

FEAR NOT - A FAIRY STORY FOR GROWN-UPS

By Robert Kelly

(adapted from Irish folk tales, historical events and 'The
Story of the Youth Who Went Forth to Learn What Fear Was' by
the Brothers Grimm)

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FADE IN

EXT. COUNTRY ROAD TO ROUNDWOOD TOWN, SOUTH EAST IRELAND - DAY

804 A.D. Ireland is undeveloped - crude fields with lakes overlooked by wooded mountains. In the distance we see the small fortified town 'Roundwood'. A track-road winds to the town on which a simple cart pulled by a horse approaches.

The VOICE OF FATHER THOMAS narrates - he has a cultured resonate and very soothing voice. He is around 55.

FATHER THOMAS (V.O)

Once upon a time, in the days when Ireland consisted of several kingdoms and the Vikings first started to raid the British Isles, there lived a young hero named 'Fear Not'.

PAN TO THE CART as it trundles towards the town. The driver is 'FEAR NOT'. He is 19, with a mop of curls and a vacuous expression. He is a peasant and dressed accordingly.

FATHER THOMAS (V.O)

'Fear Not' was one of two sons, whose Father was a carpenter. One day - when his Father and brother were away working on a new church he was given three pennies and sent to buy tools.

FADE TO

EXT. ROUNDWOOD TOWN STREETS, SOUTH EAST IRELAND - DAY

Inside the town glimpsed before. A central market with stalls surrounded by sprawling wooden buildings and crude outer walls. A TAVERN near the main gate. Several LOCALS (male and female peasants) wander about and haggle with stall owners.

NOTE: The Irish didn't benefit from Roman building methods - all buildings seen throughout are crude and simple.

As Fear Not passes the Tavern through the main gate on his cart and the SOUND OF MUSIC is heard from inside.

CUE MUSIC : THE TARA JIG (on violin and Bodhrán drum). This is from 'the Dinnseanchas' - Irish folk music of 500 a.d.

FATHER THOMAS (V.O)

'Fear Not' being 'Fear Not' was easily distracted when he heard the most

wonderful tune coming from the tavern.

Fear Not quickly parks and hurries towards the tavern.

FADE TO

INT. THE TAVERN, ROUNDWOOD TOWN - DAY

Primitive with straw on the floor, crude benches and barrels. Locals are lounging and drinking, paying little attention to THE TINKER as he plays his fiddle (the source of the music).

The Tinker aka Mr McKay is about 45, grimy and unshaved. His flamboyant clothes are heavily patched and filthy.

Accompanying on a Bodhrán drum is THE TAVERN WENCH. She is about 30 and wears a low cut dress and has long wavy hair.

MUSIC continues from the previous scene - performed 'live'.

Fear Not enters and steps nearer the musicians - amazed.

The music concludes - a few Peasants CLAP but take little interest. Fear Not however CLAPS LOUDLY and CHEERS.

The Tinker bows - rather surprised. The Tavern Wench WINKS at Fear Not then passes the donation bowl around the room.

Fear Not continues applauding for several moments and The Tinker steps towards him, happy to have a fan.

The Tinker speaks in *italics* but is dubbed and the Voice Over replaces his voice (his own voice heard later).

FATHER THOMAS (V.O)

(Tinker speaks part but muted)

*"Hello young Sir", said the Tinker,
"You seem the sort who appreciates
good music - am I right?"*

Fear Not replies - also MUTED and voiced by the narrator.

FATHER THOMAS (V.O)

(Fear Not speaks part but muted)

*"Why yes," replies the boy "But I've
never seen an instrument like that
before, what is it?"*

FATHER THOMAS (V.O)

*"A version of a Byzantine Lyre" says
the Tinker "But with extra strings*

added for a richer fuller sound."

FATHER THOMAS (V.O)

*"It sounds marvellous!" says our lad.
"I wish I could play such a wonderful
instrument as that."*

From this point dialogue is dubbed by Father Thomas.

THE TINKER (DUBBED BY V.O)

*As it happens I might be looking to
sell this instrument I call a fiddle
and teach the basics on how to play.*

FEAR NOT (DUBBED BY V.O)

How much for such a wonder?

THE TINKER (DUBBED BY V.O)

(eager)

How much have you got?

FEAR NOT (DUBBED BY V.O)

*I have just three coins - which my
Father gave me to buy him a new lathe
and new tools from the market.*

Fear Not pulls out of his pocket 3 x CELTIC RING COINS - bound together by string. The Tinkers eyes bulge.

THE TINKER (DUBBED BY V.O)

*What a happy coincidence - just the
right amount! You won't find another
instrument of this quality for such a
price, it's the offer of a lifetime!
You'll be able to make a good living
as a musician. Girls will love you!
You'll be set for life lad, trust me!*

The Tavern Wench pauses to smile suggestively at Fear Not, who scratches his head and looks down at his coins.

FADE TO

INT. THE COTTAGE OF FEAR NOT'S FATHER - EVENING

Small and primitive, a main room doubles as the kitchen with a large table. Ladders lead up to bunk-beds and shelves. Fear Not is torturing the violin (playing badly) - the worse it sounds the harder he cranks the bow.

The door BURSTS OPEN and FEAR NOT'S FATHER enters. He is

about 50, grey, balding and bearded. His clothing reflects he is a carpenter. He is entirely voiced by the voice over.

FATHER THOMAS (V.O)
 (Fear Nots Father speaks but muted)
"What's that terrible noise?!" cried
 his Father. *"I could hear it coming
 from down the road!"*

Fear Not replies - again voiced by the Voice Over.

FATHER THOMAS (V.O)
 (Fear Nots speaks part but muted)
"It's called music Father." replies
 Fear Not *"If I practice enough The
 Tinker who sold it said one day I'd be
 bigger than the Christian God!"*

Fear Not's Father is unconvinced. Behind him enters RORY -
 Fear Not's older Brother. He is still clutching his ears.

The three have a brief muted discussion about the tools that
 Fear Not failed to obtain and the money he wasted.

FATHER THOMAS (V.O)
 On hearing the lathe and tools were
 never bought and money squandered his
 Father flew into a rage! He beat Fear
 Not until the much brighter brother
 'Rory' persuaded him to stop.

Fear Not's Father is angry and chases Fear Not around the
 table, trying to hit him. Rory chases behind both trying to
 placate. They run comically around for a few moments.

FADE TO

EXT. COUNTRY ROAD TO ROUNDWOOD TOWN, SOUTH EAST IRELAND - AM

Now raining slightly. Fear Not and his cart are heading to
 the town, the wheels SPLASH in puddles. He is soggy and
 struggles to play his violin with one hand as he drives.

FATHER THOMAS (V.O)
 The following day Fear Not's Father
 gave him another chance. One coin left
 for tools or a new lathe. Fear Not
 promised not to let him down again.

FADE TO

EXT. ROUNDWOOD TOWN STREETS, SOUTH EAST IRELAND - AM

Slight rain. The Tinker is hiding behind an empty barrel near the tavern, he has a rucksack. The Tavern Wench is searching around crates and other barrels and seems very angry.

Fear Not arrives in his cart through the gate, he has stopped playing his fiddle and looks questioningly at The Tinker.

The Tinker gestures for Fear Not to keep quiet. Fear Not stops his cart to block the view of The Tavern Wench so she won't be able to see the Tinker.

Seeing Fear Not her angry demeanour changes - she pouts and winks at him then wanders back in the Tavern, swaying.

As the door closes The Tinker hurries towards Fear Not - again when he speaks he is DUBBED and the Voice Over heard.

FATHER THOMAS (V.O)
*"Thank goodness for that!" says the
 Tinker "That awful woman said I owed
 her money. LOTS of money!"*

Fear Not replies - also dubbed as before.

FATHER THOMAS (V.O)
"And do you?" asks the lad.

From this point all talking is voiced by The VO.

THE TINKER (DUBBED BY V.O)
*If anything she owes me - what with
 her awful cooking and bad drumming.
 She even wanted back this gift!*

The Tinker pulls out a SILVER TALISMAN to show Fear Not, who stares in wonder. This is a dainty locket with a BYZANTINE CROSS motive which can open to show a mini portrait.

FEAR NOT (DUBBED BY V.O)
What is that? A locket?

THE TINKER (DUBBED BY V.O)
*Solid silver, crafted by the smiths of
 old Byzantium then transported to Rome
 to be blessed by the Pope himself!*

FEAR NOT (DUBBED BY V.O)
*I've never seen anything so dainty or
 well made... It's rather wonderful!*

THE TINKER (DUBBED BY V.O)
Do you have a sweetheart lad?

FEAR NOT (DUBBED BY V.O)
Not yet, but I hope to one day...

THE TINKER (DUBBED BY V.O)
*Such a fine locket causes the hearts
of young ladies to flutter, they grow
weak at the knees from the sight! It's
also said to bring good luck.*

FEAR NOT (DUBBED BY V.O)
It must be worth a fortune?

THE TINKER (DUBBED BY V.O)
*It is - but with things such as they
are I'd be looking to sell this
treasure - for the right price.*

Fear Not moves to return the amulet but The Tinker encourages him to look at it some more.

FEAR NOT (DUBBED BY V.O)
*My late Mum would have liked this -
she was very fond of crosses.*

THE TINKER (DUBBED BY V.O)
*Although I'm saddened to part with it,
it's yours for only three pennies?*

FEAR NOT (DUBBED BY V.O)
*I have but one penny sir... With which
I must buy a lathe. I have nothing
else but this horse and cart.*

THE TINKER (DUBBED BY V.O)
*But with this 'lucky locket' and your
fiddle you're set for life! You can
buy tools and a fleet of new carts!*

Fear Not scratches his head in thought.

FATHER THOMAS (V.O)
And the deal was done. Fear Not gave
the Tinker his horse and cart but kept
his last penny to buy a lathe. The
Tinker offered Fear Not a lift home -
plus a free music lesson on the way.

FADE TO

EXT. IRISH COUNTRYSIDE, GLENDALOUGH, IRELAND - MIDDAY

A track among mountains and hills where Fear Not's remote cottage is located. The Tinker is driving the cart and Fear Not torturing his violin beside him. A new lathe in the back.

CUE MUSIC : TICKET TO RIDE (Beatles cover performed badly by Fear Not - violin only and no vocals).

NOTE: Fear Not performs versions of tunes that will later be invented by The Beatles. He is ahead of his time.

The Tinker NODS ALONG for a moment, pretending to like the music. After a moment he pulls over. Fear Not STOPS PLAYING. The Tinker speaks and is dubbed by the Voice Over.

FATHER THOMAS (V.O)
 (and spoken by Tinker - dubbed)
"Is your Father always so angry?" asks the Tinker, "You never got a chance to unload the lathe. I thought he was going to do us both a mischief!"

Fear Not replies and is voiced by the Voice Over.

FATHER THOMAS (V.O)
 (and spoken by Fear Not - dubbed)
"Oh no." replies Fear Not, "That was Dad on a good day. He said not to come back unless it's with a new cart and decent lathe... Or new skills... So I plan to learn how to shudder."

The Tinker shuffles guiltily in the drivers seat.

From this point all talking is voiced by the VO.

THE TINKER (DUBBED BY V.O)
You want to learn to shudder?

FEAR NOT (DUBBED BY V.O)
It's something everyone else seems able to do but me. Some might say I'm brave, others foolish - but I just want to learn what it is to be afraid.

THE TINKER (DUBBED BY V.O)
Well as you're kicked out of home I cannot help but feel a little responsible... I am prepared to help you learn fear - if you'd like?

FEAR NOT (DUBBED BY V.O)
*That would be great! All my life I've
 wanted to know how to tremble, to have
 my hair stand up on end and be afraid.*

THE TINKER (DUBBED BY V.O)
*Consider me your teacher! I'm always
 feeling nervous, it's my normal state
 - especially when bills need paying.*

FEAR NOT (DUBBED BY V.O)
You sound like an expert then?

THE TINKER (DUBBED BY V.O)
*I am! And for merely three more
 pennies - which you can owe me. Any
 cash you have I'll take on account?*

Fear Not rolls his eyes and fumbles in his pockets.

