

PAWN

"Pilot"

Written by  
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## ACT ONE

### **EXT. MOONLIGHT BRAE - DAY**

Blue ocean waves lap up against a rocky cliffside. Overlooking the dreamy water view, we see a small, humble FARM. This is MOONLIGHT BRAE.

Magical barn animals graze in the lush golden fields, from UNICOWS to FLYING PIGS, GOLDEN GEESE to TIGER BUNNIES, etc. It's a serene, picturesque image until--

<SQUAWK>!

A giant, oversized SILKIE CHICKEN bursts onto the scene, disrupting the grazing animals. He's clearly running from something... or rather, *someone*.

A TEENAGE GIRL in overall shorts with silver braided hair hustles after the chicken.

PAWN  
Get back here!

We see a GLINT of something in his beak. Whatever it is, it's clearly very important to Pawn.

The chicken dodges and weaves under FENCES, over HAYBALES, even through an outhouse, before taking refuge in the --

### **INT. BARN - CONTINUOUS**

But Pawn is right on the bird's tail, outsmarting the little clucker and forcing him into a corner.

PAWN  
Nowhere to run, nowhere to hide.  
Looks like I win.  
(holds out hand)  
Gimme.

The chicken angrily <STOMPS> his feet before <SPITTING> out a HAIR PENDANT. Pawn <LAUGHS>, picking it up.

PAWN (CONT'D)  
You know better than to hide in the barn, CooCoo. I catch you every single time.

CooCoo <SQUAWKS> as she bear hugs him.

PAWN (CONT'D)  
Now can we get to work?

**CUE "CHORES AROUND THE FARM" MONTAGE**

- Pawn fills the troughs with HAY. CooCoo cuts off a hungry UNICOW, pecking at its food and making a mess. The unicow retaliates, knocking CooCoo over and causing him to fall into the hay.

- Pawn harvests her CROPS (i.e. strawduddies, twinkleberries, cocomelons, etc.). CooCoo buries his head in the dirt... but doesn't come up for air. Alarmed, Pawn yanks him out of the ground to find a ROUGE POTATO clenched in his beak.

- Pawn assesses a large hole in the FENCE around the field. Before she can patch it up, CooCoo dives in headfirst, "plugging" it with his body. Pawn just <LAUGHS>.

- Pawn sets her FARM TOOLS back in the SHED at the end of the day. CooCoo pecks at an EMPTY TREAT BAG. <CHIRPS>.

PAWN (CONT'D)  
<SIGHS> Empty already?

The chicken <PURRS>, rubbing against Pawn's shoulder.

PAWN (CONT'D)  
Alright, alright, I'll swing by The  
Hearth and pick up some more.  
You're lucky you're so dang cute.

**EXT. LUMIN VILLAGE - LATER**

A village lit from the glow of FIREFLIES, Pawn waltzes down its enchanted cobbled streets.

PAWN  
Hi, Mrs. Lindholm!

MRS. LINDHOLM  
Oh Pawn, I haven't seen your  
darling face in ages. How's the  
farm treating you? Managing okay?

PAWN  
Eh, you know how it goes. Busy, but  
good. I'm in town to pick up some--

At that moment, a TALL MENACING FIGURE passes by. Pawn immediately clams up. Equally unnerved, Mrs. Lindholm simply nods and walks away. Right on cue, Pawn ducks inside --

**INT. THE HEARTH - CONTINUOUS**

A meek, yet magical general store with produce and farming supplies aplenty. Behind the counter, a lean TEEN with messy brown hair widely grins.

JAK

Pawn! Just the gal I hoped to see.

PAWN

And that Ensorcell too?

JAK

(face dropping)

W-what?

PAWN

One was right outside. They're everywhere lately...

(beat)

CooCoo's out of treats again.

Jak's smile slowly returns.

JAK

You feed him waaaay too much.

PAWN

I can't help it! He's my cute little guy.

JAK

(sotto)

*Big* little guy.

He trades her a BAG OF TREATS for a BAG OF COINS.

JAK (CONT'D)

So, uh, are you off for the evening, or... ?

PAWN

(getting nervous)

Me? No... you know how it goes. Farm life all day, e'ry day.

