

Between
The Lines
STUDIOS

By the
Grace of
Ghosts
Halloween Episode

ANGEL
between
the lines
season 1

Angel Between the Lines Season 1

Halloween Episode - By the Grace of Ghosts
by Paul Maki and Tabitha Grace Smith

Cast

Enoch Boone

Chad - 21-yr-old in LA from the Valley going to clubs for first time as legal drinker, slightly uptight

Ayesh - Chad's twin sister, bubbly and flirty

Varney - Vampire minion of Enoch, fairly recently turned

Orlock - Vampire minion of Enoch, somewhat dimwitted, likes to be scary

Bobby - early 20's, gullible clubgoer

Renfield- Vampire who has been with Enoch for quite some time, a survivor who will do whatever he has to to keep going

Donna - Late teens/early 20's, in poor health from starvation, fairly strong-willed

Mike - Early 20's, thinks he's a tough guy

Will - Late 40's/Early 50's Above average intelligence, but has been living on the street, undernourished

Audrey - Late 40's/Early 50's Possibly had some nursing training, lives on the streets, undernourished

Gunn

Fred

Connor

Diana

Wesley

Hawkins

HAL_001 Setting: Alley

(SFX: NIGHT SOUNDS, THREE SETS OF FOOTSTEPS ON CONCRETE OR ASPHALT)

ENOCH:	When we get the club we shall be transformed like Tom Cantey...
CHAD:	Who? (PAUSE AND SKEPTICAL) Seems pretty dark for a club entrance.
ENOCH:	It's the back entrance. The doorman will see a handsome gentleman and stylish lady like yourselves, and you can stroll right in.
AYELISH:	(BUBBLY) Stylish! I <i>am</i> stylish. Chad here called my boa "stupid."
ENOCH:	No, quite the contrary, Scarlett my dear, blood red about the neck is very... tasty.
AYELISH:	(FLIRTY) Really?
ENOCH:	(WHISPER) Hey, what say you lose Mister Tarleton over there, and let me be your Rhett?

AYELISH:	(GIGGLE) Chad's my brother, how would I get back to the Valley?
ENOCH:	I'll take you in my fine riding coach, Miss Scarlett...
CHAD:	Her name's Ayelish! [Eye-LISH]
ENOCH:	How about "de-lish?" (VAMPS)
CHAD & AYELISH:	(SCREAMS) (NOTE TO AYELISH RECORD A LOT OF SCREAMING AND WHIMPERING SO WE CAN PUT IT BEHIND THE VAMPIRES TALKING, AND REACTION TO CHAD'S DEATH)
ENOCH:	Varney! Orlock! Renfield! Party time...
VARNEY:	Ohhh I'd hate to be late to THIS party! (VAMPS)
CHAD:	Noo... Noo.... AHHHHH!! (GURGLING DEATH SCREAM AS HIS THROAT IS RIPPED OUT)

VARNEY:	(SNARLS) Hmm, Jagermeister, and... (SMACKS LIPS) Just a touch of Drakkar Noir. Ugh. He's a what, 1981 vintage?
ORLOCK:	Hey! Why's he get the bigger one?
VARNEY:	First come, first serve! Two kids in the big city from the Valley, you get the girl...
ORLOCK:	This other one is just standing here... Hey, pretty pretty, tremble in fear. (VAMPS THEN SHOUTS) <i>Tremble in fear!</i>
ENOCH:	Now, now, Orlock, you'll just make the poor thing wet herself!
RENFIELD:	And some of us prefer the simple musk of fear above urine.
AYELISH:	LET.... me.. go!!! (FREAKING OUT SOUNDS AS YOU TRY TO GET AWAY) (HEAVY RUNNING/BREATH SOUNDS) (SFX: SCUFFLE, AYELISH RUNS OFF)

ORLOCK:	Hey! Not fair pretty!
ENOCH:	Orlock! Don't follow... Next time you back prey into the corner, make sure the corner doesn't have a door.
ORLOCK:	(SIGHS) I miss the old place.... didn't lose dinner there.
ENOCH:	I know Orlock my boy, but for now we are exiled like Edmond Dantès, until we are proven worthy of escape... we shall see our former haunts no more.
VARNEY:	(SNARL) We can't go back until Gunn's dead... and I'm picking my teeth with his bones.... (DRAMATIC PAUSE)
ENOCH:	That's a bit over dramatic don't you think Varney?
	(MUSIC: ABTL THEME)

HAL_002 Setting: Hyperion

	<i>(SFX: PHONE RINGS)</i>
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FRED:	Angel Investigations, Winifred Burkle speaking. Yes. Well, we could travel... Chicago? No, I'm afraid we're a bit too thin here to send anyone to Chicago.
	<i>(SFX: ROLODEX)</i>
FRED:	I can recommend a Jack Fleming... Oh. Otherwise there is a Harry Dres- Oh. Yes, that's what the card here says, "no Love Potions." Now, what would you want to mess with love potions for? Love spells never end well anyway... I see. Oh! Why thank you. Dallas, actually, I... <i>(FALTERS)</i> uh... Please hold. Charles?
GUNN:	Trouble?
FRED:	This guy is just getting a little, uh, ew...(OR OTHER EXPRESSION OF DISGUST)
GUNN:	Hello? This is Charles Gunn. <i>(TOUGH)</i> Ms. Burkle's boyfriend. <i>(SMIRK)</i> Huh, he hung up...
	<i>(SFX: PHONE RINGS)</i> <i>(SFX: PHONE PICKUP)</i>

