

WIND & RAIN - EPISODE 12

EXT. FOREST (NIGHT)

CHESPIN leads BOUNCE the Sawsbuck and STILLWELL the Wooper through the eerie forest.

STILLWELL rides upon BOUNCE's back, finishing off a small berry.

STILLWELL

Hey, Chespin, got anymore of those berries?

CHESPIN

Yep, I've got exactly one more.

STILLWELL

Neat. Toss it on up here!

BOUNCE

Stillwell! You shouldn't be greedy! He's given you nearly a dozen tonight!

Those berries are supposed to be really rare, remember?

STILLWELL

But they taste sooo good!

BOUNCE

That's not an excuse, you still shouldn't -

CHESPIN

Here you go. The last one!

CHESPIN throws the berry up to STILLWELL, which the Wooper gobbles down at once, leaving his face smeared with juice.

CHESPIN

How'd it taste?

STILLWELL licks his face clean.

STILLWELL

Yummy, like just like the rest of em!

CHESPIN

How do ya feel?

STILLWELL hops up and down on BOUNCE's back.

STILLWELL

I feel super!

Unnoticed by the others, CHESPIN grins deviously.

CHESPIN
Perfect...

CUT TO:

(PAST)

EXT. FOREST (SUNSET)

FULL BODY PROFILE -

CHESPIN and the female ALPHA HOUNDOOM are seen as silhouette shadows in setting sun's light.

ALPHA HOUNDOOM
Here, take this.

ALPHA HOUNDOOM drops a satchel of berries before CHESPIN.

CHESPIN
What's this? A bonus?

ALPHA HOUNDOOM
No. The Servine and Nuzleaf you lead into our trap last night were disappointingly runty.

These are berries humans use to make something called Rare Candy. They're supposed to make Pokémon instantly stronger.

Get your targets to eat these as you bring them to us, that way if they evolve they'll be more meat to go around once we trap them.

CHESPIN
Aren't you afraid they'll fight back more if they evolve and get stronger?

ALPHA HOUNDOOM
Leave the worrying to us, runt. Just do what we say, or the deal's off.

CHESPIN
Fine, but why shouldn't I just eat these myself?

ALPHA HOUNDOOM
Bring us some good sized, evolved, prey, and we'll pay you back in more berries than you can carry.

Plus, if I smell those on your breath later, I'll kill you.

CHESPIN

Good reasons.

CUT TO:

(PRESENT)

EXT. FOREST (NIGHT)

CHESPIN

...so, you think you might evolve tonight?

STILLWELL

Evolve? Like, right now?

CLOSE UP -

BOUNCE steps upon a fallen branch.

The branch breaks with a loud SNAP.

BOUNCE freezes, her eyes scan the surroundings, nervously.

BOUNCE

What was that?

STILLWELL

Sounded like you stepped on a stick or somethin'.

BOUNCE

I'm not staying here! I gotta get out of here! This place is scary!

BOUNCE paces skittishly, fit to dash in a random direction through the trees.

CHESPIN becomes worried as well, for very different reasons.

CHESPIN

Listen Sawsbuck, you gotta keep quiet, the forest is crawling with predators at night, you run off now you'll get lost and they'll eat you for sure!

BOUNCE's pupils dilate.

BOUNCE

Eat, me?

(gulps)

Alright that's it, I'm outta here!

Hurry and get us to the beach already, I want my master!

STILLWELL

Yeah, me too.

CHESPIN

Okay, okay, just stay calm!

The beach is just a little further, I promise!

On the count of three I'll lead the way and you guys follow as fast as you can, okay? We'll be out of these woods in no time!

BOUNCE, STILLWELL

Okay!

BOUNCE crouches down, preparing to sprint.

CHESPIN

One, two... three!

CHESPIN takes off at his top speed, BOUNCE following swiftly behind as STILLWELL hangs on as best he can.

THE CAMERA FOLLOWS AS THEY RUN -

BOUNCE's face overflows with worry, though she keeps focused on CHESPIN, following his every move as they flee the imagined danger.

CHESPIN digs his heels into the ground and brakes abruptly.