JAK

(skeptical)

Uh-huh. You wouldn't happen to be visiting a certain witch in the woods, would you?

PAWN  
A witch in the woods? I woouuuuld  
never! <AWKWARD LAUGH>

He doesn't even react to her pathetic attempt at a joke.

JAK  
She's dangerous, Pawn.

PAWN  
Who? Navi? Noooo, she's totally  
harmless.

JAK  
There's a reason she lives alone in  
the woods...

PAWN  
Yeah, no one bugs you in the woods.  
(dreamily)  
What a life.

JAK  
I'm sorry, but I don't trust her.  
And for your safety, I don't think  
you should either.

PAWN  
Oh, stop being such a worry wart,  
Jak. She's made up of stories, not  
danger.

**STILL IMAGES** flash on screen as Pawn remembers a few of her  
favorite stories.

PAWN (V.O.)  
Like, did you know magicians used  
to fight alongside dragons? Or that  
some could see into the future,  
while others could talk to  
monsters?

Jak shakes his head, bringing Pawn back to reality.

JAK  
We all know why it's not like that  
anymore.

PAWN  
I know, I know... but a part of me  
wishes it could be.

JAK  
*Don't say that.* Not with an  
Ensorcell right outside! See, this  
is the kind of danger I'm talking  
about.

PAWN  
I'm not in any danger. Promise.

He opens his mouth to retaliate more, but then pauses,  
changing his mind.

JAK  
As long as they're just stories...

PAWN  
You have my word.

But behind her back, we see she's CROSSED HER FINGERS.

**EXT. LUMIN OUTSKIRTS - LATER**

Pawn walks along a worn trail that snakes through the woods.  
At the end of the path rests a small COTTAGE. Through its  
round windows, a warm, earthy GLOW invites her inside.

**INT. NAVI'S COTTAGE - CONTINUOUS**

She pushes in, taking a moment to admire the mystical,  
magical items that line the interior (i.e. ANCIENT RELICS and  
DAZZLING JEWELRY).

NAVI (O.S.)  
Pawn? Is that you, dear?

A stout, round WITCH floats out of the kitchen, squinting her  
spectacled eyes at Pawn.

PAWN  
Hi, Navi!

She holds out her hands. Navi slowly takes them.

NAVI  
My vision simply isn't what it used  
to be...

Pawn leads her to a ROCKING CHAIR in front of the fireplace.

PAWN  
But your stories more than make up  
for that!

Navi smiles as Pawn stokes the fire. Before she can get it going though, Navi SIGNS something in the air with her hand.

<FWOOSH>! The FIRE roars to life!

PAWN (CONT'D)  
(playfully)  
<GASPS> Navi! You naughty thing.

NAVI  
<CHUCKLES> I'd like to see  
Ensorcells tell an old woman she  
can't warm herself by the fire.

Following Navi's lead, Pawn sits in front of the fire.

NAVI (CONT'D)  
I have something for you.

PAWN  
(hopeful)  
Another story?

Navi points to an ornately decorated BOX on a wooden table.

NAVI  
A gift.

Pawn rushes over to pick it up, rotating it in her hands. The craftsmanship is otherworldly, as if touched by magic itself.

PAWN  
Wow. It's beautiful.

NAVI  
Open it.

Pawn's face lights up as she slowly opens the box.

PAWN  
Oh, Navi... it's *perfect*!

She slips on a VIOLET GLOVE, struck by its stitching and intricate patterns.

NAVI  
That glove isn't just for looks.  
It's for *magic*. Any kind of magic  
you want.

PAWN  
Magic? But we're not supposed to--

NAVI  
 (waving it off)  
 We're not *supposed* to, but no one  
 can track magic performed with that  
 glove. Not even those pesky  
 Ensorcells.

Pawn stares at the glove, transfixed. *Tempted.*

NAVI (CONT'D)  
 As long as you and I keep it our  
 little secret, of course.

Pawn fervently nods. Navi smiles.

NAVI (CONT'D)  
 Good. We shall make a witch out of  
 you yet!

#### **LAUNCH INTO A "MAGIC TRAINING" MONTAGE**

- Navi teaches Pawn the sign for FIRE. She tries it, but only one measly SPARK shoots out. Attempt after attempt, all she can muster are small flickers and flares. Navi encourages her to give it one more go and... <FWOOSH>! A GIANT BURST OF FLAME shoots out, torching the inside of the cottage.