THE TINKER (DUBBED BY V.O)
*Actually I have an idea... Have you
 heard of an Oilliphéist lad?*

FEAR NOT (DUBBED BY V.O)
A monster that lives in the sea?

THE TINKER (DUBBED BY V.O)
*It just so happens that there is an
 Oilliphéist by a village near here,
 causing mischief by stealing cattle
 and attacking fishing boats. The
 monster said to be so terrifying that
 even the bravest man will turn and
 flee, whimpering for his mother!*

FEAR NOT (DUBBED BY V.O)
*That sounds ideal then? Though my own
 dear Mother died three years ago...*

Fear Not finds his last coin - small and tin.

THE TINKER (DUBBED BY V.O)
*Well we all had one once, or we'd not
 be here. Most importantly though - the
 villagers offer a reward for any help.*

The Tinker SNATCHES the coin and bites it. He nods happily
 and begins driving the cart. Fear Not reaches for his violin.

FADE TO

EXT. COASTAL CLIFFS AT CURRACLOE, SOUTH EAST IRELAND - PM

Rocky cliffs with inlets (in what today is County Wexford).
The Tinker and Fear Not have left their cart and walking
along the beach towards the sea. Fear Not carries a rucksack.

The Voice Over provides all voices directly as before.

THE TINKER (DUBBED BY V.O)
*When I passed this way years before
the then Town Elder spoke of a cliff
overlooking a shallow - where the
monster can't reach.*
(points)
*Perhaps from there you can throw
things at it or try to beach it?*

FEAR NOT (DUBBED BY V.O)
*Up there? Good idea. Now all we need
to find is the monster...*

The Tinker gapes and points out at the sea - Fear Not turns
to look where he is staring.

CGI SPECIAL EFFECT : THE OILLIPHÉIST looms out of the waves
and swims closer. This is a semi-mythical 'Cadborosaurus' of
North America - 20 metres long with a long neck and flippers.

THE TINKER (DUBBED)
*Holy mother Mary - it's the beast! RUN
LAD! RUN FOR YOUR LIFE!!*

Before Fear Not can speak The Tinker turns and flees as fast
as he can run, back the way he came.

FEAR NOT (DUBBED BY V.O)
Well - I'll see you later then?

Fear Not walks towards the cliff as the beast approaches.

QUICK FADE TO

EXT. FURTHER UP COASTAL CLIFFS, CURRACLOE - PM

An almost vertical cliff with flat top - glimpsed in the last
scene. Fear Not is calmly climbing, using hand-holds as the
Oilliphéist reaches up and SNAPS at him. The monster is now
in a rocky inlet below him - and a sheer drop down.

As before the VOICE OVER provides all voices.

Suddenly a GULL flaps out that had been nesting, Fear Not nearly loses his grip. Luckily the gull flies into the open mouth of the monster - which CRUNCHES it up quickly.

Fear Not glances back at the monster then climbs more speedily until reaching the top - this is flat and barren.

The Oilliphéist can't quite reach and it SNAPS angrily.

FEAR NOT (DUBBED BY V.O)
*Well Monster - it looks like I'm out
of your reach?*

Fear Not is surprised when the monster replies.

THE OILLIPHÉIST (DUBBED BY V.O)
*Only for the moment, but you'll make
my dinner soon enough.*

FEAR NOT (DUBBED BY V.O)
You can talk?

THE OILLIPHÉIST (DUBBED BY V.O)
Of course I can talk!

FEAR NOT (DUBBED BY V.O)
But you're a sea creature!

THE OILLIPHÉIST (DUBBED BY V.O)
*Many sea creatures can talk. Dolphins
are very chatty. Whales too - though
they do go on a bit. When was the last
time you tried talking to one of us?*

FEAR NOT (DUBBED BY V.O)
I must admit - you're the first.

THE OILLIPHÉIST (DUBBED BY V.O)
*There you are then. Typically you lot
tend to stab us with sticks or catch
us in horrid nets. Or just scream
'It's a monster' and run away.*

FEAR NOT (DUBBED BY V.O)
*Perhaps we can find a compromise?
Surely there is somewhere else you
could make your home - where you're
not upsetting or scaring anyone?*

THE OILLIPHÉIST (DUBBED BY V.O)
I rather like scaring people for one

thing, starved for entertainment as I am. And here I have plenty of wandering cattle to nibble, the odd shepherd and all the fish I can eat. No - I'm very comfortable here thank you. I think I'll stay.

FEAR NOT (DUBBED BY V.O)
Is there nothing I can offer? No way to persuade you?

THE OILLIPHÉIST (DUBBED BY V.O)
None. Now would you mind stepping a little closer, I'm feeling peckish? Don't worry - I'll be 'humane' about it. You'll barely feel a thing.

FEAR NOT (DUBBED BY V.O)
I'm not giving up - I'll stay here as long as it takes to defeat you!

THE OILLIPHÉIST (DUBBED BY V.O)
You're welcome to try - but my lifespan far exceeds yours. I remember a time your ancestors were smaller and more hairy. You tend to build things now and kill one another much more.

FEAR NOT (DUBBED BY V.O)
Are there more of you around?

THE OILLIPHÉIST (DUBBED BY V.O)
I have not seen another of my kind for centuries... Most went North-West across the sea. I prefer it here though, it's warmer. And no - I don't miss them before you ask. They used to take all the best fish for themselves.

FEAR NOT (DUBBED BY V.O)
You mentioned entertainment before?

Fear Not pulls out his violin from his bag.

THE OILLIPHÉIST (DUBBED BY V.O)
What do you have there? A weapon?

FEAR NOT (DUBBED BY V.O)
It's called a fiddle.

Fear Not begins to PLAY - he is even worse than before - the

violin SCREAMS and screeches. The Oilliphéist seems in pain - it sways its head and HISSES and SPLASHES its flippers.

THE OILLIPHÉIST (DUBBED BY V.O)
What is that terrible noise?!

Fear Not stops and adjusts the strings.

FEAR NOT (DUBBED BY V.O)
This is called music, something you sea monsters may not have heard.

THE OILLIPHÉIST (DUBBED BY V.O)
Music? It's awful! It's like something dying in some unthinkably evil way!

FEAR NOT (DUBBED BY V.O)
There's no need to be rude - I'm still 'warming-up'. A quick re-tune then I'll play you a brand new song.

THE OILLIPHÉIST (DUBBED BY V.O)
It's alright, I've already heard more than enough - thank you.

FEAR NOT (DUBBED BY V.O)
Here is a number I'm calling "Oh Yeah". At least for the moment.

Fear Not grins and begins playing, singing and tapping also.

CUE MUSIC : I WANNA HOLD YOUR HAND (Fear Nots Beatles cover)

FEAR NOT (DUBBED - SINGING)
Oh yeah, I'll tell you somethin'...

I think you'll understand.

When I say that somethin'

I want to hold your hand!

I want to hold your hand...

I want to hold your hand!

THE OILLIPHÉIST (DUBBED BY V.O)
But I don't have a hand - I have a flipper! Please stop that awful noise, it's really hurting my ears...

Fear Not plays with greater determination, now dancing too.

FEAR NOT (DUBBED - SINGING)
*And when I touch you I feel happy
 inside...*

It's such a feelin' that my love...

I can't hide!

I can't hide!

I can't hide!

The Oilliphéist sways in pain, it splashes and HISSES.

THE OILLIPHÉIST (DUBBED BY V.O)
No more! Please! No more!!

Fear Not continues - really getting into his performance.

FEAR NOT (DUBBED - SINGING)
Yeah you, you got that something'...

I think you'll understand.

*When I say that something' - I want to
 hold your hand!*

I want to hold your hand...

I want to hold your hand!

THE OILLIPHÉIST (DUBBED BY V.O)
*You win! I can't take any more of that
 awful noise! PLEASE STOP!!*

The Monster begins to retreat out into the sea - Fear Not STOPS PLAYING and looks rather offended.

FEAR NOT (DUBBED BY V.O)
*Don't go - there's more! My teacher
 says I have a gift - that girls will
 scream whenever they see me.*

THE OILLIPHÉIST (DUBBED BY V.O)
*Your teacher is clearly a sadist,
 although the screaming part is very
 believable. I'm off - and I won't be
 coming back! I will head north in
 search of peace and quiet...*

The monster retreats out to sea, away from the cliff.

FEAR NOT (DUBBED BY V.O)
Hold on - I've a better one!

Fear Not quickly re-tunes and starts a fresh tune.

CUE MUSIC : WE CAN WORK IT OUT (awful cover by Fear Not)

FEAR NOT (DUBBED - SINGING)
Try to see it my way,

*Do I have to keep on talking till I
 can't go on?*

While you see it your way,

*Run the risk of knowing that our love
 may soon be gone.*

We can work it out,

We can work it out...

The Monster has no interest in working things out and swims eagerly out to sea and submerges. Fear Not seems disappointed and STOPS PLAYING and the music thankfully stops.

FADE TO

EXT. BLACKWATER VILLAGE, SOUTH EAST IRELAND - EVENING

A coastal village with buildings made from wrecked ships. Communal tables and barrels have been put in the central square with drinks and fish-based snacks placed out.

The VILLAGERS are celebrating - some playing early Irish musical instruments (much better than Fear Not).

CUE MUSIC : MUINEIRA DE PONTESAPAIIO - folk music again from The Dinnseanchas, performed live by VILLAGE MUSICIANS.

Villagers are mainly fishers, farmers and their wives or children. Among them is AILBHE (pronounced "Alva") - a pretty peasant girl, 17 with long hair and in her 'Sunday Best'.

The Tinker and Fear Not are eating and drinking. Fear Not has flower-wreathes around his neck and is enjoying the music.

As before the VOICE OVER provides all voices here.

THE TINKER (DUBBED BY V.O)
Well my lad - I knew you could do it!

FEAR NOT (DUBBED BY V.O)
*I'm just pleased to have helped the
 villagers... And it was good of you to
 hang onto the reward money. You think
 putting it in a monastic bank is wise?*

THE TINKER (DUBBED BY V.O)
*Oh yes - these monasteries are big
 business. Investors are doubling their
 fortunes in just a few years. You
 don't even have to be a Christian -
 'money is money' to the monks.*

Ailbhe approaches Fear Not shyly and presents him with a bowl of shelled COCKLES in vinegar.

The Tinker grins at her, grabs her bowl and pulls her to sit on his lap. She rolls her eyes as the Tinker puts one arm around her waist and eats from the bowl with the other.

FEAR NOT (DUBBED BY V.O)
*Thank you for all you've done for me,
 but I've still not learnt to shudder.*

The Tinker quickly chews so that he can reply.

THE TINKER (DUBBED BY V.O)
*Well... It just so happens, I've heard
 tell of a castle around here - one
 that's said to be haunted. If anyone
 spends three nights there and survives
 there is treasure to be had, and the
 hand of a fair Princess too!*

Ailbhe SIGHS - wishing she were a princess.

FADE TO

INT. BEDCHAMBERS OF THE PRINCESS, FERNS CASTLE - DAY

Ferns Castle of this era is a glorified tower. The upper rooms are where the Princess and her servant reside. FATHER THOMAS is concluding his tale to PRINCESS AYLWEN. In the background listening at the open door is DEE THE HANDMAIDEN.

Father Thomas, 55, is a poorer 9th Century Bishop with a silver cross around his neck. Now seen as well as heard.

Princess Aylwen is about 19 with red flowing hair, strikingly pretty and a WELSH accent. Her regal dress is tattered.

Dee is a servant, about 23, dark hair and a plainer dress. She too is WELSH with a stronger accent than the Princess.

FATHER THOMAS

And so the young hero comes calling,
hoping for both the Kings patronage
and a glimpse of his future bride.

PRINCESS

I have no desire to marry a commoner
Father, especially one too stupid to
be afraid. Is he not the third hapless
adventurer since my kidnapping?

FATHER THOMAS

The fourth, Highness. There were many
before too - all keen for the
treasure. Unlike them Fear Not is said
to have no knowledge of fear and be
very lucky. And strong and handsome.

Dee GASPS - happily imagining the hero. The Princess turns angrily to her, annoyed by the interruption. Dee curtsseys - embarrassed - and totters fully into the room.

DEE

Er... They're asking for you
downstairs mistress.

