

**POWER RANGERS MAGIX:  
EPISODES 6, 7, & 8 – THE  
POWER OF DARKNESS**

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DARKNESS

Written by

Phil Ricciotti

Contact:

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"POWER RANGERS MAGIX: EPISODES 6, 7, & 8 - THE POWER OF  
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FADE IN:

INT. MECHANOS' LAIR - DAY

MECHANOS swings his sword at WOLZARD who blocks the sword with his shield.

MECHANOS

Wolzard I have been patient enough up until now, but my sword thirsts for action.

Mechanos continues to swing his sword at Wolzard who either blocks the attacks with his shield or dodges them all together.

MECHANOS

When are you going to bring me to the surface?

Mechanos swings his sword again and Wolzard blocks it with the shield. This time however Mechanos is able to push Wolzard up against a wall. NIGHT and MARE watch Mechanos and Wolzard's sparring.

MARE

Amazing. Just to be expected from Mechanos.

NIGHT

That's right Mare. Mechanos is so strong, he's much more powerful than Wolzard.

MARE

Wouldn't it be nice if that black magic knight were to suddenly "disappear"?

NIGHT

It sure would be convenient.

Mechanos' sword swinging manages to push Wolzard up against a wall. Mechanos backs off for a minute.

MECHANOS

I want the Rangers destroyed. So do it and do it now!

WOLZARD

Relax sire, it shall be done soon.  
Thursos!

Wolzard fires an attack that shoots out of his shield and hits Mechanos. Mechanos falls to one knee after the attack. He gets back up.

MECHANOS

Curse you Wolzard! If you wanted to be destroyed all you had to do was ask and it would be done.

The groaning of Demos can be heard coming from the center portal. Everyone in the room takes notice. Mechanos and Wolzard walk up to the portal. Night and Mare hold each other in partial fear.

NIGHT

Lord Demos is upset.

MARE

What does he want?

In the portal, Demos' eye opens. This causes Mechanos' sword to light up.

MECHANOS

I understand my lord. I will defer to Wolzard.

WOLZARD

Thank you for the power my lord.

The eye-like jewel on Wolzard's shield starts to glow in a very dark shade of red.

FADE OUT.

FADE IN:

EXT. A BEACH - DAY

The sky grows dark as a black magic circle forms on the ground. The words "labhe, dolon" can be heard from Wolzard as he rises out of the circle. Once Wolzard is out the sky returns to normal. Wolzard turns around.

WOLZARD  
Allaxima, halosis, dolon!

INT. THE HALLS OF MAGIX - DAY

KEITH walks out of a classroom. He then starts to walk down the hall to where WALKER, BOWIE, MARIA, and ABBY are standing. Once he has caught up, Keith hears the faint sound of Wolzard saying a spell twice. He tilts his head down and puts his right hand to his right temple. He has quick flash that he is standing in a darkened area with Wolzard standing behind him.

WOLZARD  
To those who posses the power of the  
Magix mages...

KEITH  
That voice.

WOLZARD  
Come to me immediately. I will be  
waiting for you.

The darkened area reveals itself to be the beach where Wolzard is standing. Keith flashes back to the hall that he is standing in. Walker shakes Keith a little.

WALKER  
You okay?

KEITH  
Didn't you hear it?

BOWIE  
Hear what?

KEITH  
Wolzard calling.

MARIA  
No. You're probably just imagining it.

KEITH  
 Out of the five of us, I would've  
 expected you to be the most  
 understanding Maria.

Keith storms away.

ABBY  
 Keith-

Keith continues his way out.

EXT. THE BEACH - DAY

Keith arrives. He surveys the area.

KEITH  
 Where are you? Show yourself Wolzard!

WOLZARD  
 So you heard me...

A black magic circle forms over top the water. Wolzard  
 comes out of it.

WOLZARD  
 Red Ranger.

Wolzard hovers over to the shore.

KEITH  
 I knew it was real.

WOLZARD  
 Where are your comrades?

KEITH  
 They didn't believe me, so I came  
 alone.

WOLZARD  
 Fools, however I do not mind you being  
 the first to be destroyed.

KEITH  
 Why did you just call me out?

WOLZARD  
 Hmm, it appears that you were the only  
 one to sense my message. I do not know  
 why that is.

KEITH  
 Either way, this ends here.

Keith quickly pulls out his Wand Morpher and converts it to wand mode.

KEITH

Magix Metamorphosis! Arthraigh, duine,  
marbhan!

Keith morphs. Wolzard then draws his sword from his shield, and points it at Keith. In response Keith draws his Wand Staff and converts it to the Phoenix Sword.

KEITH

Phoenix Sword!

Keith gets into a fighting stance. He then charges at Wolzard. He jumps up and slashes at Wolzard. Wolzard blocks the attack with his shield. Wolzard tries to slash at Keith, but the attack is dodged. Keith thrusts his sword at Wolzard, but Wolzard smacks the sword away. Wolzard tries another swipe at Keith, but Keith jumps out of the way of Wolzard's attack. Keith makes another swipe at Wolzard, but his sword comes nowhere near Wolzard. Wolzard and Keith continue their sword fight until Wolzard eventually slashes Keith a couple of times. Keith falls to the ground, but gets back to his feet. Wolzard releases a slash of power, which hits Keith, and causes him to fall down again.

WOLZARD

This really is not much of a challenge  
without your comrades. Call them now!

Keith props himself up with his sword.

KEITH

All you're getting is me, and that's  
plenty.

WOLZARD

Do not overestimate yourself, boy. Even  
if you were with the other Rangers,  
your magic is merely a spec compared to  
mine.

KEITH

What did you say?!

Keith gets up to his feet.

KEITH

You told me not to overestimate myself,  
but perhaps it's you who should take  
your own advice!

Flames engulf Keith's body.

WOLZARD

What the-

The flames build up until they all are collected in the sword. Keith flings the flames at Wolzard. The flames hit Wolzard, and send him flying backwards into a nearby cliff. When Wolzard hits the cliff, he makes an indentation on it, and stays within the indentation for a few seconds.

WOLZARD

So Red Ranger, you posses even more power than I expected. Interesting.

Wolzard gets out of the indentation, and returns to the ground. Keith charges at Wolzard with his sword held high in the air.

WOLZARD

Howling Wolf; halosis, gangalos, thursos!

The Howling Wolf attack shoots out of Wolzard's shield. The attack hits Keith, and sends him flying. Keith lands underneath a bridge. A little boy turns around to see Keith land.

KEITH

What was that?

Keith sees the boy.

KEITH

Uh, hi.

Keith gets up and stumbles a little bit.

KEITH

You might want to go away now.

Wolzard arrives. Keith shields the boy.

KEITH

Run kid!

Keith charges at Wolzard with his sword drawn. Keith slashes at Wolzard, but Wolzard blocks it with his sword. Keith makes another attack, but that is blocked with Wolzard's shield. Wolzard tries to slash at Keith a couple of times, but Keith dodges the attacks. Keith thrusts his sword down at Wolzard, but it hits Wolzard's sword. Keith tries to throw a punch at Wolzard, but Wolzard blocks it with his shield.

KEITH

Ow.

Wolzard swings his sword at Keith again, but the attack is dodged. Wolzard and Keith continue their fight until Wolzard hits Keith a couple of times. Wolzard kicks Keith while Keith is still on the ground. Keith rolls and blocks an attack from Wolzard with his sword. Keith manages to get a hold on Wolzard.

KEITH

What are you doing kid? Hurry up and get out of here!

The boy does nothing. Wolzard manages to get out of Keith's hold and slashes Keith a couple of times, which cause Keith to fall to the ground. Wolzard slowly approaches Keith and the boy. Just as Wolzard is about to slash Keith, Keith shields the boy. Wolzard stops the attack, and his sword hovers a few inches above Keith's head. Keith turns his head around to see what's going on. Seeing an opportunity, Keith slashes at Wolzard twice. Wolzard backs down. The boy starts to cry.

KEITH

What just happened?

Keith notices the boy crying.

KEITH

It'll be okay. Take the kid to safety.  
Teicniocht, marbhan!

Keith points the phoenix emblem of his sword at the backpack the boy is wearing. A red wave of magic comes out of the emblem, and turns the backpack into a jetpack. The jetpack takes the boy away to a safe location. When the boy lands, the jetpack turns back into the boy's backpack. Back at the bridge, Wolzard jumps up with his sword drawn and gives Keith a couple of slashes. Wolzard tries attacking again, but Keith dodges the attacks.

KEITH

Just hold on a minute.

Wolzard continues attacking, but Keith keeps dodging every swipe Wolzard gives him.

KEITH

Why didn't you attack me?

Keith gives a swipe of his sword to Wolzard, but Wolzard hits Keith's sword hard and it goes off to the side. Wolzard attacks again, and Keith tries to counter with his sword. Keith and Wolzard continue their sword until Wolzard gives a couple of hard slashes to Keith, which cause Keith to fall to the ground. Keith lays face first on the ground. As Wolzard comes up to him, Keith turns around. Wolzard draws his sword and points it at Keith.

WOLZARD

Show me the power that blew me away again.

Keith does nothing. Wolzard raises his sword again. Just as Wolzard is about to hit Keith, a yellow beam of energy hits Wolzard. The other Rangers show up morphed. Bowie is also holding the Garuda Crossbow.

WALKER

Keith, get out of the way!

Walker (with the Minotaur Axe drawn) jumps up.

WALKER

Minotaur Smash!