- Navi teaches Pawn the sign for LEVITATION. She practices on the glove box, but it doesn't move. Not even an inch. After a few more fruitless attempts, suddenly <ZWING>! The box rockets out through a window, <SHATTERING> the glass.

- Navi teaches Pawn the sign for SUMMONING. She closes her eyes, focusing on what she wants to summon, when we hear a loud <BA-GAWK>! COOCOO drops from the ceiling, hectically <FLUTTERING> and <SQUAWKING> until Navi transports the poor thing back to the farm.

Despite Pawn having a ways to go, Navi can see her talent and passion waiting to be cultivated.

#### **INT. NAVI'S COTTAGE - COUPLE WEEKS LATER**

Pawn pushes inside, electric with energy.

PAWN  
 Who's ready for another training  
 session with your favorite witch?

Navi abruptly stops rocking in her chair. Pawn doesn't notice the growing cloud of tension in the air.



PAWN (CONT'D)  
What are we starting with today?  
Elemental magic? Particle magic?  
Oooh, what about transformation?!

Pawn finally meets Navi's petrified gaze.

NAVI  
Who are you???

PAWN  
Oh! Well I, uhhh... hadn't come up  
with a good witch name yet. I was  
kinda hoping you had some ideas?

NAVI  
Whatever you want from me, I can't  
help you.

PAWN  
... What's going on?

NAVI  
Please. I don't want any trouble.

Pawn takes a few steps back, confused. That's when she  
notices a NOTE by the fire. Was it about to be burned?

*"Don't let them make you forget."*

PAWN  
Forget?  
(turns to Navi, note in  
hand)  
Did you write this?

There's a flash of recognition. Then, instantly gone.

NAVI  
(begging)  
Just leave me alone.

Pawn notices other handwritten notes strewn about.

*"You have to fight it."*

*"Remember her."*

*"Pawn."*

PAWN  
Navi... what happened to you?

**EXT. THE HEARTH - LATER**

Jak flips the "CLOSED" sign on the door.

PAWN (O.S.)

Jaaaak!

Pawn barrels down the street, manic and out of breath.

JAK

(distant)

Sorry, we're closed. Come back tomorrow.

He abruptly turns the other way and starts walking. She tails after him.

PAWN

... Are you mad at me?

JAK

Oh, I dunno. Haven't seen or heard from you in weeks. Thought you died, or maybe that witch ate you.

PAWN

Weeks?

(realizing)

Ohhhh. Right.

JAK

Look, I'm sure you have a million good reasons, but I can't just hang around and wait for you.

PAWN

I'm sorry. I shouldn't have ghosted you like that. It's just, so much has happened these last few weeks and... I think Navi's in trouble.

This causes Jak to falter. He finally looks at her.

JAK

What kind of trouble?

**INT. NAVI'S COTTAGE - MOMENTS LATER**

Navi rocks robotically in her chair, far less aware of her surroundings than before.

PAWN  
She doesn't seem to recognize me,  
no matter what I do or say.

JAK  
Hmmm...

He rubs his hands together, then pauses.

JAK (CONT'D)  
Look, I don't know how much I can  
help. My parents are the ones with  
"the gift." I just... well, I'll do  
my best.  
(to Navi)  
May I place my hands on your head?

Navi barely manages a nod. He places his hands on her head,  
then closes his eyes.

Pawn watches in awe as a GOLDEN AURA illuminates from his  
fingertips. But suddenly, Jak winces, and the aura FLICKERS.

PAWN  
(encouraging)  
You're doing good, Jak.

But it's too late. Jak's lost his mojo.

JAK  
No, I can't. I'd have to tap into  
magic we're not allowed to do.

He drops his hands and steps back. Pawn's face lights up,  
struck by an obvious idea.

PAWN  
Wait. Try *this*.

She triumphantly unveils the glove. Jak's brows furrow.

JAK  
It's... a glove.

PAWN  
A *special* glove.

She grabs his hand, sliding it onto his.

PAWN (CONT'D)  
Trust me. With this, you can do  
anything, Ensorcell-free.

