prof. Firebird demorphs. She takes out her Wand Morpher, opens it up, and dials a number.

PROF. FIREBIRD

Samson, come in. (pause) Samson come in! (pause) Samson, come in!!

Prof. Firebird ends the call.

PROF. FIREBIRD

Great, Keith, Walker, Bowie, Maria, and Abby are fighting amongst each other, and Samson is nowhere to be found.

FADE OUT.

FADE IN:

INT. THE CATACOMB OF MYSTERY - DAY

Samson enters carrying the Lamp. Cheshire comes out of the Lamp and takes on a legged form.

SAMSON

Cheshire it's kinda dark in here.

CHESHIRE

Don't worry about it.

Cheshire holds up his right hand and snaps his fingers. The Catacomb lights up very brightly, more so than it was when Samson first entered. Samson looks over at the walls on both of his sides. To his left is a mural of the five Mage Spirits, and to his right is a mural of two animals; one that looks like a phoenix, and another one that looks like a lion. Samson stares at the lion and phoenix mural.

SAMSON

Cheshire, what are those things on that mural?

CHESHIRE

The five founders had the ability to transform themselves into those two creatures.

SAMSON

But there are only two of them.

CHESHIRE

Ignatius Firebird became that phoenix, while Alastair Taurus, Xavier Goldenbird, Madeline Merfolk, and Gamma Pixee became the lion.

SAMSON

I see.

Samson turns to the mural with the Mage Spirits.

SAMSON

What are those things?

CESHIRE

They're the Mage Spirits. Pyre the Mage Spirit of fire, Gaio the Mage Spirit of earth, Thunderro the Mage Spirit of thunder, Aquaria the Mage Spirit of water, and Windella the Mage Spirit of wind. The founders drew their power from these beings.

SAMSON

Do they still exist?

CESHIRE

Of course they exist, how else would the other Rangers be able to morph?

SAMSON

Do I have a Mage Spirit?

CESHIRE

No, your powers are taken from the power of the sun.

SAMSON

So what are we looking for?

CESHIRE

We're looking for the Wand Staffs of the Five Founders. I just hope that they're still good after all these centuries.

SAMSON

What do you mean?

CESHIRE

All of the magic that you have access to is only good if it's still in use. So...

SAMSON

If no one's used these Staffs since the time of the founders, they won't have any power.

CESHIRE

Exactly, but even if they don't have power it should be easy to recharge them. Now if you don't mind can we start looking for these things?

SAMSON

Yeah.

CESHIRE

Do you have the Carpet Glider on you by any chance?

SAMSON

As a matter of fact I do.

CESHIRE

Take it out; we can use it to carry the Staffs when we find them.

Samson takes out the 2-inch by 2-inch square of the Carpet Glider. Once out the Carpet Glider grows to full size. The Glider hovers above the ground. Samson and Cheshire start to look around the Catacomb.

FADE OUT.

FADE IN:

INT. THE TAURUS COMMON ROOM - DAY

Walker enters and walks up to the chair that JESS is sitting in.

JESS  
Hey, what's up?

WALKER  
Nothing much.

JESS  
How was the monster you just fought?

WALKER  
He got away no thanks to those bonehead other Rangers.

JESS  
Walker, what's gotten into you?

WALKER  
What do you mean?

JESS  
You've never spoken badly about Keith, Bowie, Maria, and Abby before.

WALKER  
Well that monster fight opened my eyes. I don't need the other Rangers, as much as the other Rangers don't need me. As far as I'm concerned the only friends I need are my fellow members of Taurus.

Jess gets up, and starts to walk away from Walker.

WALKER  
Where are you going?

JESS  
I need to talk to someone right now, alone.

INT. PROF. FIREBIRD'S OFFICE - DAY

Prof. Firebird paces around. A knocking is heard. Prof. Firebird walks up to the door, and opens it Jess is on the other side.

PROF. FIREBIRD  
 Jess what can I do for you?

JESS  
 I need to talk to you about Walker.

PROF. FIREBIRD  
 Did he speak ill of his fellow Rangers?

JESS  
 How did you know?

PROF. FIREBIRD  
 I was there when all of this happened.

Prof. Firebird starts to walk over to the chairs. Jess follows. They sit down.

JESS  
 How did this happen?

PROF. FIREBIRD  
 I am not overly sure, but I think it had to do with the monster that the Rangers were fighting before I arrived. I think the monster must have some how cut the bond that connects the Rangers together.

JESS  
 So how do we get them back together?

PROF. FIREBIRD  
 The most likely way is to destroy the monster, but I have a feeling that this "cutting" of their bond is more than likely a spell, that can easily be overcome.

JESS  
 Then how do we break the spell?

PROF. FIREBIRD  
 Only Keith, Walker, Bowie, Maria, and Abby can do that, by overcoming their newfound differences with each other, but I am not sure how to do that exactly. Although another monster appeared while we were fighting the current monster, and called that monster "Samuraiger".

JESS

And I take it that name has some significance to you.

PROF. FIREBIRD

Exactly, a monster by the name of Samuraiger, along with three more monsters named Sirena, Abomino, and Cobalt Ring were the ones who captured and tortured my husband five years ago. And now that we know that my husband is one of our enemies, he must have unleashed these monsters to try to stop the Rangers once and for all.

JESS

Is there anyone who can help?

PROF. FIREBIRD

I have tried to contact Samson, but have been unable to get through to him. He must be in a place of great magical power right now.

JESS

But where would that be?

PROF. FIREBIRD

I cannot be sure of that at the moment.

INT. THE CATACOMB OF MYSTERY - DAY

Samson and Cheshire continue to search through the Catacomb. The Carpet Glider all ready has two Staffs resting on it.

FADE OUT.

FADE IN:

INT. THE MAIN CHAMBER OF THE LAIR - DAY

Mumankamon sits in the throne as Night, Mare, Wolzard, Samuraiger, Sirena, Abomino, and Cobalt Ring stand before him.

MUMANKAMON

Excellent work Samuraiger! With the bond between the first five Rangers now severed our conquest of the surface will be all the more easier.

SAMURIAGER

My only regret is that I was unable to defeat that woman.

WOLZARD

You will get your chance to do that in due time.

MUMANKAMON

What's next in this plan Wolzard?

WOLZARD

If Firebird's memories serve me correctly, part of the Founders' Day celebration also includes some sort of musical act.

SIRENA

Which is where I come in.

MUMANKAMON

Then what?

ABOMINO

Once Sirena has the male Rangers fighting amongst themselves than they are all ready, I shall come in and freeze the hearts of the female Rangers, making them cold not only to each other but to everyone else they meet.

MUMANKAMON

And what about you Cobalt Ring? Where do you fit into this picture?

COBALT RING

I am to oversee everything that the other three are up to.

MUMANKAMON

I don't like this lack of an answer.

COBALT RING

Samuraiger, Sirena, Abomino please  
leave the main chamber immediately!

Samuraiger, Sirena, and Abomino leave the main chamber.

MUMANKAMON

Was making your comrades leave a good  
idea right now?

COBALT RING

It was if you want to know what my part  
of the plan truly is.

MUMANKAMON

I see. What is it?

COBALT RING

When the other three are defeated I  
will absorb their power, to make me  
even more powerful. Once that happens  
the Rangers won't know what will hit  
them.

MUMANKAMON

I see. On the whole everything seems  
like a good plan Wolzard.

WOLZARD

Thank you Mumankamon.

MARE

Yes maybe we will actually defeat the  
Rangers this time.

NIGHT

Provided that those monsters don't  
screw up of course.

WOLZARD

Those monsters captured and tortured  
Zev Firebird five years ago, they will  
not screw up.

MARE

You may be right, but they have been  
confined for so long that maybe their  
skills might be a little rusty.

NIGHT

Besides, the Rangers do always manage to ruin our plans at the very last second anyway.

WOLZARD

And what is that supposed to mean?

NIGHT

They've done it before. They'll do it again.

WOLZARD

These monsters will not fail. I will guarantee you that. Come Cobalt Ring, we have work to do.

Wolzard and Cobalt Ring walk out of the main chamber. Evil grins grow over Night and Mare's faces. They look at each other, and their grins grow even more sinister.

