

**POWER RANGERS MAGIX:
EPISODE 4 -
COCKADOODLEDOO**

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FADE IN:

INT. A CLASSROOM - DAY

M. ESTRANGE stands at the front of the room in front of a giant chalkboard. Students from various houses, including KEITH, MARIA, and ABBY come in and take their seats.

M. ESTRANGE

Good afternoon class. Today we will be looking into crystal balls.

M. Estrange takes out his wand and magically teleports crystal balls in front of every student.

M. ESTRANGE

Now gaze into the crystal ball, open your inner eye, and look to the beyond!

The students gaze into their crystal balls. Keith struggles to find anything, only finding impurities in the crystal. Abby is having the same luck as Keith. Maria on the other hand sees a rooster-like monster in downtown Gandalf City terrorizing the locals by turning them to stone. She jumps back after seeing it. Doing so causes the crystal ball to fall to the ground in front of her. M. Estrange comes up to her.

M. ESTRANGE

Are you okay, Maria?

MARIA

I'm fine now professor. I saw a terrible image in the crystal ball.

M. ESTRANGE

Would you like to talk about it?

MARIA

Actually I would, but with Professor Firebird.

M. ESTRANGE

I see. It must be Ranger related then.

MARIA

I think it might be.

M. ESTRANGE

How about you go for a little walk
around the castle as I clean up the
broken crystal ball?

MARIA

Thanks professor.

Maria gets up from her seat and leaves the classroom. Abby
looks over at Keith.

ABBY

Do you think she saw what we'd be going
up against next?

KEITH

If she wants to talk about what she saw
with my mother then I say yes.

INT. PROF. FIREBIRD'S OFFICE - DAY

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

PROF. FIREBIRD

Come in.

Maria enters.

PROF. FIREBIRD

Maria, what can I do for you?

MARIA

I just had a terrible vision in my
fortune telling class.

PROF. FIREBIRD

Would that not be something you should
be talking to professor Estrange about?

MARIA

No, I think it might be the next attack
from Mechanos.

PROF. FIREBIRD

I see. What was this vision?

MARIA

This rooster-like monster was turning
people into stone, in Gandalf city.

PROF. FIREBIRD

A rooster-like monster?

MARIA

Yes.

PROF. FIREBIRD

We will have to ask Keith if he knows of any creatures that would be like that.

MARIA

Why can't you tell me?

PROF. FIREBIRD

I was never any good with magical creatures. After all my specialty is elemental magic, specifically ice and snow. How about I call Keith in here right now?

MARIA

Okay.

Prof. Firebird grabs her Wand Morpher (in phone mode). She dials for Keith.

PROF. FIREBIRD

Get in my office right now.

She ends the call. After a few minutes, Keith enters.

KEITH

Did I do something wrong mother?

PROF. FIREBIRD

No Keith, we just need some information from you?

KEITH

What?

PROF. FIREBIRD

Can you think of any creatures that are like a rooster?

KEITH

The first thing that comes to my mind is a cockatrice.

MARIA

What's a cockatrice?

KEITH

It kinda has a dragon-like shape, but with a rooster's head, and often times a rooster's feet.

PROF. FIREBIRD
What abilities does it have?

KEITH
It has the ability to turn people to stone, and then later it feeds on its victims.

MARIA
How do we defeat it?

KEITH
No idea. No one who has come across a cockatrice survived the attack. Most people just remain as stone statues of themselves. That's about all I know.

PROF. FIREBIRD
Thank you Keith. Is there anything you want to do now Maria?

MARIA
I think I'm going to head to the library to see if I can find some more information.

PROF. FIREBIRD
Just do what you feel you have to do.

Maria leaves the office.

PROF. FIREBIRD
I would love for you to stay and chat Keith, but I have a new spell I need to work on.

KEITH
For what?

PROF. FIREBIRD
You will find out later.

EXT. GANDALF CITY - NIGHT

A man walks down the street, while talking on his cell phone. He soon ends the call. A noise comes out of the phone. The man looks at the screen. The screen reads "1 NEW VOICE MAIL". The man presses a button.