BOUNCE continues to gallop on for several strides before noticing his absence.

She looks over her shoulder for CHESPIN as she continues bounding ahead.

BOUNCE

Chespin! What -

STILLWELL

Look out!

BOUNCE tumbles down a steep, earthen embankment, head over hocks, taking STILLWELL along with her.

STILLWELL is dazed by the fall, while BOUNCE groans, the spill re-igniting the pain of her recent injuries.

LOOKING UP FROM THE PIT -

With the moon high above, seven pairs of red HOUNDOOM eyes stand around the rim of the pit, peering in. Mouths water as they examine tonight's catch.

HOUNDOOM #3

Not bad. A full grown Sawsbuck.

HOUNDOOM #4

Isn't that the one that kicked your ass earlier?

HOUNDOOM #1

Shut up!

It's not funny!

CHESPIN sheepishly approaches the ALPHA HOUNDOOM.

CHESPIN AND ALPHA HOUNDOOM,

Stand at the edge of the hole. BOUNCE and STILLWELL are seen at the bottom.

CHESPIN

Here. I brought some meat for you.

I get my bonus now, right?

BOUNCE and STILLWELL look on from below, gripped by pain and fear and slow to fathom the extent of their betrayal as they collect themselves.

ALPHA HOUNDOOM snaps at CHESPIN's face, her fangs barely missing him.

ALPHA HOUNDOOM

Bonus? For what?

CHESPIN

I brought you two tonight!

The Sawsbuck and the Wooper!

ALPHA HOUNDOOM

You have more meat on you than that Wooper, so you better count your blessings.

You know where the stash is, so get out my face and fill up your little bag, and if you don't bring in a bigger haul tomorrow we'll eat you instead!

CHESPIN

But I -

BOUNCE

(shouting)

Chespin! How could you do this to us?

*We **trusted** you!*

They're going to kill us!

ALPHA HOUNDOOM

Leave!

CHESPIN

Yikes!

CHESPIN scampers away.

ALPHA HOUNDOOM turns her gaze upon the two trapped Pokémon at the bottom of the pit, frozen in fear as they internalize the hopelessness of their situation.

BOUNCE trembles uncontrollably, though she holds STILLWELL close as he tries to hide in her chest fur. They both breathe heavily, their eyes streaming with tears.

STILLWELL

I'm scared, Sis. I don't wanna die.

BOUNCE

I'm scared too. Neither do I.

ALPHA HOUNDOOM

*None of us up here want to die either,
but that means we'll have to eat you.*

*Since we're in a good mood, we'll give
you a moment to say goodbye to each
other.*

The tearful, quivering, Sawsbuck snuggles the equally distraught Wooper and whispers to him as quietly as possible as the hungry predators look on.

BOUNCE

(whispering)

*Stillwell, as soon as they attack, run.
Try to climb out.*

*They'll go after me first, I'm a much
bigger meal and they'll have an easier
time taking me down.*

*Get out and run until you find Cruise and
the others, I'll hold them them up as
long as I can -*

STILLWELL

(whispering)

No way Sis.

If you're gonna fight, so am I.

BOUNCE nudges STILLWELL's face with her nose.

BOUNCE

I love you, Squirt.

STILLWELL rubs his face against BOUNCE's snout.

STILLWELL

I love you too, Sis.

BOUNCE rises, making herself as great and tall as she can upon her wobbly legs.

Her body quakes with pain and fear. Her heart beats fit to burst from her chest.

The Sawsbuck holds her head high toward the leader of the Houndoom.

BOUNCE
We're... ready.

ALPHA HOUNDOOM looks to her packmates and nods.

ALPHA HOUNDOOM
Let's eat.

All seven Houndoom bound into the pit at once.

BOUNCE's antlers lock with one of the Houndoom's horns and she launches the black dog high into the air above her as she kicks with her hind legs, striking another Houndoom brutally in the side.

Fireballs, flamethrowers, pyroclastic catastrophe of every description erupts within the hole as the Houndoom bear down in unison upon BOUNCE.

Un-noticed in the chaos, STILLWELL emerges from beneath BOUNCE and assaults one of the HOUNDOOM with a Water Gun attack, which goes un-noticed.