Walker hits the ground with the axe. Keith gets out of the way of the attack. The Minotaur Smash forms a green line on the ground that makes its way to Wolzard. Walker's attack hits Wolzard. Maria and Abby rush over to Keith.

ABBY

You okay?

WALKER

It's a good thing we came when we did. We were all getting worried.

ABBY

We're all sorry for making fun of you like that.

BOWIE

But why didn't you call us?

MARIA

He's right. Wolzard does seem like he's too much for you to handle alone.

Keith gets up.

KEITH

Hey, you're the ones who didn't believe me about the message.

Wolzard approaches the Rangers.

WOLZARD

So you are finally together. I will  
enjoy this greatly.

Wolzard puts his sword in his shield. He turns around.

WOLZARD

Allaxima, gangalos, meros!

A black magic circle forms in the air. Wolzard flies  
through it, and grows to a gigantic size. Another black  
magic circle forms, but on the ground.

WOLZARD

Labhe, gangalos, dolon! Valkyriezord,  
come forth!

The Valkyriezord gallops out of the circle.

WOLZARD

Allaxima, halosis, henosis!  
Valkyriezord, centaur mode!

Wolzard combines with the Valkyriezord to form its centaur  
mode. The Rangers look up.

MARIA

That's the form he took when we first  
became Rangers.

WALKER

But this time we won't lose.

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

ALL RANGERS

Magix Zord Metamorphosis! Arthraigh,  
duine, duil!

The Rangers morph to Zord Form.

WALKER, BOWIE, MARIA AND ABBY

Magix Dragonzord formation! Arthraigh,  
tecniocht, teaglaim!

The Minozord, Garudazord, Merzord, and Fairyzord combine  
into the Magix Dragonzord. Keith gets on the Dragonzord.

KEITH

This ends here Wolzard! We'll put a  
stop to you once and for all!

WOLZARD

But will you be able to?

KEITH

Of course!

The Phoenixzord draws its sword. The Valkyriezord and the Dragonzord start to move to one another. The Dragonzord takes to the sky and shoots a fireball at the Valkyriezord. The Valkyriezord dodges the attack, and continues to charge at the Dragonzord. The Valkyriezord jumps up and Wolzard tries to attack the Phoenixzord. The Phoenixzord dodges the attack with its sword.

WOLZARD

How serious are you, really? If you want I can make it so that you will not feel the pain from my attacks.

KEITH

What?!

The Dragonzord flies away from Wolzard a little bit.

KEITH

Do you really think the five of us will just stand around and let you destroy us?

The Valkyriezord positions itself so that Wolzard can aim his shield at the Dragonzord. Wolzard fires continuous Howling Wolf attacks at the Dragonzord. The Dragonzord dodges every attack.

KEITH

This is where we get serious. We will not allow you to win, and we will defeat you with everything we've got.

Flames engulf the body of the Phoenixzord for a quick second. A three-pronged fire blast shoots out of the Dragonzord's mouth. Not only does the blast destroy the Howling Wolf attacks, it also does some damage to Wolzard and the Valkyriezord. The Dragonzord lands, and turns its back to Wolzard and the Valkyriezord falling down and starting to explode.

KEITH

Checkmate!

The Valkyriezord falls down and explodes.

KEITH

Great job guys.

The Dragonzord lets out a roar. On a cliff, Night and Mare watch the events happening.

NIGHT

How can this be?

MARE

Wolzard has never lost a fight.

NIGHT

What should we do?

MARE

Mechanos won't be happy.

NIGHT

I knew having him around would be useless.

FADE OUT.

FADE IN:

INT. PROF. FIREBIRD'S OFFICE - DAY

PROF. FIREBIRD sits at her desk. The Rangers come in. She gets up.

PROF. FIREBIRD  
Good work Rangers, especially you Keith.

KEITH  
Thanks mother.

PROF. FIREBIRD  
However, you should not have run out like that on you own, and you should have called the others while you were fighting Wolzard.

KEITH  
I'll remember that for next time. But there's something that I don't get?

WALKER  
What?

KEITH  
When I was protecting that kid, Wolzard didn't attack.

BOWIE  
So you're saying Wolzard's a nice guy, or something?

KEITH  
Well no, but he would've had a perfect opportunity to finish me off otherwise. And there's something else...

INT. MECHANOS' LAIR - DAY

Mechanos sits on his throne, looking disappointed.

MECHANOS  
Wolzard has been defeated.

NHYMERA stands nearby the throne.

NHYMERA  
Really? I always knew he was useless. But either way, I will be more effective in his absence.

Nhymera walks up to the throne and sits on the left arm of it. She puts one of her arms around Mechanos, and uses her other hand to caress his face a little bit. Mechanos gets up violently, and jumps down to the floor near Demos' portal.

MECHANOS

Am I never going to achieve my revenge on the surface?!

WOLZARD

(V/O)

Do not worry Mechanos.

Mechanos and Nhymera raise their heads.

NHYMERA

No way.

WOLZARD

(V/O)

Everything is starting to fall into place, just be patient.

INT. PROF. FIREBIRD'S OFFICE - DAY

The Rangers and Prof. Firebird continue to stand around in the office.

BOWIE

You can't honestly say that. You saw it yourself we defeated Wolzard. Try to be a little happier.

KEITH

I'd like to be, but there's something that Wolzard did that's kinda bugging me.

WALKER

What?

KEITH

During our fight we had gotten near this little kid. At point I shielded the kid from Wolzard, but he didn't attack.

BOWIE

Are you trying to say that he's actually a really nice guy?

KEITH

Well no. He could've easily finished me off, but he didn't. It just felt kinda odd, is all. I also wanted to talk to him a little more too.

PROF. FIREBIRD

Walker, Bowie, Abby, Maria, if you do not mind, I would like to talk to Keith alone, please.

MARIA

Sure professor.

Walker, Bowie, Abby, and Maria leave the office.

PROF. FIREBIRD

Keith, I can sense that you are probably feeling a little down about all of this, and that is okay. In truth you should actually feel a little better about all of this.

KEITH

Why?

PROF. FIREBIRD

No one, not even a Magix mage could ever fight against a black magic knight like that and tell the tale afterwards. It is a testament to your power and skill that you were able to hold your own against Wolzard.

KEITH

That definitely was a pick-me-up.  
Thanks mother.

PROF. FIREBIRD

Come here.

Keith approaches his mother, but on his way he knocks over a glass statue, which hits the ground and breaks into many pieces. Keith takes out his Wand Morpher and converts it to wand mode.

KEITH

Allow me. Tecniocht, marbhan!

The statue rebuilds itself.

KEITH

Nothing to it.

A look of partial disappointment goes over Prof. Firebird's face.

PROF. FIREBIRD

I know I said that you had great power, but do not get too cocky. Just because a spell was able to work now, does not necessarily mean that it will work at another point in time. Remember for the most complicated spells, you have to use all of your might and emotion for it to really work. Keep that in mind.

KEITH

Yes mother.

PROF. FIREBIRD

Now go relax.

Keith has a quick flash. Wolzard talks to him telepathically.

WOLZARD

(V/O)

Red Ranger.

KEITH

Wolzard!

PROF. FIREBIRD

Is he calling you out again?

KEITH

I think so.

PROF. FIREBIRD

So the five of you did not defeat him after all.

WOLZARD

(V/O)

The real battle begins now.

KEITH

I've got to go.

PROF. FIREBIRD

Be careful.

Keith rushes out of the office. The other Rangers are standing near the door.

KEITH

Guys we need to go.

WALKER

What?

KEITH

I heard Wolzard again.

FADE OUT.

FADE IN:

EXT. A RANDOM LOCATION - DAY

The Rangers (civilian) come rushing up. They survey the area.

WALKER

Where are you Wolzard?!

Keith looks up to the sky and sees a black cloud. The cloud gets smaller and turns into Wolzard. Wolzard lands in front of the Rangers.

BOWIE

There he is. Now what exactly do you mean by "real battle"?

KEITH

Wait. Why didn't you finish me off that one time?

WOLZARD

What?

Wolzard flashes back to when Keith shielded the kid.

WOLZARD

I do not attack someone without a weapon or the will to fight. This is the code of the black magic knights.

KEITH

Then who are you? Even though you use magic, you fight for the side of evil.

WOLZARD

As I have said before, magic is power, and power is everything. And with power Mechanos will rise to the surface.

KEITH

Any hope I may have had in you is officially gone.

Wolzard jumps up and grows to giant size. He then attacks the nearby area. The Rangers quickly morph, Zord morph, and combine into the Dragonzord. The Phoenixzord rides on the Dragonzord. The Dragonzord flies toward Wolzard.

KEITH

This time you're going down for sure!

WOLZARD

Really? Thanks to the five of you I now have an entirely new ability.

KEITH

What?

WOLZARD

During the explosive finish of our last battle, your magic was absorbed into the darkness.

KEITH

What?

Wolzard puts his sword back into his shield.

WOLZARD

Labhe, gangalos, dolon! Valkyriezord, come forth!

A black magic circle forms on the ground.

WOLZARD

My zord's power has been raised, and it is brimming with power. Now it is time to show you the true power of darkness. Allaxima, halosis, gangalos, henosis!

Wolzard jumps up as the Valkyriezord starts to transform. Wolzard then combines with the Valkyriezord to form the Valkyrie Megazord.

WOLZARD

Valkyrie Megazord, power up!

KEITH

I don't know what you are, but there is no way that we're losing to you! Our good magic should defeat your dark magic.