GIRL'S VOICE
(V/O)
Daddy, please come home.

The voice mail ends. The man laughs a little bit. He then hears a strange noise. He turns around to see only a dark figure with a pair of eyes, glowing red. The man's cell phone and coat fall to the ground as he turns to stone. The statue disappears. The figure leaves the scene.

FADE OUT.

FADE IN:

INT. PROF. FIREBIRD'S OFFICE - DAY

Prof. Firebird stands beside a table with models of all five Zord Forms. She tries several spells to unite all five, but to no avail. The distress signal from her Wand Morpher goes off. She points her Wand Morpher (in wand mode) at the mirror. A map of Gandalf City appears showing people disappearing.

PROF. FIREBIRD

This is odd. Mortals should not be disappearing like this.

She points her wand at the mirror again and brings up a mortal news station. A journalist in downtown Gandalf City is reporting.

JOURNALIST

While it is unknown why these disappearances are happening, what is known is that these disappearances are mostly happening at night. The mayor has given a partial state of emergency for Gandalf City, and has stated that no one should go out at night alone, unless they have to.

Prof. Firebird turns off the news station. She converts her Wand Morpher to phone mode.

PROF. FIREBIRD

My office now.

Moments later Keith, Abby, WALKER, and BOWIE enter the office.

PROF. FIREBIRD

Where is Maria?

WALKER

She's in the library.

PROF. FIREBIRD

Why?

BOWIE

She said something about getting some info about cockatrices.

KEITH

I think I know why.

ABBY

Then what is it?

PROF. FIREBIRD

Never mind that now, the four of you need to go investigate the mysterious disappearances that are occurring in Gandalf City. Do not forget to change into mortal clothes before you leave.

WALKER

What about Maria?

FIREBIRD

I will contact Maria myself and see if I can get her to join you. Now go.

The Keith, Walker, Bowie, and Abby pull out their Wand Morphers, and convert them to wand mode.

KEITH, WALKER, BOWIE, AND ABBY

Arthraigh, teicniocht, marbhan!

Keith, Walker, Bowie, and Abby change into mortal clothes. They leave the office.

INT. PROF. M. ESTRANGE'S OFFICE - DAY

Maria sits at a desk reading a book while occasionally glancing at a crystal ball. M. Estrange comes up to her.

M. ESTRANGE

How is your research going?

MARIA

I think I may have figured out a way of defeating a cockatrice, but I'm not too sure if it'll work.

M. ESTRANGE

The only thing you can do really, is try. What is with the crystal ball?

MARIA

I thought I could maybe keep an eye out for the cockatrice just in case it made an appearance.

M. ESTRANGE

I see, take all the time you need.

MARIA

Thanks again for letting me use your office, professor.

M. ESTRANGE

No problem Maria, you are after all the top fortune telling student.

M. Estrange leaves the office. Maria points her Wand Morpher (in wand mode) at the crystal ball.

MARIA

Arthraigh, teicniocht!

Maria casts a spell, which hits the ball. The ball reveals a pit of human statues in a forested area.

MARIA

That's near the edge of the forest that leads here.

Maria converts her Wand Morpher into phone mode.

MARIA

Guys, look for a small pit full of what appear to be statues. It should be near the edge of the forest...I'll be there in a few minutes.

Maria closes her morpher, and gets up. She rushes out of the office.

FADE OUT.

FADE IN:

EXT. THE FOREST NEAR THE CITY - DAY

Keith, Walker, Bowie, and Abby (all morphed) fly overhead on their Broom Jets.

ABBY

So where exactly was this place that Maria was talking about?

WALKER

All she said is that it was near the edge of the forest that leads to the city. However she didn't give an exact location.

Bowie swoops down beside Keith.

BOWIE

What was with her yesterday?

KEITH

She saw some vision in our fortune telling class yesterday and has been a little shaken up about since. Let's just find this thing and defeat it.

Keith speeds off.

BOWIE

Hey, wait up!

Keith lands. Walker, Bowie, and Abby (in that order) follow him. They survey the area

BOWIE

It should be around here somewhere.

Abby goes off in one direction.

ABBY

Hey guys, over here.