BOUNCE is burned, bitten, and slashed at from every direction, as she tries her best to gore the Houndoom with her antlers and smash them to a pulp with her hooves, but the Sawsbuck is rapidly overtaken, and STILLWELL's water attacks are ignored as the pack attacks BOUNCE.

STILLWELL
Yall varmints quit eatin' my sister!

STILLWELL charges head first into the mob of Houndoom to no effect. One of them grabs the little water Pokémon by the tail with her teeth and launches him into the wall of the pit.

STILLWELL grunts upon impact and tumbles down the embankment, landing with his face in the dirt.

HOUNDOOM #4
*You aren't worth the effort of digesting,
so stay out of this, mud-rat.*

HOUNDOOM #4 goes back to attacking BOUNCE, who though covered in attacking Houndoom and the extensive wounds inflicted by them, remains standing and fighting valiantly.

STILLWELL hops up onto his feet and spits the dirt from his mouth.

STILLWELL
I, ain't, no, mud rat!

STILLWELL the Wooper's body glows, outshining the flamethrowers and fireballs of the Houndoom.

The seven predators, distracted by the light, turn their attention toward STILLWELL, giving BOUNCE a chance to use Engrain to draw healing energy from the ground and revitalize herself.

STILLWELL grows tremendously, his height and bulk multiplying as his gills vanish into his head and stubby, but powerful arms sprout from his upper body. The markings on STILLWELL's body vanish, replaced by a purple splotch upon his back, which sprouts a dark blue fin running the length of his spine and down his new, larger, tail.

STILLWELL the Quagsire reaches out with his new arms, taking an aggressive stance at the pack of Houndoom.

STILLWELL
Come at me bro!
Let's tussle!

STILLWELL Headbutts into the mob of Houndoom from one side as a revitalized BOUNCE springs to her legs and charges them from the other, spearing them with their antlers.

Pandemonium breaks out as the struggle for survival between BOUNCE and STILLWELL and the seven hungry Houndoom re-ensues.

The Quagsire unleashes a powerful blast of foamy water into one of the Houndoom.

SHOT -

The splashing water of STILLWELL's attack overtakes the frame.

CUT TO:

EXT. RIVERHEAD CITY PIER (NIGHT)

GRINGS KODAI'S SEAPLANE,

Splashes down into the waters of Riverhead City's namesake river, coming to a swift stop at the side of the pier where a limousine is waiting.

Two ATTENDANTS push a mobile staircase over to the airplane's hatch.

KODAI opens the hatch and disembarks, followed by GOONE and

his two SCIZOR.

KODAI holds a paper shopping bag in one hand.

FOLLOWING KODAI AND GOONE DOWN THE STAIRS -

KODAI

I'm going alone. Stay here and watch the plane, Goone.

GOONE

But sir, what if that girl attacks you?

You need protection.

KODAI

If that brat had the nerve to attack me she would have done it back in the stadium.

Besides, her bullet train won't arrive until dawn.

GOONE

Yes Mr. Kodai.

KODAI and GOONE, along with the two SCIZOR, reach the bottom of the staircase.

An ATTENDANT stands at attention, holding open the door of the limousine.

KODAI stops at the foot of the stairwell and neatens his tie.

KODAI

Keep an eye on Rowena for me.

In fact, have her start on the final version of the new video. I want it ready for TV by sunrise.

GOONE

Sir!

KODAI boards the limousine. The ATTENDANT bangs the door shut.

CAMERA FOLLOWS AS,

The car takes off into the empty streets of Riverhead City.

[LOCATION PROFILE]

Riverhead City is the de-facto capitol of the Munia region. It is the seat of the Munia's Legislature and is the headquarters of its Pokémon League, which is housed within a

gigantic mansion more than a century old.

The city is chiefly composed of office and apartment high-rises, both classic and contemporary, though a new generation of post-modern skyscrapers along with a shining monorail network gives the city a futuristic slant.

Amidst all of this, blocks of houses with big backyards thrive as well.

[/PROFILE]

INT. LIMOUSINE

KODAI looks out the window as his car passes a public park.