The Dragonzord launches a three-pronged blast of fire, which hits the Valkyrie Megazord.

KEITH

We did it!

When the dust settles, it appears that the fire blast did nothing. The Valkyrie Megazord walks forward.

KEITH

What?! You've got to be kidding me.

WOLZARD

I admire your spirit. Now show me what you can really do.

KEITH

Don't mock me like that. It's time to form our Megazord. Arthraigh, tecniocht, duine, teaghlaim!

The Phoenixzord raises its sword.

WOLZARD

Halosis, gangalos, ledos

The spell Wolzard cast causes a wave to come over the Dragonzord. The Dragonzord falls to the ground, and a yellow ball of light comes out of it, and goes over to Wolzard.

KEITH

What?! Why didn't we form the Megazord?

The Valkyrie Megazord holds up the ball of light.

WOLZARD

This is part of the power of the Valkyrie Megazord. I have taken the magic you use to form your Megazord. You will never form your Megazord again.

KEITH

What?!

WOLZARD

I will use this power as I see fit. Halosis, gangalos, dolon!

The spell Wolzard cast causes a black magic circle to form on the ground. Mechanos climbs out of the circle.

MECHANOS

Finally I am on the surface. Permit me to introduce myself Rangers. I am Mechanos. And now prepare to see oblivion!

KEITH

So this is Mechanos. I probably shouldn't say it, but he does look easy.

The Valkyrie Megazord walks up beside Mechanos. Over on a cliff Night and Mare watch the events.

NIGHT

Wolzard did it!

MARE

He finally brought Mechanos to the surface.

NIGHT

I always knew...

MARE

He'd do it.

MECHANOS

Allow me to finish off the Rangers.

Mechanos makes his way over to the Dragonzord.

KEITH

If that last attack didn't do anything, then what are we going to do if we can't form the Megazord?

The Dragonzord roars.

KEITH

Guys...all right! Let's do it!

Mechanos approaches the Dragonzord, and he and the Phoenixzord cross swords. Mechanos manages to knock the Phoenixzord's sword out of its hands, and hits the Phoenixzord's gut with the back of his left arm. Mechanos then picks up the Dragonzord by the neck and tosses it in front of the Valkyrie Megazord. This causes the Phoenixzord to fall off. The Valkyrie Megazord watches.

WOLZARD

How unsightly. However there is no mercy for those who oppose me. Valkyrie Staff!

The Valkyrie Megazord powers up its staff, and slashes at the Phoenixzord and the Dragonzord. While the Phoenixzord is able to dodge the attack, the Dragonzord takes the full force of it.

KEITH

Guys!

As the Phoenixzord extends an arm out, Mechanos grabs the Phoenixzord.

MECHANOS

You seem unsteady. Let me bring you to peace!

Mechanos hits the Phoenixzord a couple of time with his left arm.

MECHANOS

The weak should be completely torn apart. That is one of my laws.

Mechanos grabs a hold of the Phoenixzord to give the Valkyrie Megazord a "free shot" at it.

MECHANOS

Wolzard, do it!

The Valkyrie Megazord does nothing.

MECHANOS

What's wrong?

WOLZARD

No.

MECHANOS

What?!

WOLZARD

Acts of cowardice like this go against my code of honor. It is pointless for two of us to gang up on one weakling.

MECHANOS

You're just trying to play it cool. Fine, I'll do it.

Mechanos raises his sword.

KEITH

What did you call me?

The Phoenixzord slowly starts to power up.

KEITH

Don't underestimate me!

Flames engulf the Phoenixzord's body. The Phoenixzord jumps up, and back flips into the air behind Mechanos.

MECHANOS

Where'd he go?

The Phoenixzord flies face first toward Mechanos, and casts a red Magix circle on the ground beneath him.

MECHANOS

What is this?

The Magix circle constricts Mechanos' movement.

WOLZARD

Is this also the Red Ranger's power?

MECHANOS

This...can't...be! I was planning on making a rampage throughout the surface. I won't forget this, Rangers!

The circle causes Mechanos to slowly sink beneath the surface. Once Mechanos is beneath the surface, the circle disappears, and the Phoenixzord lands. The flames that were on the Phoenixzord are no more. The Phoenixzord stumbles a little bit, and falls to the ground.

WOLZARD

Interesting. Very...interesting.

KEITH

Don't give me that! What exactly do you mean?

WOLZARD

This has become more enjoyable.

KEITH

What?!

WOLZARD

It would be too easy to finish you off right here. I will look forward to our next battle Rangers.

The Valkyrie Megazord turns around and disappears. The Phoenixzord gets up, but barely.

KEITH

That guy. You'll definitely regret crossing us like that. With these hands I will defeat you!

The Phoenixzord falls down again. It looks over to the Dragonzord.

KEITH

Guys...

The Phoenixzord falls down face first.

EXT. THE AREA SURROUNDING MECHANOS' LAIR - EVENING

The Valkyrie Megazord arrives. The ball of light is held in its left hand.

WOLZARD

Magix Mages, this is the ultimate power  
for unification. I will surely put it  
to good use. Henosis!

The Valkyrie Megazord absorbs the ball, and walks away. Nhymera flies in and watches the Valkyrie Megazord walk away. She lands and splits into Night and Mare.

NIGHT

Just what is he planning?

MARE

I don't know, but it can't be something  
good if he's using the Rangers'  
Megazord magic.

NIGHT

Maybe it would be easier if he were to  
get some sort curse on him.

MARE

Are you thinking what I'm thinking?

NIGHT

Of course, but first we need to find  
it.

They combine back into Nhymera. Nhymera flies off.

FADE OUT.

END OF PART 1 (EPISODE 6)

FADE IN:

EXT. THE AREA WHERE THE FIGHTING WAS - NIGHT

The Rangers lie on the ground unmorphed and unconscious. Prof. Firebird, S. ESTRANGE, and M. ESTRANGE walk up to the area to try to find the Rangers.

PROF. FIREBIRD

Where are they?

M. ESTRANGE

Relax headmistress, we will find them.  
Sloan did you bring the right potions?

S. ESTRANGE

Of course. I have the awakening powder,  
and a healing potion.

Prof. Firebird and both Estranges continue to find the Rangers until seeing what appears to be five wide logs lying on the ground. M. Estrange partially trips over one.

M. ESTRANGE

What was that?

Prof. Firebird pulls out her Wand Morpher in wand mode.

PROF. FIREBIRD

Solas!

A small ball of light comes out of the tip of the wand. The light reveals that the "logs" are in fact the Rangers.

M. ESTRANGE

There they are.

Prof. Firebird walks up to Keith.

PROF. FIREBIRD

Keith, please wake up.

She shakes him a little bit, nothing happens. S. Estrange reaches into his satchel and pulls out the powder. He sprinkles it over the Rangers. Walker, Bowie, Abby, and Maria regain their consciousness. S. Estrange then pulls out four vials of a red colored potion. He hands them to the four of them.

S. ESTRANGE

Drink this.

Walker, Bowie, Abby, and Maria drink the potion. They regain their health.

WALKER

What happened?

PROF. FIREBIRD

The five of you fought a valiant battle against Wolzard.

BOWIE

How'd we do?

PROF. FIREBIRD

You unfortunately lost.

ABBY

Can we get back to the castle now?

PROF. FIREBIRD

Yes that would be a good idea. I will call Madame Nightingale, for some assistance. I think the five of you should get some rest.

Prof. Firebird converts her Wand Morpher to phone mode, and dials a number.

PROF. FIREBIRD

Madame Nightingale, it is Professor Firebird. (pause) I need some of you staff to come out here with stretchers. (pause) The Rangers have been through a great battle and need to get their rest. (pause) Thank you.

Prof. Firebird ends the call. Moments later some infirmary workers come out and lift the Rangers onto floating stretchers. They push the stretchers toward the castle. M. Estrange soon follows them. Prof. Firebird stops S. Estrange before he can follow the group.

S. ESTRANGE

Yes, headmistress?

PROF. FIREBIRD

Why did Keith not wake up?

S. ESTRANGE

I do not know, but we will soon find out.

INT. MECHANOS' LAIR - NIGHT

Mechanos sits on his throne, literally steaming.

MECHANOS

Why did you return without finishing  
off the Rangers?!

Mechanos gets up, and walks over to Wolzard with his sword pointed out.

MECHANOS

Open up another black magic circle so  
that I can return. And this time I'll  
destroy the surface in one stroke!

Wolzard turns his back to Mechanos.

WOLZARD

That ability has been sealed, by the  
Red Ranger's unexpected power. I will  
however go back to searching for a way  
to permanently break the barrier that  
prevents you from being on the surface.  
But remember, only those who have the  
power of the black magic circle can be  
sent to the surface. I have also found  
and sent a monster.

MECHANOS

How dare you act on your own!

Mechanos storms off clearly unhappy. Nhymera swoops in, and confronts Wolzard.

NHYMERA

Just what are you up to?

WOLZARD

Whatever do you mean?

Nhymera walks up to Wolzard, puts her left arm around him, and starts to rub his stomach with her right hand.

NHYMERA

I saw everything. I know you have  
something pretty hidden, that you don't  
want Mechanos to know about.

WOLZARD

You are seeing things. What are you  
going to do, investigate?

Nhymera turns around and walks toward Mechanos' throne.

NHYMERA

I know you're hiding magic.

Upon approaching the she sits down.

NHYMERA

Don't worry I won't tell Mechanos, yet.  
But...