They walk up to the pit. They look at all the people who have fallen victim.

WALKER

What's with the statues?

ABBY

Their faces look so intense. They look a little too real to me.

BOWIE

What could've caused this?

KEITH

A cockatrice.

Keith hears what sounds like the cackling of two girls. All four Rangers look up to see NIGHT and MARE sitting in a tree.

NIGHT

Why do you look so surprised?

MARE

They are of course human.

KEITH

Night!

WALKER

Mare!

NIGHT

This is a cockatrice feeding ground.

MARE

It turns humans to stone, gathers them up and feasts on them.

KEITH

What?!

The cockatrice monster appears off to the side. It starts to come closer.

NIGHT

Cockatrice, hurry up and eat them.

MARE

We've got work for you when you're done.

KEITH

Don't give me that. Phoenix Sword!

Keith draws his Wand Staff and converts it to the Phoenix Sword. He rushes the cockatrice, and slashes it, but the slash does nothing. He continues to slash at the monster but to no avail. The cockatrice grabs Keith by the head, and tosses him to the side. Keith lands and the others come up to him.

BOWIE

Keith!

ABBY

You okay?

Walker and Bowie take fighting stances. They draw their Wand Staffs.

WALKER

Minotaur Axe!

Walker converts his Staff into the Minotaur Axe.

BOWIE

Garuda Crossbow!

Bowie converts his Staff into Garuda Crossbow. Bowie jumps up and fires a few shots. The shots hit the cockatrice and so some damage. Walker comes down on the monster with his Axe, but it has no effect. The monster then head butts Walker a few times. Bowie and Abby try some hand-to-hand combat with the monster, but it gets the best of both of them. The monster grabs hold of Abby's neck.

BOWIE

Abby!

Bowie rushes up to the monster, and it tosses both Bowie and Abby back. They land near Walker and Keith.

WALKER

Our attacks aren't working.

Keith gets up with his sword drawn ready to take on the monster. The monster however fires a few shots at Keith, and the others. They all fall to the ground. They try to get up as Night and Mare come down to the ground.

NIGHT

Bullheaded mages like you will never defeat the cockatrice.

MARE

You're just no match for its power.

Keith props himself up using his sword. He eventually gets to his feet.

KEITH

What did you say?

The cockatrice fires its stone ray at Keith. Just as the ray is about to hit Keith, Maria comes in to push Keith out of the way.

MARIA

Watch out!

Maria takes the brunt of the ray. The ray starts to turn her to stone. Keith falls down.

KEITH

Maria?

MARIA

Do me a favor and beat this thing.

Maria completely turns to stone.

KEITH

Maria?

Keith gets up and puts his hands on her shoulders.

KEITH

C'mon snap out of this. Maria! C'mon,
c'mon, c'mon!

Night and Mare watch and laugh. The cockatrice stands. Keith makes a fist and charges at the cockatrice. Before he can make an attack, Walker stops him.

WALKER

Hold it, we need to retreat.

Bowie raises his Wand Staff.

BOWIE

Thunder Strike! Arm!

He points the end of his staff up, and a yellow lightning bolt comes down from the sky. The bolt causes some dirt to be tossed up and the Rangers get away on their Broom Jets with Walker trying to get a grip on a restless Keith, and Maria riding on the back of Abby's Jet.

FADE OUT.

FADE IN:

INT. PROF. FIREBIRD'S OFFICE - DAY

The Rangers come back carrying the stone version of Maria in. Prof. Firebird looks at Maria.

PROF. FIREBIRD
What happened?

KEITH
The cockatrice got to her.

ABBY
What are we going to do?

PROF. FIREBIRD
I am not sure if there is anything that we can do.

KEITH
There has to be a spell or something that reverse this.

PROF. FIREBIRD
Actually there is one.

WALKER
What is it?

PROF. FIREBIRD
This spell is very complex, and only someone with strong alchemical magic can perform it.

She looks at Keith.

KEITH
Me?

PROF. FIREBIRD
Yes you Keith.

KEITH
But I'm only good with magical creatures.