PRINCESS

Let them wait. It's bad enough they
don't bother to properly clothe or
feed me. Not even a leek to be had!

(to Father Thomas)

You think he has a chance then?

FATHER THOMAS

I think 'perhaps' Highness... And
should he return after three nights
they will have to release you.

PRINCESS

I don't want to pin all my hopes on a
peasant. What were you saying about
The Alchemists special potion?

Father Thomas looks furtively around and steps closer.

FADE TO

INT. THRONE ROOM, FERNS CASTLE - DAY

The entrance has a large door to a courtyard and an inner door to a stairwell. KING FINSNECHTA CETHARDEC sits on the main throne, an empty throne beside him. RUDOLPHO THE ALCHEMIST grovels before him. A couple of GUARDS stand at the doorway - male Celtic warriors in light armour with spears.

The King is about 30 and has a QUIFF of black hair, like an early version of Elvis. (Cethardec though means "four-eyes").

The Alchemist is about 50, Italian, balding and wearing Byzantine robes. He has been showing the King some scrolls.

THE KING

It's no good Ruldolfo, bring me those eye-things you made again...

The Alchemist hands the King a pair of RIVET SPECTACLES (these clip onto the nose). The King puts them on.

THE KING

Yes, much better! Now I can even see your warts. These are truly a marvel!

The Alchemist bows happily - glad for any compliments.

The GUARD CAPTAIN enters from outside and bows - he is another Celtic warrior and wears leather armour. He glances disapprovingly at The Alchemist.

GUARD CAPTAIN

The Adventurer arrives Majesty. 'Fear Not' from Glendalough, vanquisher of The Oilliphéist of Blackwater village.

The King shoves The Alchemist and his scrolls aside rather rudely and adjusts his crown to look more regal.

THE KING

Very Good Captain - send him in, then see where that troublesome Princess has gotten herself to.

The Guard Captain bows and withdraws through the main door. The King waves away the Alchemist, who bows and hurries away with his scrolls, making for the stairs.

Fear Not enters, escorted by the Guard Captain. The Guards

watch him suspiciously but he grins vacuously back at them.

GUARD CAPTAIN

(announcing)

His Royal Majesty - King Finsnechta
Cethardec Mac Cellaig of Leinster.

The King smiles politely to the Guard Captain and waves him away. The Guard Captain bows and exits.

FEAR NOT

Hello there!

THE KING

You are the youth known as 'Fear Not'?
The one they say knows no fear?

FEAR NOT

That's right sir... Er... Sire, I
mean. What are those odd discs on your
face? Do they hurt?

THE KING

These are spectacles - to help me see
more clearly. They were fashioned for
me by my Italian Alchemist.

FEAR NOT

Oh? My old Dad might like a pair too,
he's always bumping into things.

The King rolls his eyes, finding Fear Not rather annoying.

THE KING

I am told you wish to seek permission
to venture to Tellarought Castle? To
seek the treasure and monsters?

FEAR NOT

Yes - your Majesty. Ghosts and goblins
don't scare me in the slightest. If
anything I'm rather hoping they might.

THE KING

Really? How so?

FEAR NOT

I don't know how to shudder sire... As
my name implies I have no sense of
fear. My dad calls me a fool for it,
so I've dedicated myself to learn.

THE KING

You should be careful what you wish for. Only one warrior has ever survived two nights at Tellarought. He was found days later, his mind gone.

FEAR NOT

Really? Sounds very promising!

THE KING

I have decreed that any who survive three nights shall be entitled to claim the treasures within and may claim the greatest treasure of all - the hand of the fair Princess Aylwen.

(under breath)

Whenever she turns up.

FEAR NOT

What if all the monsters are defeated too? Can I have the castle as well?

The King BURSTS OUT LAUGHING and the Guards CHUCKLE.

THE KING

Why not - and the lands too! The abandoned fields would be very valuable if not for the demons, devils and ghouls that roam them at night.

Fear Not smiles and nods happily.

FEAR NOT

Ok Sire - I'll do my best! Thank you!

Father Thomas enters from the internal door and bows to The King. He moves to stand near the throne.

FATHER THOMAS

(to King)

Greetings Majesty. It is nice to hear laughter again in these halls. Have I arrived at an auspicious moment?

THE KING

We are merely pleased to meet our new Champion, young 'Fear Not'.

(to Fear Not)

This is Father Thomas - a Bishop from Ulaid seeking my patronage in the construction of several new churches.

FEAR NOT
Hello Father! Please call me 'Fear
Not'. Everyone else does.

FATHER THOMAS
Pleased to meet you young man. I wish
you good fortune in your perilous
quest - may the Lord watch over you.

FEAR NOT
Thanks Father - but I was brought up
to believe in the old gods. Though
'me' late mother was a Christian, my
Dad kidnapped her from 'Angle-Land'.

Father Thomas looks sternly at the King as he speaks.

FATHER THOMAS
Ah! A terrible Irish custom - one the
church is having put a stop to. Such
things still happening are a disgrace!
Isn't that so, Your Majesty??

The King SIGHS and shuffles - sick of this argument. He
clears his throat and speaks to Fear Not instead.

THE KING
You DO understand the great peril you
face? The odds of you surviving just a
single night are weighted against you?

FEAR NOT
Yes Sire - I'm looking forward to it.

Father Thomas and The King exchange questioning glances.

FATHER THOMAS
(whispers to King)
Perhaps this lad should be known as
'Brain-not'. Is he simple?

The Princess enters with Dee following behind, helping
prevent the Princesses long tatty dress dragging.

THE KING
Ah - about time. Considering the small
size of this castle the Princess
always manages to be late.

The King leeringly looks the Princess up and down. She
curtsies reluctantly then sits in the vacant throne. Dee

stands behind and begins to fan her.

PRINCESS

Good Day Your Majesty. This must be
the latest hero who plans to visit the
lair of dead king Fachtna Fáthach?

Dee seems very impressed by Fear Not as she fans.

THE KING

Yes indeed. Potentially your future
husband - most likely your final
chance at avoiding the alternative.

The King smiles evilly at the Princess. She SIGHS.

FEAR NOT

(to Princess)

Hello there!

The Princess rolls her eyes at Fear Not, unimpressed.

FADE TO

EXT. ROAD TO FERNS, CAPITAL OF LEINSTER - PM

The walled town 'Ferns' in the background with the top of the
castle seen over the outer walls. A glimpse of the unhappy
Princess seen in the upper window. The countryside around is
fields and farmsteads. Fear Not and The Tinker are travelling
away in the cart as they chat, passing some other TRAVELLERS.

THE TINKER

So how did it all go lad?

FEAR NOT

Fine Mr McKay, fine. The Princess
seemed nice too. Funny accent though.

THE TINKER

I heard she was carried-off from the
Kingdom of Gwynedd across the sea.
I've always wanted to see a Princess,
but the buggers wouldn't let me in!
Tinkers not welcome - so they said.

FEAR NOT

Stick with me and you can dazzle any
other Princesses we meet with your
share of the treasure.

THE TINKER

I'd rather dazzle them with my charms,
and keep all my treasure for 'meself'.

FEAR NOT

I'm told there's an inn we need to
call in on the way. The Inn-Keeper is
tasked with checking those visiting
the castle and burying them after.

THE TINKER

Aye - I know if it. Some nice ales
there, brewed by the local monks.

FADE TO

INT. BEDCHAMBERS OF THE PRINCESS, FERNS CASTLE - LATE PM

The Princess is in a large tin bath by the fire, naked and
washing. Dee is pouring a jug of hot water by her feet.

PRINCESS

Hotter! You know I can't stand tepid!!

DEE

Sorry Majesty. The pot is on but will
take a few minutes to heat-up again.

The Princess SIGHS and lathers herself with soap.

PRINCESS

Then soap my back while waiting.

DEE

Yes Mistress - thank you Mistress.

(while soaping)

Might I ask Highness - what was your
impression of the young man we saw
earlier, the young man with no fear?

PRINCESS

He is a buffoon - a commoner. A simple
crook after treasure. I doubt he even
owns a sword, let alone can use one.

DEE

He seemed handsome to me. And has nice
legs. And lovely hair! What curls!

PRINCESS

When I want your opinion Dee I'll ask

for it. If not - shut up. And get a
move on with my water - I'm freezing!

DEE

Yes Mistress, back in a moment...

Dee curtsies and hurries away to bring more hot water. She
unknowingly passes a small HOLE IN THE WALL.

PAN TO HOLE - there is an EYE watching!

FADE TO

INT. SECRET PASSAGE, FERNS CASTLE - LATE PM

Behind the rooms used by the Princess. A door to a main
corridor has been left ajar. The King has his glasses on and
is peering through a hole in the wall, grinning.

POV as seen by the King - through the hole we see a glimpse
of the Princess in her bath - as per the previous scene.

BACK TO SCENE

THE KING

Lovely... So lovely...!

Father Thomas enters and CLEARS HIS THROAT loudly. The King
GASPS and turns, then angrily stuffs-up the hole with a bung.

FATHER THOMAS

I hope I'm not interrupting Sire?

THE KING

Actually you are. But as you're here
was there something you wanted Father?

FATHER THOMAS

Merely to update you on arrangements
for your baptism and marriage. I can
speak about it another time though?

THE KING

Does it really take so long to arrange
a splash of water and a wedding? I'm
amazed you Christians have as much
sway as you do - all you do is dither.

FATHER THOMAS

Your conversion is not the issue Sire
- it is the forced marriage to a
captive

Christian girl from a very influential family. Such matters trouble his Holiness The Pope and I have worked tirelessly on your behalf obtaining his permission. I've just received word - finally all is agreed.

THE KING

Finally! I was beginning to think those three new churches I threw into our bargain might actually be built by the time I get to have the Princess. Legally in the eyes of God - I mean.

FATHER THOMAS

It is said Sire that 'the longer the wait, the sweeter the taste' and that 'absence makes the heart grow fonder'.

THE KING

She certainly looks tasty, but it's not her heart that interests me...

Father Thomas looks disapprovingly at The King.

THE KING

It is her lineage. She has no siblings, so our offspring will have a claim on the throne of Gwynedd - and my army to back this claim.

FATHER THOMAS

Ah - of course Sire. And closer ties between both our Kingdoms - under godly rule - would bring peace and prosperity to all.

THE KING

Peace you say? Christians promised peace when you first came to Ireland but there has been nothing but war and conflict ever since.

FATHER THOMAS

It is indeed terrible that there is still much violence and strife in our great land. But I'm sure in years to come 'the troubles' and violence we have now won't even be a memory...

THE KING

People are always people, no matter what nonsense they learn from priests. And I hear that your 'church brethren' have been stirring things up in the north, as was done in Angle-Land also.

FATHER THOMAS

How so Sire?

THE KING

Traditionally churches are centres for ALL worshippers - adorned with both pagan and Christian symbols alike, shared equally by all. But I hear in the northern kingdoms Christians have driven the pagans out. That tolerance is no longer practiced by its rulers.

FATHER THOMAS

Many lands differ - some rulers may be more devout, some may interpret the Lords teachings in other ways. You seem to sense conspiracy everywhere Sire? But the Church is only here to help better things for all...

The King stops himself and smiles politely.

THE KING

Of course - just as you say Father. Now if you'll excuse me?

Father Thomas bows and returns the way he came, pulling the door closed. The King reaches for the bung in the wall.

FADE TO

EXT. TELLAROUGH T CASTLE - LATE PM

An ancient archaic fortress dating-back to the Iron Age. A moat full of human skulls with rotting draw-bridge to a gaping open gate with portcullis. All around for miles are dead trees and abandoned fields.

NOTE : Modern ruins are 14th Century, built on the same site.

Fear Not and The Tinker arrive on the cart, travelling along an overgrown road. This stops by the drawbridge.

Fear Not hops down and looks at the castle in wonder.

FEAR NOT

This looks like the place. Perhaps here I can finally shudder!

THE TINKER

I'd say it's a certainty lad, I'm shuddering already! I think I'll wait back at the Inn if you don't mind?

FEAR NOT

Well ok, if you prefer Mr McKay? I'd better take a few things with me in case there's nothing to do inside.

Fear Not rummages at the back of the cart and fills his backpack, adding half a loaf of bread, the lathe and an almost empty gourd, fire wood, candles and bread knife.