She splits into Night and Mare.

NIGHT

For a favor-

MARE

I'll keep my mouth shut.

Wolzard turns his back to Night and Mare. He walks away.  
Once he is gone, Night and Mare face each other.

NIGHT

He doesn't seem too happy, Mare.

MARE

You're right, Night.

NIGHT

Perhaps he really should get him out of  
the way.

MARE

But first we need to find it.

They combine into Nhymera again. Nhymera gets up and walks  
away.

FADE OUT.

FADE IN:

INT. THE INFIRMARY - MORNING

Abby wakes up looking clearly refreshed. She looks around. Keith is still lying in bed unconscious. Walker is pacing around the room. Bowie is reading a book on potions, and Maria is just about to wake up. Maria wakes up. Walker stops pacing and sees that the girls have woken.

WALKER

How are you two feeling?

ABBY

Much better. That potion Estrange gave us last night works so much better with a good night's sleep.

MARIA

There's still one thing I don't get.

WALKER

What?

MARIA

Why didn't Keith regain consciousness when Estrange sprinkled that powder on him last night?

PROF. FIREBIRD'S VOICE

Good question.

Prof. Firebird along with Madame NIGHTINGALE, walk into the infirmary.

PROF. FIREBIRD

Does anyone have any ideas?

WALKER

Not a single one.

BOWIE

Nope.

ABBY

No clue.

MARIA

What is it?

NIGHTINGALE

I am not sure myself, headmistress.

PROF. FIREBIRD

I have been re-watching the battle from yesterday and it appears that Keith had used a very advanced spell that goes beyond what he is capable of.

WALKER

What do you mean?

PROF. FIREBIRD

He used too much magic, and as such he is in that deep sleep.

MARIA

So what are we going to do?

PROF. FIREBIRD

I have no idea.

BOWIE

There are a couple of potions in this book that could be of some use to us.

ABBY

What?

BOWIE

This first potion we could try, uses ingredients I'm sure Professor Estrange has lying around in his office.

PROF. FIREBIRD

There is only one way to find out. Try the first one Bowie, and if that does not work try the second one.

BOWIE

I will. I'm going to go down to Professor Estrange's office right now. In the meantime, could someone get me a cauldron?

WALKER

No prob.

Bowie gets up and leaves the infirmary.

INT. S. ESTRANGE'S OFFICE - DAY

S. Estrange sits at his desk. A knocking is heard.

S. ESTRANGE

Come in.

Bowie walks in.

BOWIE

Professor Estrange, I need a few ingredients for a potion.

S. ESTRANGE

Take whatever you need Bowie, but what is this for?

BOWIE

I need to wake Keith up.

S. ESTRANGE

I see.

Bowie goes into an armoire and takes out five different bottles of ingredients, and an empty perfume bottle.

INT. THE INFIRMARY - DAY

Walker drags a medium sized cauldron into the infirmary. Bowie walks in.

BOWIE

Good.

Bowie pours in the right amounts of each ingredient for the potion. The ingredients have mixed.

BOWIE

Teaghlaim, marbhan!

Bowie's spell pours some of the potion out of the cauldron and into the perfume bottle. Bowie screws on the top of the perfume bottle. He then walks over to Keith and sprays some of the potion on him. The potion causes Keith arms and legs to move.

ABBY

I think you did it.

Keith's arms and legs continue to move, until moving very violently.

MARIA

All it did was make him move faster?

BOWIE

That's no good.

PROF. FIREBIRD

Try that other potion you were talking about.

BOWIE

Okay, but I'm going to need help from everyone.

WALKER

Okay, what do you need?

BOWIE

First I need a banana from the Whumping Cameleo Tree.

WALKER

I'll do it. Afterall plants are my specialty.

BOWIE

Good. Next I'll need the unclean portion of water, from dirty water. Maria why don't you handle that one?

MARIA

Okay.

BOWIE

Finally I'll need honey that was collected by a queen bee that doesn't gather honey.

WALKER

That doesn't make any sense.

PROF. FIREBIRD

Yes it does. If there has been honey that was collected by a queen who does not normally collect honey, then the honey she produces will be very mystical. I think that one is going to require someone skilled at transfiguration.

ABBY

So that means me, doesn't it?

BOWIE

Yes.

PROF. FIREBIRD

Well Walker, Maria, Abby you know what you need to do so get to it.

Walker, Maria, and Abby leave the infirmary.

FADE OUT.

FADE IN:

INT. A GREEN HOUSE IN THE CASTLE - DAY

Walker walks in. ROOTS soon follows him.

ROOTS  
This way Walker.

She leads him to what appears to be a seemingly normal banana tree.

ROOTS  
Need to know anything else?

WALKER  
When are the bananas ripe?

ROOTS  
The second they turn yellow.

Walker looks up at the bananas on the tree. They start out green, then turn red, then turn purple, then blue. As they turn yellow, Walker jumps up and grabs one. He lands.

WALKER  
Yes, I did it. But why do they call this the "Whumping Cameleo Tree"?

ROOTS  
Because of that.

Two leaves from the tress come off of it, and start hitting Walker on the head.

WALKER  
Ow, stop it! Ow!

ROOTS  
Is that all you needed Walker?

WALKER  
Yeah, ow! Quit it!

Walker leaves the green house. The leaves continue to hit him.

EXT. A POND OF VERY DIRTY WATER - DAY

Maria walks up to it, clearly disgusted by the scent from the pond.

MARIA

Eww.

She pulls out her Wand Morpher in wand mode. She points it at the pond.

MARIA

Duil!

Water flies up and into the bottle she is holding. Once the bottle is full, she turns her back to the pond.

MARIA

That wasn't too bad...ow! What was that?

She looks down at her left hand to see a few leaches attached to her.

MARIA

Great, leaches. Ow. Ow. Ow.

Maria hurries away from the pond.

EXT. A WOODED AREA - DAY

Abby walks up to a tree that has a bee hive hanging from it.

ABBY

This doesn't look too bad.

Abby pulls out her Wand Morpher and converts it to wand mode.

ABBY

Arthraigh, marbhan!

She waves her morpher around in a circular motion. The magic wave turns her into a bee.

ABBY

Time to buzz around in the hive.

The Abby-bee flies into the hive. Once she is in, the buzzing from the bees starts to grow louder as Abby quickly flies out.

ABBY

Get away! Get away!

Abby starts to fly in an erratic pattern, to try to dodge the bees.

INT. THE INFIRMARY - DAY

Walker enters, with the two leaves from the tree still hitting him. Maria soon follows still covered in leaches. Finally Abby enters with a small swarm of bees flying around her head. Walker, Abby, and Maria try to shake off the leaves, leaches, and bees. They hand the ingredients they gathered to Bowie. Once the ingredients have been handed over the leaves that are hitting Walker fall to the ground. The bees that are swarming Abby fly away from her, and the leaches that are on Maria fall to the ground. Bowie stirs the cauldron a little bit.

BOWIE

Okay, the base is complete, now for the main ingredients.

Bowie takes the banana and peels it. He places the banana (without the peel) into the cauldron.

BOWIE

A banana from a Whumping Cameleo Tree.

He stirs the cauldron a little more. He then opens the bottle of water that Maria brought. He pours the water into the cauldron.

BOWIE

The clean portion of dirty water.

He stirs the cauldron a little more. He then opens up the container of honey, and pours it in.

BOWIE

Honey, from a queen who doesn't gather.

He stirs the cauldron a little more. He then removes the stir stick, and lets the concoction simmer. After many hours of simmering, Bowie walks up to Keith and pulls out a few hairs. Bowie then walks back to the cauldron. He places the hairs in the cauldron.

BOWIE

Finally hair from the person that you wish to awaken.

Bowie takes out his Wand Morpher in wand mode.

BOWIE

All ingredients come together to form a compound. Teaglaim, marbhan!

The cauldron lets out a puff of smoke. Within it a small brown ball is formed. Bowie picks it up.

BOWIE

Hey guys!

Walker, Abby, and Maria come up to Bowie.

WALKER

Great now we can wake him up.

Walker squeezes Keith cheeks together to open Keith's mouth.

WALKER

Okay, feed it to him.

BOWIE

No.

ABBY

What?

MARIA

Why not?

BOWIE

This potion doesn't work like that.

WALKER

Then how does it work?

BOWIE

This potion actually allows someone to enter a person's dreams to wake them up.

MARIA

So one of us has to eat that.

BOWIE

Yes.

ABBY

Then who should go?

WALKER

I'll do it.

MARIA

Why you?

WALKER

I'm second in command; I think this is something that I should be doing.

ABBY

No, we'll need you if a monster shows up.

BOWIE

I'm doing it.

MARIA

What?

BOWIE

I made the potion; I should be the one to test its effect.

PROF. FIREBIRD

Just be careful, Bowie. You know what will happen if you do not make it.

ABBY

What'll happen?

BOWIE

If I don't make it in time, both Keith and myself will be permanently stuck in the dream world.

WALKER

This sounds way too risky.

BOWIE

Walker, it's the only way.

PROF. FIREBIRD

You have my full support.

BOWIE

Thanks headmistress.

Bowie walks over to a chair and sits down. He then ingests the concoction. Shortly after, Bowie falls into a deep sleep. Walker, Abby, Maria, and Prof. Firebird watch over Bowie. The warning sound goes off on the Wand Morphers. Walker opens his up.

WALKER

A monster's been sent.

ABBY

And just when we're short on people too.