PROF. FIREBIRD
You only prefer magical creatures. I have seen your grades Keith, and you excel at many other forms of magic, except for potions and fortune telling. You can do it Keith.

ABBY

Besides, Keith you're the son of the headmistress.

KEITH

And what's that supposed to mean?

WALKER

You have strong magic running through you. Look at how powerful your mother is.

PROF. FIREBIRD

And don't forget that your father was also a great wizard, and the previous Crimson Mage. Now Bowie and Walker I would like the two of you to carry Maria down to the main hall where Keith can try to perform this spell.

KEITH

Why can't I do it in here?

PROF. FIREBIRD

I am busy working on a new spell for the five of you, and I would like some concentration. It is nothing personal, but I need to focus without you shouting the name of the spell.

Bowie and Walker grab Maria and start to carry her out of the office. Keith follows them followed by Abby.

ABBY

Don't worry Keith I know you can do this.

The Rangers have completely left the office. Firebird turns to the table from before and tries a few spells, which do nothing. She then notices something strange about the Merzord figure. She picks it up.

PROF. FIREBIRD

It has turned to stone. Keith hurry up and try to turn Maria back to normal.

FADE OUT.

FADE IN:

INT. THE MAIN HALL - DAY

Keith stands at the end of the Firebird House table, near the teachers' table, repeatedly saying "teicniocht, marbhan" to try to turn Maria back to normal. Abby paces around the hall a little. Walker and Bowie sit facing each other at the Goldenbird table playing chess. Of Walker's black pieces, only the king, a rook, a bishop, and four pawns remain. Of Bowie's white pieces, only the king, both knights, a bishop and three pawns remain. Each turn Walker and Bowie take puts the other in check. Walker moves his bishop, which is now perfectly in line to take Bowie's king.

WALKER

Check.

Bowie moves knight, and positions it so that it would be in the way of Walker's bishop. Walker then takes Bowie's knight with his bishop.

WALKER

Check.

Bowie puts his king down on its side.

BOWIE

I give up.

WALKER

What? Why?

BOWIE

I can't do a thing to win this game.
Look at the pieces.

WALKER

You've got a point.

Abby walks up to them.

BOWIE

How's Keith making out?

ABBY

It doesn't look good. He's been repeating that same spell over and over again.

Walker looks over at Keith.

WALKER

It also looks like that spell is taking a lot out of him.

ABBY

I think it is.

Walker and Bowie get up. All three of them walk over to Keith. Keith stops trying to cast the spell for the time being.

BOWIE

How's it going?

KEITH

I think I'm getting it...

WALKER

But?

KEITH

But I'm not sure if I'm powerful enough.

BOWIE

How do people usually get out of a cockatrice attack?

KEITH

They don't, that's the problem.

WALKER

You mean once you've been turned to stone, you're like that permanently?

KEITH

Yes, but only until the cockatrice eats you.

ABBY

So she's stuck like that?

KEITH

Unless I'm able to reverse the spell but it'll take a while.

BOWIE

And we don't have forever to for you to try the spell.

KEITH

Talk about the pressure not being on me, right?

WALKER

Very true.

The Wand Morphers (in phone mode) give off the warning noise. Bowie opens his up.

BOWIE

Something's in downtown Gandalf City.

ABBY

It's probably the cockatrice.

WALKER

You coming Keith?

KEITH

No I'm going to stay here and see if I can try to finally cast the spell.

WALKER

Okay we'll see you there.

Walker, Bowie, and Abby rush out of the main hall. Keith continues to try to cast the spell.

FADE OUT.

FADE IN:

EXT. DOWNTOWN GANDALF CITY - DAY

The cockatrice terrorizes the citizens of the city, and even turns them to stone. The stone citizens then disappear. The cockatrice then turns to another group of citizens. Just as the cockatrice is about to fire its beam at the citizens, Walker (morphed) comes in and gives the monster a flying kick. The kick hits the monster and it falls back a little. Bowie and Abby (both morphed) come in. Bowie holds the Garuda Crossbow.

WALKER

You're not going anywhere!

Bowie aims the Crossbow at the cockatrice.

BOWIE

Fire!