THE TINKER

If half the stories are true I doubt you'll get bored. There's a new church being built down the road - perhaps flee there if things go badly?

FEAR NOT

There's new churches popping-up everywhere these days. Christianity seems 'the in thing' of late.

THE TINKER

Yes indeed. Well - good luck lad. I'll be back come morning to check if you're still alive. Failing that I'll see you're properly buried and will get word to your father and brother.

Fear Not is barely listening, he grabs his bulging backpack and violin and hurries towards the gate.

FEAR NOT

Ok Mr McKay - see you later!

Fear Not skips across the drawbridge. The Tinker rolls his eyes and begins to drive sadly away.

FADE TO

EXT. COURTYARD, TELLAROUGH CASTLE - EARLY EVENING

An open area with ruins of ancient stables and kennels, tunnels to burial chambers. Gibbets with rotting corpses,

skulls on spikes and human bones scattered about. The main building - a squat tower with tiny windows - is opposite the gates which have rotted away with portcullis spikes above.

Fear Not hurries through the main gates with his possessions and looks around happily at the ruins.

FEAR NOT
(to self)
This looks promising!

Suddenly the Portcullis closes behind him to prevent his retreat. Fear Not smiles and trots towards the main building.

FEAR NOT
Fantastic! This is just what I need!

FADE TO

INT. MAIN HALL, TELLAROUGH CASTLE - EARLY EVENING

Dimming daylight through small windows. A stone fireplace, rusting armour and weapons scattered and an ancient SKELETON is slumped at the head of a rotting table. An internal wooden door leads further inside. All caked in dust and cobwebs.

The main door to the courtyard swings open with a LOUD CREAK as Fear Not enters. RATS are heard scurrying away.

FEAR NOT
(calling)
Hello! Anyone at home?!

There is a slight ECHO of Fear Not's own voice.

Fear Not smiles and begins to unpack his items on the table.

FADE TO

INT. BEDCHAMBERS OF THE PRINCESS, FERNS CASTLE - EVENING

PAN OUT from a bottle of POISON being handed by Father Thomas to The Princess, with Dee keeping lookout at the doorway.

FATHER THOMAS
Three drops will be more than enough to kill him. Rudolpho is a sinner but his potions powerful. When the deed is done I'll return the bottle to his laboratory - he will take the blame!

DEE

Father Thomas - must poor Princess
Aylwen commit such a callous act?

PRINCESS

Silence Dee! Don't interrupt your
betters. And for your information you
will be doing most of what's needed.

DEE

Oh...
(sarcastic)
That's all right then.

FATHER THOMAS

King Aed Oirdnide and his army stand
ready to invade from the North. With
King Cethardec dead there will be
chaos and any opposition will quickly
crumble. Then you will be free to
return home to Gwynedd.

DEE

Isn't King Oirdnide said to be a
tyrant? Keen on torture and having
those who displease him flayed alive?

FATHER THOMAS

A baseless rumour, started by Pagans.
No - King Oirdnide is a kindly man and
good Christian, I've met him many
times. All here will rejoice when he
takes over. Then all will be united
under the true faith, as fought so
hard for by Saint Patrick.

PRINCESS

Yes, yes... But be sure to be in the
hallway at midnight. I will meet you
with the bottle when the deed is done.

The Princess pockets the bottle in her tattered dress.

FADE TO

INT. MAIN HALL, TELLAROUGH CASTLE - NIGHT

A small fire burns in the fireplace, candles have been lit -
which cast eerie shadows. The skeleton has been wrapped in a
rotting table-cloth and moved by the exit. The internal door
forced open and spiral stone stairs lead up and down beyond -

dark and uninviting. Fear Not is toasting bread in the fire.

FEAR NOT
 (to self)
 Well I'm shuddering - but only as it
 seems colder in here than outdoors...

There is the SOUND OF SOMETHING SCURRYING in the darkness - perhaps a rat. Fear Not breaks a bit of his toast off and throws it in the general direction. There is a SQUEAK.

FEAR NOT
 Share and share alike!

He chews the remaining toast.

There is a GUST OF WIND - candles flicker and a few are blown out - leaving the fire as the main source of light.

Fear Not shrugs and continues chewing.

FEAR NOT
 Pity the shutters are mostly broken.

There is a faint echo of a male SCREAM from the internal door. This sounds like The Tinker but is not clear.

Fear Not stands and tilts his head to listen.

FEAR NOT
 A scream? Or am I hearing things?

Fear Not jiggles his fingers in his ears to remove any wax. There is silence, just the wind blowing outside.

FEAR NOT
 Just the wind? Ah well, never mind.

Fear Not retrieves his violin from the table and sits by the fire. He begins adjusting the strings.

A FAINT VOICE echoes through the internal door. This is OPHELIA - a pale willowy lady with long dark hair, her airy clothing from a previous era. She wears a burial shroud also.

OPHELIA (O.S)
 It is so cold... So cold! I cannot
 bear it any longer.

FEAR NOT
 That was not the wind!

Fear Not puts down his violin and hurries to the internal door. He calls out and his words echo in the darkness.

FEAR NOT

Hello! Hello! Anyone there? I have a fire going if you're cold? Only a small one as the chimney seems blocked. Hello? HELLO?!

There is no reply - only the echo of his own voice.

Fear Not shrugs and turns to the fire. To his surprise Ophelia is by the fire with her back turned.

FEAR NOT

Oh Hello! Who might you be?

The pale hands of Ophelia reach for the fire to warm, then she turns in her shroud-hood and we see a glimpse of her face as Fear Not steps towards her. He stops and GASPS.

CAMERA TRICK - In the flickering light the face of Ophelia is that of an older woman with grey hair - FEAR NOT'S MOTHER.

FEAR NOT

MOTHER?! Is that you?

Ophelia smiles and turns back to the fire to resume warming herself, again turning her face away. He steps closer.

FEAR NOT

Mother! How can it be you?!

CAMERA TRICK - Fear Not pulls Ophelia to face him. She now has the face of Ophelia - apparently 25 years old, pretty but deathly pale, with large sad eyes and pouting red lips.

OPHELIA

My name is Ophelia. I came to warm myself by your fire - I heard you calling. I hope you don't mind?

Fear Not releases her and steps back. Ophelia lowers her shroud-hood, her long hair frames her pretty face.

FEAR NOT

Oh sorry Miss - for a moment you looked just like my late mother. It must be a trick of the light here.

OPHELIA
 Sorry if I scared you?

FEAR NOT
 Oh I wasn't scared - I loved my mother
 dearly and will be happy to see her
 again someday. I don't know fear,
 that's why I am here - to learn how to
 shudder. My name is Fear Not.

OPHELIA
 Then 'Fear Not' you have come to the
 right place. These dark halls have
 known millennia of horror and despair,
 the very foundations of these
 crumbling ruins permeate with evil...

FEAR NOT
 Good! Just what I'm looking for!

Ophelia seems puzzled but removes her shroud, her white dress
 beneath seems millennia old, she has pale arms and legs. She
 folds her shroud and puts this on the table.

FEAR NOT
 No wonder you're cold, your dress has
 seen better days. You get comfy by the
 fire and I'll do you some toast if you
 like? I would have some cider to offer
 too but my friend Mr McKay drank most
 of that on the way.

Ophelia moves back to the fire again and warms her hands.

OPHELIA
 Thank you, you are very kind... But I
 have to be careful what I eat and
 drink. You're not alone here then?

FEAR NOT
 Oh - he went back to the Inn down the
 road, this is no place for him. He was
 shuddering just at the sight of the
 gate and couldn't wait to get away.

OPHELIA
 You are in great danger here. There is
 a man, a wicked man - a fiend with a
 black soul, whose very presence wilts
 fresh flowers and curdles milk!

FEAR NOT

Oh good! When do I get to meet him?

OPHELIA

Pray that you never do, for he will strip the flesh from your bones and suck out the eyeballs from your head!

FEAR NOT

Really? Sounds an odd fellow, considering I've done nothing to him. Does he live here then? And do you?

OPHELIA

He keeps me here - I'm his prisoner! He is lord of this castle. I cannot leave and am compelled to obey his whims and perverse fancies.

FEAR NOT

If he makes you clean and tidy too, I can tell that your heart isn't in it?

OPHELIA

I beg your pardon?

FEAR NOT

Just thinking out loud... I'd be happy to fight him for you if you'd like? Or help you escape? I'm up for anything really... I was getting a bit bored.

OPHELIA

I have tried countless times to get away, but he always knows and manages to stop me. He is a wicked fiend!

Ophelia seems to become upset and Fear Not hurries to hug her. As they hug she smiles and eyes up the vein in his neck.

FEAR NOT

Don't be upset Miss - I'm here now. Tell me what we must do?

Ophelia licks her lips but resists temptation and pulls away.

OPHELIA

There may be a way I can escape... My coffin. We need my coffin.

FEAR NOT
Mike MacLoughlin? Who is he?

OPHELIA
No - the coffin in which I was buried,
in the crypt below. I must return to
it by dawn, but move this away and
I'll be free from this nightmare!

FEAR NOT
You mean you're... er...? Um...

OPHELIA
I am not alive - no. Nothing within
these walls still lives. Here only the
'undead' dwell - cursed to roam here
for all eternity...

Fear Not nods and tries to look knowledgeable - he doesn't understand all that he is being told or know of vampires.

FADE TO

INT. THE KINGS BEDCHAMBER, FERNS CASTLE - NIGHT

Beside the Kings four-poster is a bedside table with a burning candle, tinderbox, bottle of wine and two goblets. A VANITY SCREEN in the corner - hiding behind is Dee. The King is in bed in his nightshirt and glasses off. Before him is The Princess - she is performing a striptease as he stares.

THE KING
Oh Princess! This is a dream come
true! You're a vision of loveliness!

PRINCESS
Our wedding is now set so I thought it
is pointless to resist any longer...

The Princess slides down her dress as The Kings eyes bulge.

THE KING
Oh excellent! Excellent!!

The Princess sways in her underwear (a chemise, tights and a type of 'bloomers'). The King wipes drool from his chin.

PRINCESS
Can you pour us some wine darling?

THE KING
Yes - of course!

The King eagerly pours wine into the two goblets.

THE KING
I had this imported from Frankia - I'd
been saving it for a special occasion.

PRINCESS
I hope this will prove VERY special...
A night you'll never forget!

The King takes a sip then leaves the goblets on the bedside
table, watching as the Princess peels down her tights.

THE KING
Wonderful! Beautiful! Lovely!!

The Princess turns her back and pulls off her chemise then
slides down her bloomers, swaying her round bum. She turns,
playfully hiding herself with her hands. The King gapes.

PRINCESS
I hope you are ready for me to join
you in bed, Great King?

THE KING
More than ready! I can't wait!!

PRINCESS
I have one small request first -
before I give up my delights to you.

The Princess lowers her hands - the King GASPS and looks as
though he is on the verge of having a heart-attack.

THE KING
Anything! Anything!!

PRINCESS
Can you blow out the candle? I'm much
more relaxed in the dark.

THE KING
No problem. Just a moment...

The Princess moves to the foot of the bed as the King turns
to blow the candle. He PUFFS several times - out of breath.

Dee quickly creeps out of her hiding place and sneaks towards

the foot of the bed - unseen by the King.

The King finally manages to BLOW OUT the candle and all becomes dark, then a little lighter from moonlight outside.

Dee and The Princess swap places - Dee moves into the bed under the sheets as The Princess ducks out of sight. The King is delighted as Dee begins to bob under the sheets.

PRINCESS

(throwing voice)

Close your eyes Great King! Lay back
and enjoy what I can do...

The King lays back and GASPS happily and closes his eyes.

THE KING

Yes! Oh yes! That's nice! Lovely!

Dee makes 'Mmmm-mmm' sounds as she bobs under the covers. The Princess rummages around and finds the bottle of poison.

THE KING

I heard you Christian girls don't know
much, but how wrong I was!!

The Princess sneaks to the bedside table. She pours ALL THE POISON into both goblets equally and shakes out the last few drips to make sure. The King keeps his eyes shut.

PRINCESS

(throwing voice)

Is this good for you, great king?