END OF PART 1 (EPISODE 23)

FADE IN:

INT. THE CATACOMB OF MYSTERY - DAY

Samson and Cheshire continue in their search for the five founders' Wand Staffs. The Carpet Glider is still spread out and now holding three of the Staffs.

SAMSON

So why did the founders hide their Staffs like this?

CHESHIRE

If someone would ever enter the Catacomb, their power would not be found.

SAMSON

But they left the Lamp in plain sight, what about that one?

CHESHIRE

That one I can't explain.

Samson uncovers another Staff. Once found Samson walks it over to the Carpet and places it with the other Staffs.

SAMSON

Four down one to go. But I've got one more question.

CHESHIRE

What?

SAMSON

Whose Staff is whose?

CHESHIRE

Actually now they're all the same.

SAMSON

How come?

CHESHIRE

These things have lost their magical powers after too many centuries of inactivity.

SAMSON

So what good are these things going to do the other Rangers?

CHESHIRE

What we're going to do is you, me Professor Firebird, and the other Rangers will somehow try to recharge these Staffs. Not sure how we're going to do it yet, but I'm sure we'll figure something out.

Cheshire takes out a brick in the wall, and finds the final Staff. Cheshire walks it over to the Carpet.

SAMSON

So that's all them.

CHESHIRE

Yes, now we need to take these to Professor Firebird.

SAMSON

Carpet roll up.

The Carpet Glider rolls up so that the Staffs are secure within it. Cheshire turns into smoke and enters the Lamp again. Samson grabs the Lamp with his right hand and carries the Carpet under his left arm. Samson leaves the Catacomb.

FADE OUT.

FADE IN:

INT. PROF. FIREBIRD'S OFFICE - EVENING

Prof. Firebird stands around pacing a little bit.

PROF. FIREBIRD

What are we going to do? The Rangers are being indifferent to each other, and the four monsters that captured Zev are on the loose.

A knocking is heard.

PROF. FIREBIRD

Come in.

Samson enters carrying the Lamp in his right hand and the Carpet under his left arm.

PROF. FIREBIRD

And just where have you been?

Cheshire comes out of the Lamp.

CHESHIRE

He was helping me find something in the Catacomb of Mystery.

PROF. FIREBIRD

So that explains why I was unable to contact you. But what do you have in the Carpet?

Samson sets down the Lamp, and places the Carpet so that it floats in mid air. The Carpet unrolls itself. Firebird walks up to the Carpet, and picks up one of the Staffs.

PROF. FIREBIRD

What are these?

CHESHIRE

These are the Wand Staffs of the five founders. I want to give them to the other Rangers for Founders' Day.

PROF. FIREBIRD

Well you can take them back to the Catacomb.

SAMSON

But we've been searching all day through the Catacomb to find these things, why can't Keith and the others have them?

PROF. FIREBIRD

They cannot have them because of their newfound indifference to each other.

SAMSON

How'd this happen?

PROF. FIREBIRD

One of the new monsters has cut their bond, and as such there went their friendship.

CHESHIRE

There's got to be a way that they can have them.

PROF. FIREBIRD

I just thought of something.

Prof. Firebird goes over to her desk and picks up her Wand Morpher. She opens it and dials a number.

PROF. FIREBIRD

The five of you in my office now!

Prof. Firebird ends the call. Moments later Keith, Walker, Bowie, Abby, and Maria (in that order) enter.

KEITH

What?

WALKER

And why do I have to be with these losers?

BOWIE

Who you calling a loser?

Bowie makes a fist with his right hand and raises it to Walker.

PROF. FIREBIRD

Bowie, Walker, stop it right now! I have called the five of you in here to show you something. Samson, Cheshire, hold up your discovery.

Samson and Cheshire grab the Staffs and hold up them up.  
The Carpet rolls up again.

ABBY

What are they?

PROF. FIREBIRD

These are the Wand Staffs of the five founders. Now Cheshire wants to give them to you for Founders' Day, but with this newfound indifference to each other, none of you deserve them. In fact I do not think the five of you deserve those rings anymore. So please, give them to me.

Prof. Firebird walks up to Keith and holds out her right hand opened. Keith takes off the ring and places it in her hand. Prof. Firebird then goes up to Walker and he does the same as Keith. Prof. Firebird goes to Bowie, then Maria, and finally Abby and they all hand over their rings.

MARIA

How do we get the rings back?

PROF. FIREBIRD

You will never get the rings back, just like you will never get these Wand Staffs.

KEITH

You're not going to destroy the Staffs and rings are you?

PROF. FIREBIRD

Of course not, they all belong in museums. Now the five of you leave, I cannot stand to look at you right now because of your behavior.

Keith, Walker, Bowie, Abby, and Maria leave the office.  
Once they have left Prof. Firebird locks the door.

SAMSON

That was kinda harsh Professor.

PROF. FIREBIRD

Cheshire, which Staff belongs to which founder?

CHESHIRE

They're all the same now.

PROF. FIREBIRD

So it does not matter which ring I  
place on which Staff?

CHESHIRE

No it doesn't.

PROF. FIREBIRD

Good. Samson, unroll the Carpet and  
help me place the Staffs on it.

Samson grabs the Carpet and unrolls it so that it floats in  
mid air. Samson, and Prof. Firebird then lay the Staffs  
flat on the carpet.

SAMSON

What now?

Prof. Firebird walks up to the Staff that is the farthest  
left. She places the red ring on it. Prof. Firebird walks  
to the next Staff and places the green ring on it. She does  
this with the other Staffs in the order of yellow, blue,  
and pink.

PROF. FIREBIRD

There, should the other Rangers learn  
to work as a team again they will get  
the Staffs and the rings.

The jewels on the rings start to glow.

SAMSON

What's happening?

PROF. FIREBIRD

I do not know.

The rings continue to glow until PYRE comes out of the red  
ring.

CHESHIRE

Pyre, nice to see you again, but what's  
going on?

PYRE

It is nice to see you again Cheshire.

Pyre looks at Prof. Firebird.

PYRE

Are you the current headmistress?

PROF. FIREBIRD

Yes, Professor Athena Firebird at your service.

PYRE

Are you a descendant of Ignatius Firebird?

PROF. FIREBIRD

My husband is. Just who are you?

PYRE

I am Pyre the Mage Spirit of fire.

PROF. FIREBIRD

Why have you shown yourself?

PYRE

The other Mage Spirits and I have lived for centuries within the rings of the five founders. When you placed the rings on their Staffs you have now caused them to reenergize, however our power is all ready being used by the current mages, and as such we cannot fully recharge the Staffs on our own.

SAMSON

So what's gong to happen?

PYRE

Cheshire you must give the Staffs some of your power.

CHESHIRE

Yes Pyre.

Pyre looks at Samson and Prof. Firebird.

PYRE

I sense great power within the two of you, please give the Staffs some of your power as well.

SAMSON

Okay.

PROF. FIREBIRD

Will do. Is there anything else you would like to tell us?

PYRE

These Staffs are legendary. Please make sure that the current mages take good care of them. Once the Staffs have reenergized, when the current mages do use them their exploits will become legend. I shall leave you now, but remember all I have told you.

Pyre vanishes, and the red ring stops glowing.

SAMSON

That was...interesting.

PROF. FIREBIRD

We know what we must do now.

SAMSON

But how are we going to try to get the others to work as a team again?

PROF. FIREBIRD

We should remind them of why they became friends in the first place.

SAMSON

So the question now is why did they become friends?

FADE OUT.

FADE IN:

EXT. THE GROUNDS OF MAGIX - NIGHT

Keith walks around looking very angry.

KEITH

She takes away the ring again, and now  
she's not going to give us those  
Staffs, even my own mother is turning  
against me.

Keith continues to walk around. He stops upon hearing a  
very faint sound.

KEITH

What was that?

Keith listens.

KEITH

It sounds like some kind of song.  
Better not try to follow it...oh who am  
I kidding? It's too enticing.

Keith runs off.

INT. THE TAURUS HOUSE COMMON ROOM - NIGHT

Walker enters. Jess starts to come up to him.