GUNN:	Angel Investigations, this is- Oh, yes Mr. Briggs. Yes, we- Oh, I'm sorry to hear that.
CONNOR:	Hey, Fred!
FRED:	(WHISPER) Shush, business call...
GUNN:	Now just hold up a minute! We told you they could come back. No, we said we had to take the plaster off the walls to find the queen- Well, now you got bigger problems, right? We'll come- (FALTERS) How many? Uh, well we're a little under- No. No. Okay.
	<i>(SFX: HANGS UP)</i>
CONNOR:	What was that?
GUNN:	(SIGHS) That was Mr. Briggs from last month.
FRED:	The Nester demons?
GUNN:	Yeah, remember? "Do you know how much it costs to replaster walls?" Heh, not as much as fixing all the nesters' damages...
CONNOR:	So, when do we go in?
GUNN:	We don't. There's way too many this time. We don't have the manpower. He's going to go-
FRED:	-to the other guy?

GUNN:	Yeah.
CONNOR:	Wesley?
FRED:	Well, if we really couldn't-
CONNOR:	Couldn't! We could!
GUNN:	Not without putting us all at risk! First we need to find out what happened to Angel and Cor-
CONNOR:	I'm as good as four of you in a fight!
GUNN:	What did you say!?
FRED:	Look, Charles, Connor, maybe we should just...
CONNOR:	I am useful. Use me! I am the best hunter here.
GUNN:	I've been taking out vamps since-
CONNOR:	Since? How about your whole, entire life? No? I have.
FRED:	(LOW VOICE/ ASIDE) Look, Charles, he's a teenager, he's baiting you, trying to test your boundaries...
GUNN:	No, look I'm... I'm just gettin' outta here a while, maybe go kill something evil...

HAL_003 Setting: Alley

(SFX: NIGHT SOUNDS/CITY)

ENOCH:	All right listen here, Bobby, what I have back here is a private club.
BOBBY:	(UNCERTAIN) In the alley?
ENOCH:	Yessir. This club is so hot it has a secret entrance, but believe me, the party elite are just dyin' to get in.
GUNN:	(UNDER BREATH) This guy again. Suppose I could let him Darwin away all the stupid people in the world.
BOBBY:	(FROM ALLEY) What are you doing!?! Aghhh my neck!
	(SFX: PUNCH)
ENOCH:	Now, that ain't hardly fair, suckerpunching a guy while he's having a meal!
BOBBY:	What <i>is</i> he...?
GUNN:	I'll take care of him, Run!
ENOCH:	You'll take care of me huh? News for you, son, I've got people of my own who take care of me. (GRUNTS)

	<i>(SFX: PUNCH)</i>
GUNN:	I don't see any of those people here now...
ENOCH:	They'll be along, by-and-by.
	<i>(SFX: SWORD UNSHEATHING)</i>
GUNN:	Whoa, now why's a vamp like you need a sword? Your fangs getting dull?
ENOCH:	They're sharp enough.
	<i>(SFX: SWORD SWISHES)</i>
ENOCH:	I just like to see a guy bleed for a while.
	<i>(SFX: SWORD SWISHES)</i>
GUNN:	(CRIES OUT AS SWORD HITS HIM)
ENOCH:	Now, see, we've got some blood flowing real good.
VARNEY:	Whatcha got, boss? (FIGHT SOUNDS)
ORLOCK:	Looks like supertime! (FIGHT SOUNDS)
ENOCH:	Ah, it's Athos and Porthos... come to aid in my quest.

VARNEY:	Ohh... big bad vampire hunter out with just a stake...? (UFF SOUND AS YOU GET STAKED)
GUNN:	All I need...(GRUNTS) <i>(SFX: VAMPIRE DUSTS)</i>
ENOCH:	You'll want to be watching him... <i>(SFX: CLANGING METAL OF FIRE ESCAPE)</i>
ORLOCK:	Watching him go up the fire escape?
ENOCH:	Well, after him Orlock!
ORLOCK:	Not that building! You even said last time...
RENFIELD:	(RUNNING UP) Sorry I'm late sir... (PAUSE) We do not go in there anymore, since the infestation.
ORLOCK:	Let the traps get him.
ENOCH:	Now, now, the traps may catch him and then all you need do is eat! This is no ordinary prey! Drink the vampire hunter and you are mighty! Orlock! Get up there!
RENFIELD:	He'll need to mind the traps too.
ENOCH:	Very well, then Renfield, you go in too.

RENFIELD:	But... The infestation!
ENOCH:	You set the traps, you can steer them clear. Go! Before they get themselves caught!