THE KING

Don't talk with your mouthful! That's
it... Just like that... Oh... OH!!

The Princess sneaks to hide at the foot of the bed, she returns the empty bottle to her discarded clothes.

THE KING

Now I know why they call you lot from
Britain 'Angles'. You are an angel!

The King SCREAMS in delight and Dee SQUEALS as he holds her under the blankets and judders in ecstasy. Both remain still, Dee is heard PANTING - also recovering.

THE KING

(very happy)

That was amazing! Wonderful! I think I
need a drink after all that...

As The King fumbles for his wine Dee retreats out of the foot
of the bed and the Princess sneaks to take her place. Dee
tip-toes behind the Vanity Screen, wiping her mouth.

PRINCESS

(throwing voice)

I'm a 'Briton' actually Sire - not an
Angle or Saxon. And proud of it!

THE KING

I think Aylwen we will have a long and
happy marriage, if that was anything
to go by...

The King KNOCKS OVER both goblets - their contents spill
everywhere as they CLATTER to the floor.

THE KING

Oh blast it! This stuff is expensive!
It's no good my dearest - I just can't
see a thing in this darkness...

The King uses the tinderbox to re-light the candle. Dee ducks
out of sight and The Princess lays beside the King. Now with
light he finds a third goblet inside the bedside cabinet.

THE KING

Let there be light! As you Christians
like to say.

The King glances suspiciously at the Princess who is glaring
at the new goblet angrily.

THE KING

Don't worry - the servants will clear
up the mess. There's still plenty
left. This can be a 'loving cup'.

The Princess forces a smile as The King fills the goblet and
takes a sip then passes this to her. After a sip each he puts
the goblet down then gets comfy beside her.

THE KING

Lay still - I'll use your bosom as a
pillow. Perhaps in a little while I
shall recover and we go again.

PRINCESS
 (unconvincing)
 Oh great... I just can't wait.

As the King rests his head on her bare chest, he pulls-up a sheet and drapes his arm over her, pinning her in place.

THE KING
 There is a chance I might snore... I
 hope you won't mind?

The Princess SIGHS - anticipating a long night ahead.

FADE TO

INT. THE CRYPT, TELLAROUGH CASTLE - NIGHT

Underground, spiral stone steps lead up to the main hall. All is dark, cobwebs and ancient rotting coffins. A pile of rotting human remains heaped in one corner. There are several large unlit candles around, all melted into position.

Ophelia leads Fear Not down the steps towards her own open coffin. He has a candle for light, she sees in the dark.

FEAR NOT
 How can you get away Ophelia - if
 you're already dead I mean? Haven't
 you left it rather late?

OPHELIA
 By moving my coffin out of this
 hellish place. Where it lays I must
 rest inside it - cursed to ever rise
 in an endless cycle of misery...

FEAR NOT
 I'll help you, don't you worry!

Ophelia pauses and makes a strange gesture with her hands. The candles burst alight, the room suddenly much brighter.

FEAR NOT
 That's a good trick!

Fear Not places his rather superfluous candle down on the rim of a nearby sarcophagus. He follows behind her.

OPHELIA
 Did Seamus the Inn Keeper send you?

FEAR NOT
No, the King did.

OPHELIA
The two of them are in cahoots - they have an arrangement with the lord of this castle to keep him supplied with fresh victims... To keep him here.

FEAR NOT
He'd have trouble leaving anyway. There are big 'spike things' at the gate, so no-one can get in or out.

OPHELIA
The Portcullis you mean? There is a ladder up to a pulley just above the gate. Simply pull the lever and they open with weights. There are pads in the ground that trigger the spikes - avoid the triangular flagstones.

FEAR NOT
Ah - good to know, thanks.

Ophelia arrives at her open coffin, this is in better condition, with locks on the lid to lock from outside.

OPHELIA
Here is my coffin - where I must always return by dawn.

FEAR NOT
Ah - and a very nice one it is too.

Fear Not moves to look inside the coffin, unaware that Ophelia slides behind him - ready to shove him in!

Before she can he suddenly turns to face her with a inane big smile. She smiles back coldly and glides away.

OPHELIA
Imagine how terrible it is to be trapped here by day and compelled to rise every night. Endlessly! You are really going to help me get away?

FEAR NOT
Aye, of course! You seem nice and I'm always ready to help a lady in need.

OPHELIA

I suppose you want a reward for your efforts? That you wish to know about the treasure hidden here?

FEAR NOT

Not really. I'm just happy to help.

OPHELIA

(surprised)

You're not interested in the treasure?

FEAR NOT

I suppose I'd like enough to be able to buy some new tools for my old dad, so he'll forgive me.

OPHELIA

Usually all coming are very keen to know of the treasure...

Ophelia moves silently to the wall and opens an upright sarcophagus, she pulls ajar the lid and we get a glimpse of SPARKLING GOLD stacked from bottom to top inside.

Fear Not nods politely but seems uninterested.

Ophelia closes the lid and glides back towards Fear Not - smiling seductively. He grins vacuously back.

OPHELIA

Afterwards they usually want to get to know me more 'intimately'... Even by force if I seem unwilling.

FEAR NOT

Well that ends tonight, don't fret. There is a Christian church just down the road, if I can get your coffin there perhaps you might find peace?

OPHELIA

Yes - why not? Anywhere away from here is welcome, though I know little of Christians and churches. Come closer Fear Not - let me kiss you?

FEAR NOT

Kiss me? Whatever for?

OPHELIA

For all the kindness you've shown me,
you deserve a kiss...

Ophelia glides closer, licking her red lips.

FEAR NOT

Well just a quick peck perhaps? I'm
not very experienced in kissing...
Well, apart from 'me' late mother.

OPHELIA

This will be entirely different.

Ophelia smiles, her eyes gleam as she pulls him closer.

FEAR NOT

Ok but no 'Frankish' stuff - tongues
are to help with chewing.

OPHELIA

My kisses are sweet - the sweetest you
shall ever know. And it's even better
if you close your eyes...

Fear Not closes his eyes and pouts. Ophelia opens her mouth
to show POINTED FANGS. She moves to bite then GASPS and
withdraws, hiding behind her arm. Fear Not opens his eyes.

FEAR NOT

Oh heck - sorry about my breath. My
brother Rory is always teasing me...

OPHELIA

Your neck! You have something strange
around your neck? A holy talisman?

Ophelia cowers as Fear Not pulls out THE SILVER TALISMAN that
had been hidden under his shirt. She HISSES and steps away.

OPHELIA

Why does it affect me so?

FEAR NOT

Ah - Mr McKay said even the purest of
ladies will be overcome by it... It is
rather nice isn't it? It's suppose to
have been blessed by the Pope himself!

Ophelia GASPS and retreats into her coffin, keen to avoid the
talisman. Not understanding, Fear Not follows and waves it.

FEAR NOT
Have a closer look if you like?

Ophelia seems choked and unable to talk - she frantically begins to pull the lid of the coffin shut to get away.

FEAR NOT
Oh - you're settling down already are you? Then let me lend you a hand...

Fear Not helps position the lid but pauses to THROW IN the talisman with her! She HISSES like a cat as he shuts the lid.

FEAR NOT
Keep it if you like it so much? A gift between new friends!

There is a faint KNOCKING from the coffin.

FEAR NOT
(to coffin)
You don't have to thank me... A good deed is its own reward. You sit tight and I'll see if I can move you...

Fear Not finds that he can lift the coffin and he drags it with relative ease across the stone floor to the stairs.

FEAR NOT
(dragging coffin)
I'm pleased to say that either I'm stronger than I thought or you are lighter than you look. Hang on!

Fear Not drags the coffin to the first step of the stairs. He opens the lid. Ophelia GASPS and chokes, her hands have withered and shrivelled from touching the talisman.

FEAR NOT
This might get bumpy, mind your head!

Ophelia opens her mouth to protest but Fear Not closes the lid and locks it. He begins to bump the coffin up the steps.

FADE TO

EXT. TELLAROUGH T CASTLE - NIGHT

Moonlight from a full moon, WINDS HOWL. The Portcullis is open, we get a glimpse of a shadowy male figure watching from the 1st floor window of the tower. This is THE FIEND - he is

pale and vampiric and will be seen more later.

In the foreground Fear Not is dragging Ophelia's coffin along the road, away from the castle gate.

FEAR NOT

(to coffin)

The new church is just down the road, where I'll bury you. I'm sure you'll find peace there. I heard it was only sanctified the other week. If you like crosses you'll love it - its full of new cross-shaped tombstones!

OPHELIA (O.S)

(from inside coffin)

Help... Help me...

FEAR NOT

Yes - I'll help you, don't worry. We're outside the castle already. In a few minutes you'll be well away from here, just like you wanted.

Fear Not drags the coffin more speedily along.

FADE TO

INT. THE KINGS BEDCHAMBER, FERNS CASTLE - NIGHT

As before - the Princess lays next to The King who has his armed draped over her and he SNORES loudly. The Princess is wide awake and seems annoyed. The feet of Dee are sticking-out from behind the vanity-screen, she is SNORING also.

The Princess attempts to move away but The King threatens to waken so she lays still. She SIGHS - no sleep for her.

FADE TO

EXT. CHURCH GRAVEYARD - NIGHT

A glimpse of the new church with scaffolding - this is new but is pld-fashionednt. Conveniently a few freshly dug graves and spades are here. Fear Not is starting to bury Ophelia's coffin. As dirt lands on the lid there is a faint TAPPING.

FEAR NOT

(to coffin)

You sit tight - I'll have you buried in just a minute... It's lucky a few

fresh graves were waiting... Soon
you'll be at peace among the dead!

There is a soft HOWL OF ANGUISH from Ophelia from inside the coffin - but Fear Not takes no notice as he works.

FADE TO

INT. HALL WITH STAIRS, FERNS CASTLE - DAY

This is a small area with a door to the Kings bedroom. Stairs continue up and also down, with alcoves and corridors - one alcove leads to a crude toilet behind a curtain.

Father Thomas is loitering with a candle in his nightgown.

FATHER THOMAS
(whispers to self)
Where is that silly girl? I hope
nothing has gone amiss...

There is the sound of someone approaching and another flickering candle - someone ascending the stairs.

Father Thomas moves to greet them - it is The Alchemist, fully dressed with a candle. He seems surprised.

FATHER THOMAS
Oh - sorry if I startled you, I just
nipped to the privy. Good night
Rudolpho. Sorry about the smell, I'm
not used to such rich food.

Father Thomas bows and hurries away, leaving the Alchemist staring at him suspiciously.

SLOW FADE TO

INT. MAIN HALL, TELLAROUGH CASTLE - MORNING

Sunlight streams through the windows. A rather small blanket by the smouldering fire that served as a bed. Fear Not seems tired but happy, rubbing his eyes as the Tinker nervously talks to him (afraid to be here).

THE TINKER
Well something smells fishy to me...
Are you sure that's what really
happened last night lad?

FEAR NOT

Yes, of course. After I returned from the graveyard I got comfy and nodded-off. The next thing I knew it was morning and here we are - talking.

THE TINKER

I didn't want to set foot in this awful place but thought something terrible had befallen you. In truth I was pleased to hear you snoring from the courtyard as I drew near...

The Tinker spots the ancient shroud of Ophelia on the table.

THE TINKER

What's this strange thing here?

FEAR NOT

That's hers - she was wearing it when I met her. She took it off after she warmed herself by the fire.

The Tinker lifts the shroud gently and both are surprised when it crumbles away to dust in their hands.

THE TINKER

Well... They don't make things how they used to.

The Tinker brushes the dust from his hands and shrugs.

FEAR NOT

Did you bring food? Digging graves is hungry work, it was a hard days night - I feel I've been working like a dog!

THE TINKER

I'm here with the Inn Keeper - he is waiting in the cart and promised us a slap-up breakfast if you're alive. Come on - let's get out of this terrible place while we still can.

The Tinker heads for the door, Fear Not sleepily follows but pops back to bring his violin.

FEAR NOT

Don't want to forget my fiddle. I didn't get much practice last night...

The Tinker pauses in the doorway as Fear Not catches him up.

THE TINKER

Oh - must you lad?

(pause)

Just between the two of us I think the Inn Keeper is spying. He seems much more interested than he should be.