He skeptically follows her lead, closing his eyes once more. The background begins to fade away behind him as he rests his hands on Navi's head.

MATCH CUT TO:

**INT. NAVI'S SHATTERED MIND - CONTINUOUS**

Jak opens his eyes, letting out a startled <GASP>. He's standing in the middle of a dark and scary VOID (like something out of *Stranger Things*.)

JAK  
(calling out)  
Navi? Pawn? Hello?

He sees a LIGHT in the distance. As he draws near, he realizes he's stepped into one of Navi's memories.

Inside the cottage, Navi rocks in her chair before --

<THUD THUD THUD>! Someone pounds at the door. Navi's unfazed, like she expected this.

Suddenly, a troupe of ENSORCELLS <BURST> through the front door. Leading the charge is a powerful, majestic MAGICIAN.

LIAM CALDERON  
Navi. You *never* make time for our visits.

NAVI  
(shrugging)  
I'm not interested in seeing you.

He takes a seat at the table, looking disheartened. The other Ensorcells remain standing, alert and on edge.

LIAM CALDERON  
That hurts. I always look forward to our time together.

His eyes flitter around the room, searching for something. They stop on Jak, who uncomfortably squirms. *Can he see him?*

LIAM CALDERON (CONT'D)  
You know why I'm here. So please, make this easy for the both of us and tell me what I want to know.

Navi returns to rocking in her chair. Liam <SIGHS>.

LIAM CALDERON (CONT'D)  
I can't protect you if you don't  
help me, Navi.

She stares at him. Deadpanned. *What're you gonna do about it?*

LIAM CALDERON (CONT'D)  
It's a pity, really. I always held  
you in such high regard, but in the  
end, you were nothing more than a  
coward.

NAVI  
The only coward here is you.

He abruptly stands up, startling the other Ensorcells.

LIAM CALDERON  
Think what you will, but you gave  
me no choice.

NAVI  
You know better than anyone else  
there is *always* a choice.

LIAM CALDERON  
<SCOFFS> Well, you've gone ahead  
and made a rather poor one.

Before she can retort, he swipes his hand in the air and--

**EVERYTHING GOES BLACK**

**INT. NAVI'S COTTAGE - CONTINUOUS**

Jak's eyes shoot open as he <GASPS> for breath.

PAWN  
Jak? What happened? What'd you see?

JAK  
Ensorcells. They were here.

PAWN  
What? Why?

JAK  
I don't know. But Pawn...  
(beat)  
They wiped Navi's memory.

**END OF ACT ONE**

ACT TWO**INT. NAVI'S COTTAGE - RESUME**

Pawn frantically paces as Jak studies the glove.

PAWN

Why would Ensorcells come here? It doesn't make any sense!

JAK

(re: glove)

Something tells me it has to do with this...

PAWN

We have to find them, Jak.

Startled, Jak nearly drops the glove.

JAK

And do what, exactly?

PAWN

Make them reverse it! Navi didn't deserve this.

JAK

We don't know that. Clearly, she's involved with them. Somehow. Maybe she--

PAWN

(intense)

Navi is NOT an Ensorcell, Jak.

He holds his hands up defensively.

JAK

All I'm saying is there's a connection.

(off Pawn's face)

<SIGHS> With your glove, I *might* be able to find out more.

Pawn gazes at Navi. The old woman stares at nothing, her mind clearly in some far-off place.

PAWN

(to Jak)

Please.

Jak puts his hands back on Navi's head.

**A FLURRY OF IMAGES FLASH ON SCREEN:** The edge of the FOREST. A giant CLEARING. Finally, a MENACING FACILITY.

JAK  
I think I've found them.

He quickly drops his hands, looking seriously at Pawn.

JAK (CONT'D)  
But Pawn... this is a LOT bigger  
than us. If we chase them down, who  
knows what will happen.

PAWN  
Don't you see what they did to her?  
If we don't do something, who will  
be next? No one is safe from them.

Jak looks at Navi. She's nothing more than a bag of bones.

JAK  
That's exactly what I'm afraid of.  
Do you know Navi? Like actually  
really know who she is?

Pawn takes Navi's hands in hers, pushing her doubts aside.