HAL_004 Setting: Hallway in abandoned building

(SFX: RUNNING FOOTSTEPS... STOP ON GUNN'S LINE)

GUNN:	(GASPING) Smart one Gunn, lets hide in an abandoned building with no help anywhere! Oh and by the way... you are stabbed in the gut... (PAUSE) and you're talking to yourself... just great.
DONNA:	(HISSED WHISPER) Come here! This way!
GUNN:	What? Where are you?
DONNA:	Right here.
GUNN:	Hey, you don't look so good. C'mon, we have to keep moving, there's some...
DONNA:	Vampires?
GUNN:	Vampires... behind me... are you coming?
DONNA:	I don't have to worry about vampires, we have protection.
GUNN:	Protection?

DONNA:	Yes, it's the protection I have to worry about.
ORLOCK:	(DISTANT) Yoo-hoo! Mr. fearless vampire-killer man! Come out come out, wherever you are!
GUNN:	I don't think they know where I am... Uh, Gunn, Charles Gunn.
DONNA:	I'm Donna. It's best if you don't wander too much in here. This building has... secrets.
RENFIELD:	(CLOSER, BUT STILL DISTANT) Where are you?
GUNN:	They're still looking for me. Here, this way, we'll double back on them, I came in...
DONNA:	It's not safe...
GUNN:	No, just over here, I...
DONNA:	You think you came in here?
GUNN:	There was a window right here, I swear it!
DONNA:	Funny how these things work out.
ORLOCK:	There he is, with that girl! I'll get him...

	(SFX: ONE SET OF FOOTSTEPS RUNNING ON WOOD)
RENFIELD:	No, wait!
	<i>(SFX: TRAPDOOR OPENS UNDER ORLOCK)</i>
ORLOCK:	(CRIES OUT)
RENFIELD:	I'll get something to get you out!
ORLOCK:	I think my leg is broken!
GUNN:	That trapdoor goes the whole width of the hallway! We could have just...
DONNA:	I told you it's not safe to wander in here. Here, have a look...
GUNN:	That's gotta go all the way into the basement!
ORLOCK:	(VAMPS OUT) Come closer, you smell delicious...
GUNN:	I'm thinkin' I'll stay up here.
DONNA:	(WINCES) He's turned his face...
GUNN:	They do that when they're thinking of food....

DONNA:	and that's all it will take to bring them... (MOANS)
	<i>(SFX: DONNA COLLAPSES)</i>
GUNN:	Donna!
DONNA:	They're almost here, I can feel them...
GUNN:	Who's almost here?
DONNA:	The Protectors.
	<i>(SFX: LOW MOANS AND WAILS)</i>
DONNA:	(EACH PHRASE SHOULD SOUND LIKE A DIFFERENT PERSONALITY) Foul beasts... ripped my neck... nasty hunters... killed me... must protect... stop them... bring the heat... we take them...
GUNN:	Donna!
RENFIELD:	Grab ahold of this curtain, I will pull you up!
	<i>(SFX: MOANS AND WAILS GET LOUDER. MANY VOICES OVERLAPPING. THE WAILS GET VERY LOUD. CRACKLING SOUND. ROARING FIRE)</i>
ORLOCK:	(CRIES OUT)

	<i>(SFX: TWO VAMPS DUSTING. ROAR OF FIRE AND MOANS AND WAILS CEASE ABRUPTLY)</i>
DONNA:	(GASPING) They've gone...

HAL_005 Setting: Hallway in Abandoned Building

GUNN:	Are you all right?
DONNA:	(CATCHING BREATH) Yes... Yes, I just need a minute. Did the protectors get the vampires?
GUNN:	Yeah, they went poof, but there's still the one vamp left. He ran away.
DONNA:	We're a little bit outside from where I'd usually go around here, but is there a door marked "Janitorial" just ahead there?
GUNN:	I can't quite see... Yeah, on the left.
DONNA:	Help me up and let's go in there.
	<i>(SFX: CREAKING DOOR)</i>
DONNA:	For some reason L.A. Water & Power cut off all the electricity in the building but never cut off the water.

	<i>(SFX: SQUEAKING TAP, THEN SHUDDERING PIPE, THEN SPLASHING WATER.)</i>
GUNN:	So, that thing you did to the vamps back there...
DONNA:	Oh, no, <i>I</i> didn't do anything. The Protectors come, and I'm just along for the ride.
GUNN:	Looks like it's pretty hard on you.
DONNA:	It wasn't as bad the first few weeks...
GUNN:	Weeks?
DONNA:	Last couple months have been pretty rough, though.
GUNN:	Months?
DONNA:	I think I can get up now. C'mon, I'll bring you to meet the others. Come on!
	<i>(SFX: SERIES OF KNOCKS, LIKE A CODE)</i>
DONNA:	I've found someone!
MIKE:	Do you have any food, man?
WILL:	Hush, Mike, can't you see the man's injured?
AUDREY:	Let me see you, dear. Ooh, that's a nasty cut.