A makeshift memorial is set up beside the park's front gate.

A poster of CRUISE ELROY is fastened to the fence along with Arverna Cyclones pennants. Beneath it are countless lit candles and bouquets of flowers.

Also placed at the shrine are Pokédolls and figurines representing CRUISE's Pokémon. A menagerie of plush and plastic Woopers, Deerlings, Drifblims, Quilavas, and Flaaffys populate the sidewalk, though outnumbering them all are toy Flygons, representing SOPHIA, the most famous of CRUISE's missing Pokémon.

KODAI
Driver, pull over by that park.

CUT TO:

EXT. RIVERHEAD CITY SIDEWALK - CRUISE SHRINE (NIGHT)

The limousine idles by the curbside as KODAI stands before the memorial, looking upon it with an indeterminable expression.

From the paper shopping bag, KODAI removes two small Pokédolls, an Espeon, and a Snivy.

KODAI places the dolls inconspicuously amongst the others and takes a step back, studying the re-arranged shrine like an artist examining an alteration made to a painting.

He snickers with self-content and returns to the waiting limo, which speeds off again.

CAMERA PULLS OUT, FOCUSING ON -

The STAMP Tower, Riverhead City's most recent skyscraper, and also its tallest.

This glass and steel spire is the headquarters of the Society

for The Advancement of Munia's Prosperity, a lobbying and PR company funded by a cabal of big businesses and special interests throughout Munia and Unova.

Only the top 34 floors of the STAMP Tower are occupied by the organization's offices and facilities, the 68 floors comprising the lower two thirds of the building remain unoccupied.

CUT TO:

INT. STAMP BOARD ROOM

The lights in the board room are turned to their lowest setting, the moonlight shining through the windows casts the room in silver light and smoky shadows.

STAMP's director, EINS FELIX, sits at the head of the table.

Also at the table sitting opposite each other are SHAW BARNSTAPLE SHARAGA and MASTER VIOLET RAY.

VIOLET

He's late, again.

SHAW

Be patient, Violet.

FELIX

Yes. Kodai is essential.

And like it or not, he's in charge of you now.

KODAI enters, the door closing itself behind him.

KODAI

Hello, Director Felix.

And look, it's Violet and Shaw in the same room together, and not at each other's throats to boot.

What an unlikely surprise.

VIOLET

You should have seen us earlier tonight.

We even went out for a drink together to watch Elroy's funeral.

KODAI

How times have changed.

SHAW

Violet and I were rivals before, but Munia's future is far more important than a petty feud.

VIOLET

Says you. I'm here for the money.

KODAI takes a seat nearer to FELIX than to the other men.

FELIX

Show us the first of the new videos.

KODAI removes a disk from his jacket pocket.

KODAI

Here it is. This is a preliminary version
Rowena and I slapped together on the
flight from East Unova.

A flying robot resembling a tea kettle floats over to KODAI.
He inserts the disk into a slot in the front of the robot.

KODAI (CONT'D)

The final version will be ready by dawn,
to air right after Shania's press
conference.

FELIX

Good.

(snaps his fingers)

Main screen, turn on.

The windows transform into a gigantic video monitor, blotting
out the surrounding cityscape.

FELIX

Computer, play video.

FELIX, KODAI, SHAW, and VIOLET watch as the video begins.

ZOOM INTO THE SCREEN -

CUT TO:

VIDEO

A BEAUTIFUL WALLED GARDEN BATHED IN SUNSHINE -

Cute, Unova-native Pokémon such as PETILIL and DEERLING
prance about merrily.

A MOTHER holds up her TODDLER so that he can smell one of the
flowers growing in the garden. They both smile.

The flower withers and dies before their eyes.

OMINOUS MUSIC begins.

All the trees and flowers lose their color and crumble to the
ground as a dark cloud overshadows the garden.

VIDEO NARRATOR

(voice over)
Would you stand by and watch a beautiful
garden become overgrown with weeds?

The Unova-native Pokémon transmogrify into large and threatening Pokémon from other regions, all depicted with glowing red eyes and exaggerated fangs and claws.