JESS

Hey-

Walker is obviously not interested in her, as he is hearing  
the exact same song Keith heard.

JESS

What's wrong?

WALKER

That song where's it coming from?

JESS

What song?

WALKER

Oh it's too enticing. I've got to  
figure out where it's coming from.

Walker leaves the common room.

JESS

Walker!

EXT. ANOTHER PART OF THE GROUNDS - NIGHT

Bowie walks around by himself. He hears the song.

BOWIE

Where's that coming from?

Bowie continues to listen.

BOWIE

Got to figure out where it's coming from.

EXT. A BEACH - NIGHT

The moonlight gives the beach some light as a girl with flowing dark hair, luscious red lips, and "other parts" men would find desirable sits on a rock surrounded by other rocks. Keith comes rushing up to the girl.

KEITH

So this is where's it's coming from.

The girl notices Keith, and stops singing. She gets up and walks over to him.

GIRL

Well hello there.

KEITH

Are you the one making that beautiful sound?

GIRL

I am. I'm Serena. What's your name?

KEITH

Keith.

Bowie and Walker (in that order) come rushing up to Keith and Serena.

SERENA

And who do we have here?

BOWIE

I'm Bowie.

WALKER

Walker.

SERENA

Have you two come to hear me sing too?

BOWIE

I'd maybe like a little more than to hear you sing.

SERENA

Like what?

BOWIE

Maybe a date sometime?

WALKER

Yeah me too.

BOWIE

You all ready have a girlfriend.

WALKER

I'd give her up for lovely Serena here.

SERENA

Aren't you sweet?

KEITH

Wait a minute I got here first.

BOWIE

And what's that supposed to mean?

KEITH

If she's going out with anyone it's me.

WALKER

No she's going out with me.

KEITH AND BOWIE

YOU HAVE A GIRLFRIEND!

SERENA

Boys you don't have to fight for little old me, but if you want, to the victor go the spoils.

KEITH

Let's do this.

BOWIE

You two are going down.

WALKER

Once the two of you are out of the way she'll be all mine.

KEITH AND BOWIE  
YOU HAVE A GIRLFRIEND!

WALKER  
So what? Let's just do this thing!

Keith, Walker, and Bowie all take fighting stances. Bowie and Walker charge at Keith, who quickly jumps up and over them causing the two of them to run into each other. Bowie and Walker get back up and start to throw punches at Keith, who is able to block any incoming hits. Keith then throws out a barrage of punches himself, most of which are able to hit both Bowie and Walker. Bowie and Walker jump back, and they with Keith start to walk in a circle to size each other up. The Magix "M" symbol on Keith's uniform appears in the moonlight and Serena sees it.

SERENA  
Are the three of you Magix students?

Keith, Bowie, and Walker stop sizing each other up. They turn to face Serena.

KEITH  
Yeah, why?

SERENA  
I used to go to Magix, isn't it about time for the Founders' Day celebration?

BOWIE  
It is.

WALKER  
I've got an idea, why don't we bring Serena to audition for the celebration?

KEITH  
As much as I hate to admit it, that's a good idea Walker.

BOWIE  
I agree, unfortunately.

SERENA  
You mean it?

WALKER  
Yeah.

KEITH  
And when she's at the castle you can come to get to know me better.

BOWIE

Me too.

WALKER

Same with me.

KEITH AND BOWIE

YOU HAVE A GIRLFRIEND!

SERENA

Boys, boys, just take me to the castle  
and we can settle this later.

KEITH, WALKER, AND BOWIE

Yes we will.

Keith, Bowie, Walker, and Serena walk off.

FADE OUT.

FADE IN:

INT. AN INDOOR SKATING RINK - DAY

Maria (wearing mortal clothes) sits in the stands watching a hockey team (who wears blue and white jerseys) practice. Eventually Abby comes into the rink carrying a cup of coffee from a local shop. Abby sits down a few levels below Maria. Maria sees Abby.

MARIA

Maybe I should try to talk to her.

Maria gets up and goes down to where Abby is sitting. Abby sees Maria.

ABBY

What do you want?

MARIA

Mind if I sit here?

ABBY

It's a free country.

Maria sits down. The two girls watch the practice.

MARIA

So why are you here?

ABBY

I have a brother who's a hockey fanatic, I guess some of it has rubbed off on my. You?

MARIA

My older brother plays professionally.

They continue to watch the practice. Eventually the goalie skates out and waves Abby and Maria onto the ice. Maria and Abby point to themselves, and the goalie nods. Abby and Maria get up and walk to entrance of the rink. A player opens a door for them. The other players stand in front of the goalie.

ABBY

So why did you guys want us on the ice?

GOALIE

For a very cold reception, Rangers!

MARIA

What the-

All of the players except the goalie turn into a platoon of Infelshias who are wearing skates, the blue and white hockey jerseys, and helmets. The Infelshias are also holding hockey sticks. The goalie then skates past the Infelshias. The goalie's stick changes slightly, and the goalie also turns into the Abomino monster.

ABOMINO

Now it's time for the cold reception.

Abomino blows a white smoke-like gas out of its mouth. Abby and Maria then inhale the gas. A light blue energy wave goes over their bodies. Abby and Maria look at each other, and then quickly turn their heads away from each other and start to walk off in opposite directions. Once gone Cobalt Ring appears beside Abomino.

COBALT RING

How's your plan going?

ABOMINO

Excellent the Blue and Pink Rangers all ready have my icy disposition.

COBALT RING

Good work Abomino, but did you have to come up with a plan that's so cold?

ABOMINO

I thought you wanted the female Rangers to be even more indifferent to the other Rangers.

COBALT RING

No I meant did you have to choose a plan that involves being on ice? I'm freezing!

ABOMINO

It's symbolism Cobalt Ring. The ice is an extension of the Blue and Pink Rangers' newfound coldness to each other.

COBALT RING

Either way we need to get back to the lair.

Abomino and Cobalt Ring disappear through a black magic circle.

FADE OUT.

FADE IN:

INT. PROF. FIREBIRD'S OFFICE - DAY

Numerous musical performers are standing in the office. After each of the performers audition Prof. Firebird asks them to leave.

PROF. FIREBIRD  
I am sorry. You are just not what I am  
looking for.

This continues until all of the performers leave.

PROF. FIREBIRD  
Maybe there will not be a performance  
this year.

From out of nowhere the monster warning sound goes off on Prof. Firebird's morpher.

PROF. FIREBIRD  
What could be causing this?

Keith, Bowie, and Walker, barge in almost dragging Serena behind them.

KEITH  
Mother, have you picked a performer for  
the celebration yet?

PROF. FIREBIRD  
No. Why?

BOWIE  
We have someone we'd like you to meet.

PROF. FIREBIRD  
Who?

SERENA  
Me.

PROF. FIREBIRD  
How are you able to see all of this?

SERENA  
What do you mean?

PROF. FIREBIRD  
The castle is enchanted to look like  
nothing if a mortal happens to come by  
it.

SERENA

Actually I'm a former student.

PROF. FIREBIRD

Really, what year did you graduate?

SERENA

Actually I transferred to a mortal school in my last year.

PROF. FIREBIRD

I see, well you are here to audition for our celebration, are you not?

WALKER

That's what we brought her here for.

PROF. FIREBIRD

Well get on with it.

Serena starts to sing. Once she has finished her song Prof. Firebird's face is showing a very pleased look.

PROF. FIREBIRD

Well done.

SERENA

Thanks. Did I get it?

PROF. FIREBIRD

Yes, the celebration is tomorrow. Just take some time to practice for tomorrow.

SERENA

Thanks again.

She turns to Keith, Walker, and Bowie.

SERENA

Well boys I'm going to go now. I'll see you later.

Keith, Bowie, and Walker all stare at her with very longing eyes.

KEITH, BOWIE, AND WALKER

Bye.

Serena leaves the office. As Serena leaves Prof. Firebird looks down at some papers on her desk.

PROF. FIREBIRD

Well, it is nice to see the three of you working together despite that spell that was put on you yesterday.

KEITH

She likes me the best.

Prof. Firebird looks up at Keith, Bowie, and Walker.

BOWIE

You've got it all wrong Firebird; I'm the one she wants.