GUNN:	Thanks, but- Man! You people look like you haven't had a meal in...
WILL:	Weeks? It's true, we've fallen under some unique circumstances...
DONNA:	Charles here was chased into the building by some vampires.
WILL:	Vampires...
GUNN:	Yeah, vamps, you gotta love this town. Two of them are dust now, I'll take care of the last one.
AUDREY:	You most certainly will not! I've got this bandage nearly done. Here, hold this firm. (MAKE SOUNDS LIKE EXERTING YOURSELF SLIGHTLY TO PUT ON BANDAGE) Done!
GUNN:	Look, the vamps were after me, I can deal with him.
WILL:	We've got protection from vampires, it's best not to go wandering these halls.
DONNA:	Charles knows now, Will. Two of the vamps got trapped in one of the halls and the Protectors came.
AUDREY:	You poor dear! Did they... take over again?
DONNA:	Sometimes I think it gets worse each time.
AUDREY:	Poor hon, come in the other room to freshen up...

	<i>(SFX: DOOR CLOSING)</i>
GUNN:	Okay, what the hell is going on here?

HAL_006 Setting: Room in the Abandoned Building

GUNN:	So there's no way out, and the building is riddled with traps?
DONNA:	There are probably ways out, but They won't let us near them.
GUNN:	And "They" are...?
AUDREY:	The Protectors. Ghosts, spirits, something along those lines.
DONNA:	I think they're ghosts. People who were killed by vampires and want to protect us from them.
GUNN:	And they've been talking through you since you got in here?
MIKE:	At first she could just sense them coming.
WILL:	It seems the longer she's exposed, the more they take her over.

DONNA:	But it's not like a possession, there's so many of them all talking at once. I can see the memories each one has, as each one takes over. These... people or whatever, they died in horrible pain. They have... rage. You saw it, Charles.
GUNN:	So they protect you by not letting you leave.
AUDREY:	They have some sort of power over this building. There are vampires in the outside world. Keeping us in the building is keeping us safe.
GUNN:	Using insane ghost logic maybe, but keeping you in this building is starving you to death!
WILL:	You grasp our complications remarkably well.
DONNA:	I'm not sure if there is any logic. I have to fight so hard to keep them out.
WILL:	And not only that, but even if we were to figure out how to get them to let us pass, there's still all the traps in here.
GUNN:	How bad can the traps be? Look out for trapdoors, and make our way to a door.
MIKE:	If it were so easy we'd already be out of here. Ask Mr. Trent about how easy it is to avoid springloaded concrete walls...
WILL:	(LOW, WARNING VOICE) Mike...

MIKE:	It's true! He got all smashed in between, right, tell him!
WILL:	Mike is right, aside from his extreme lack of tact in describing bloody death in front of the ladies. It was a compression injury, he was alive for... impossibly long it felt like after that, but we couldn't get him out. At any rate, the trapdoors are the easy ones.
	<i>(SFX: CLATTER OF SOMETHING FALLING OVER)</i>
GUNN:	(VERY LOW VOICE) We're not alone.
	<i>(SFX: DOOR OPENS)</i>
GUNN:	(SHOUTS)
RENFIELD:	(CRIES OUT)
	<i>(SFX: THEY FALL TO THE FLOOR)</i>
RENFIELD:	No, wait! Don't stake me!
GUNN:	I apologize, but I'm not feeling terribly merciful to vampires just now.
	<i>(SFX: TRADING PUNCHES)</i>
MIKE:	I got him down- throw me the stake!
GUNN:	Nice one!
	<i>(SFX: WOODEN STAKE CAUGHT BY MIKE)</i>

MIKE:	(RELISHING IT) Dusty time!
RENFIELD:	(DESPERATE SCREECH) I can help you!
GUNN:	Mike, wait!
MIKE:	Wait!?! (BLOWS OUT A BREATH) Okay, the vampire here stays on the floor, and I stay here with the point of this stake rigghht here over his heart.
RENFIELD:	You are unbelievably generous, sirs, I appreciate-
GUNN:	Stop. Stop with the kissing of my behind and talk before his hand gets too heavy on that there pointy stick.
MIKE:	Like the man said, talk!
RENFIELD:	I couldn't help overhearing how you need help out of this place.
MIKE:	And just what do you know to get us out that we don't already know?
RENFIELD:	I know where all the traps are!
GUNN:	Forgive our skepticism, but how can you know that?
RENFIELD:	Enoch and I set them all up to trap humans before the... Infestation arrived!
MIKE:	You set up the traps? Prove it.

RENFIELD:	Prove it? Well, I'm not sure... Well, you have noticed how none of the traps kill outright? That is so that we can go in and drain the prey before they... Expired.
MIKE:	This isn't exactly lightening up my stake-hand.
WILL:	Mike, it sounds like he really knows the nature of the devices, I think he probably does know their locations.
GUNN:	I can't be in here for months, I have people... There's someone who needs me out there.
MIKE:	Who cares? He's responsible, he deserves-
GUNN:	Mike. Give me the stake.
MIKE:	He's a vampire! What makes you think he could help us!?
GUNN:	Yo, Fang-Boy, he's got a point, how can I be sure you won't just try to eat us all when you get free?
RENFIELD:	Are you joking? You saw what happens if a vampire tries to feed in here!
GUNN:	All right, Mike, the stake...
MIKE:	(FRUSTRATED) Fine.
	<i>(SFX: STAKE CLATTERS ON FLOOR)</i>

HAL_007 Setting: Hyperion Hotel.