The Pokémon surround the MOTHER and TODDLER and approach menacingly as thorny vines overtake the scene.

VIDEO NARRATOR
(voice over)
Would you sit idly by and allow an
outbreak of disease to threaten the way
of life we've shared with Pokémon for
thousands of years?

The fearful MOTHER screams, clutching her child as the vicious Pokémon close in upon them, the weeds overtaking the frame just before the inevitable attack.

ZOOM OUT -

The whole of the Munia and Unova regions are seen from high altitude, the whole map becoming choked with thorny vines.

VIDEO NARRATOR
(voice over)
The complete destruction of Munia's
native Pokémon population.

This is the crisis our great land faces.

CUT TO:

POKÉMON CENTER -

A heartbroken GIRL, age 10, cradles her dead OSHAWOTT.

CLOSE UP -

The GIRL's tears fall upon OSHAWOTT's face.

GIRL
No! Oshawott!

OVER THE SHOULDER -

A POKÉMON NURSE looks on, sadly, shaking her head sadly.

TRAINER (CONT'D)
(crying and sobbing)
Our adventure together was just
beginning!

How could this happen?

CUT TO:

INT. STAMP BOARD ROOM

FELIX, KODAI, VIOLET and SHAW watch the video.

VIOLET

That girl's one hell of an actor.

KODAI grins.

KODAI

She's not acting.

CUT TO:

VIDEO

POKÉMON CEMETERY -

A MOTHER and FATHER kneel down before a freshly planted tombstone, each with a hand upon the shoulder of their young BOY, who is hugging the tombstone and bawling fanatically.

BOY

(crying and sobbing)

You were my best friend in the whole world!

Why did you have to die, Lilipup?

It's not fair!

CUT TO:

THE PARENTS -

MOTHER

I don't understand.

Lilipup was so healthy.

FATHER

KNG News was right!

If only we hadn't let our son's Lilipup play with those dirty, disease ridden, outlander Pokémon his friends were raising.

CUT TO:

PHOTO OF,

A smiling SHANIA.

Superimposed over SHANIA's face is the transparent image of

the BOY and his PARENTS in the cemetery.

VIDEO NARRATOR

(voice over)

As Pokémon suffer and die from this senseless and preventable epidemic, the Champion of Munia's Champion League offers nothing but excuses.

CUT TO:

MANIPULATED FOOTAGE OF,

SHANIA speaking at CRUISE ELROY's public memorial.

SHANIA

(edited)

Sorry - but there's nothing we can - do - about - this disease.

- Deal with it.

FRAME FREEZES ON SHANIA'S FACE -

VIDEO NARRATOR

(voice over)

Patriotic Trainers of Munia: challenge Shania Cary Williams today, and show her you won't sit back and deal with it.

A STAMP logo appears in frame.

VIDEO NARRATOR #2

(high speed)

The Society for The Advancement of Munia's Prosperity is responsible for the content of this ad.

INT. STAMP BOARD ROOM

The windows become transparent again, letting in the moonlight.

KODAI

The final version is being edited as we speak and will be ready to broadcast by sunrise.

On every TV station affiliated with the Kodai Network Group, this ad will air immediately after Shania's press conference this morning.

FELIX

Good. Be sure the ad runs as often as possible.

FELIX pauses thoughtfully.

FELIX

I like the whole "weed infested garden" theme. I think people will really respond to that.

Definitely push that narrative more in the future.

Any other suggestions? Comments?

VIOLET

It's a good ad in terms of turning people against Shania, but why the bias against non-native Pokémon species?

SHAW

Hey, whose side are you on, anyway Violet?

FELIX

Cool it, Shaw.

Anyway Violet, just don't worry about it.

VIOLET shrugs and sighs.

VIOLET

Whatever. A job's a job.

SHAW raises his hand and speaks.

SHAW

Hey, I have a question.

Why does the ad have STAMP's name on it?

If you search STAMP on the web half the results are kooks saying we're some kind of conspiracy, and we need this to seem trustworthy.

KODAI

That can't be helped for now.

We're obligated to have that disclaimer by law, but with the help of all the Legislators I've paid off in this region, that law should be repealed soon.