PAWN  
She's my friend. That's all I need  
to know.

JAK  
<SIGHS> Figured you'd say that.  
(long beat)  
Okay. I'm with you.

He gives a small grin, which she tearfully returns.

**EXT. MOONLIGHT BRAE - DAY**

As Pawn finishes her preparations, the animals sadly look on.

PAWN  
Aww, don't worry. I'll be back  
soon. In the meantime, Mrs.  
Lindholm will look after you, and  
we love Mrs. Lindholm, don't we?

CooCoo steps forward, determined to join.

PAWN (CONT'D)  
<SIGHS> You can't come, CooCoo.

The chicken looks up at her, head cocked inquisitively.

PAWN (CONT'D)  
(so only he can hear)  
I need you here to take care of the  
others, okay?

He brushes hard up against her, begging her to stay. Despite the tears welling in her eyes, she puts on a brave face.

**EXT. THISTLE WOODS - LATER**

Pawn and Jak travel on her majestic ZEBRAGRIFF. The creature cautiously plods through the eerie forest.

JAK  
I've never been this far out in the  
woods before...

PAWN  
Me neither.

The deeper they venture, the more sinister the forest becomes. Every <CROAK> and <SHRIEK> puts them more on edge.

But the forest is empty. Desolate. *Haunted*.

Pawn urges the zebragriff to go faster until they finally reach the --

**EXT. MENACING FACILITY - CONTINUOUS**

While a symbol of dread for Jak, Pawn feels herself growing hopeful at the sight.

JAK  
There it is...

That's when she notices several ENSORCELL GUARDS patrolling the perimeter.

PAWN  
Of course. Ensorcells.

JAK  
How are we supposed to sneak past  
all of them??



A Guard momentarily leaves his post, providing a straight shot to a HIDDEN BACKDOOR ENTRANCE.

PAWN  
(pointing)  
Through there.

JAK  
(slight sarcasm)  
Umm, okay. And what are we supposed  
to do? Just walk up and knock?

She grins, waving the glove in front of him like a flag.

PAWN  
Where there's a glove, there's a  
way.

JAK  
Oh, no. Don't tell me we're gonna--

PAWN JAK (CONT'D)  
Turn invisible! Turn invisible?

Pawn wildly grins as Jak frowns.

JAK (CONT'D)  
... Have you done this before?

PAWN

Yes.

(beat)

Well, no, but Navi taught me how.

(another beat)

Okay, she didn't actually teach me,  
but I read about it. Same thing!

JAK  
No, it's not.

PAWN  
Don't worry. I've got this!

She signs with her now-gloved hand, materializing a THIN TRANSPARENT FILM that covers them from head to toe.

JAK  
(touching his face)  
I feel... sticky. Did it work?

PAWN  
You tell me.

She confidently struts out into the open.

JAK  
(scared whisper)  
*Pawn!*

A Guard passes her by, none the wiser. She motions for Jak to follow. After a shaky <BREATH>, he darts after her, leaving the zebragriff safely behind in the cover of the woods.

**INT. MENACING FACILITY - CONTINUOUS**

Inside, they take a moment to catch their breaths.

JAK  
(huffing)  
I can't believe we made it.

PAWN  
Of course we made it. That's the power of the glove!

But their smiles quickly vanish after getting a good look around them. CAGES and CELLS line the walls. OPERATING TABLES and MEDICAL EQUIPMENT are haphazardly strewn about.

PAWN (CONT'D)  
What *is* this place?

JAK  
Somewhere we're definitely *not* supposed to be.

PAWN  
(nervous)  
Let's hurry and find those Ensorcells.

Jak closes his eyes, concentrating...

**WE SEE WHAT HE SEES:** A long stretch of HALLWAY ultimately leading to a DOOR MARKED WITH A PAINTED EYE.

JAK  
Let's keep going.

They eventually reach a ROOM FILLED WITH DOORS. All are marked with strange RUNES and ENGRAVINGS.

PAWN  
Which one, Jak?

JAK  
Uh... try the one with the orb.

Pawn nods and opens the door. A <SNARLING> HAIRY MONSTER snaps at her from the other side.

PAWN  
(slamming it shut)  
Nope! Try again!

Jak spins around, looking at each door until he sees it.