FRED:	Connor? Have you seen Gunn?
CONNOR:	Probably out kicking some tires or something. Maybe he found someone else to be mad at.
FRED:	This is serious Connor, it's not like him to be gone this long without telling me.
CONNOR:	(SLIGHTLY SULKY) I was being serious.
FRED:	Should we patrol? Should patrolling go on?
CONNOR:	If it'll make you feel better... I'll go look around outside. I'm sure he's fine.
FRED:	I don't know, if something's going on you shouldn't go alone.
CONNOR:	(PROUDLY) I'll be fine. I survived Quor-Toth, I think I'll be fine. And I'm an excellent tracker.
FRED:	(RELUCTANTLY) Well....
CONNOR:	Besides, it's not like we have anyone else to turn to.
FRED:	(SIGHS) You're right. (PAUSES, INDECISIVELY) Just please be careful.

HAL_008 Setting: Hallways

GUNN:	Man, I <i>cannot</i> believe I'm doing this.
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RENFIELD:	What's that? Um, bear to the left side of this hallway.
GUNN:	Right. If we were on the street and not trapped in this building-
RENFIELD:	(SLIGHT BRAVADO) I'd be dancing in your entrails by now.
GUNN:	More like I'd be brushing you off my coat. That's the thing though. You are a soulless bloodsucker, and everything I stand for is about dusting you and making the world a safer place. But I can't be in here for months...
RENFIELD:	We all want to get out of here. We share a common objective, you can trust me. I need to trigger this, care to lend a hand while I swipe a foot here?
	(SFX: SPRING-LOADED KA-CHUNK)
RENFIELD:	Tenpenny nails through the feet.
GUNN:	You could say that with just a bit less personal pride in your voice...
RENFIELD:	It takes a craftsman to maim in just the right way.
GUNN:	Right. (Beat) Look, all I'm sayin' is, just because I <i>have</i> to trust you doesn't mean I really <i>should</i> .
RENFIELD:	Your choice, but I'm not eating you...

GUNN:	But only because of the ghosts!
RENFIELD:	If I so much as furrow my brow, it's likely that yours will be the last face I see. (SHUDDER) I think you have NOTHING to worry about.
MIKE:	You so much as show too much teeth and I'm shoving in a stake in a non-beat of the dried-up lump in your chest.
RENFIELD:	Easy! I get the picture. I think we can agree on a peaceable arrangement until we leave this abode.
GUNN:	Mike! Go back and walk with Will a while.
MIKE:	I'm not gonna leave Donna in fang's reach of that damned-
GUNN:	Mike. (NOT MESSING AROUND) Go. With. Will.

HAL_009 Setting: Wesley's Apartment

WESLEY:	Hawkins. Jones. You'll take point. Diana, you're with me. This three-headed mage is not to be trifled with.
DIANA:	I don't understand, if he's been alive for hundreds of years. Why is he only now causing trouble?
WESLEY:	He's read Harry Potter. Apparently he took extreme offense to J.K. Rowling killing his favorite character.
HAWKINS:	Who Dum-- (bledore)

DIANA:	(CUTTING HIM OFF) Ack! Don't spoil it.
	(PAUSE)
DIANA:	I haven't read them all. Kind of busy with the whole killing evil.
	(SFX: PHONE RINGS)
HAWKINS:	You're all kinds of crazy Di.
	(SFX: PHONE CONTINUES TO RING)
DIANA:	You gonna get that boss?
WESLEY:	Let the machine pick it up, it's probably just another problem that needs solving. We've got plenty more important things to do.... ensemble the gear.
	(SFX: FOLKS PACKING BOXES OR SOMETHING)
	(SFX: PHONE RINGING STOPS, VOICEMAIL RECORDING STARTS - SOFT BEEP)
WESLEY (VOICEMAIL SOUNDING):	You've reached Wesley Wyndham Price. Please leave a message after the beep.
	(SFX: BEEP)

FRED:	(ON ANSWERING MACHINE, TIRED) Wesley. Hey. I. Hi, uh. (QUIVERING, SHE HANGS ON THE EDGE OF COMPLETE HELPLESSNESS) I don't know what to say. Gunn's missing. Connor's looking for him but I don't think...It's almost four in the morning. I. I need help. I don't know where else to turn. Please if you're. You're there. If. Just call ok?
	(SFX: LONG VOICEMAIL BEEP)
WESLEY:	(DEEP, ALMOST PAINED BREATH IN)
DIANA:	(CONCERNED) Boss?
WESLEY:	It's nothing...
	(SFX: BUTTON CLICK ON VOICEMAIL AS WESLEY PUSHES IT)
ANSWERING MACHINE:	Message deleted.
WESLEY:	(DARKLY) Time to go.

HAL_010 Setting: Hallways

DONNA:	You seem a little... tightly wound?
GUNN:	Yeah, well, compromising my stake-first ask-questions-later policy does that to me.