WALKER

Please she wouldn't go for either of the two of you. She'd go for a more down to earth guy like me.

KEITH AND BOWIE

YOU HAVE A GIRLFRIEND!

WALKER

So what?

KEITH

Besides when we were fighting last night, who was the one that kicked both of your butts?

PROF. FIREBIRD

I cannot stand what I am seeing right now. I thought the three of you were working together to get this girl to perform at the celebration tomorrow, but here it is just some contest to see who she likes the best? Besides, Walker Keith and Bowie are right you do have a girlfriend. Now all of you out!

Prof. Firebird points to the door with her right hand. Keith, Bowie, and Walker leave the office. Prof. Firebird then picks up her morpher and dials a number.

PROF. FIREBIRD

Samson I need to see you as soon as you can. (pause) Good. Just come right in, and do not bother knocking.

Prof. Firebird ends the call. Moments later Samson enters.

SAMSON

What do you want to talk about?

PROF. FIREBIRD

I need to tell you something and you are the only Ranger I can trust right now.

SAMSON

Why me?

PROF. FIREBIRD

You are the only one not under the influence of a spell.

SAMSON

I see, so what do you want to tell me?

PROF. FIREBIRD

Keith, Bowie, and Walker were just here and they brought some girl in to audition for the celebration tomorrow.

SAMSON

And?

PROF. FIREBIRD

Before they came the monster signal went off on my morpher.

SAMSON

So you think that this girl is a monster?

PROF. FIREBIRD

The warning would not have gone off if she were not a monster.

SAMSON

So what do you want me to do?

PROF. FIREBIRD

Tomorrow when we have our celebration outside, when she goes to perform, I want you and Cheshire to be prepared to destroy the monster when it appears.

SAMSON

How are you so sure that it will attack?

PROF. FIREBIRD

A monster would never pass up the opportunity to attack the castle directly. So tomorrow I want you to be waiting should anything happen.

SAMSON

Okay. Also I think while I'm at it I might look up a spell that might be able to revert some of the stuff that has been done to the others.

PROF. FIREBIRD

What is the spell?

SAMSON

It brings out good memories in people. I think it'll be of use to us to try to make the others remember why they became friends in the first place.

PROF. FIREBIRD

Do what you think is necessary.

SAMSON

I think I'll look up that spell and cast the card as soon as I get back to my room. And on that I'll leave you to do whatever else you have to do.

Samson leaves the office.

FADE OUT.

FADE IN:

INT. THE MAIN HALL - DAY

Maria walks up to the Merfolk table and sits down. A girl from Merfolk comes up to her.

MERFOLK GIRL

Hey Maria...

MARIA

What?

MERFOLK GIRL

Whoa, what's with the chilly reception?

MARIA

Nothing, what were you going to say?

MERFOLK GIRL

Wouldn't you usually be with the other Rangers right now?

MARIA

The other Rangers don't need me. Now leave me alone.

MERFOLK GIRL

Okay fine.

The Merfolk girl leaves. Maria picks up a pitcher of water and pours some of the water into a glass. Maria then picks up the glass. She raises it to her mouth to take a sip, but when the edge of the glass touches her lips, the water within the glass freezes. Maria pulls the glass away from her lips, and holds it upside down. The ice that was the water in the glass falls onto the table.

MARIA

Whatever, if this new cold outlook takes on a literal note, so be it.

INT. SAMSON'S ROOM - DAY

Samson sits at his desk with a book open. A paintbrush as well as several bottles of paint and a small glass with some water in it, are also sitting on his desk. Samson finds a blank card and places it on the desk. He then starts to paint a picture a heart on the card. After the heart has been painted on, using black paint he then writes the word "FRIENDSHIP" on the card. He cleans his brush in the glass. Once the paint has dried, Samson draws his wand and holds it over the card.

SAMSON

Please allow the other Rangers to be reminded of why they became friends in the first place.

Samson waves his wand, and a golden wave of magic goes over the card. Samson picks it up.

SAMSON

There the card has been cast. Now all that's left is to use it on the others.

EXT. THE GROUNDS OF MAGIX - DAY

Keith, Walker, and Bowie stand around with Serena.

KEITH

Can't you stay just a little longer?

WALKER

Yeah, we could really spend some quality time together, just you and me.

BOWIE

She'd rather be with me.

KEITH

No me.

WALKER

No me.

KEITH AND BOWIE

YOU HAVE A GIRLFRIEND!

SERENA

Boys, boys, I really must be going now. I'll see you tomorrow at the celebration.

Serena walks off.

KEITH

Okay let's settle this.

WALKER

I agree.

BOWIE

Yes whoever wins this gets Serena.

Keith, Walker, and Bowie face each other and take fighting stances. Before anything can happen S. ESTRANGE comes up to the three of them.

S. ESTRANGE

Just what are the three of you  
planning?

KEITH

We're fighting over a girl, literally.

S. ESTRANGE

Stop this now or the three of you will  
be in detention.

BOWIE

Fine by me, as long as I win.

S. ESTRANGE

Bowie I am disappointed in you. All of  
you to Professor Firebird's office now!

WALKER

(angrily) Fine!

KEITH

(angrily) Fine!

BOWIE

(angrily) Fine!

FADE OUT.

FADE IN:

INT. THE MAIN CHAMBER OF THE LAIR - EVENING

Mumankamon sits in the throne. Nhymera stands to his left. Samuraiger, and Cobalt Ring stand around with Wolzrd. Abomino enters the lair.

MUMANKAMON

I take it that the freezing of the female Rangers' hearts was a complete success.

ABOMINO

It was, my pharaoh.

MUMANKAMON

Excellent.

Serena walks in.

SERENA

The male Rangers are fighting amongst themselves over this disgusting human form.

Serena changes into Sirena.

MUMANKAMON

Excellent Sirena. Do you have anything else to report?

SIRENA

As a matter of fact I do.

MUMANKAMON

What is it?

SIRENA

I now have the honor of performing at the Magix Founders' Day celebration. Might I suggest that after I have performed that we unleash a full-scale assault on the castle?

MUMANKAMON

Excellent idea Sirena! Samuraiger, Abomino, Cobalt Ring all of you are to appear at the Magix castle after Sirena has performed.

SAMURAIGER

Yes Mumankamon.

ABOMINO

Yes my pharaoh.

COBALT RING

Whatever you say.

MUMANKAMON

Now you four monsters leave and get your rest. We have a big day ahead of us.

Samuraiger, Sirena, Abomino, and Cobalt Ring leave.

MUMANKAMON

Tomorrow will be the day when we finally take over the surface.

WOLZARD

Hmmm.

MUMANKAMON

What's wrong Wolzard?

WOLZARD

I sense a great power nearing, one that could prove to be our undoing.

MUMANKAMON

Really, and what is this power?

WOLZARD

I do not know. All I know is that I have felt that power before.

Wolzard leaves the main chamber.

NHYMERA

There he goes, doubting whoever is in change as always.

MUMANKAMON

I will admit that I don't like the sound of this power he speaks of.

Mumankamon rises from the throne and starts to pace around Demos' portal. Nhymera walks to the front of the throne and stands with her back to it.

MUMANKAMON

Tell me Nhymera, what should we do if we fail tomorrow?

Nhymera splits into Night and Mare. Night and Mare sit down in the throne.

NIGHT

I thought you said that tomorrow would be the day when we take over the surface.

MARE

Yes, what happened to the over confidence that you usually have?

MUMANKAMON

The more I think about this power Wolzard mentioned, the more it troubles me.

NIGHT

Then you know what you must do.

MUMANKAMON

What?

MARE

Stop thinking.

MUMANKAMON

You're right after all. Tomorrow will be the day when we conquer the surface.

Demos' portal starts to glow red.

END OF PART 2 (EPISODE 24)

FADE IN:

EXT. THE GROUNDS OF MAGIX - EARLY MORNING

Many workers are hard at work preparing the grounds for the Founders' Day celebration. Prof. Firebird walks around to oversee the preparations. She walks around and sees the stage for the performance later in the day being built, some stands for refreshments, and quite a few workers conjuring chairs in front of the stage. Eventually Samsaon comes up to Prof. Firebird, partially out of breath.