PROF. FIREBIRD

Rangers, be careful. Without Keith and Bowie there is no telling what could happen.

WALKER

We will.

Walker and Abby start to head out of the infirmary. Maria grabs the speed potion Bowie made earlier.

ABBY

What are you bringing that for?

MARIA

It could be useful later.

Walker, Abby, and Maria leave the infirmary.

FADE OUT.

FADE IN:

EXT. DOWNTOWN GANDALF CITY - DAY

Walker, Abby, and Maria walk around only to see that apparently nothing is happening.

ABBY  
So where is it?

WALKER  
Keep your eyes open.

MARIA  
Is anyone else getting creeped out by all of this?

WALKER  
What do you mean?

MARIA  
Nobody's running in fear. The monster's nowhere to be found.

ABBY  
Maybe we came when the monster decided to leave?

What appears to be a strange orange fog starts to come over the area. A few people run toward the Rangers, only to be turned into white powder.

MARIA  
What is this fog?

WALKER  
It's not fog.

ABBY  
Then what is it?

WALKER  
Mushroom spores.

When the spores dissipate, the Fungarr monster walks up to the Rangers.

ABBY  
So you're the one behind all of this.

MARIA  
This is unforgivable.

WALKER

Let's do it guys!

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

WALKER, ABBY, AND MARIA

Magix Metamorphosis! Arthraigh, duine, marbhan!

Walker, Abby, and Maria all morph.

EXT. A BEACH - DAY

Bowie wakes up on the beach.

BOWIE

How'd I get here? (pause) Wait a minute; this is Keith's dream. But where's Keith?

Bowie walks around looking for Keith eventually he finds Keith fighting Wolzard unmorphed. Keith is not winning the fight. Bowie runs up to Keith.

BOWIE

You okay?

KEITH

What are you doing here?

BOWIE

We've got to get out of here.

KEITH

Right after I defeat Wolzard.

BOWIE

No, now. We don't have that much time.

Keith gets up and charges at Wolzard. Wolzard fires a blast at Keith, and Keith takes the full force of it. Keith falls down. Bowie comes up to Keith.

BOWIE

That's not Wolzard. Anyway just come with me, we don't have much time.

KEITH

Fine.

They get up and run down a partially hilly area. They stop for a bit.

KEITH

Mind telling me what's going on?

BOWIE

This is all a dream.

KEITH

Right. Now if you don't mind I've got something to do.

Keith starts to move.

BOWIE

You know if you do that you'll never wake up.

KEITH

What?

BOWIE

I told you this is a dream, and if we don't hurry neither one of us will wake up from it.

KEITH

Okay, prove to me that it's a dream.

BOWIE

Fine I will.

Bowie gets up and pulls out his Wand Morpher. He converts it to wand mode.

BOWIE

Magix Metamorphosis! Arthraigh, duine, marbhan!

Bowie morphs. He then confronts Wolzard. Bowie charges at Wolzard, and continuously punches and kicks Wolzard. Wolzard takes the full force of the hits. Bowie then draws his Wand Staff.

BOWIE

Garuda Crossbow!

Bowie converts his Staff into the Garuda Crossbow.

BOWIE

Garuda Thunder!

Bowie fires a single shot at Wolzard. The shot hits Wolzard, who then falls down and explodes. Bowie then powers down. Keith comes up to Bowie.

KEITH  
How'd you do that?

BOWIE  
I told you, this is a dream. And in a dream you can do anything.

KEITH  
What was it that you were saying about not having much time?

BOWIE  
I took this potion that allows me to enter your dream to wake you up, but it only lasts for so long.

KEITH  
What happens when time's up?

BOWIE  
We both don't wake up.

KEITH  
I see.

Bowie notices that the dream world is starting to crumble.

BOWIE  
We gotta go!

Keith turns around, and sees the world crumbling.

KEITH  
No kidding.

Keith and Bowie start running away from the edge of the dream world.

EXT. DOWNTOWN GANDALF CITY - DAY

Fungarr sprays Walker, Abby, and Maria with some of its spores.

ABBY  
(SLOWLY)  
What's...going...on?

MARIA  
(SLOWLY)  
Can't...move.

WALKER  
(SLOWLY)  
The...spores...from...the...monster...

Seeing that the Rangers are now at a disadvantage, Fungarr attacks the three of them. They all fall down.

EXT. THE DREAM WORLD - DAY

Keith and Bowie continue running.

KEITH

So if we don't make it, we'll never wake up?

BOWIE

I thought I told you that already?

KEITH

I'm just making sure.

BOWIE

Either way we need to get to the exit.

The world starts to crumble in all directions.

KEITH

Great, what are we going to do now?

BOWIE

I don't know. Without solid land to run on, we'll be toast.

The world continues to crumble until there is nothing but blackness.

KEITH

I guess we didn't make it.

BOWIE

Yeah.

KEITH

Well at least you put up a good effort to try to bring me back. Thanks.

BOWIE

It's nothing you wouldn't do for me.

KEITH

So what now? Are we just going to stay here for all eternity?

BOWIE

Looks like it.

VOICE

Keith! Bowie!

Keith and Bowie turn around to see an astral projection of Prof. Firebird.

KEITH

Mother, what are you doing here?

PROF. FIREBIRD

I'm projecting myself into your dream  
Keith to try to give the two of you  
some assistance.

BOWIE

Why didn't you do this from the  
beginning?

PROF. FIREBIRD

I wanted to use this as a last resort,  
in the case that you might not make it,  
and by the look of things, you did not.  
However, the two of you need to hurry,  
the other Rangers are in great danger.

The Prof. Firebird projection disappears as twin white doors appear. Keith and Bowie run towards them. They open automatically upon Keith and Bowie's approach.

FADE OUT.

FADE IN:

EXT. A FORESTED AREA - DAY

Fungarr slowly approaches Walker, Abby, and Maria (all morphed) who are lying on the ground still affected by the spores.

WALKER  
(SLOWLY)  
We're...fin...ished.

ABBY  
(SLOWLY)  
No!

WALKER  
(SLOWLY)  
If...we...were...at...normal...speed...  
this...guy...would...be...finished.

INT. THE INFIRMARY - DAY

Keith and Bowie wake up. Prof. Firebird comes up to them.

PROF. FIREBIRD  
Quickly you two, the other Rangers need  
you.

Keith and Bowie get up, and leave the infirmary.

EXT. A FORESTED AREA - DAY

Walker, Abby, and Maria are still affected by Fungarr's spores.

MARIA  
(SLOWLY)  
Wait...a...minute.

ABBY  
(SLOWLY)  
What...are...you...doing?

Maria spray herself with the speed potion. The effect of the potion causes her to regain her normal speed. She gets up and punches Fungarr. She then jumps up and delivers a flying kick at the monster. Fungarr goes flying back as Maria lands.

MARIA  
You're wondering why I turned back to  
normal. Well it's simple, really.

Maria holds out the potion.

MARIA

I knew this potion would come in handy,  
so I took it with me. And thanks to  
this we can all return to normal.

Maria goes over to Walker and sprays him with the potion.

WALKER

All right, back to normal!

Maria then goes over to Abby and sprays her with the  
potion.

ABBY

Finally, it feels so good to move  
again.

Fungarr reacts badly to the spraying of the potion. Keith  
and Bowie run up to them unmorphed.

KEITH

Guys!

ABBY

Keith!

KEITH

Sorry we're late.

WALKER

It doesn't matter as long as you're  
back.

MARIA

Bowie, that speed potion you made  
worked wonders for us.

BOWIE

Good to know it had some use. Anyway,  
let's do it Keith.

KEITH

Right.

Keith and Bowie pull out their Wand Morphers, and convert  
them into wand mode.

KEITH AND BOWIE

Magix Metamorphosis! Arthraigh, duine,  
marbhan!

They morph. A small platoon of Infelshias appears behind Fungarr. The Rangers charge at the Infelshias. Walker takes on a few Infelshias.

WALKER

You guys don't look like that tough to me anymore.

He throws out a few punches and kicks.

WALKER

That's because the Rangers have gotten much stronger since we first got the powers.

He runs toward a rock, and uses it to back flip. As Walker lands, he hits a few Infelshias. He then jumps up and grabs onto a tree. He uses the tree to spin around and hit Infelshias with his right foot. In a separate area Abby and Maria take on a few Infelshias.

ABBY

Hey Maria, are you thinking what I'm thinking?

MARIA

That the speed potion made us a bit faster?

ABBY

Yeah.

MARIA

Let's do it!

They jump up and spin. They pass by each other in the air, and trade positions. An Infelshia fires a blast at them.

ABBY

You since we've got all this extra energy...

MARIA

Let's finish these guys right away.

They jump up and fly through the air. When they come near the Infelshias, they cross their arms. They then hit the Infelshias with their crossed arms. The Infelshias fall down. Keith stands up on a small ledge.

KEITH

Time to do this thing!

The Infelshias that are below him, fires blasts at him. Keith jumps down, and fights the Infelshias.

KEITH

Since I got more than enough sleep,  
I've got a little extra energy to burn.  
Might as well use it up on you guys.

Keith continues to fight the Infelshias. He then draws his Staff.

KEITH

Phoenix Sword!

Keith converts his Staff into his sword. He then goes on to fight the Infelshias. In another area Bowie is fighting Infelshias.

BOWIE

You guys don't seem to be using your heads.