Bowie fires a few shots at the cockatrice, but Night and Mare come in at the nick of time and shield the cockatrice with Mare's umbrella.

NIGHT

Not so fast Rangers.

MARE

You shouldn't mess with us.

BOWIE

Shut up!

NIGHT

I don't know about you Mare, but I'm getting a little sick of these guys.

MARE

I couldn't have said it better myself.

BOTH

Let's do it!

Night and Mare combine into NHYMERA. Nhymera fires a few blasts at the three Rangers. They fall down from the attack.

INT. THE MAIN HALL - DAY

Keith still tries to change Maria back. After a few more tries his strength starts to wane.

KEITH

The spell's too much. It's draining me of my energy.

M. Estrange comes into the main hall. He walks up to Keith.

M. ESTRANGE

How is she?

KEITH

Nothing that I can do is working, and I don't know anything else to do.

M. ESTRANGE

What about if you defeat the one who out the curse on her? She could turn back.

KEITH

But it was a cockatrice that put the curse on her. Its magic is too powerful.

M. ESTRANGE

I think Maria knew how to defeat the cockatrice.

KEITH

What?

M. ESTRANGE

Earlier she was in my office doing research on cockatrices. I think she came up with a plan that does not include that much magic.

KEITH

What do you mean?

M. ESTRANGE

What is the one thing I tell you to do in my class?

KEITH

Look to the beyond?

M. ESTRANGE

Exactly. But this time look beyond the surface of what has happened to Maria.

KEITH

Okay.

Keith closely inspects Maria. He at first sees nothing, but notices something strange in her left hand.

KEITH

What's that in her left hand?

Keith closely inspects her left hand.

KEITH

A compact...wait a minute I get it now.

M. ESTRANGE

What?

KEITH

I know how to defeat the cockatrice now. Thanks professor.

Keith grabs Maria and rushes out of the hall.

EXT. DOWNTOWN GANDALF CITY - DAY

Walker, Bowie, and Abby continue to fight Nhymera who is getting the upper hand over them. Walker tries to punch her, but she blocks it. Bowie tries to get some attacks on her, but she grabs his hand and kicks Abby when Abby tries to attack. All three of the Rangers fall back. Nhymera does a spinning wing attack that hits all three of them.

NHYMERA

You Rangers are pathetic. Say hello to oblivion for me.

Nhymera ends her attack and the Rangers fall back. The cockatrice comes up behind Nhymera.

NHYMERA

Finish them off.

The cockatrice starts to come close to Walker, Bowie, and Abby. In the distance Keith (unmorphed) arrives at the scene.

KEITH

Hey poultry brain, don't get too ahead of yourself! You gotta defeat me first.

BOWIE

Keith!

Keith sets Maria down. He turns to face the cockatrice. He pulls out his Wand Morpher and converts it to wand mode.

KEITH

Magix Metamorphosis! Arthraigh, duine,
marbhan!

Keith morphs. With his Sword drawn Keith jumps up and tries to hit the cockatrice. The cockatrice tries to counter, but Keith dodges the attacks. The cockatrice eventually gets in a few good hits. The hits knock Keith back. His sword falls out of his hand. He reaches for it and grabs the handle.

KEITH

I'm not done...yet.

Keith gets up.

KEITH

Come and get me chicky. Buck, buck,
buck, bucka!

Nhymera comes up to cockatrice, and looks at Keith with great interest.

NHYMERA

Turn him to stone!

The cockatrice charges up its beam. Keith points the phoenix emblem on his sword at the ground.

KEITH

Teicniocht, marbhan!

The cockatrice fires its beam. Before the beam can hit Keith, a giant mirror comes up from the ground. The beam hits the mirror, reflects off of it, and hits cockatrice. Cockatrice turns to stone.

NHYMERA

What the-

KEITH

Take that! Duine, duil! Phoenix Crash!

Flame engulfs Keith's body and he does the Phoenix Crash technique. The Phoenix Crash causes cockatrice to be defeated. Keith lands as the pieces of cockatrice fall to the ground.

BOWIE

He did it!

The other Rangers get to their feet, and run up to Keith.