FELIX

Kodai, that reminds me.

We planned for Elroy's funeral to be disrupted...

...but would it have killed you drop the signal in a way that wasn't so overtly suspicious?

I've been looking at the blogs, pretty much everyone with a half a brain knows the signal went out on purpose.

VIOLET

Yeah, talk about obvious.

Couldn't you have switched over to a Krookodile Hunter rerun or something?

You know, make it seem like an accident?

FELIX

Your talents and insight are invaluable Kodai, but don't be reckless.

People are starting to think we killed Cruise Elroy now.

Regardless of the fact that he's supposedly alive, we don't need that kind of negative attention at this point.

KODAI grimaces.

KODAI

Duly noted.

I'll be more careful.

SHAW

So what? Let em' think we killed Elroy.

And can bump off that Shania girl too while we're at it.

FELIX

No. That would just turn her into a martyr.

She's more useful to us alive with much of Munia hating her than dead and a hero like Elroy.

KODAI

Who isn't dead.

SHAW

Whatever, Kodai. I'll believe it when I see it.

VIOLET

Agreed, Shaw.

So, what about Shania? It'll take more than attack ads to get her out of the Munia League.

This isn't an election.

FELIX
Oh, that's simple.

We replace her.

SHAW
With who?

FELIX
One of our people, of course.

Dr. O recommended him to us.

He seems perfect for the role, and keen
to make an impression.

VIOLET
But can he defeat Shania in a Pokémon
Battle?

FELIX
Of course not.
That doesn't matter.

His name is -

CUT TO:

EXT. FOREST - HOLE

CLOSE UP -

One of the HOUNDOOM slams a brutally battered STILLWELL with
his horns.

The Quagsire strikes the ground and collapses, panting and
groaning.

The seven HOUNDOOM, all looking worse for wear themselves,
watch as STILLWELL drags himself over to BOUNCE and embraces
her. The SAWSBUCK nudges his face.

BOUNCE is as beaten and burned as ever, laying limply upon
the ground, and just like her brother, without an ounce of
fight left in her.

ALPHA HOUNDOOM approaches BOUNCE and STILLWELL.

ALPHA HOUNDOOM
*Good job evolving on cue like that. You
caused us quite a bit of grief for a
moment.*

*But as you see, elemental advantage
doesn't negate our strength in numbers.*

STILLWELL and BOUNCE look into the ALPHA HOUNDOOM's eyes,
silently and defiantly, but aware of their inability to
resist their strength.

ALPHA HOUNDOOM (CONT'D)

*But before we end your suffering and eat
you, I'm curious as to how you two
managed to put up such a good fight
against all seven of us at once.*

STILLWELL

(weakly)

*Because we have the best darn Trainer in
the world.*

BOUNCE

(weakly)

*And he taught us never to give up. No
matter how tough it gets.*

ALPHA HOUNDOOM's eyes widen.

She shirks back from the two defeated Pokémon, as if
overtaken by disgust.

ALPHA HOUNDOOM

Trainer?

...Did you say... your Trainer?

STILLWELL

Yeah. What about it?

ALPHA HOUNDOOM

*You mean to say that... you two actually
belong to a human?*

BOUNCE

Yes.

*And he'd gladly give his life for either
of us.*

ALPHA HOUNDOOM prods at BOUNCE and STILLWELL with her nose,
sniffing them carefully from head to tail, as though
searching them for something of life-or-death significance.

BOUNCE and STILLWELL show no resistance, but seem as
perplexed as they are frightened.

ALPHA HOUNDOOM

(screaming)

Volans!

The original Houndoom who attacked BOUNCE earlier that night

steps forward, sheepishly.

VOLANS

Yes, ma'am.

ALPHA HOUNDOOM smacks VOLANS in the snout with her paw.

ALPHA HOUNDOOM

These creatures are the property of humans, and stink of them! I'm an idiot for failing to smell it before.

What the hell were you thinking endangering our pack by hunting them?

VOLANS

I was just -

HOUNDOOM #3

Volans, seriously? You moron!

HOUNDOOM #5

If we killed those two the entire freaking village would have came out with torches and spears hunting us down.