DONNA:	You think he's really getting us out of here?
GUNN:	He does seem to know the place. Fred's probably looking all over for me by now...
DONNA:	(MILD SURPRISE) Oh!
GUNN:	What?
DONNA:	It's just, well, you didn't look... (CHUCKLES) Well, you know, that lifestyle is valid...
GUNN:	Lifestyle...? OH! No no no. <i>Winifred</i> . Fred for short. She's my girl. We... lost some friends recently and if I'm gone for months... Well, I don't know what she'd have to do...
DONNA:	Well, try not to take it out too much on Mike, okay?
GUNN:	What <i>is</i> his problem? We're working on getting out of here...
DONNA:	We've been though a lot in this building. All of us have. People have come in, gotten... trapped here. Mike came in with a buddy, they'd scored a big pile of food behind a Safeway- dumpster diving, y'know. I suppose you think that's disgusting...
GUNN:	No. I can relate... Go on.

DONNA:	<p>Anyway, Will and Mr. Trent had been here the longest, they sort of do the "welcoming" speech when some new street kids wander in, then we all divide out whatever food the new folks have...</p> <p>Mike's buddy wasn't having that. He ran out with the food and Mr. Trent went after him, to keep him out of the traps, and... Well, you heard about Mr. Trent.</p>
GUNN:	<p>Yeah. I guess I did.</p>
DONNA:	<p>Mike's buddy just kept on going, we never saw him again, he might have gotten out, but...</p>
GUNN:	<p>Lot of traps in here.</p>
DONNA:	<p>But Mike's a decent guy, see? He sat with Mr. Trent all the way until... He didn't think it was going to happen. So ever since, Mike's kind of been looking out for me. None of us knew each other coming in here, just looking for the shelter. But now, Will and Audrey are kind of the old folks and Mike's kind of my brother. Never had a brother I knew and Mike protects me...</p>
GUNN:	<p>Like a sister.</p>
DONNA:	<p>Yeah, like that. Vampires have come in from time to time, Mike's done in almost as many as the Protectors have. Anyway, you get down to it in here, almost alone, and you hold on to whatever you do have, y'know?</p>
GUNN:	<p>Yeah. Yeah, I know. I've been there. I-</p>

RENFIELD:	(SNIFFS) Ahhhhh, blood. (HESITANT) Um, pardon me? (TO HIMSELF) Oh that's the girl that got away! What a waste of a good meal.
GUNN:	(CAUTIOUSLY) Yeah?
RENFIELD:	(TO GUNN) You should send the girl back to talk to the older woman.
GUNN:	What's the problem?
DONNA:	Gunn, I'll go...
GUNN:	Okay, what's the deal, man?
RENFIELD:	I knew she'd likely scream and we need control...
	<i>(SFX: CREAKING DOOR)</i>
RENFIELD:	(EXCITEDLY) Behold!
GUNN:	(GASPS) Oh, my..., that's... (DISBELIEF) a girl?
RENFIELD:	(PROUD) It's a work of art! A deadfall trap like one might create out in the woods, Enoch said no sane individual would ever walk under the ruined piano, but...
GUNN:	(DISGUSTEDLY) That's not all blood, is it?
RENFIELD:	Not at all, it looks like there's also a... One of those lovely feather things.

GUNN:	A boa.
RENFIELD:	Yes, as if the girl was draped across a piano to sing, only upside down. When we made this, I was a big fan of the torch singer. I love the elegance of it. She was wearing the –boa– already. What a fortunate happenstance! (REVERENT) Isn't she lovely?
GUNN:	You disgust me! (ANGER FLARES FURTHER) How can you make jokes like that?
MIKE:	(FROM DOORWAY) What's going on up he-
GUNN:	(WARNING) Mike...
MIKE:	(GROWL OF RAGE)
	<i>(SFX:PUNCH)</i>
RENFIELD	(GRUNTS AS HIT BY PUNCH)
	<i>(SFX: CLATTER OF WOOD)</i>
GUNN:	(LOUD AND FIRM, BUT NOT SHOUTING) Mike, put down the piano leg...
MIKE:	(DISTRAUGHT) He built all of this! He killed that girl! Look at him! He can't even wipe that smug smirk off even now!
	<i>(SFX: BODIES COLLIDING)</i>

GUNN & MIKE:	(GRUNTS)
GUNN:	(LOW WHISPER) I know this is wrong to you. I know the creature over there is a thing of evil. I want to take this piano leg from across your chest and ram it through this guy.
MIKE:	(GASPED WHISPER) Do it, man!
GUNN:	(LOW, CAREFULLY MEASURED PACE) But we need him. He is going to lead us through the traps. He is going to get us out. I need him if I'm ever gonna see my girl again. Do you understand?
MIKE:	(DEJECTED SIGH) Yeah, man, I get it.
	(SFX: PIANO LEG CLATTERS TO FLOOR)

HAL_011 Setting: Hallways

GUNN:	With all due respect, Mike, we need to stay spread out.
MIKE:	I've seen how this movie ends... we need to stick together!
GUNN:	All it would take is one unexpected trap, and-
RENFIELD:	Wait!
GUNN:	What?