He kicks an Infelshia in the gut, and then flips it over his back. He then dodges the next few attacks from other Infelshias. He also gives a roundhouse kick to one of the Infelshias. Bowie then does a spinning jump. He lands a flying kick on an Infelshia. He then kicks another Infelshia with his right foot, and uses it to spin his left foot around, hitting numerous Infelshias.

BOWIE

How's my left foot feel?

Bowie lands, and draws his Staff.

BOWIE

Draiocht, arm!

He then converts the Staff into his Crossbow.

BOWIE

Garuda Crossbow! Garuda Thunder!

A yellow lightning bolt hits the tip of the Crossbow. Bowie aims it at the Infelshias and fires a couple of shots at them. All five Rangers then confront Fungarr. The monster tries to run away from the Rangers.

KEITH

Nowhere to run monster!

BOWIE

Let's finish it.

A black magic circle is cast under Fungarr's feet as Wolzard says, "allaxima, gangalos, meros". The spell causes Fungarr to grow to gigantic size.

KEITH

Again with the giant sized.

WALKER

Don't worry. Even without the power of the Megazord, we can still defeat this thing.

The Rangers pull out their Wand Morphers in wand mode.

ALL RANGERS

Magix Zord Metamorphosis! Arthraigh, duine, duil!

The Rangers morph to Zord Form. Fungarr fires some dark spores, but the Garudazord and the Phoenixzord with its sword drawn jumps out of the blast. The Phoenixzord and Garudazord charge at Fungarr. Fungarr fires a blast at the two zords but it does nothing. The Phoenixzord jumps up and gives the monster a flying kick. The Garudazord then fires two lightning bolts at Fungarr.

WALKER

Okay, our turn. Magix Orb!

The Merzord goes into the water, while the Fairyord flies up.

ABBY

Arthraigh, marbhan!

The Fairyord changes into the Magix Orb.

WALKER

Maria!

The Minozord hits the Magix Orb with its axe. The Merzord swims through the water and jumps up. It hits the Orb with its tail.

MARIA

Bowie!

The Garudazord jumps up and catches the Orb in its wings. It then spins around to launch the Orb at the Phoenixzord.

BOWIE

Keith!

The Phoenixzord runs on the ground as the Orb follows it. It then jumps up, and kicks the orb at Fungarr. The orb ignites, and flies at the monster. The monster gets hit, and falls down and explodes. The Orb bounces off of the monster and turns back into the Fairyzord.

ABBY

Great work guys!

All of the Zords get together in a huddle.

ALL RANGERS

There's nothing we can't do!

FADE OUT.

FADE IN:

INT. MECHANOS' LAIR - DAY

Wolzard stands around.

WOLZARD

Blasted mages. You may be getting more powerful, but you will not win in the end.

Wolzard walks away. Night and Mare step out of the shadows as Wolzard leaves.

NIGHT

He sure is getting arrogant. Don't you think Mare?

MARE

But of course Night. I think it's time that we looked for that certain something.

NIGHT

When you're right, you're right. All we need to do is find the Accursed Bow, and Wolzard will no longer be too much of a problem for us.

MARE

Let's go.

Night and Mare leave the main room.

END OF PART 2 (EPISODE 7)

FADE IN:

INT. THE MAIN HALL - MORNING

In a nearly empty hall, the Rangers sit down at the Merfolk table eating breakfast. A few professors, including Prof. Firebird, and both Estranges can be seen also eating breakfast at the teachers' table at the end of the room. Keith pokes some scrambled eggs with a fork and lifts it to his mouth. Before he can eat the eggs he stops for a minute. A look of worry grows over his face as he drops the fork onto his plate. Walker swallows what he is eating.

WALKER

Something wring Keith?

KEITH

I was just wondering if we'd ever be able to form the Megazord again.

Keith flashes back to when Wolzard stole the Megazord spell.

WALKER

Actually I've been wondering that myself.

BOWIE

Why?

KEITH

Sure we still have the Dragonzord spell, but will the Dragonzord be enough?

MARIA

What do you mean?

KEITH

I'm sure Mechanos' attacks are just going to get worse and worse, but will the Dragonzord be enough to defeat anything that comes in our way?

ABBY

Good question.

BOWIE

I'm sure we'll get the spell back, and we'll crush anything that comes in our path.

KEITH

I hope you're right Bowie.

ABBY

Enough of all of this sadness it's Saturday. What do we all want to do today?

The monster warning sound goes off on all of the Wand Morphers.

BOWIE

I guess that answered that question.

KEITH

Let's move out.

The Rangers get up and leave the main hall.

INT. A ROOM WITHIN MECHANOS' LAIR - DAY

Nhymera stands doing some thinking.

NHYMERA

It has to be here somewhere, but where?  
And more importantly how long will it  
take to find it? Wait a minute I  
shouldn't do this alone. After all...

She splits into Night and Mare. Night and Mare face each other.

NIGHT AND MARE

Two heads are better than one.

Night and Mare turn to a huge pile that appears to be many centuries' worth of relics. They walk up to the pile and start to sort through it.

MARE

This is going to take a while.

NIGHT

Luckily we sent that monster to keep the Rangers busy.

MARE

Not to mention Wolzard once the Rangers destroy the monster.

FADE OUT.

FADE IN:

EXT. A BEACH - DAY

The Rangers (morphed) ride in on their Broom Cycles. The manticore monster is making several people dance against their will. The Rangers get off of the Cycles and confront the monster.

MARIA

What is that thing?

WALKER

It almost looks like a manticore.

KEITH

It is a manticore. That's why those people are being controlled like this.

BOWIE

So what's the plan?

ABBY

Well probably what we always do at this time. Right Keith?

KEITH

That's right Abby. Hey you!

The manticore's attention turns to the Rangers. The control it has over the people stops, and they all run away. The manticore charges at the Rangers. The Rangers all dodge the charge. Keith jumps up and at it with his sword drawn. He slashes the manticore a few times, and backs down. Walker then comes charging at the manticore with his axe drawn. Walker comes up to the manticore and slashes it a few times with the axe. Maria and Abby charge at the monster with their Staffs drawn. They get on either side of the monster and point their staffs crest side out. Maria fires a jet of water at the manticore, while Abby fires a small tornado at it. The manticore takes the full force of the attacks. Bowie converts his staff into his crossbow and fires a few shots at the manticore. The manticore backs down a little. Keith charges at the manticore again with his sword, but before Keith can come up to it, the manticore turns around and fires its darts at Keith. The darts hit Keith causing him to fall down. The manticore turns its attention to the other Rangers. It slides its fingers over the xylophone-like chest armor, and then hits the top of its head. The manticore moves its arms, which cause Walker, Bowie, Abby, and Maria to move against their will.

ABBY

What happened?

BOWIE

I don't know.

MARIA

Our bodies are moving on their own.

WALKER

Can't...grab...a hold...of...my...axe.

Keith gets up and watches what the manticore is doing to the others. He picks up his sword, charges at the manticore. Keith runs past the manticore quickly and slashes it with his sword. The manticore's hold on the other Rangers is released.

KEITH

Okay guys let's finish him!

The Rangers jump up and deliver a powerful flying kick.

ALL RANGERS

Five-mage kick!

The kick hits the manticore and it breaks into numerous pieces. A black magic circle forms under the remains of the manticore. Wolzard's voice can be heard casting "halosis, phalanx". The manticore pulls itself together again. Wolzard then casts "allaxima, gangalos, meros", which causes the manticore to grow to gigantic size. The Rangers pull out their Wand Morphers in wand mode.

ALL RANGERS

Magix Zord Metamorphosis! Arthraigh, duine, duil!

The Rangers morph to Zord Form. The Minozord, Fairyord, Merzord, and Garudazord quickly combine into the Dragonzord. Once the Dragonzord is formed the Phoenixzord jumps up and rides the Dragonzord. The Dragonzord flies toward the manticore. The manticore fires orbs of energy at the Dragonzord, but they are dodged.

KEITH

Okay guys let's finish this now!

The Phoenixzord jumps off of the Dragonzord. The Dragonzord then shoots out a fireball, which the Phoenixzord kicks at the manticore. The fireball hits the manticore and it falls down and explodes. The Phoenixzord gets back on the Dragonzord, and the Dragonzord lands. The Dragonzord lets out a roar.

KEITH

That wasn't too bad.

The Rangers revert back to Ranger form. The Wand Morphers go off. Keith pulls out his in phone mode.

PROF. FIREBIRD

Rangers, a troll is loose in downtown Gandalf City.

KEITH

We're on it.

The Rangers get on their Cycles and ride off.

INT. A ROOM WITHIN MECHANOS' LAIR - DAY

Night and Mare continue to search for the Accursed Bow going through many different artifacts, which they just drop on the floor.

MARE

We still haven't found it.

NIGHT

Just a little bit more, Mare.

Mare grabs a hold of something, and pulls it out. She holds a black crossbow, which has a bat-like arrow.

MARE

We found it!

NIGHT

Now there's only one more thing to do.

They combine into Nhymera. Nhymera flies away.

FADE OUT.

FADE IN:

EXT. DOWNTOWN GANDALF CITY - DAY

The Rangers (morphed) arrive. Crowds of people run in terror from the troll.

BOWIE

How are we going to fight that thing?

WALKER

Yeah it's huge.

KEITH

If my mother could fight one alone, and in Ranger form, then there's no reason why the five of us couldn't do it together.

ABBY

That's right.

The troll swings an arm at the Rangers. They jump up and back flip. While in the air they give the troll a flying kick.