PROF. FIREBIRD  
Samson, what is wrong?

SAMSON  
Nothing I was just trying to find you.

PROF. FIREBIRD  
What do you need?

SAMSON  
Could I by chance borrow your office later on?

PROF. FIREBIRD  
For what?

SAMSON  
So I can use this card on the other Rangers.

Samson holds up the "FRIENDSHIP" card that he cast.

PROF. FIREBIRD  
But why do you need my office?

SAMSON  
I want to get them in one place and somewhere that's also secure.

PROF. FIREBIRD  
I see. Well I will be out here for the majority of the day, so you can use it anytime.

SAMSON  
Thanks Professor. Could you do me one more favor?

PROF. FIREBIRD  
What?

SAMSON

Could you call the five of them at about eleven, and tell them to come into your office.

PROF. FIREBIRD

Sure, I am sure that you do need some kind of a rouse to get them into the same room together. Do you want me to call them together, or separately?

SAMSON

Separately. That way they may not get too suspicious.

PROF. FIREBIRD

Okay I will call them. I just hope that card of yours will do the trick.

SAMSON

So do I. Anyway thanks again.

PROF. FIREBIRD

No problem Samson. This is to get the Rangers back together again.

Samson walks away.

FADE OUT.

FADE IN:

INT. THE MAIN CHAMBER OF THE LAIR - DAY

Mumankamon sits in the throne. Night and Mare are standing off to the side. Zev is pacing around. Night and Mare watch Zev for a while and eventually walk up to him.

NIGHT

Will you stop that?

MARE

You're making us nervous with all that pacing.

ZEV

Is it my fault that I am feeling a power rise that I have not felt in decades?

MUMANKAMON

What's the big deal with this power anyway?

ZEV

I do not know. All I know is that it is something that I have felt before, and something that had been lying dormant within Magix.

NIGHT

That's what he says...

MARE

But he could just be scared.

ZEV

I am not scared. After all have either of you two, fought against the Red Ranger like I have? (long somewhat awkward pause) That is what I thought.

Cobalt Ring, Abomino, and Samuraiger enter the chamber.

SAMURAIGER

How is today going to go down, and when will I end it with that blasted woman?

ZEV

Patience Samuraiger. Where is Sirena?

COBALT RING

She's preparing for her big "debut" as it were.

ABOMINO

And I think she's also in her human form as well. She may be working the Red, Green, and Yellow Rangers one last time as well.

ZEV

Excellent everything is going to plan; Samuraiger cut the first five Rangers' bond making them indifferent to each other, Sirena's song is creating a rivalry between the male Rangers, and how did the freezing of the Pink and Blue Rangers' hearts go Abomino?

ABOMINO

They fell for it hook, line, and sinker.

ZEV

Excellent. Three quarters of the plan have been fulfilled.

SAMURAIGER

Why only three quarters?

Zev looks over at Cobalt Ring with a somewhat evil expression in his eyes. A sinister looking grin also starts to form on Zev's face.

ZEV

You will find out in due time Samuraiger.

SAMURAIGER

But-

COBALT RING

He said in due time, Samuraiger. He knows what he's doing.

ZEV

And that is all you need to know. Now the three of you must go to prepare for later today.

Cobalt Ring leads, Samuraiger and Abomino out of the main chamber.

FADE OUT.

FADE IN:

EXT. THE GROUNDS OF MAGIX - DAY

Keith walks around with Serena holding her left hand with his right. They stop for a moment. Keith lets go of her hand and looks at her face to face.

KEITH

I'm really glad we were able to get some alone time together away from Bowie, and Walker. I'm just glad that you picked me instead of them.

SERENA

Actually I'm going to be seeing the both of them later, but if it's any consolation, I did pick you first.

KEITH

There's something I've got to tell you.

SERENA

What?

KEITH

I think I might lo-

SERENA

Don't say it, it'll only ruin the moment.

Keith starts to position his head to kiss her, but his Wand Morpher rings. He answers.

KEITH

What? (pause) What do you want mother? (pause) Why? (pause) There has to be a reason other than that. (pause) Wandering the grounds with Serena (pause) Okay fine I'll be there, and leave her alone to practice for the performance later today.

Keith ends the call.

SERENA

What was that about?

KEITH

I've got to see my mother in her office about something.

SERENA

What about us?

KEITH

My mother said that you have to practice for this afternoon. I'll see you later, okay?

SERENA

Fine.

Keith goes off. Serena starts to walk around the grounds a little bit and sees Prof. Firebird pass by her.

SERENA

(UNDER HER BREATH)

Something weird is going on, something that Mumankamon won't like.

INT. THE TAURUS COMMON ROOM - DAY

Walker and Jess sit in chairs facing each other.

JESS

Just what was that about the other day when you left with no reason?

WALKER

I've been meaning to tell you, I've found someone else.

JESS

(angrily)WHAT?!

WALKER

Yeah.

JESS

What's she got that I don't?

WALKER

Plenty of stuff, but there is one thing though.

JESS

What?

WALKER

She has to decide between Keith, Bowie, and me.

JESS

Then the choice is either Keith or Bowie. You have a girlfriend.

WALKER

Why do people keep saying that?

Walker's Wand Morpher rings, and he answers.

WALKER

Hello? (pause) Right now? (pause) Okay fine I'll see you, when I get there Professor. Bye.

Walker ends the call.

JESS

What was that about?

WALKER

I have to go see Professor Firebird.

Walker gets up and starts to leave.

JESS

We're going to talk about this more when you get back.

INT. BOWIE'S ROOM - DAY

Bowie looks in a mirror fixing his hair.

BOWIE

In a few more minutes I'll get to spend some quality time with Serena alone.

Bowie's Wand Morpher goes off. He answers.

BOWIE

Hello? (pause) But Professor I- (gets cut off then a pause) Okay fine, I'll be there.

Bowie ends the call.

BOWIE

Well Serena you're going to have to wait.

Bowie leaves his room.

FADE OUT.

FADE IN:

INT. PROF. FIREBIRD'S OFFICE - DAY

Maria and Abby stand around with their arms crossed, and their backs to each other in silence. Prof. Firebird's chair is turned around with the back pressed against the edge of the desk. Keith enters, and is soon followed by Walker, and then finally Bowie. Keith walks up to the desk.

KEITH

Would you mind telling me why I'm here?

WALKER

I think you owe us all explanations as to why you dragged us in here.

BOWIE

We all have more important things to do right now.

MARIA

So tell us why we're here.

ABBY

Now!

The chair turns around revealing Samson holding the Magix Lamp.

KEITH

Samson?!

SAMSON

Sorry for the rouse, but it's a necessary evil.

WALKER

That's it I'm leaving.

SAMSON

No you're not.

Smoke comes out of the lamp and goes over to the door of the office. The smoke turns into Cheshire, who closes the door.

CHESHIRE

All set Samson.

SAMSON

Good. Now the five of you might as well get comfortable, because all seven of us will be in here a while. And to make sure that no one gets out...

Samson takes out a card with the picture of a padlock that reads "LOCK". Samson then pulls out his Punch Morpher and punches the card.

SAMSON

Ars, scipio!

Samson points the card at the door. A gold beam shoots out of the card forming many locks over it.

CHESHIRE

It's nice and secure.

SAMSON

Good. Now I need the five of you to sit close to each other.

MARIA

No.

CHESHIRE

Allow me.

Cheshire holds up his right hand and snaps his fingers. Chairs appear behind Keith, Walker, Bowie, Maria, and Abby, and they all fall back into them. Keith tries to get up but all five of them are unable to. The chairs then start to position themselves in front of Firebird's desk in a straight line in the order of (from Samson's focal point) Bowie, Maria, Keith, Abby, and Walker.

ABBY

Mind explaining what's going on?

SAMSON

The five of you have forgotten why you guys became friends in the first place.

BOWIE

Now we didn't our bond as friends, was cut by that samurai monster.

SAMSON

A bond like yours can't be cut. That monster only cast a spell, that made you forget about your friendship.

WALKER

Can we get this over with?

SAMSON

You know what Walker, I agree. Let's get this over with.