JAK  
That one!

PAWN  
... You sure?

He steps toward a door with what looks like ROOTS or VEINS. Pawn shrinks behind him, prepared for the worst, but it's --

JAK  
(relieved)  
The hallway.

As he takes the first step inside, the entire hallway <QUIVERS> under him, as if it were alive.

PAWN  
(nervous)  
Oh. This is fine.

He rolls his eyes before tip-toeing through the hallway. Pawn follows close behind, both doing their best not to wake something they shouldn't.

At long last, they reach the door on the other side. Pawn carefully opens it, revealing an --

#### **INT. EXPERIMENT CHAMBER - CONTINUOUS**

A group of Ensorcells are gathered in the middle, observing something unseen. Pawn and Jak move closer for a better look when -- <GASP>!

Lying on a table is... a CORPSE.

LIAM CALDERON  
Why isn't this working?!

JAK  
(whispering)  
It's him! That's the guy who--

The corpse violently <WRITHES> on the table, quieting the room immediately. Then, the corpse slowly rises from the table, standing on two wobbly, rotting legs.

LIAM CALDERON

(startled)

R-risen body, can you hear me?

It blankly stares back at him. Unresponsive. *Still dead.*

LIAM CALDERON (CONT'D)

(clears throat)

I said, "Risen body, *can you hear me?*"

Nothing. Not so much as a blink or nod.

LIAM CALDERON (CONT'D)

<SIGHS> It's still not right.

(beat)

Well, get rid of it. I can't stand that stare...

Another Ensorcell steps up, waves her hand. The corpse suddenly bursts into FLAMES, releasing a <HAUNTING SCREAM> that rings in Jak and Pawn's ears.

PAWN

(horrified)

They brought someone back from the dead... just to kill them again?

JAK

Evil.

The Ensorcells barely bat an eye. It's just another day in the office.

ENSORCELL #1

Sir, we really must address the witch in the room. If we don't act now--

LIAM CALDERON

But we already acted. What else is there to discuss?

ENSORCELL #2

It, uh, seems the mind wipe had more... permanent side effects.

(off Liam's look)

B-but it was a noble and needed sacrifice, sir!

LIAM CALDERON

Huh. Slip of the hand, I suppose.  
No matter. The girl was bound to  
grow curious. All we've done is  
removed the temptation.

ENSORCELL #1

But who's to say the old woman  
didn't show her who she really is?

LIAM CALDERON

Impossible. Navi is clever, but not  
*that* clever.

Suddenly, a third Ensorcell bursts in, eyes full of fear.

ENSORCELL #3

Your lordship! The village... it's  
wilting away!

LIAM CALDERON

What?!?!

He summons a GIANT ORB out of thin air. In its misted glass,  
we see a reflection of Lumin Village -- withering away!

**END OF ACT TWO**

**ACT THREE****EXT. THISTLE WOODS - DAY**

Pawn and Jak race through the forest at breakneck speed.

PAWN

We *have* to go faster!

**FLASHING VISUALS** of a dying Lumin Village -- and Moonlight Brae -- invade her thoughts.

JAK

(re: zebragriff)

He's going as fast as he can!

PAWN

(tears welling)

It's not fast enough!

**EXT. MOONLIGHT BRAE - MOMENTS LATER**

When they arrive, Pawn's stomach drops. Her golden fields have BROWNEED, her bountiful crops have WILTED, and her vibrant farm animals lie MOTIONLESS.

Pawn rushes toward CooCoo, who can barely lift his head.

PAWN

No, no, no, no, no! My little  
Coo... what happened?

He lets out a sad, low <CHIRP> as she wraps her arms around him, <TEARS> spilling onto his feathers.

But the heartfelt reunion is cut short when--

LIAM CALDERON (O.S.)

Pawn.

The Ensorcells tailed them! A fire unlike any she's ever felt rages within her heart.

PAWN

YOU!! What have you done to our  
village??

LIAM CALDERON

Me? But it was you, dear child, who  
did this.

PAWN

What?

LIAM CALDERON

You should *never* have left.

(off her confused look)

Don't you see? It's your presence  
that gives this place life.

He gestures at her fields, whose golden hue is returning; her crops, which are rapidly regrowing; even her animals, who are grazing once again.