ALL RANGERS

Five-mage kick!

The kick makes contact. The troll falls back, explodes, and breaks into many pieces.

KEITH

We did it!

ABBY AND MARIA

We did it!

Abby and Maria give each other a high ten.

KEITH

That wasn't too bad.

Darkness befalls the area.

WOLZARD

(V/O)

So you defeated a troll with a single kick. My how you five mages have gotten stronger.

KEITH

That voice...

Wolzard walks up to the five of them. Once he has gotten close enough to them, the daylight returns.

KEITH

Wolzard!

WOLZARD

Labhe, gangalos, dolon! Valkyriezord,  
come forth!

A black magic circle forms in an area of the city, and the Valkyriezord gallops out of it. Wolzard flies up and casts another black magic circle.

WOLZARD

Allaxima, gangalos, meros!

Wolzard flies through the circle, and grows to gigantic size.

WOLZARD

Allaxima, halosis, gangalos, henosis!

Wolzard then combines with the Valkyriezord to form the Valkyrie Megazord.

WOLZARD

Valkyrie Megazord, power up!

The Rangers look up at Wolzard's Megazord.

BOWIE

It's the Valkyrie Megazord again.

ABBY

And we still can't for our Megazord.

KEITH

We've got to pull through. We'll fight  
it with everything we've got!

Walker walks up to Keith and puts his right hand on Keith's right shoulder.

WALKER

That's right. Let's do it guys!

The Rangers pull out their Wand Morphers in wand mode.

ALL RANGERS

Magix Zord Metamorphosis! Arthraigh,  
duine, duil!

The Rangers morph to Zord Form. The Minozord, Merzord, Fairyzord, and Garudazord combine into the Dragonzord. The Phoenixzord gets on it to ride it. The Dragonzord shoots a fireball at the Valkyrie Megazord, which does nothing. The Dragonzord flies past the Valkyrie Megazord, turns around and lands facing the Valkyrie Megazord.

KEITH

We actually owe you quite a bit  
Wolzard, so we'll return it a hundred  
fold!

WOLZARD

Perhaps it is time to show you the  
difference between us.

KEITH

Don't give me that!

The Dragonzord walks forward. The Phoenixzord crosses its sword with the sword-like end of the Valkyrie Megazord's staff. The Valkyrie Megazord places some pressure on the Phoenixzord's sword and they both sidestep. The Valkyrie Megazord eventually pushes the Phoenixzord back. The Valkyrie Megazord then powers up its staff.

WOLZARD

Black magic slash!

The Valkyrie Megazord sends slashes the Phoenixzord and Dragonzord. The slash causes the Dragonzord to split into its individual components. The Magix Zords lie face down on the ground.

WOLZARD

Good-bye Rangers, it has been a  
pleasure defeating you.

The Phoenixzord tries to get up as a dark purple beam is shot at the Valkyrie Megazord. The beam hits the Valkyrie Megazord. On a distant rooftop, Nhymera holds the Accursed Bow.

NHYMERA

Just don't think too badly of me, okay?

The Valkyrie Megazord turns around.

WOLZARD

Nhymera! Why you-

NHYMERA

Wolzard, I've just put a powerful curse  
on you. You are in no position to make  
threats at me. And with that said,  
good-bye!

Nhymera turns around and flies off.

WOLZARD

Is this Mechanos' doing? Allaxima,  
ledos!

Wolzard opens up a black magic circle beneath the Valkyrie  
Megazord. The Phoenixzord gets up and charges at the  
Valkyrie Megazord.

KEITH

Oh no you don't!

The Phoenixzord jumps up and grabs hold of the Valkyrie  
Megazord. The black magic circle becomes unstable.

WOLZARD

Do not interfere!

Wolzard splits from the Valkyriezord, which is now in its  
usual horse form. The Phoenixzord and Valkyriezord go  
through the circle.

WALKER

Keith!

ABBY

Keith!

WOLZARD

Allaxima, ledos!

Wolzard opens up another circle and disappears in it.

FADE OUT.

FADE IN:

INT. PROF. FIREBIRD'S OFFICE - DAY

The Rangers come in.

PROF. FIREBIRD  
Why do the four of you look so down,  
and where is Keith?

WALKER  
We don't know.

PROF. FIREBIRD  
What do you mean?

BOWIE  
Wolzard was hit by something, and was  
trying to escape, but before he could  
Keith jumped up to try to stop Wolzard,  
and he and Wolzard's Zord went  
somewhere.

PROF. FIREBIRD  
There must have been some sort of  
interference with the black magic  
circle that Wolzard used. What exactly  
hit him?

MARIA  
We don't know.

ABBY  
All we know is that it was kind of a  
purple color.

PROF. FIREBIRD  
It had to have been a curse.

BOWIE  
But how would a curse affect Wolzard's  
escape?

PROF. FIREBIRD  
Perhaps the curse was one that had the  
potential to prevent Wolzard from  
escaping. However the curse could be  
anything.

WALKER  
So how are we going to get Keith back?

PROF. FIREBIRD

I am not sure. I am also not sure if he  
can ever come back.

BOWIE

So it's just the four of us from now  
on?

PROF. FIREBIRD

It does look that way.

EXT. A BEACH - DAY

In a dark dimension, Keith lies face down in the sand,  
partially unconscious. Keith wakes up, and gets up to his  
feet.

KEITH

Where am I?

He looks around.

KEITH

Am I trapped in another dream?

Keith pinches himself. He flinches a little bit from the  
pain.

KEITH

Definitely not a dream.

He pulls out his Wand Morpher in phone mode. He dials a  
number.

KEITH

Guys, mother, someone come in!

The communication link is dead.

KEITH

Great there's no way I can get in touch  
with someone. Looks like I may be stuck  
here alone.

Keith turns around to see a black horse.

KEITH

A horse?

He walks up to the horse. As Keith approaches the horse,  
its eyes flash green.

KEITH

Wait a minute.

Keith stops.

KEITH  
Is that Wolzard's horse?

Keith continues his way to the horse. He looks at the saddle, which has a "W" shape on it.

KEITH  
It is Wolzard's horse.

He continues to check out the horse. He notices a bat-shaped mark imbedded on the saddle.

KEITH  
What is this?

He notices droplets of a green liquid falling from the saddle.

KEITH  
You're hurt?

KEITH  
(INNER)  
Should I stay and help it, or should I try to find my way out of here? Hmm...I think I'll just find a way out. After all that horse is the enemy.

Keith starts to walk away from the horse. He walks a few feet, and stops for a moment. He looks back at the horse.

KEITH  
Keith, you know you can't let an animal suffer like that...but it's the enemy why should I help it?

Keith continues to walk away from it.

FADE OUT.

FADE IN:

INT. MECHANOS' LAIR - DAY

Wolzard makes his way back to the lair. Upon entering the throne area he confronts Night and Mare. Night and Mare look at him in disbelief.

NIGHT

He's alive?

WOLZARD

Of course I am. Do you really think that a black magic knight could succumb to such a weak curse?

MARE

So I guess telling you we're sorry isn't going to cut it.

WOLZARD.

Not at all. Howling Wolf; halosis, gangalos, thursos!

Wolzard fires a Howling Wolf attack at Night and Mare. He then turns to Mechanos.

WOLZARD

Why did you order them to do that to me?

MECHANOS

I didn't do anything.

WOLZARD

What?

MECHANOS

This is the first I've heard it.

Wolzard turns his attention back to Night and Mare, who have now combined into Nhymera.

WOLZARD

Why did you do it?

NHYMERA

Because someone was getting a little too sure of himself, also that same someone has been keeping magic from you sire.

MECHANOS

What?! Is that true Wolzard?

WOLZARD

It is.

MECHANOS

Then give that magic to me now, so I can go back to the surface!

WOLZARD

I cannot do that.

MECHANOS

Why not?

WOLZARD

First of all you can never return to the surface, the Red Ranger is to blame for that one.

MECHANOS

And second?

WOLZARD

I have all ready given the power to the troll I sent earlier.

MECHANOS

What?!

WOLZARD

Halosis, phalanx!

EXT. DOWNTOWN GANDALF CITY - DAY

A black magic circle forms underneath the remains of the troll. The pieces form the troll again. Walker, Bowie, Abby, and Maria (all morphed) show up.

WALKER

So the troll wasn't completely defeated.

A glowing yellow orb of power forms in between the troll's hands.

MARIA

Isn't that the stolen Megazord spell?

The troll absorbs the spell power. The power causes it to grow into a gigantic stone gnome.

BOWIE

Did it just imitate the Megazord?

ABBY

What's up with that? It kinda angers me.

WALKER

Well, I guess there's only one thing to do.

Walker, Bowie, Abby, and Maria pull out their Wand Morphers in wand mode.

ALL

Magix Zord Metamorphosis! Arhtraigh, duine, marbhan!

FADE OUT.

FADE IN:

EXT. A BEACH - DAY

In the dark dimension, Keith still struggles to find a way out. After walking for a few more feet, he stops. The horse catches up to him and nuzzles Keith a little bit.

KEITH  
Hey stop that!

Keith turns to face the horse.

KEITH  
(INNER)  
Why is this feeling of guilt coming over me? Wait a minute. That horse is magical, but then again it's of black magic. (groans) All right! I'll help it.

KEITH  
I don't know if you can actually understand me, but I will help you out. Not because I necessarily want to, it's just that I can't stand idly by and see a magical creature being hurt, even if it's a black magical creature.

He walks up to where the bat mark is.