Samson takes out the "FRIENDSHIP" card, and punches it.

SAMSON

Ars, decursus, scipio!

Samson points the card at Keith, Walker, Bowie, Abby, and Maria. A golden particle wave of magic falls over them.

SAMSON

Now think about why you guys became friends in the first place.

DISSOLVE TO:

INT. THE HALLS OF MAGIX OUTSIDE THE MAIN HALL - EVENING

Keith, Walker, Bowie, Abby, and Maria stand mixed in with other first year students. The doors of the main hall open up and the first year students walk in. They walk until they approach the staff table. M. Estrange, S. Estrange, Roots, NOCHE, and Nightingale, can be seen sitting on either side of Prof. Firebird who is sitting in the middle seat. Prof. Firebird rises from her chair.

PROF. FIREBIRD

Welcome students to another year at Magix. I am the acting headmistress Professor Athena Firebird. I am filling in for my husband while he is off on a mission. Now I would like to extend a special warm welcome to our new first year students. Now can I get you all to stand in front of your house tables?

Bowie and the other first year Goldenbird students go to the Goldenbird table. Maria, and the other Merfolk first years go to the Merfolk table. Abby, and the other Pixee first years go to the Pixee table. Walker, the other Taurus first years, which includes Jess, go to the Taurus table. Keith, and the other first year Firebirds stand where they are in front of the Firebird table. Prof. Firebird takes out her wand (an actual wand not her Wand Morpher in wand mode) and waves it which causes a wave of magic to go over the first year students, and their uniforms form over top of their clothes. All of the first year students sit down at their tables. Food appears on the tables and the start of year feast commences.

FADE OUT.

FADE IN:

INT. THE HALLS OF MAGIX - DAY

Keith wanders around looking completely lost, and unsure of his surroundings.

KEITH

Okay Keith, get a hold of yourself  
you've been in these halls before. But  
then again you were with father at the  
time, and it was during summer.

Keith continues to walk around, but is still very lost, and even gets bumped around by a few older students. A pair of Taurus students, walk past him and take notice of how he looks.

TAURUS STUDENT 1

Is it just me, or does that first year  
kinda look like the headmaster?

TAURUS STUDENT 2

Yeah he does, but he also kinda looks  
like Professor Firebird too.

TAURUS STUDENT 1

Which one?

TAURUS STUDENT 2

The one's who's acting as headmistress  
right now.

TAURUS STUDENT 1

You know what he does; do you think he  
might be related to them?

TAURUS STUDENT 2

Maybe.

The Taurus students walk away. The crowd in the hall eventually starts to thin as Keith walks around still somewhat lost. Noche, carrying a satchel on his left shoulder, walks up behind him. Noche taps Keith and the shoulder.

NOCHE

Is there a problem?

Keith turns around to look at Noche.

KEITH

I'm just a little lost.

Noche reaches into the satchel and pulls out what appears to be a folded up piece of parchment.

NOCHE

Take this Keith. It is a map of the school that also tells you your location.

Noche opens it up and shows Keith two dots. One reads "K. FIREBIRD" the other reads "O. NOCHE". Noche hands Keith the map. Keith takes it in his left hand.

KEITH

Thanks Professor, but how do you know my name? I haven't been to your class yet.

NOCHE

You are the spitting image of your father. How could I not know? But now get to class.

Noche reaches into his satchel again, and takes out a small piece of parchment, and his wand. He casts a spell on the parchment making it float in mid-air. He then reaches into his satchel and takes out a quill and a bottle of ink. He opens the bottle and dips the quill into it. Noche writes a small note on the parchment. Once finished Noche closes the bottle and puts it away with the quill. He waves his wand again and the parchment rolls up and floats into Keith's right hand.

NOCHE

Show this to your teacher in the case that you are late. But please Keith, try not to make this a habit.

KEITH

Thanks Professor.

Noche walks away. Eventually Walker comes up to Keith.

WALKER

Hey do you know where Professor Estrange's potions class is?

KEITH

Actually I'm headed to that one myself.

WALKER

I'll go with you then.

Keith opens up the map and finds his location. The "K. FIREBIRD" dot is located right beside one that reads "W. CROWE". Keith searches the map and finds the dot that reads "S. ESTRANGE".

KEITH

There it is. It's a floor down.

Keith and Walker start to walk down the hall. Walker notices Keith's uniform.

WALKER

So you're in Firebird?

KEITH

Your point?

WALKER

Just making small talk. I'm Walker by the way, Walker Crowe.

KEITH

I'm Keith Phoenix.

WALKER

That's funny a guy named Phoenix is in Firebird house.

KEITH

(INNER)

If only you knew what my real last name was.

WALKER

What's your specialty?

KEITH

My what?

WALKER

What kind of magic are you the best at?

KEITH

Pretty much anything but potions. You?

WALKER

Herbology. I just like how easy it is to take care of plants. Actually some day I'd like to get a mandrake. So how are you finding Firebird House?

KEITH

I don't know. A lot of the people seem kinda snobby to me. What about you and Taurus?

WALKER

Kinda the same, but there is this one first year girl who's kinda cute. I've heard that typically most students are only really buddy-buddy with people of their own houses.

KEITH

Do you want to be the exception to the rule?

WALKER

Maybe...

Keith and Walker continue to walk down the hall.

FADE OUT.

FADE IN:

INT. S. ESTRANGE'S CLASSROOM - DAY

Several students from different houses, including Bowie who is sitting alone, and Maria are at different seats. Keith and Walker are seen sitting together having a small conversation. Maria looks over at them with a somewhat puzzled look on her face.

MARIA  
(INNER)

Maybe that Pixee girl had the right idea.

S. Estrange walks into the class.

S. ESTRANGE

Take your seat students and please pay close attention to my next words. There will be no foolish wand-waving or silly incantations in this class. As such, I do not expect many of you to appreciate the subtle science and exact art that is potion making. However for those of you with the right predisposition I can teach you to do things spells and charms cannot. Now before we begin who can tell me the difference between Monkshood, Wolf's Bane, and Aconite?

Bowie puts his hand up.

S. ESTRANGE

Yes...(pause) tell me your name boy!

BOWIE

Bowie sir. Bowie Davis.

S. ESTRANGE

Well Bowie, what is the difference?

BOWIE

There is no difference. They're the same plant.

S. ESTRANGE

Excellent, I see I will be having no problems teaching you. Do you agree?

BOWIE

Very much so. I've been brewing a few of the first year potion in the textbook since I was seven.

S. ESTRANGE

It appears that we may have a prodigy on our hands here. However since the acting headmistress has said that she wants all classes today to be merely an introduction, you are now free to go. Since it is nearly noon, I suggest that you get an early lunch, if you so wish.

Most students except Keith, Walker, and Maria clear out of the class. Maria comes up to Keith and Walker.

MARIA

I couldn't help but notice that you two were sitting together.

KEITH

Why's that odd?

MARIA

You're from different houses.

WALKER

If it's any consolation neither one of us really like the people in our houses.

S. Estrange looks at the three of them and clears his throat loudly. Keith and Walker get up and walk out of the class with Maria.

MARIA

I'm Maria, Maria Reeve.

KEITH

Keith.

WALKER

I'm Walker.

MARIA

Say do you guys want to have lunch together, there's a Pixee girl who's kinda been annoying me about hanging out despite being from different houses.

KEITH

Sure.

WALKER

The more the merrier.

MARIA

Great. How about we eat under one of  
the trees outside?

KEITH

Sounds good.

MARIA

I'll go get this girl and meet the two  
of you there.

Maria goes off.

FADE OUT.

FADE IN:

EXT. THE GROUNDS OF MAGIX - DAY

Keith and Walker sit under a tree holding sack lunches. Maria walks up to them with Abby. Both of the girls are also hold sack lunches. Maria and Abby sit down.

ABBY

Hi, I'm Abby Slater.

KEITH

I'm Keith.

WALKER

I'm Walker, nice to meet you.

MARIA

Wow, all we need now is someone from Goldenbird and we'd have quite the group.

The four of them look over to see Bowie sitting under a tree eating lunch alone. Abby gets up and walks over to him.

ABBY

Hi.