FADE TO

INT. BEDCHAMBERS OF THE PRINCESS, FERNS CASTLE - MORNING

The Princess is conversing quietly with Father Thomas - both are fully dressed.

PRINCESS

Then he started snoring and lost interest. But I'm not complaining.

FATHER THOMAS

Thank goodness! The Lord above I'm sure must have watched over you.

PRINCESS

What do I do now though? He'll expect my company again tonight - thinking this to become a regular thing.

FATHER THOMAS

As a priest I've heard many confessions from many wives over the years. Don't worry - I can tell you a thousand excuses. Start tonight with the classic - say you have a headache.

PRINCESS

Good idea Father. But headaches won't last forever.

Dee enters and curtsies to both, she seems tired.

DEE

(husky)

Good morning Father. Sorry - I seem to have lost my voice this morning. Have you heard about the Viking raiders?

FATHER THOMAS

Raiders? What raiders??

FADE TO

FLASHBACK BEGINS - VIKING ATTACK

EXT. BLACKWATER VILLAGE, SOUTH EAST IRELAND - EVENING

The village is BURNING. In the background villagers are fleeing VIKINGS who have landed on the beach in dragon ships. The Vikings are mostly male but some are female also.

In the foreground more Villagers are fighting Vikings with farming implements. Among them is THE PEASANT HERO - a younger male villager with a crude sword. He and the villagers fight bravely but do little damage as the Vikings have large shields and are expert fighters.

DEE (V.O)

(husky throughout)

A couple of coastal villages were attacked last night. Some say without the sea-monster around the Norse Men are now emboldened. Others that King 'Maredudd ap Tewdws' of Gwynedd has hired Vikings to find Princess Aylwen and return her by force.

After a few moments of fighting the Farmers become tired and start to back away. The Vikings taunt them (MUTED).

Ailbhe and a few female Villagers exit a smouldering hut and run away from the Vikings and fighting.

DEE (V.O)

The peasants did what they could to protect the woman and children, but were no match for Viking warriors...

The fighting resumes as the men defend the retreating women. Somehow The Peasant Champion is doing well in the battle.

Ailbhe flees, looking behind her in terror. She literally bumps into HALDOR THE SLAYER. Haldor is a beast of a man - an 8 foot tall Viking, tattooed and hairy with huge beard. His double-sided axe is as tall as himself.

Ailbhe bumps off Haldor like running into a tree and falls onto her back and stares up at him in terror.

FATHER THOMAS (V.O)

Is the name of any of the raiders known? Or who leads them?

Haldor grins, props his axe by the wall of a nearby building and reaches down for Ailbhe. Holding her with one giant hand he begins to tear off her clothes with the other.

DEE (V.O)

I was told the name by Ailbhe, the only survivor. She was spared to bring a message to the King and tell all!

The Peasant Hero kills his opponents and spots Haldor and Ailbhe. He hurries past others still fighting towards them.

PRINCESS (V.O)

What is the name Dee? Speak up!

Haldor is on top of Ailbhe between her legs, her clothing mostly torn off. She struggles and whimpers helplessly.

DEE (V.O)

They are led by a berserker named 'Haldor'. I'm not sure about the rest of the message - but the King has been locked away ever since.

The Peasant Hero STABS Haldor - slashing his back. Haldor looks up angrily, as if insulted rather than hurt. He clambers up, grabs his axe and ROARS - trembling with rage.

Ailbhe covers herself with her hands and cowers. The Peasant Hero backs away from the berserk Viking - clearly outmatched.

FATHER THOMAS (V.O)

Haldor The Slayer?!

Haldor swings his axe and chops The Peasant Hero in half - his legs fall one side and his torso the other. Ailbhe gapes.

Haldor lifts the upper part of The Peasant Hero by his hair - somehow the peasant is still alive. Haldor THROWS the torso up and WHACKS this like a baseball with the flat of his axe. The upper-half flies and lands beyond the burning buildings.

FATHER THOMAS (V.O)

Haldor is a champion of the Vikings, an unbeatable warrior said to boil and eat any Christians taken prisoner!

Villagers fighting nearby gaze over to see their dead hero. Haldor ROARS and stomps towards them with his axe.

PRINCESS (V.O)
 Isn't he the chief who conquered 'the
 isle of Maen'* with Ivor The Boneless?

NOTE: * This is now known as 'The Isle of Man'

The Villagers scatter - running for their lives. The Vikings
 chase after them, laughing.

FATHER THOMAS (V.O)
 Yes indeed. If it is him on our shore
 our kingdom is in great peril!

Haldor calms or can't be bothered to chase, he turns back to
 Ailbhe who has scrambled up. She stares at him in terror.

Dee begins to COUGH at this point.

DEE (V.O)
 Sorry - I've a bit of a frog today...

FLASHBACK ENDS

FADE TO

INT. HALL WITH STAIRS, FERNS CASTLE - DAY

Outside the closed door of the Kings bedroom is The Princess.

FATHER THOMAS (V.O)
 I tried talking to the King earlier -
 he said he was too busy. It is
 important we learn what has been said.
 Is there some arrangement made with
 the invaders? What does the King know?

PRINCESS (V.O)
 Leave that to me Father, I'll have him
 singing all his secrets...

The Princess KNOCKS on the door.

THE KING (O.S)
 (from behind door)
 Go away - I'm busy!!

The Princess KNOCKS again.

PRINCESS
 It's me Majesty. And I've not many
 clothes on!

The door is heard unlocking and opens ajar - the face of The King appears with spectacles on - his bedroom is dark.

THE KING

(disappointed)

Well you look fully dressed to me.
What do you want Princess?

PRINCESS

Only to see you again, Highness. After our 'special night together' I'm keen for some more of your company...

THE KING

Understandable I suppose, I was rather impressive... But you have to wait. I've had troubling news and I'm busy.

PRINCESS

News? What news Sire?

THE KING

Vikings have landed. Bad timing for us as the bulk of my forces are guarding the northern border, where that 'toad' King Áed Oirdnide has been massing.

PRINCESS

I thought you had a huge army? Highly trained and well equipped? Those who raided and kidnapped me certainly seemed to know what they were doing.

THE KING

Those were just mercenaries. Between you and me there has been a shortage of soldiers here for years, what with all the on-and-off battles and wars.

PRINCESS

Oh?

THE KING

Naturally I make out otherwise to try to mislead any spies.

PRINCESS

So... Am I... Er, 'we' in any danger?

THE KING

I've a parlay with the Viking Leader

and a 'surprise' for him too. Don't worry my love - soon all will be right again and you'll be able to fill your pretty little head with my impressive manliness, not worries of invasion.

The King PINCHES the Princesses bottom and grins at her. She almost protests but bites her tongue and forces a smile.

The King retreats back into his room and closes the door.

FADE TO

INT. THE INN - PM

Like the Tavern but bigger, with more tables and food. Several LOCAL PEASANTS eat and drink. Fear Not and The Tinker are seated together with remnants of stew and empty tankards. Fear Not dozes as the Tinker pinches meat from his bowl.

The INN KEEPER arrives through the main door, clutching a letter as though it were valuable. He peers to check Fear Not is present then shuffles behind the bar to join THE BAR MAID.

The Inn Keeper is large and very fat, with an apron made from a table-cloth around his huge stomach. He is flamboyantly dressed with DISTINCTIVE CURLED SHOES.

The Bar Maid has a low cut dress and large chest, her hair is a sea of dark curls, she is about 25 and her name is Molly.

THE TINKER

Here he comes again, back from another strange errand. Old Seamus is up to something lad, I'm sure of it.

Fear Not SNORES so the Tinker nudges him.

THE TINKER

This is no time to doze! In a couple of hours you'll need to get back to the castle for the second night.

FEAR NOT

I was just resting my eyes...

The Inn Keeper whispers in The Maids ear as she looks at Fear Not questioningly. The Tinker watches them suspiciously.

THE TINKER
 (whispering to Fear Not)
 There's something going on here...
 Keep your wits about you lad.

Fear Not GASPS and clambers up - to The Tinkers surprise.

FEAR NOT
 Yes - you're right! Something
 marvellous is right here!!

The Tinker watches as Fear Not hurries to the far side of the room. A few Peasants have arranged some wooden skittles in the corner and one has a primitive bowling ball.

FEAR NOT
 (calling back)
 I saw this earlier - it looks fun!
 (to Peasants)
 Mind if I have a go lads?

The Peasants hand Fear Not the ball and a few others nearby turn to watch him, as does The Inn Keeper.

THE TINKER
 This is no time for playing games! You
 need to prepare!

The Tinker moves to join Fear Not, nearly bumping into The Bar Maid - she is collecting the empty tankards.

Fear Not rolls the ball with great enthusiasm.

FADE TO

INT. HALL WITH STAIRS, FERNS CASTLE - LATE PM

The Alchemist and the King are having a whispered conversation and The Alchemist hands The King a small paper box. The King waves this in the air happily.

THE KING
 You are truly a marvel Rudolpho! The
 Christians may condemn you for your
 arts - but I revere and respect you.

Father Thomas approaches and The King tucks away the box. The Alchemist nods to Father Thomas then hurries away.

FATHER THOMAS
 You seem in good spirits Sire?

THE KING

Ah, Father Thomas. Apologies if I was a little off with you this morning. I had received word of a Viking raid - but everything is now resolved.

FATHER THOMAS

Glad to hear it Majesty. More mercenaries then I take it?

THE KING

Not this time, I've gone for the cheaper option. Come tomorrow the Vikings will all find themselves in Valhalla.

FATHER THOMAS

Ah - good news indeed. Might I enquire how this miracle is to be achieved?

THE KING

Let's just say, I also have friends in high places...

The King smiles and retreats into his room, closing the door.

Father Thomas looks rather bewildered.

FADE TO

EXT. TELLAROUGH CASTLE - EVENING

In the background Fear Not is hurrying to the open gate clutching his bag. Driving away from the gate is The Tinker in the cart, which has more junk in the back than before.

THE TINKER

(calling back)

Good luck lad! I'll be back in the morning to see if you're still alive!

Fear Not pauses to wave then hurries through the gate.

PAN OUT to the foreground.

The Inn Keeper is watching from behind a dead tree. He has the letter clutched tightly in his chubby hand. As the cart trundles closer he ducks behind the tree to avoid being seen.

FADE TO

INT. BEDCHAMBERS OF THE PRINCESS, FERNS CASTLE - NIGHT

The Princess is chatting with Dee in her bedroom, both are wearing their nightgowns and candles are lit.

PRINCESS

Yes - he didn't seem angry at all. It was almost 'suspicious'.

DEE

What happened then my lady?

PRINCESS

Well... It was like this...

FADE TO

FLASHBACK OF THE PRINCESS BEGINS

INT. BEDCHAMBERS OF THE PRINCESS, FERNS CASTLE - EVENING

As before but about two hours earlier. Only the King and The Princess are present. The Princess is fully dressed.

THE KING

A headache my love?

PRINCESS

Yes - I'm afraid so. And I was so looking forward to our evening together. It came on so suddenly...

THE KING

Well not to worry...

The Princess raises an eyebrow.

PRINCESS

Are you not angry or disappointed?

THE KING

Not at all, such things happen. Don't worry darling - we have plenty more evenings ahead of us. Get some rest and I'll see you down at breakfast.

The King heads to the door, unknown to her as his back is turned he grins evilly.

PRINCESS

Well - good night then, I suppose?

THE KING
 (under breath)
 Oh it will be... For me.

FADE TO

FLASHBACK ENDS

INT. BEDCHAMBERS OF THE PRINCESS, FERNS CASTLE - NIGHT

As before - Dee and The Princess in their bed attire. The Princess concludes her tale. Dee is chewing, the paper box seen before has sweets in and is open on the bedside table.

NOTE: 'Sweets' here are marzipan cakes and honeyed doughnuts.

The Princess turns to her suspiciously - Dee stops chewing and smiles innocently. The Princess scratches her chin thoughtfully and turns away - Dee continues chewing.

PRINCESS
 All I can think of is he left me some nibbles - those strange sweets in the style of food of 'The Moors'.

DEE
 (chewing)
 They are very 'Moorish', yes mistress.

Dee swallows then GASPS loudly - her stomach GURGLES.