KEITH  
Let's see if I can remove this thing by hand.

Keith tries to take of the mark by hand, but the power of the curse makes it so that he cannot.

KEITH  
Okay, time for plan B.

Keith pulls out his Wand Morpher and converts it to wand mode.

KEITH  
Teicniocht, marbhan!

The spell does nothing.

KEITH  
That was the same spell I used when I fixed that statue in mother's office. Why isn't it working?

Keith flashes back to when his mother told him "just because a spell was able to work now, does not necessarily mean that it will work at another point in time."

KEITH

Hmm...I'll try it again, until it works. Teicniocht, marbhan!

Nothing happens. Keith tries it again. Still nothing happens. Keith tries it several more times, but each time yields the same result of nothing happening.

EXT. DOWNTOWN GANDALF CITY - DAY

The stone gnome fights the Minozord. The gnome brings down its club on the Minozord, but the club is blocked by the Minozord axe. The Minozord punches the gnome with its left hand, but the punch has no effect. The gnome then hits the Minozord with its club, and the Minozord falls down from the attack. The gnome then swipes at the other zords with its club, and the other zords all fall down. The Merzord gets back up.

MARIA

This is the Megazord's power?

The gnome makes a circle on the ground with its club. Several boulders come up. The gnome points its club at the zords, and the boulders go flying at them. The boulders hit the zords causing them to fall down.

EXT. A BEACH - DAY

In the dark dimension, Keith still continues to try to heal the horse. Each time he casts the spell, nothing happens.

KEITH

Oh come on!

Keith continues to cast the spell.

KEITH

(INNER)

Why isn't this working?

Keith tries another time, which does nothing.

KEITH

Why won't the spell work?! You're the enemy, and I've been trying my best, but still nothing's happening! Wait a minute, mother did say something about needing strong emotion for some of the more powerful spells. Maybe, what I'm trying here is much different than fixing that statue.

Keith casts the spell and says it with a great gusto. Still nothing happens.

EXT. DOWNTOWN GANDALF CITY - DAY

The zords continue to get beaten up on by the gnome. Wolzard watches the gnome close in on the zords.

WOLZARD

Well, well, well, Rangers as your own power is smashing you, enjoy that feeling of helplessness that should be coming over you.

EXT. A BEACH - DAY

Keith still tries to cast the spell. The droplets of green liquid start to pile up a little bit. As Keith brings down his wand to cast the spell another time, he falls to the ground.

KEITH

(Sighs) It's no use. What exactly did she mean by "strong emotion"? I don't understand it?

The horse whinnies, and starts to stumble. Keith looks over at it, as it falls to the ground. The horse lies on its side. Keith rushes over to it.

KEITH

Hey c'mon, why did you collapse? I've come this far, don't cop out on me now! C'mon pull through! Pull through!! Don't leave me until the very end.

Keith raises his wand up.

KEITH

TEICNIOCHT, MARBHAN!

Keith brings down his wand. This time the spell is cast. A golden wave of magic goes over the horse. The bat-like mark disappears from the saddle. Once the wave has vanished the horse's eyes flash green again. The horse gets back on its feet. Keith watches in awe as all of this happens.

KEITH

I did it. I actually did it this time!

Keith comes up to the horse's head, and put his hands on it. He keeps saying, "I did it!" over and over again.

KEITH

But why did that spell work just now?...I think when I saw you lying there above to leave me, I forgot that you were the enemy for just one second. My hatred toward you must've vanished, and I ACTUALLY wanted to save you.

The horse whinnies again.

KEITH

That's it, that's the strong emotion mother was talking about.

The horse puts its head on Keith's shoulder, and suddenly Keith finds himself sitting in the saddle.

KEITH

You want to leave this place? Let's go!

The horse gallops off, with Keith riding it.

EXT. DOWNTOWN GANDALF CITY - DAY

The gnome closes in on the zords. It casts a circle in the air. This catches the attention of the zords. Wolzard watches patiently.

WOLZARD

It is over.

In the distance Wolzard hears the whinny of a horse. Keith continues to ride the horse, as it becomes the Valkyriezord again. A Magix circle forms in front of the Valkyriezord and Keith quickly morphs to Zord Form. The Valkyriezord jumps out of a circle on the ground, and the Phoenixzord slashes the gnome with its sword. The other zords look up at the Phoenixzord on the Valkyriezord.

WALKER

Keith!

ABBY

Keith!

BOWIE

Why's he riding Wolzard's horse?

KEITH

I see. Your spell called for us.  
Tecniocht, arthraigh, duine, teaglam!

The Phoenixzord and the Valkyriezord to combine into the Phoenix Centaurozord.

WALKER

What?

ABBY

Keith and...

BOWIE

Wolzard's horse...

MARIA

Combined?

KEITH

Phoenix Centaurozord, power up!

Wolzard looks up at the Phoenix Centaurozord.

WOLZARD

So you recognize the Red Ranger as a warrior, Valkyriezord?

The Phoenix Centaurozord confronts the gnome.

KEITH

Hot, hot, hot! The flame of magic burns through my body! Phoenix Lance!

The Phoenix Centaurozord swings the Phoenix Lance in the air. Both ends of the Lance are ignited. The gnome and Phoenix Centaurozord come up to each other. The gnome swings its club at the Phoenix Centaurozord, but the Lance blocks each swing. The gnome falls back. The Phoenix Centaurozord sets the Lance down. Both ends are extinguished. The gnome casts another circle on the ground and brings up some more boulders. The mane on the head of the Phoenix Centaurozord ignites.

KEITH

Flame Mane!

The Phoenix Centaurozord spins the Mane around to destroy the boulders. Once all of the boulders have been destroyed, the Mane hits the gnome. The gnome takes the full force of the hit, and falls down and explodes. The Phoenix Centaurozord turns its back to the gnome.

KEITH

Checkmate!

Once the gnome has been completely destroyed, the glowing yellow orb of power leaves its body. The orb turns into a Magix circle with each of the five symbols glowing in the color of its Ranger. The Minozord, Merzord, Fairyord, and Garudazord stand behind the Phoenixzord mounted on the Valkyriezord. The five symbols from the Magix circle continue to glow and turn into five different colored orbs of power. Each Zord gets an orb of its color. The Zords absorb the orbs.

WALKER

Wait a minute. This is...

BOWIE

The spell for the Megazord has returned to us.

ABBY

Finally we can become the Megazord again!

MARIA

You did it Keith!

KEITH

No we did it, right Valkyriezord?

The Valkyriezord whinnies and raises its front legs knocking the Phoenixzord off. The Valkyriezord then goes over to Wolzard. Wolzard flies up into the air.

WOLZARD

Allaxima, gangalos, meros!

Wolzard grows to gigantic size.

WOLZARD

Allaxima, halosis, henosis!

Wolzard combines with the Valkyriezord to form centaur mode.

WOLZARD

Valkyriezord, centaur mode!

KEITH

What just happened?

WOLZARD

While the Valkyriezord recognizes you as a warrior Red Ranger, that is why you were able to combine. However, it has repaid its debt to you.

KEITH

Its debt? That's not what I had in mind!

WOLZARD

Until next time, Rangers! Allaxima, ledos!

Wolzard steps backward, and vanishes in a black magic circle. The Phoenixzord watches as Wolzard disappears.

FADE OUT.

FADE IN:

EXT. THE GROUNDS OF MAGIX - EVENING

Keith sits under a tree staring off into space. The other Rangers come up to him.

WALKER

What's up?

KEITH

Nothing.

ABBY

Really? Because you look like you have something on your mind.

KEITH

I was just thinking about the Valkyriezord.

BOWIE

Why?

KEITH

It's just that I thought I made some sort of connection with it, but it just went back to Wolzard.

MARIA

Well Wolzard did say something about the Valkyriezord repaying some sort of a debt to you.

KEITH

I can understand that it's grateful for me lifting that curse off of it but...

WALKER

You wanted to add to our arsenal.

KEITH

Yeah. That way we could have some sort of edge over Wolzard and Mechanos.

ABBY

Don't worry; I'm sure someday you'll get another chance to become the Phoenix Centaurozord.

KEITH

I know, but I was also doing some thinking about Wolzard too.

WALKER

What about?

KEITH

I don't know what it is, and I just got the feeling now, but I think I know Wolzard from somewhere.

BOWIE

What?

KEITH

I know it sounds weird, but I do feel like I know Wolzard from somewhere outside of battle.

MARIA

You should ask your mother. Maybe she might know something.

KEITH

I could, but remember my mother can get somewhat overprotective. After all she didn't want me to become a mage.

ABBY

Give it a try anyway. Your mother might give you the answers that you're looking for.

KEITH

I guess it wouldn't hurt to try.

Keith hears the rumbling of his stomach.

KEITH

I don't know about the rest of you, but I'm getting hungry.

WALKER

Yeah, so am I.

Keith gets up. The Rangers head toward the castle.

INT. PROF. FIREBIRD'S OFFICE - DAY

Prof. Firebird watches the Rangers on the mirror.

PROF. FIREBIRD

Keith there is more to Wolzard than you know, but those kinds of questions are best suited for a much later date. However, now that I think about it, Keith must never know the truth about Wolzard. That kind of information is too shocking.

Prof. Firebird looks up at a clock in her office.

PROF. FIREBIRD

Well Keith I think you may have the right idea about getting something to eat. The past few days have been overly long, and the battle ahead of you will be even longer.

Prof. Firebird leaves her office.

END