BOWIE

Can I help you?

ABBY

I'm having lunch with some people from the other houses, wanna join us?

BOWIE

(somewhat sarcastically) Might as well see what people from the other houses are like because most people from Goldenbird have great personalities.

Bowie gets up grabs his lunch and follows Abby to where Keith, Walker, and Maria are sitting. Abby and Bowie sit down. The five of them are arranged in a semi-circle in the order of (from left to right) Bowie, Maria, Keith, Abby, and Walker.

WALKER

Bowie, right?

BOWIE

Yeah. How'd you know my name?

WALKER

We're in the same potions class, so is Keith, and Maria.

KEITH

Is it true that you've been making some of the potions from our textbook since you were seven?

BOWIE

I've actually been making some of the potions from a third year text since I was seven.

KEITH

Wow, would you mind giving me a hand if I need it from time to time?

BOWIE

Why?

KEITH

I'm terrible with potions.

BOWIE

Just find me when you need me.

Prof. Firebird walks past the five of them, and stops for a moment.

PROF. FIREBIRD

My, my people from different houses sitting together. This is something I have not seen in ninety-five years.

BOWIE

What happened ninety-five years ago?

PROF. FIREBIRD

The previous student mages. Maybe in five years when all of you are in your final year the five of you might become the next ones. But that is still a long time off. Have a good lunch, and I hope the rest of your first day goes well. Bye now.

Prof. Firebird walks away. Keith, Walker, Bowie, Maria, and Abby still sit in their semi-circle having lunch.

DISSOLVE TO:

INT. PROF. FIREBIRD'S OFFICE - DAY

The Rangers are still sitting where they were. Cheshire is floating around. Abby and Maria exhale, which releases a white smoke-like gas out of their mouths. A light purple wave of magic in the shape of musical notes rises above Keith, Walker, and Bowie and dissolves. Finally on each of them the kanji for "bond" assembles itself over where their hearts are. The chairs Keith, Walker, Bowie, Maria, and Abby are sitting in disappear, and they are standing up again. Samson also gets up.

MARIA

You know Abby you still kinda annoy me sometimes.

ABBY

I do?

MARIA

But after five years, I'm come to accept it as you being you.

KEITH

You know Bowie, I probably would fail potions if it weren't for the help you always give me.

BOWIE

Don't mention it.

WALKER

We've come a long way since our first year, and I like to think that our friendship will always be there no matter what happens to us.

SAMSON

Wait a minute, does that mean?

KEITH

Yes we're back. And now I think it's time to kick a few monsters' butts.

WALKER

So what's the plan Keith?

KEITH

I don't know. Samson did my mother want you to do anything today?

SAMSON

She suspects that girl you, Bowie, and Walker, were going gaga over to be a monster. As such she wants me to be waiting if she turns into her monster form.

KEITH

Okay here goes, Samson you follow what my mother said. The five of us will be in the audience, ready to take care of her and any other monsters that may come around.

A loud pounding is heard at the door.

PROF. FIREBIRD

(FROM THE OTHER SIDE OF THE DOOR)

Samson! Samson, open up!

Samson takes out a card that reads "UNDO". He punches it and points it at the door. All of the locks vanish and Prof. Firebird enters.

PROF. FIREBIRD

So what do the five of you have to say for yourselves?

KEITH

We're back.

CHESHIRE

Professor if I may, I say that the realization these five have found today deserves a little reward.

PROF. FIREBIRD

Agreed Cheshire.

Prof. Firebird walks up to her armoire and opens it. She pulls out the five Legendary Wand Staffs, and a black leather box. She hands Keith, Walker, Bowie, Abby, and Maria a Staff. Prof. Firebird then opens the box revealing the rings. Each Ranger takes the ring of his or her color, and slips it onto their fingers. The jewels on the rings start to glow in their respective color. Keith, Walker, Bowie, Maria, and Abby suddenly find themselves morphed, and still holding the Staffs.

CHESHIRE

I think now would be a good time to power those babies up.

Samson and Prof. Firebird nod. Samson pulls out his morph card and punches it.

SAMSON

Solaria metamorphosis! Abeo, equus,  
corporeus!

Samson morphs in a flash of gold light. Prof. Firebird pulls out her Wand Morpher and converts it to wand mode.

PROF. FIREBIRD

Magix metamorphosis! Arthraigh, duine,  
marbhan!

Prof. Firebird morphs in a flash of white light.

CHESHIRE

And now it's time to breath new life  
into something that's old.

Cheshire waves his right hand releasing a gold particle wave of magic that is absorbed into the Staffs. Prof. Firebird creates a small white ball of magic and holds it out. The ball splits in five and is absorbed by the staffs. Samson creates a similar ball, as Prof. Firebird's but gold in color. The gold ball does the same as the white one. Finally Keith, Walker, Bowie, Maria, and Abby take out their Wand Staffs, and Wand Morphers in wand mode. The emblem on the Wand Staffs glow in their respective Ranger's color, and the tip of the Wand Morpher also glows. The Legendary Wand Staffs hover in front of their respective Ranger and star to glow in that Ranger's color. The Legendary Wand Staffs become colored energy and are absorbed into the Wand Staffs and Wand Morphers. The Wand Morphers convert into phone mode. The one on the number pad flashes once, then the zero flashes twice, and finally the six flashes once. All seven Rangers demorph.

PROF. FIREBIRD

I think it is time to start the  
celebration.

FADE OUT.

FADE IN:

EXT. THE GROUNDS OF MAGIX 600 YEARS AGO - DAY

IGNATIUS, ALASTAIR, XAVIER, MADELINE, and GAMMA approach the castle all holding their staffs.

IGNATIUS

This looks like a good spot.

MADELINE

Yes, it is out of the way of mortals, and has plenty of room for all of the students.

XAVIER

But what if mortals do come by it?

ALASTAIR

We simply put a charm on it to make the castle look like nothing should a mortal come to this place.

GAMMA

Everything is sounding good to me.

IGNATIUS

Then we should start the preparations right away.

The five of them waves their staffs and multicolored waves of magic go over it. The magic makes the overgrown ivy vanish, and cleans up the exterior. The five enter the castle. Inside the magic is cleaning everything, and making the castle ready to become a school.

INT. THE MAIN HALL - DAY

The founders sit at one of the long tables within the hall. Gamma is writing something on a piece of parchment with a quill.

XAVIER

There is one thing that we do not have for the school yet.

MADELINE

What is it?

ALASTAIR

The name.

GAMMA

I think I may have something.

IGNATIUS

What?

Gamma shows the other four the paper with the letters M-A-G-I-X written on it.

XAVIER

(pronouncing it with a hard G) Magix?

GAMMA

No it's pronounced with a soft "G".  
Magix.

ALASTAIR

It sounds all right to me. What do you think Madeline?

MADELINE

It works, and it almost sounds like "magic" pluralized. What about you Ignatius?

IGNATIUS

I like it. Here is to our new school Magix.

ALASTAIR, XAVIER, MADELINE, AND GAMMA

To Magix!

PROF. FIREBIRD

(V/O)

And with that the school was founded.

DISSOLVE TO:

EXT. THE GROUNDS OF MAGIX - DAY

Prof. Firebird stands behind a podium on the stage. All of the students, including Keith, Walker, Bowie, Abby, and Maria all intermixed with their other classmates stand on the ground.

## PROF. FIREBIRD

From there the founders made the school into what it is today. All the while continuing their efforts against the underground kingdom every one hundred years by choosing five students to become the mages. The mages have always gotten their power from beings known as Mage Spirits. The Crimson Mage of Firebird house gets his power from Pyre the fire spirit. The Emerald Mage of Taurus House gets his power from Gaio the earth spirit. The Golden Mage of Goldenbird House gets his power from Thunderro the thunder spirit. The Azure Mage of Merfolk House gets her power from Aquaria the water spirit. Finally the Rose Mage of Pixee House gets her power from Windella the wind spirit. However the Emerald has not always been male, and the Azure Mage has not always been female. Our own Professor Roots has a distant relation to Alastair Taurus, and as such she became the Emerald Mage one hundred years ago, and Professor Noche has a distant relation to Madeline Merfolk, and as such became the Azure Mage one hundred years ago. The other previous mages were my husband Zev Firebird, Solaria headmaster Sol Salem, and myself. As you are probably well aware my husband is a direct descendant of Ignatius Firebird. Sol Salem has a distant relation to Xavier Goldenbird. However I am in now way related to Gamma Pixee, but that did not mean that it was impossible for me to be the previous Rose Mage. Now to end this year's celebration we have a young performer who apparently attended Magix herself. So please welcome Serena.