PRINCESS
 Are you alright Dee? You look a bit funny all of a sudden.

Dee looks flushed and starts breathing heavily.

DEE
 The sweets! The sweets!!

PRINCESS
 Oh? Pinching my treats again were you?

DEE
 Oh... OH! Mistress - something is happening to me... Something strange.

PRINCESS
 Not poison is it??

DEE

No - I feel good... REALLY good!!

Dee begins panting and rubbing her hands over herself - in a state of rapidly building sexual excitement.

PRINCESS

Dee - behave yourself! What do you think you are doing?

DEE

I can't help myself Highness! I'm being overwhelmed by desire!!

Dee begins to grind against the bed post, unable to stop herself. The Princess watches disapprovingly.

There is a KNOCK at the door.

THE KING (O.S)

(from outside)

Yoo hoo! Princess - it's me again! Are you in need of my company yet?

PRINCESS

(whispers to Dee)

Quick Dee - into my bed! I'll blow out the candles. And mind you keep quiet!

Dee hurries into bed as The Princess blows out the candles then clambers under the bed. For a moment it is pitch black but moonlight through the window helps with visibility.

PRINCESS

Yes - come in my love! I can't wait!!

The door opens and The King hurries inside, now in his nightshirt and no glasses.

THE KING

I thought you'd change your mind. It's dark in here - I can't see a thing!

PRINCESS

I'm over here - in bed waiting! And I like it in the dark, remember?

THE KING

Oh yes - so you do!

The King hurries to the bed and clambers in, not realising

Dee is here. His hands wander and Dee GASPS happily.

THE KING

You've eaten my sweets then? Good!

The King eagerly clammers on top of Dee and begins pumping - she squeals happily and pulls him closer. The Princess is being squashed under the bed as the King and Dee frolic.

She SIGHS wearily - another long night ahead of her.

FADE TO

INT. MAIN HALL, TELLAROUGH CASTLE - NIGHT

Candles are lit and a small fire burns. Fear Not is practising a tune on his violin, tapping and singing a version of a futuristic song.

CUE MUSIC : WHEN I'M SIXTY-FOUR (Beatles cover by Fear Not)

As he plays Fear Not fails to spot that in the window outside a LADDER moves into place and a glimpse of the Inn Keeper is seen ascending, the steps bend under his weight.

Moments pass and Fear Not plays and sings (very badly).

There is a MUFFLED MALE SCREAM upstairs - the Inn Keeper. Fear Not stops playing (MUSIC STOPS) and he looks around.

FEAR NOT

Not a music lover then?

Fear not hurries to the internal doorway and looks out.

FEAR NOT

(calling)

Hello! Anyone up there?! HELLO??

The sound of SOMETHING FALLING down the chimney. Fear Not moves back to the fireplace as something lands, causing a cloud of soot to rise. We see the legs and feet of the Inn Keeper sticking out of the smouldering fire.

FEAR NOT

(to self)

The Inn Keeper! I'd know those strange shoes of his anywhere.

(to legs)

Don't worry Seamus - I'm coming!

Fear Not pulls the legs and to his horror the whole lower part of the Inn Keeper is yanked out of the fireplace - his top missing, gory entrails dangling from the stomach.

FEAR NOT

By the old gods! Did I pull too hard?

Fear Not drags the remains clear of the fire and holds a candle near them to see more clearly. There is the sound of SOMETHING ELSE falling down the chimney.

The Fiend lands next, he is somehow alive despite only his upper half remaining. He looks about 45 with dark hair.

He pulls himself out of the fireplace and walks on his hands towards Fear Not, who gapes in surprise.

FEAR NOT

Hello! I was expecting you to be the other half of the poor Inn Keeper. He seems to have had a terrible accident?

FIEND

Hello? Hello?! Are you not terrified?

FEAR NOT

Should I be?

FIEND

Yes, if you had any sense. But as you're not - kindly hold those legs steady for me a moment could you?

Fear Not holds the legs and the Fiend pulls himself onto them - his middle joins onto the guts of the Inn Keepers body.

The candles all splutter and the shadows jump excitedly as some sort of unholy magic seems to be happening.

After a moment the Fiend grins and clambers up - now as one body and using the lower half of the Inn Keeper. The lower part overlaps, but any gore and blood quickly congeals.

FEAR NOT

That's a good trick? I'm impressed.

FIEND

Something I learned centuries ago, a means to replace my legs. These will last me a few nights until they begin to seize-up and decay. Say... You're a

nice tall lad, are you in good health?

FEAR NOT

I have no complaints.

FIEND

Your legs - any warts or boils? Any strange birthmarks? In-growing toenails? Smelly feet?

FEAR NOT

No, nothing like that. I bathe once a month, following me late mums advice.

FIEND

Excellent! And a teenager to boot.

FEAR NOT

My name is Fear Not. Who might you be? And where have you been all this time?

FIEND

I am Lord of this castle. When but a mortal man I was called Fachtna Fáthach - High King of the Picts. Since the battle of 'Leitir Ruid' I became half the man I once was.

FEAR NOT

Oh? Sorry to hear that.

FIEND

My great grandparents built this fort and moved our capital to Tara from Aberffraw across the sea - but still the Celts came here - hoards upon hoards of them...

FEAR NOT

I'm sorry about that, but that must have happened long before my time.

FIEND

Indeed - forgive an old man for reminiscing... You have bested Ophelia, my treacherous ward. The first to get the better of her in many centuries...

FEAR NOT

Treacherous? But she said she was

being kept here against her will. I only wanted to help her.

FIEND

It was she who trapped me upstairs, having no legs tends to limit my manoeuvrability. She was kept here for her own good - and to honour an ancient bargain.

FEAR NOT

Bargain?

FIEND

One made with the King - probably the Grandfather of the current King by now. He now dares to seek extra favours on top of our deal.

FEAR NOT

Well I am here because of the King - he said if I survive three nights I get to have this castle, the land and treasure within. Oh and a princess.

FIEND

You know of the treasure here?

FEAR NOT

Ophelia offered me a quick glimpse.

FIEND

I bet she did, little minx. You did not try to steal it then?

FEAR NOT

No - it's not mine to take. At least - not yet. I must defeat you first.

The Fiend LAUGHS - he has a cold chilling laugh that seems to echo throughout the whole castle.

FADE TO

INT. ALCHEMISTS LAB, FERNS CASTLE - LATE EVENING

Cramped and full of early alchemical apparatus, bottles, flasks and tubes. The Alchemist is here, being confronted by Father Thomas. The door is wide open behind Father Thomas - this leads to the stone stairwell.

FATHER THOMAS

You may have the Kings protection, but the reach of The Lord is a long one. Sinners like you, necromancers and dabblers in forbidden lore - all tend to meet with an unfortunate end...

The Alchemist is very annoyed, he opens his mouth to protest but is interrupted when Father Thomas continues his tirade.

FATHER THOMAS

And keep away from that poor girl - Ailbhe - the survivor from Blackwater. She's been through more than enough and doesn't need to be mixed-up with the likes of you! I'll be watching you Rudolpho... And so is God!

The Alchemist is about to protest but Father Thomas turns and leaves abruptly - SLAMMING the door behind him.

Hiding behind the door was Ailbhe. She has new clothing and seems recovered. She smiles at The Alchemist. He puts his finger to his lips in case Father Thomas is still outside and passes her a bottle containing brightly glowing liquid.

FADE TO

INT. MAIN HALL, TELLAROUGH CASTLE - NIGHT

The Fiend is waving a phial-locket before Fear Nots face. This appears to contain blood.

FIEND

How about a wager? Your legs against this 'dragon blood'? A sip of this will give the strength of ten men!

FEAR NOT

I rather like my legs... But I do like the thought of being super strong. So you're proposing we bet?

FIEND

I am starved of distractions in this ever-lasting existence... It's not sporting or fun to kill outright, no matter how gruesome or gory.

FEAR NOT

If its distractions you seek, how

about a tune or two from my fiddle?

FIEND

I heard you playing earlier - I'm not that starved. No - I was thinking a contest... Where you have at least a sporting chance not to die horribly.

FEAR NOT

That works for me! How about skittles?

FIEND

Skittles? What are skittles?

FADE TO

INT. THE CRYPT, TELLAROUGH CASTLE - NIGHT

An area has been cleared and a set of skittles made from 6 X human thigh-bones. These SMASH as The Fiend's ball rolls into them. His 'ball' is a human skull.

Fear Not descends the stairs, carrying his modified skull - this has been chiselled smoother and more rounded.

FIEND

There is indeed something strangely satisfying about this... Smashing things over is fun!

FEAR NOT

Are you ready now?

The Fiend nods and re-arranges the skittles.

FIEND

Yes, if you've finished playing with that funny foot-pedal thing upstairs?

FEAR NOT

My lathe? Yes - all done now.

FIEND

Ok - first one to 24 points wins and I go first. Potentially just four rolls can do it... If I win I get your legs - which frankly will be much better than my current blubbery ones.

FEAR NOT

And if I win?

The Fiend tries not to snigger as he recovers his ball.

FIEND

If you win you may have the dragon-
blood trinket and I promise not to
kill you - at least not tonight.

FEAR NOT

Ok, sounds fair. Lets roll!

FADE TO

SERIES OF SHORT SHOTS - BOWLING BATTLE

NOTE: this is intended as a parody of 'King Pin' and the
showdown between Bill Murray and Woody Harrelson.

INT. THE CRYPT, TELLAROUGH CASTLE - NIGHT

CLOSE UP - as the bone-skittles SMASH everywhere!

CLOSE UP - The ugly face of the Fiend laughing.

CLOSE UP - Fear Not rolling his chiselled ball.

CLOSE UP - Another SMASH as the skittles go flying.

CLOSE UP - The Fiend rolls his skull-ball.

CLOSE UP - Another SMASH - this time bone skittles break.

CLOSE UP - The hands of Fear Not setting-up new skittles.

CLOSE UP - The Fiend performing a victory dance.

CLOSE UP - Fear Not dancing and waving his bum at The Fiend.

FADE TO

SHORT SERIES OF CUTS CONCLUDE

INT. THE CRYPT, TELLAROUGH CASTLE - NIGHT

As before - the final round and the skittles are in place and
The Fiend aims his skull-ball, pausing to grin at Fear Not.

FIEND

Another strike and I win! But I must
admit, playing has been the most fun
I've had in years... It's almost a
shame to violently murder you.

FEAR NOT
That's nice of you to say. Good luck!

The Fiend rolls his skull-ball - to his annoyance this rolls to one side and only 3 x skittles fall.

FEAR NOT
Bad luck Fiend! Now I have a chance to catch up or even win...

Fear Not replaces the skittles and hands the Fiend back his skull-ball. The Fiend snarls angrily.

Fear Not aims his own modified skull-ball carefully - the Fiend tries to distract him by suddenly COUGHING.

After a dirty look at The Fiend Fear Not rolls and gets a strike! The bone-skittles fly everywhere.

FEAR NOT
I win!

FIEND
You bloody cheated!!

FEAR NOT
No I didn't! I just have a better ball than you. My bowling technique is better too... See, I'll show you?

Fear Not quickly retrieves his ball, turning his back to the Fiend for a moment.

CGI EFFECT : The Fiend extends his hands and these turn into large talons, his teeth become tusks, his eyes glow red.

The transformed Fiend steps towards Fear Not.

Fear Not suddenly turns and rolls his ball at the Fiend - the balls SMASHES the legs off him, splitting him into two parts.

FIEND
My legs!! Look what you've done to me!

FEAR NOT
What are you doing sneaking right behind me?! That was your fault!

The Fiend's upper-half turns back to his usual self - with fingers and normal eyes. He picks himself up and walks on his hands, gazing angrily at his fallen legs.

FIEND

It can take ages to get positioned and connected. I should kill you for this!

FEAR NOT

But I won! We had a deal - remember?
And if you're unhappy we could always have a rematch? Maybe tomorrow night?

The Fiend considers for a moment then rummages in his shirt and pulls out the talisman-phial of dragon blood.

FIEND

Very well. Help me back to my legs...
And here is that dragon blood. I rather like this trinket, I'll have to reclaim it from your corpse tomorrow.

