

The Inner Dragon Book Four

TV script

By Colin J Platt

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Characters

Grunwald Magnusson

Grun's mum

Cafe manager

Derek Weston: bully from school days

Anna Godfrey: friend

Kyle Simonson: friend

Grun's father

Mr. Thomson: next door neighbor

Alec Mac Nee: Detective Inspector

John Watkins: Detective sergeant

Jenkins: Police constable

Chief Superintendent Barton

Cafe Manager

Swat team members

Please be aware that this is book four of an ongoing script

Overview

Grunwald Magnusson was always a lonely person, ever since childhood where he struggled to understand people. People were his antagonists. People were always interfering in his life. Why did his father give him this ridiculous name and leave him when he was only five years old? Only his father could tell him what to do with his life. He left him a coded message which took Grun months to decipher. The message was locked in a cabinet under the mirror which Grun was always frightened to look into. It had runic symbols running around it. His mother had given Grun the key when he turned twenty one. Grun had found another key in the cabinet and a letter. The letter was from his father. It said he must begin the quest? After much work Grun finally

managed to find the hidden box. Why didn't his mother know anything about it, or anything relevant about his father? All she said was she was told by Grun's father never to sell the house and to give him the key.

Grun was on the threshold of something which would alter his life forever. The box which was buried in the outhouse under the floor contained an assortment of things. It would take Grun three years to even begin to understand them. The main thing was the book.

After another three months of decoding he found the second letter hidden behind the fitted bookshelf. The letter said that he should stand in front of the mirror at a certain time and he would be given certain powers!

The time was the spring equinox. Grun stood in front of the mirror at twelve o'clock. He meditated for several minutes with his eyes closed. When he opened them he could see a man writing a message on the inside of the mirror. He knew this man to be his father.

Grun had copied the message which remained for ten minutes after his father disappeared. Grun was disappointed at not being able to talk with his father but he knew that his father had Grun's welfare at heart. Grun started to practice the exercises which were given him. The details are too secret to reveal here.

Scene nine: the Bedroom

Grun went straight to his bedroom to take the chest and other things to the hiding place under the outhouse floor. He knows the police wouldn't be able to find it. All he is worried about, is the reaction of some of the neighbors and people who believe him and his family, to be devil worshipers. He knows through experience, that people are prone to be easily influenced and excitable. Dad said in his writings that people were not to be trusted; they couldn't be expected to keep a secret.

Grun is now totally secure in my abilities. He knows things which could send an ordinary person insane; entities from the inner regions are constantly trying to influence his mind, but Grun is now on the brink of another fantastic meeting with his father. This time, he would be given a confirmation. Grun goes to his bedroom to make ready. He takes out a druids robe from the wardrobe, and stands in front of the mirror. After several minutes, his father appears dressed in the same style; there are seven other druids standing behind his father; after chanting and praying, the conversation started thus...

Father:

Grunwald, you are to leave the house early in the morning. The police will come at five o'clock to search it; they will use a swat team, it will be traumatic for them. Things cannot be

altered; it was fated long ago; place yourself nearby to help anyone who may get hurt. The Dragon will not relent at this stage. It has to protect whatever it is charged with.

Grun:

I feel secure in my abilities, but I lack friendship, Anna is now against me.

Father:

Phone your old friend Kyle Simonson, he owes you through karma, just say the words that are in the 'Influence' page in the Great book. Don't forget to chant the code first, to make the script appear. I cannot relate it to you hear, it is too secret. Make sure you don't use the Dragon coin too much; it will influence you in the long run; the incidence with the girl was OK but the touching of the boy in the shop, could have been bad; be sure you are using it for good, always. Now, the elder druid will stand at my side and we will place our hands against the glass, you do the same, and you will receive the next part of the enigma. Be sure to come back in two days.

Grun is now alone. (Thinking to himself)

I have received another section of the book in mental form, the code to make the script appear in the great book is very hard to memorize, but I know I can do it. I am starting to upgrade again, and I will have to be careful of overloading my mind.

Grun makes preparations to move out of the house that night. He knows that the house is being watched and he isn't worried about it as he will be in invisibility mode when exiting. He hides the mirror and everything else of importance in the secret compartment behind the book shelf.

He takes out the coin and inspects it; it is very old and shiny, the dragons head looked almost alive as Grun's eyes fall on it. He feels a weird sense of foreboding, as his mind begins to realize what will happen in a few hours' time. Grun quickly put the coin away, then settles down to sleep.

Scene ten: the Garden

At four o'clock Grun wakes up, and meditates for a few minutes; his mind is settled and he feels rested, he walked to the back door where he knows the policeman who has been on duty there since one o'clock, had slipped into the hedge to relieve himself. Grun pressed the coin and disappears. He opens the door slightly and slips out; he doesn't need to lock it, as he knows the police wouldn't be able to get in. He makes his way to the hedge to survey the area. When he looks back he is astonished at the sight of a gigantic snake like dragon creature that is coiled all around the house. Grun feels scared and unsure of his feelings. The sight of this mystic being,

unsettles him; it is sleeping at the moment, but at five o'clock, it will awake with a vengeance, as the SWAT team crosses the line.

A convoy of four large vans arrived at the corner of the street.

SWAT team leader: (on radio)

Prepare to advance in figures two, at 0500 hours.

Grun can see the team as they quickly move to positions of concealment around the house, he looks on in awe, as the dragon starts to awake. He knows the team can't see the dragon, but he can and the feeling is overwhelming as it lifts its huge head to strike. The first two members of the team have a large metal ram known as 'The Big Key,' they arrived at the invisible line. The dragon strikes; sheets of flame blow a large hole in the ground inches from the two members. They are thrown back almost to the hedge. Both are unconscious and severely burned.

The other members are now preparing to fire weapons. Grun has to move fast. He reaches the nearest team member, who is about to fire his weapon. Grun snatched it out of his hands and throws it over the invisible line towards the house. He knows it can not be retrieved. He quickly moves to another member and does the same. Grun knows that if the weapons are fired, the bullets will come straight back to the firer. He can't reach the team member who is almost at the line. The officer is going to break the window when there is a huge fireball which lifts the officer over the next door's fence and through the shed window.

The dragon moves around to the back of the house. Grun watches the team leader as he wonders what to do; Grun knows he is perplexed, Grun can understand why. The leader is now on the radio calling for backup. Grun looks up as a fireball lights up the early morning sky at the rear of the house. He begins to race around the back, when he sees a SWAT team member running around to the front and on fire. It is a terrible sight to see. Grun is about to try and douse the flames when other team members come running to help. Grun can do nothing but observe. By this time the police have cordoned off the area and neighbors and other people are now gathering around. Grun decides to leave the area. The damage has been done, and there is nothing Grun can do about it.

Grun:

Why can't they just leave me alone! All I want is peace.

Scene eleven: Police headquarters

Chief Superintendent Barton:

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