Prof. Firebird starts to applaud and the students follow suit as Serena comes on stage. She walks to the middle of the stage and starts to sing a song that last for 3 minutes and 45 seconds. When she finishes, everyone gives her applause. The applause dies down.

## SERENA

Now students of Magix I have a special surprise for you.

Serena transforms into Sirena. Two black magic circles appear to her left, and another one to her right. Samuraiger and Abomino come out of the circles to Sirena's left. Cobalt Ring comes out of the circle to Sirena's right. Once all of the monsters have appears. Several gold shots are fired at the monsters, and the monsters take the full force of them.

COBALT RING

Who did that?

Samson (morphed) comes flying in on the Carpet Glider standing up, and holding the Lamp Blaster. He stops by the stage and hovers.

SAMSON

I did.

PROF. FIREBIRD

Everyone back in the castle!

All the students but Keith, Walker, Bowie, Maria, and Abby get back in the castle as well as all staff members including Prof. Firebird. Samson flies over to the others and lands.

SAMURAIGER

What can the five of you do? I cut your bond.

ABOMINO

Pink and Blue have their hearts frozen.

SIRENA

And Red, Yellow, and Green can't seem to let go of me.

KEITH

We've gotten over your little spells.

WALKER

And our friendship is strengthened because of them.

BOWIE

There's nothing the five of us can't do.

MARIA

Because we're friends.

ABBY

And together we're unstoppable.

Cheshire pokes his head up out of the Lamp.

CHESHIRE

Now show these goons the new legend  
you're forming. Samson let's leave it  
to them.

Samson nods, and powers down. He goes into the castle.  
Keith, Walker, Bowie, Maria and Abby take out their Wand  
Morphers and convert them to wand mode.

KEITH, WALKER, BOWIE, MARIA AND ABBY

Magix metamorphosis! Arthraigh, duine,  
marbhan!

Keith, Walker, Bowie, Maria and Abby all morph. They then  
take out their Wand Morphers in wand mode again. They dial  
"1, 0, 0, 6" and hold the morphers above their heads.

KEITH, WALKER, BOWIE, MARIA AND ABBY

Legend metamorphosis! Arthraigh, duine,  
duine, marbhan!

Keith, Walker, Bowie, Maria and Abby press enter on their  
morphers, and morph into Legend Form. The Legendary Wand  
Staffs form in their hands.

WALKER

With the power Gaio, the legendary  
Emerald Mage Taurus Ranger!

ABBY

With the power of Windella, the  
legendary Rose Mage, Pixee Ranger!

MARIA

With the power of Aquaria, the  
legendary Azure Mage, Merfolk Ranger!

BOWIE

With the power of Thunderro, the  
legendary Golden Mage, Goldenbird  
Ranger!

KEITH

With the power of Pyre, the legendary  
Crimson Mage, Firebird Ranger!

KEITH, WALKER, BOWIE, MARIA AND ABBY

Power Rangers Magix, Legend Form!

COBALT RING

So you may have gotten a new form, but  
is it enough?

KEITH

Come and find out.

The four monsters charge at the Rangers. Keith fights Cobalt Ring. Walker fights Samuraiger. Bowie fights Abomino. Abby and Maria fight Sirena.

SAMURAIGER

You may not be that woman, but  
destroying you will be a pleasure.

WALKER

We'll have to see about that one.

Samuraiger tries to slash at Walker with his sword but Walker keeps blocking every slash with his Staff. Eventually Walker manages to get in a few slashes with the end of his Staff on Samuraiger, which all make contact. Walker turns his Staff so that the number pad faces him. He dials "1" on it.

WALKER

Magix Bolt! Boulder Attack!

Walker forms a circle in the air. After the circle is complete Walker raises the Staff straight up, and then brings it down on the circle. Numerous boulders come out of the circle hitting Samuraiger. Samuraiger falls back a little. In a separate area Bowie fights Abomino. Abomino tries to hit Bowie with his goalie stick-like weapon, but Bowie's Staff blocks every attack. Bowie then starts to slash at Abomino with the end of his Staff. Every attack Bowie makes hits Abomino. Bowie stops slashing at Abomino, and turns the Staff to have the number pad face him. He dials "1" on the pad.

BOWIE

Magix Bolt! Thunder Storm!

Bowie makes a circle in the air. Bowie brings down the Staff diagonally to his right, and then with his left hand brings it back up. Yellow lightning bolts come out of the circle and fly up to the clouds. The bolts are then refracted back down to hit Abomino. Abomino falls back a little. In separate area Abby and Maria fight Sirena. Sirena tries to use her cloth wrap attack on the two girls but their Staffs slash at the cloth. Abby and Maria then start to slash at Sirena with their Staffs. All of their attacks make contact. Abby and Maria stop slashing and turn their Staffs to have the number pad facing them. Abby begins by dialing "1" on the pad.

ABBY

Magix Bolt! Piercing Wind!

Abby makes a circle in the air. She then brings the top of the Staff behind her, which is then followed by bringing it back to the circle. A pink burst of wind comes out of the circle hitting Sirena. Maria dials "1" on her Staff's number pad.

MARIA

Magix Bolt! Tidal Wave!

Maria makes a circle in the air. She then turns her Staff ever so slightly and brings it forward. A tidal wave comes up behind her and hits Sirena. After being hit twice Sirena falls back. In another separate area Keith fight Cobalt Ring. They keep slashing at each other Staffs, but Keith ends up getting a few slashes of his Staff on Cobalt Ring. When Keith stops slashing at Cobalt Ring he turns the Staff to have the number pad facing him, and dials "1".

KEITH

Magix Bolt! Fire Burst!

Keith makes a circle in the air. He spins around, brings his Staff back, and then thrusts it forward. A giant burst of fire comes out of the circle hitting Cobalt Ring. Cobalt Ring falls back. The other monsters come up to him. The Rangers stand in the order of Bowie, Maria, Keith, Abby, and Walker.

KEITH

It's time to finish this, guys!

The other Rangers nod. The Rangers turn their Staffs to have the number pads facing them. They all dial "2".

KEITH, WALKER, BOWIE, MARIA, & ABBY

Mega Magix Bolt! Finsceal, draiocht,  
ionsaigh!

The Rangers raise their Staffs up to receive some power, and bring them down to hold them out. Maria and Abby crouch down and hold their Staffs down diagonally. Walker and Bowie hold their Staffs up diagonally. Keith holds his Staff straight up. A golden blast of power shoots out at the monsters causing them to fly up in the air. A massive explosion can be seen. The Rangers stand up and turn around.

KEITH, WALKER, BOWIE, MARIA, & ABBY

Checkmate!

Once the explosion has cleared, everyone in the school comes back out again. Samson (holding the Lamp) and Prof. Firebird come up to the Rangers. Cheshire comes out of the Lamp.

CHESHIRE

You guys look just like the founders.

PROF. FIREBIRD

You all were wonderful.

SAMSON

Great job guys.

Keith, Walker, Bowie, Maria, and Abby look at themselves.

KEITH

This power is amazing.

WALKER

I'll say.

BOWIE

No doubt about it.

MARIA

So what else is going to come of these new forms?

ABBY

Who knows, but at least it'll be interesting to see what happens.

Keith, Walker, Bowie, Maria, and Abby all power down.

PROF. FIREBIRD

I guess the Founders' Day celebration is now complete. Everyone to the Main Hall for the feast!

Everyone goes into the castle.

EXT. A WOODED AREA - DAY

Cobalt Ring falls to the ground. A black magic circle appears and Mumankamon comes out of it. He looks at Cobalt Ring.

MUMANKAMON

So the Ranger didn't destroy you? Good. I still have some work for you.

END