RENFIELD:	Here, wait. Let me remove my shoe. I'll just toss it...
	<i>(SFX: SHOE LANDS ON FLOOR. WHOOSH SOUND. CLUB THUDS LOUDLY INTO WALL)</i>
WILL:	That would have broken both your legs below the knees!
RENFIELD:	The traps are all specifically to maim and immobilize.
MIKE:	<i>(DISGUSTED)</i> So you guys could find the victims and feed. <i>(SPITS)</i>
RENFIELD:	Well, yes.
DONNA:	How much further?
	<i>(SFX: CREAKING GROAN OF WOOD)</i>
RENFIELD:	Look out!
	<i>(SFX: WHOOSH OF ANOTHER CLUB. CRACKING OF BONES IN DONNA'S LEG)</i>
DONNA:	<i>(CRIES OUT)</i>
	<i>(SFX: DONNA FALLS TO FLOOR)</i>
AUDREY:	Donna, honey?
DONNA:	<i>(CRYING)</i> My leg... It hurts so bad...
AUDREY:	Let me look, sweetie... <i>(WINCES)</i>

MIKE:	What the hell was that, bloodsucker!?
RENFIELD:	Woah, hold on there! It's not my fault, I didn't recall that it was set to go off again.
MIKE:	That doesn't matter in the least, you still put it there!
RENFIELD:	Get him off me!
GUNN:	Mike, back off!
WILL:	Mike!
MIKE:	He's evil, I'm not going to forget it.
GUNN:	You don't have to. Never forget it, but remember he's doing us a favor here, okay?
WILL:	We've got bigger problems right now. (LOWERS VOICE) Audrey says Donna's leg injury is a compound fracture. We're already all pretty weak, but if we don't get her out and to a doctor...
RENFIELD:	(WINCES) We are just about to the front door of the building, no more traps.
GUNN:	Mike, Will, go and tell Audrey and Donna. (TO RENFIELD) We got a problem here, man?
RENFIELD:	I can smell the girl's blood. I'm trying to keep my face human.

GUNN:	We gonna be okay?
RENFIELD:	I believe so, just don't tell the boy, I do not think he can handle my instincts with a level head.
WILL:	We think Donna can move, supported against Audrey. How much further?
RENFIELD:	Right around this corner. There, that's the front door.
AUDREY:	I don't see anything. There's just a wall.
RENFIELD:	Right there, between the two columns.
GUNN:	I'm afraid the ghosts won't let us see that door.
DONNA:	(CONFUSED)My leg... is it wet?
AUDREY:	She's bled through the bandage!
RENFIELD:	(GROWLS)
	<i>(SFX: RENFIELD VAMPS OUT - LOWER HIS VOICE BY ONE THIRD)</i>
MIKE:	You undead bastard!
GUNN:	Will, hold him back! Mike, it's just cuz he smells the blood, all right? He's not gonna feed.
RENFIELD:	Gimme a sec.

	<i>(SFX: VAMP SOUNDS REMOVED)</i>
RENFIELD:	Okay, there, good enough?
GUNN:	Well, you're still ugly, but human-looking again.
RENFIELD:	Hey! I-
DONNA:	They're coming.
GUNN:	What?
DONNA:	They're (WEAKLY) with me now.
WILL:	Audrey, try to hold her legs still. I'll hold her against me.
DONNA:	(CRIES OUT)
AUDREY:	Donna, shhhh, we're here for you dear.
DONNA (DEMON VOIES):	(POSESSED BY VARIOUS SPIRITS) Foul beasts... must protect...burn them! Is it safe? Please stay...
WILL:	Hold her!
GUNN:	Open the door! Maybe we'll be able to see it if it's open!
RENFIELD:	Okay.
	<i>(SFX: DOOR OPENING)</i>
RENFIELD:	Aaaaaagh!

	<i>(SFX: WAILS AND MOANS AND CRACKLING FIRE)</i>
GUNN:	Oh, yeah, I see the door now that it's all lit up with that wall of purple fire.

HAL_012 Setting: Doorway of Abandoned Building

DONNA (DEMON VOIES):	Unclean filth! Protection... vampires outside...
GUNN:	We're going to have to figure something out. We just need to get through that door!
DONNA:	Must protect...
WILL:	The fire goes all the way around the door, there's no slipping past an edge.
AUDREY:	We have to get out! She's getting so weak!
GUNN:	(THOUGHTFUL REPEATING) Weak...
DONNA:	Burn the beasts... Safe inside...
GUNN:	That's it! Will, I need you to stop comforting her!
MIKE:	Now I know you've lost it, first the vampire...
GUNN:	No, I mean it! She said when she first came in here she could only sense them coming.

WILL:	Yes, it gets worse each time.
GUNN:	She gets weaker every day, she can't resist them as well.
WILL:	(REALIZING) And if she stops resisting...
GUNN:	Maybe we can talk to them. Lay her down, and give us some space.
GUNN:	(FIRM) I need to talk to the Protectors...
DONNA:	Must protect...
GUNN:	You <i>are</i> protecting us!
DONNA:	We are protecting you. The vampires are almost all driven out. You are safe here.
GUNN:	We're gonna die here!
DONNA:	You are safe, the vampires are outside, you are inside. You are safe...
GUNN:	(SLIGHTLY FRUSTRATED) Look, you were people once. Remember? Remember how you were? People need to eat. <i>We</i> need to eat, we need fresh water...
DONNA:	We were people, then the vampires took that from us. Now we will protect you.
GUNN:	You need to rest, it's not your fight any more. I'll fight the vampires. This is my city, I'll protect them now.