ABBY

You did it, but how?

KEITH

I did what Maria was going to do. Use a mirror to reflect the cockatrice's beam at itself. It's why Maria was holding a compact before she was turned to stone.

EXT. THE PIT FROM BEFORE - DAY

The victims of cockatrice turn back to normal.

EXT. DOWNTOWN GANDALF CITY - DAY

Maria turns back to normal, and falls down. Keith rushes up to her.

KEITH

Maria!

The other Rangers follow.

WALKER

Good to have you back.

MARIA

It's great to be back.

Maria's Wand Morpher goes off.

KEITH

My mother must have completed that new spell.

Night and Mare stand over the pieces of cockatrice.

NIGHT

How pathetic, defeated by your own attack.

MARE

Let's leave it.

Night and Mare kick one piece and leave the scene.

INT. MECHANOS' LAIR - DAY

WOLZARD stands around.

WOLZARD

The real battle begins now Rangers. Halosis, phalanx!

EXT. DOWNTAOWN GANDALF CITY - DAY

A black magic circle forms underneath cockatrice. The spell Wolzard said revives the monster. The words "halosis, gangalos, meros" can be heard from Wolzard as another circle forms over top of the revived monster and works its way over the monster. The monster grows to giant size.

ABBY

He grew, and he's larger than ever.

MARIA

I guess there's only one thing to do now. Magix Metamorphosis! Arthraigh, duine, marbhan!

Maria morphs.

ALL RANGERS

Magix Zord Metamorphosis! Arthraigh, duine, duil!

The Rangers morph to Zord Form. Cockatrice turns to face the Zords.

KEITH

Guys, let's use that new spell right now.

Bowie hits Keith on the head.

BOWIE

Well duh!

MARIA

I was thinking the exact same thing.

ABBY

Let's do it!

WALKER

Time to combine all of our powers.

ALL RANGERS

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

The Zords combine into the Magix Megazord. Inside of the Megazord, lines of light form a giant chessboard. The Rangers rise up through the board in the shape of pawns.

WALKER

What is this place?

The pawns start to move.

ABBY

What happened to us?

MARIA

We've combined, but it's not like when we for the Dragonzord. Are we sharing a consciousness or something?

BOWIE

So these must be like our souls?

ABBY

It's like we're pawns on a giant chessboard.

KEITH

That's magic for you. You never know what's gonna happen next.

The pawns line up to form a V-pattern going from left to right; Bowie, Maria, Keith, Abby, and Walker.

KEITH

Let's go!

The Megazord has fully formed now.

ALL RANGERS

Magix Megazord, power up!

The cockatrice fires a couple of fireballs at the Megazord, but it blocks the fireballs with the wings from the Garudazord.

KEITH

You think that weak attack is gonna hurt us?

The wings retract. Cockatrice charges the Megazord. It gets in a few good hits on the Megazord.

KEITH

Why you!

Inside the Megazord the pawns line up into a straight line.

ALL RANGERS

Draiocht, duine, arm! Magix Megazord
Saber, X-Caliber!

The saber forms in the Megazord's hands. The Megazord slashes the monster with the saber. Cockatrice falls back. The Megazord points the saber at the ground, spins around and forms a Magix circle. Numerous smaller sized sabers rise out of the ground.

ALL RANGERS

Swords Attack!

The Megazord points its saber at cockatrice. The smaller swords fly toward cockatrice. Mini-sized swords enter the openings of cockatrice, while the slightly larger ones surround the monster. Inside the Megazord, the Rangers place their hands over their symbols on the pawns.

ALL RANGERS

X-Caliber Slash!

The Megazord forms a Magix circle in the air, releases its wings, and then slashes the circle. The slash hits the monster and it falls down and explodes. The Megazord turns away from the monster.

ALL RANGERS

Checkmate!

FADE OUT.

NHYMERA

He's angry!

Mechanos gets up.

MECHANOS

I swear it won't end with those blasted mages winning! And I don't care if it's the last thing I do.

Wolzard gets up.

WOLZARD

They are getting more powerful with each battle. I will look forward to fighting them soon.

Wolzard walks out of the main room.

END