Pawn shakes her head. *What kind of trick is this?*

PAWN

I don't believe you. Not after what  
you did to Navi.

His face turns to stone, sending a chill down her spine.

LIAM CALDERON

Yes. A shame it turned out that  
way. But perhaps you and I can come  
to an... understanding, hmm?

He stretches out his hand. A peace offering. She hesitates.

PAWN

What about Navi?

LIAM CALDERON

What's done is done. Navi chose her  
fate... as can you. Come with me.

Pawn clenches her fists.

PAWN

No.

LIAM CALDERON

(taken aback)

No? I guess she taught you  
something after all: *defiance*.

Suddenly, Pawn feels her entire body LOCK UP. Her spine  
<SNAPS> into place, and her legs grow stiff as boards.

PAWN

<CRIES OUT IN SHOCK>

Then slow, heavy step after slow, heavy step... Liam forces  
her to walk toward him!

PAWN (CONT'D)  
<STRUGGLING EFFORTS>

LIAM CALDERON  
But you can't defy me. <LAUGHS>

JAK  
(angry)  
Don't touch her!

Jak rushes to help, but Liam easily FREEZES him in place.

PAWN  
Jak!

Inching closer to her captor, Pawn frantically searches for a way out. That's when she realizes her hand is STILL GLOVED.

Mustering every last ounce of will power, she manages to flex her POINTER FINGER. But it's enough.

Ever so slowly, she starts regaining control, limb by limb.

LIAM CALDERON  
What? How are you doing that?!

Pawn grins. She's back in the driver's seat. Go time.

She blasts an ELECTRIC SPELL at Liam, but it shoots right over his shoulder.

LIAM CALDERON (CONT'D)  
(freaked out)  
And you wield magic?

She uses the distraction to shoot another JOLT, this time hitting him square in the chest! The electric current knocks him off his feet.

LIAM CALDERON (CONT'D)  
<HARD IMPACT/DAZED GROAN>

ENSORCELL #1  
You'll pay for that!

A SECOND ENSORCELL steps up, returning electricity with an elemental spell of her own: WIND!

Pawn dodges the blast just in time, "airbending" it and sending it right back at her attacker. The gust hits the Ensorcell but doesn't take her down.

ENSORCELL #1 (CONT'D)  
You'll have to do better than that.



She attacks Pawn again, this time connecting. Pawn's sent rocketing back, crashing hard into the ground.

PAWN  
<HARD IMPACT>

The Ensorcell reaches out to grab her, but Pawn last-second throws a FIRE SPELL at her face.

ENSORCELL #1  
<SCREAMS>

The Ensorcell stumbles back, struggling to douse the flames.

The third and LAST ENSORCELL takes this as their cue to attack, but Pawn's ready for them.

She flicks her wrist, and Coocoo drops out of the sky, <CRUSHING> the Ensorcell under his fluffy body.

ENSORCELL #2  
<SQUEEZED GRUNT>

Pawn closes her eyes, her hand furiously swishing and signing. It's moving so fast, it's generating friction with the air.

The ground around her begins to <SHAKE>, and the sky turns a sickly BLACK. Then, in the blink of an eye, the Ensorcells are Thanos-snapped out of existence!

Jak suddenly <COLLAPSES> to the ground. He looks up at Pawn, dazed and confused.

JAK  
What... happened? Where'd they go?

PAWN  
I don't know. Navi told me only to use that spell when I was in trouble.  
(eyes lighting up)  
Navi!

**INT. NAVI'S COTTAGE - MOMENTS LATER**

They burst into the cottage, but Navi's nowhere to be found.

PAWN  
She's gone!

They scavenge for clues, hints to her whereabouts, when Pawn notices a SMALL SCROLL under the rocking chair.

PAWN (CONT'D)  
Jak, I found something.

She unravels it to find --

JAK  
A map? Of what? I don't recognize  
any of these landmarks...

She traces her finger across the parchment.

PAWN  
I think Navi left this for me.

JAK  
But how? Her memory is--

PAWN  
I don't think it's so much a  
question of "how"... but "why?"

They share a burdened look, realizing they've been called to  
discover the "why" for themselves.

**THE END**