DONNA:	(CONFUSED, ALMOST CHILDISH SOUNDING NOW) You don't want protection?
GUNN:	(WARM, ALMOST SOFT) You can't protect us from everything. If we stay here without food and water, we'll die.
DONNA:	(ALARMED) No, don't die.
GUNN:	We will die. By keeping us here, you will make us die.
DONNA:	No more should die. You may pass. The vampire stays.
GUNN:	Trust me, the vampire will do no harm. We all need to go.
DONNA:	But you are a hunter, you kill evil. Why are you letting this one leave?
GUNN:	(SIGH) Look. I don't understand it all myself. But the world isn't exactly black and white. (TO SELF) Here I am trying to explain ethics to a group of ghosts... (LOUDER, ADDRESSING THE GHOSTS) Just trust me on this one okay?
DONNA:	You're very brave, very true, you will protect these ones. We will trust you to do as you say. The vampire may go with you. You may pass.

GUNN:	(SCRAMBLING, LIKE HE'S RUSHING BEFORE THE GHOSTS CHANGE THEIR MINDS) Audrey, the ghosts will let us through! Go!
AUDREY:	But the fire!
DONNA:	You may pass the fire.
GUNN:	(LET'S GET THE HECK OUT OF HERE) Go!
AUDREY:	It's so strange. The fire feels so hot, but when I get near it, it doesn't touch me. Mike, come on!
GUNN:	Mike, Will, Let's get Donna through. Come on!
MIKE:	(DISGUST) I wanna go through last, that way I can make sure to be behind that... <i>thing</i> .
GUNN:	(THROUGH GRITTED TEETH) Mike, just leave it be. Right now? Donna should be your first priority. If she means anything to you, you will HELP. HER. NOW.
MIKE:	FINE. But as soon as we hit that door, I don't know you and I don't WANT to know you. You claim to be this big hero, but all you are is some muscle with a soft spot for the easy way out.
GUNN:	Good, you make with the speeches while this non-hero gets your sorry ass out of here.

MIKE/ AUDREY/ GUNN:	(RUNNING, OUT OF BREATH SOUNDS, WILL AND MIKE SHOULD SOUND LIKE THEY'RE CARRYING DONNA - GRUNTS)
	(SFX: WIND, FIRE AND GHOST WHISPERS GROW)
DONNA:	(STRONG, FIRM, ALMOST LOUDLY, BUT NOT) We have accomplished our task. You will hear our cries no more.
GUNN:	(OVER THE NOISE) What!?
WILL:	(OVER THE NOISE) I think they're leaving.
	(SFX: WIND, FIRE AND GHOST WHISPERS RISE AND THEN A LOUD WARP KIND OF NOISE AND THEN SILENCE)
AUDREY:	They... they...
DONNA:	(WOOZY) Oooowwww...
WILL:	They're gone, it's over...
GUNN:	Let me get you guys home. I made a promise to some restless spirits and I'm damn sure I'm gonna wanna keep it.
RENFIELD:	(ALMOST TO SELF) And I promise to remain as far from here as possible. I bid you Adieu.

GUNN:	(ATTEMPTING TO BE CASUAL BUT NOT QUITE GETTING THERE) Oh pal, just wait a moment.
RENFIELD:	Yes? How may I be of assistance? I really do have an urgent matter...
GUNN:	(LOW AND COLD) I am a man of my word, you got us through this and I aim to let you live. But if I see you again, if I hear you've been lurkin around my town? You will suffer like you've never made anyone suffer before. You hear me?
RENFIELD:	(GULP) Loud and clear.
	(SFX: RUNNING OFF IN THE DISTANCE)

HAL_013 Setting: Hyperion Hotel

	<i>(SFX: HOTEL DOORS OPEN.)</i>
GUNN:	(DISTANT, OFF TO THE LEFT) Fred?
FRED:	(DISTANT, OFF TO THE RIGHT) Charles!
	<i>(SFX: FOOTSTEPS APPROACH FROM EACH SIDE AND MEET.)</i>
GUNN:	I'm here.
	<i>(SFX: THEY KISS.)</i>

GUNN:	(SOFT) I'm here.
FRED:	Oh thank god! I was so worried. What was it?
GUNN:	Just some vamps, nothing to lose sleep over. You know helping the helpless and all. Shhhh, relax, I'm here and I just wanna spend some time with my girl. I'd do anything to be with you, you know that, right?
FRED:	Oh Charles! Well as long as it wasn't something unusual (SMALL LAUGH) well unusual for us at least. I'm just glad you're home safe and sound after killing the bad guys and protecting people from them.
GUNN:	(UNSETTLED) Yeah, good thing we're ALL safe now.