HOUNDOOM #4

Bad form Volans. Pokémon owned by humans aren't for eating. Any decent predator would starve before they'd cross that line.

VOLANS

Hey! What about that stupid little Chespin! He's the one who lead them into the trap!

ALPHA HOUNDOOM

Shut up Volans, you attacked them first, remember?

Now apologize.

VOLANS sulks up to BOUNCE and STILLWELL with his tail between his legs and his head bowed low in humiliation.

The two Pokémon stare, agape and adrift in a fog of befuddlement.

VOLANS

I'm sorry I tried to eat you.

ALPHA HOUNDOOM

So, Volans, what are you going to do next time you meet tasty looking Pokémon in the woods that are acting nothing like how wild Pokémon act?

VOLANS

Make sure they don't smell like humans.

ALPHA HOUNDOOM

Exactly. Now piss off.

VOLANS slinks ashamedly to the rear of the pack.

HOUNDOOM #6

Now what are we going to eat? I'm starving, and that Chespin's gone for the night.

HOUNDOOM #5

You know, this trap thing isn't working out all that well.

We have to wait for that Chespin to lead prey into it, and he hasn't been very reliable.

HOUNDOOM #3

And we have to run around picking berries all day to pay him with for bringing the prey to us.

HOUNDOOM #7

Yeah. I miss just tracking prey and hunting it down the old way. It was hard work, but it was a lot easier than this crap.

HOUNDOOM #5

Yeah, and more fun too. And reliable.

ALPHA HOUNDOOM

Okay then, I think the pack has made its decision.

I agree that this trap idea was more trouble than it's worth.

ALPHA HOUNDOOM yawns.

ALPHA HOUNDOOM (CONT'D)

In a couple of hours the sun will rise anyway. Let's go find somewhere to sleep, and then tomorrow night, we hunt for real again.

The entire pack of wild HOUNDOOM turn away without looking back at BOUNCE and STILLWELL for a second.

They stroll toward the edge of the hole.

HOUNDOOM #5

Let's get out of here.

HOUNDOOM #7
Good. I'm sleepy.

HOUNDOOM #3
I'm starving.

VOLANS
Hey, maybe we can all eat that Chespin later.

ALPHA HOUNDOOM
No, if we find that Chespin you'll eat nothing because you're on probation.

VOLANS
Aw, darnit.

The HOUNDOOM help each other climb from the hole.

BOUNCE AND STILLWELL,

Listen pensively as the Houndoom depart.

The HOUNDOOM continue to exchange banter as their voices fade into the night.

Together, BOUNCE and STILLWELL share a sigh of incredulous relief.

STILLWELL
That was crazy, huh Sis?

BOUNCE yawns.

BOUNCE
Yeah it sure was, Squirt.

I need a nap.

BOUNCE lays her head upon the soil.

STILLWELL
Me too.

STILLWELL gets comfortable, laying alongside BOUNCE with an arm around her neck.

Thin vines sprout from BOUNCE's skin and sink into the ground, once again using Engrain to slowly collect healing energy from the earth as though she were a plant.

BOUNCE's heavy eyelids close.

STILLWELL
Hey Sis.

Her eyes remain shut.

BOUNCE

Yeah?

STILLWELL

Now that I have toes, will you play "This Little Tepig" with me?

BOUNCE smiles.

BOUNCE

Sure, Stillwell.

Later.

STILLWELL buries his face in BOUNCE's fur and closes his eyes.

CAMERA PULLS SKYWARD AS,

STILLWELL and BOUNCE, basking in the warmth of family and the pleasure of simply being alive, sleep comfortably in the midst of the vast forest.

CAMERA BREECHES THE CANOPY AS,

The wind tugs gently at the treetops, rustling the leaves and adding to the music of the waves crashing upon the rocks.

The edge of the eastern sky turns from pure night-black to the deepest shade of pre-dawn blue.

END OF EPISODE 12 - "SHADOWS ON THE WALL OF THE CAVE"

END OF SEASON I - "NIGHT OF THE FUNERAL"

NEXT SEASON:

"Illusions"

ARE YOU PREPARED?