Fear Not puts his new talisman around his neck.

FEAR NOT

Fair enough. I won't ask more about it until you're in a better mood.

FIEND

Oh just shut up. When I've got my legs back I'll leave you. But tomorrow night you'd better watch your step!

Fear Not moves the lower half of the Fiend round to assist him in reattaching himself.

FADE TO

INT. BEDCHAMBERS OF THE PRINCESS, FERNS CASTLE - EARLY AM

Dee is sleeping in bed beside the snoring King. The Princess is under the bed, awake and uncomfortable. Early morning Sunlight comes through the shuttered windows.

The Princess creeps out and shakes Dee to wake her.

DEE

(waking)
Oh not again! No more...

The Princess covers Dee's mouth with her hand and shakes her until Dee is fully awake.

PRINCESS

Sssh! Get out of here Dee, I've not

slept a wink all night long.

Dee nods and climbs out of bed, careful not to wake the King.

Dee tip-toes to the door, this opens with an unwelcome CREAK. She exits and closes the door behind her.

As The Princess happily settles into bed beside the King for much needed sleep he GASPS and awakens - then sits up.

THE KING

Morning my love! Sleep well?

PRINCESS

Er... Yes, great. When you were finally done with me.

THE KING

Done with you? You were like a tigress! You kept wanting more!!

PRINCESS

Well I... Er.. Don't know what came over me. I'm not like that normally.

THE KING

How about another quick one - the servants aren't up yet?

PRINCESS

Oh god...

THE KING

What?

PRINCESS

I said 'God' - I forgot to pray last night. I'd better do that right now...

THE KING

Oh? Well alright then... I'll go and find some breakfast. See you later.

The King clambers out of bed - his nightgown is a little torn. He leans towards the Princess - she reluctantly kisses him. He grins and heads gingerly to the door.

FADE TO

INT. MAIN HALL, TELLAROUGH CASTLE - MORNING

Fear Not has 4 x beetles in a small crudely made box with greased walls that they can't climb out of. He is whispering instructions to them as The Tinker approaches nervously.

THE TINKER

Good morning! Still alive then?

FEAR NOT

Yes thanks, all good.

THE TINKER

What have you got there lad?

FEAR NOT

This is my new act, who'll I'll perform with after rehearsing.

THE TINKER

But they're bugs? No-one likes bugs, they've too many legs.

FEAR NOT

These are beetles - not bugs. I'm trying to get them to dance, but they don't seem to understand showmanship.

THE TINKER

Have you glued little mops of hair on them too?? Sometimes lad I DO worry about you, you know?

FEAR NOT

This isn't the end result - when I get it right I'll be big, you'll see!

THE TINKER

Well, big or not - I have some important news. Stop tormenting bugs for a moment and listen. Come on and I'll tell you on the way.

FEAR NOT

Oh yes - what news?

The Tinker heads towards the exit as he talks. Fear Not releases the bugs, grabs his things and follows.

THE TINKER

Vikings have landed - it is said

they've been hired to bring back the Princess. They're camped at Black Water, but won't be there long...

FEAR NOT

If the Princess wants to go home to Wales I won't stop her. I think I'd prefer a more 'down to Earth' girl anyway, or at least one without such a funny accent.

FADE TO

INT. COURTYARD, TELLAROUGH CASTLE - MORNING

The drained upper part of the Inn Keeper lays on the ground, his lower half gone and a neck wound. The ladder leads up to the 1st floor window. The Guard Captain is examining the body, he pulls out a new letter from the dead mans hand.

The door into the main building SQUEAKS as it begins to open. Fear Not and The Tinker are exiting together.

The Guard Captain quickly ducks behind some ancient crates.

THE TINKER

Another thing that's happened - the Inn Keeper has disappeared. Poor Molly the bar maid was very upset.

FEAR NOT

I'll play her a tune or two to cheer her up?

THE TINKER

No, she's not THAT upset. Perhaps she just needs a little peace and quiet.

Fear Not and the Tinker wander towards the main gate, unaware of the Guard Captain or the fresh corpse.

THE TINKER

So other than bugs, how was your night? You seem less tired today.

FEAR NOT

Not bad at all, I even got to play more skittles.

THE TINKER

Skittles??

SLOW FADE TO

INT. THRONE ROOM, FERNS CASTLE - LATE MORNING

The Guard Captain is standing near the King, who is seated, dressed and reading the letter with his glasses on.

THE KING

(reading)

So much for 'don't shoot the messenger'... This was the reply?

GUARD CAPTAIN

So I'm guessing. And the lad appears to have been there all night.

The King finishes reading, he clammers up and starts pacing angrily as he crumples the letter in his hands.

GUARD CAPTAIN

My Lord?

THE KING

Did you read this letter Captain?

GUARD CAPTAIN

I cannot read Sire.

THE KING

To win I must lose something I want, if I lose then I lose even more.

GUARD CAPTAIN

I don't understand you my lord?

THE KING

The Fiends price is much higher than I was expecting. Not only did he fail to wipe out the Vikings he insists on being given a new companion, saying he recently lost his own.

GUARD CAPTAIN

A new Companion my Lord?

THE KING

The Princess! He wants The Princess. And just as I was starting to 'break her in' rather nicely...

FADE TO

INT. THE INN - MIDDAY

A few Peasants are eating and drinking. The Tinker is finishing another meal, The Bar Maid hovers near him, with puffy eyes from crying. On the far side Fear Not is tuning his fiddle. The VIKING SPY sits alone in the far corner, watching. His long blond hair hidden under a hood.

THE TINKER

(to Bar Maid)

This is lovely Molly. I told you
you're as fine a cook as Old Seamus
ever was. Don't worry - you can run
this place without him until he turns
up again. Probably better!

The Bar Maid smiles politely but is unconvinced.

Fear Not begins to play and sing, stamping his foot.

CUE MUSIC : HERE COMES THE SUN (Beatles cover by Fear Not)

Most of the Local Peasants abandon their food and drink and hurry to the exit, all looking pained.

The Tinker beckons The Bar Maid - she begins to take his plate but he stops her.

THE TINKER

No - I'm still eating. I was wondering
if you've seen that fair-haired fellow
in the corner yonder? Did you catch
his name or know anything about him?

The Bar Maid and The Tinker stare at The Viking Spy for a moment. She shakes her head and shrugs.

The Viking Spy seems to realise he has drawn attention. He clambers up, pulls his cloak over himself and hurries towards the exit with the departing Peasants. The Tinker watches him.

CUE MUSIC : 'music' fades with scene.

FADE TO

EXT. ROAD TO FERNS, CAPITAL OF LEINSTER - MID PM

The walled town is in the background, no other travellers this time and the settlement has guards at the battlements. Looking out from the upper tower now is The King.

Father Thomas is escorting The Princess and Dee along the road away from the town. He has removed his cross. Dee is carrying all their baggage. The ladies have peasants shawls over them to disguise themselves.

FATHER THOMAS

Come along ladies, before his Majesty changes his mind!

DEE

Is there really a cart waiting for us?

FATHER THOMAS

Yes - meeting us at the new church... Then from there a ship and you'll be back in Wales by tomorrow morning. But not if you keep dawdling!

PRINCESS

Couldn't the King have provided a carriage too? I hate walking!

FATHER THOMAS

Most horses have been commandeered. The army of King Oirdnide is nearby, he has much more cavalry than us.

DEE

Sounds like we're getting out of this awful country just in time. What about the Vikings though?

FATHER THOMAS

The King has a truce in place, they've promised to behave themselves.

PRINCESS

He never even kissed me goodbye. You'd have thought after all I've done for him The King would be unhappy?

DEE

After all YOU'VE done for him??

The Princess looks scathingly at Dee for a moment. Dee smiles politely back and bites her tongue.

FATHER THOMAS

His Majesty tells me - although I don't entirely believe him - that he has learned his lesson and now thinks

it is wrong to go around kidnapping Britons, even wealthy Princesses. He says he will try to become a good Christian from now on.

PRINCESS

Ha! Really?

FADE TO

INT. THRONE ROOM, FERNS CASTLE - LATE PM

The King is on his throne, he drums his fingers as The Viking Spy is escorted towards him by The Guard Captain and one of the Guards seen earlier. Another Guard stands at the door.

The King puts on his spectacles as the Viking Spy bows.

THE KING

Let's have a look at our Viking then... I understand you have a message from your leader?

The Spy nods and steps towards the King. He hands him a scroll which the King briefly reads.

THE KING

I take it no-one saw you entering or would know you have come here?

The Spy shakes his head.

GUARD CAPTAIN

Not many out and about at this time of day Sire. And our friend here seems skilled at keeping in the shadows.

The spy smiles - proud of his skills.

FADE TO

EXT. OUTSIDE CHURCH GRAVEYARD - EVENING

The same church and graveyard seen before but outside the gate. The church is empty and quiet. The sun has just set and it is becoming dark and spooky. There is MIST.

Father Thomas is approaching the gate along the crude road with The Princess and Dee - all tired from walking.

FATHER THOMAS

This is the church where the King said
to wait. Hopefully our cart will
arrive for us any moment.

Dee gratefully dumps the bags on the ground.

PRINCESS

It's getting dark... And cold.
Couldn't we wait inside the church?

FATHER THOMAS

Let's stick to the plan. The King was
very specific.

DEE

Why did you have to leave your silver
cross behind Father?

FATHER THOMAS

That Dee I'm not too sure of, but the
King said to leave it so I did.

A shadowy form approaches from further down the road -
initially just an outline of a man - with glowing eyes.

PRINCESS

Someone is coming. A man. I don't see
a carriage though.

FATHER THOMAS

Maybe it's the Priest or Sexton?

DEE

Saints preserve us! Look at those
strange eyes he has!

PRINCESS

And his teeth seem so white?

The Fiend strides towards them on the plump legs of the Inn
Keeper, becoming more visible as he quickly approaches.

FATHER THOMAS

Never mind his eyes or teeth, look at
the legs! His body seems not to match.

The Fiend arrives - the ladies retreat behind Father Thomas.

FIEND

Good Evening. You are early.

FATHER THOMAS

Oh, er... Good Evening. Did the King
send you here?

FIEND

He did indeed!

Moving in a blur the Fiend raises Father Thomas up by his neck with one arm. Dee tries to pull him free. The Princess whimpers and backs nervously away.

The Fiend shoves Dee down with his free arm, she lands heavily. The Fiend lifts Father Thomas higher - his feet dangle helplessly and he gasps and chokes.

FIEND

You will be coming with me!!

FADE TO

INT. THE INN - EVENING

The Local Peasants are back and more boisterous, quaffing drinks and playing cards and LAUGHING. Fear Not is drinking with a few Peasants and has a few empty tankards by him.

Molly The Bar Maid is wiping the table of The Tinker, he watches as she leans - her cleavage bounces and she smiles back at him, rubbing faster and faster.

FEAR NOT

(tipsy, calling)

Hey Mr McKay - have you tried this
ruby ale? It's nearly as good as that
cider... That stout was good too!

The Bar Maid 'accidentally' drops her cloth, she bends to retrieve it and he feels her backside under the table.

FEAR NOT

(calling)

Hey Mr McKay - do you want to try
some? It's really good!

THE TINKER

Not now lad - I'm busy!

The Tinker continues exploring The Bar Maid.

A distant CHURCH BELL strikes eight times - Fear Not pauses and counts the chimes. He gets up and staggers towards The

Tinker. The Bar Maid stands and adjusts her attire.

FEAR NOT

It's time we were going Mr McKay. It's already dark outside. Can you drop me off again in the cart?

THE TINKER

Oh, er, just coming lad. I was just er... Helping Molly.

FEAR NOT

So I see. Well - hopefully I'll see you again Molly, but you never know...

The Tinker slaps the Bar Maids bum then heads gingerly towards the door, taking a deep breath. The Bar Maid pecks Fear Not on his cheek. He smiles and follows the Tinker.

FADE TO

INT. TORTURE CHAMBER, TELLAROUGH CASTLE - NIGHT

A 1st floor chamber full of torture devices. Small windows overlook the courtyard and the top of a ladder seen. Father Thomas has torn clothes and is slumped unconscious and chained to the wall. Chained beside him is Dee, now in her underwear. On a rack is The Princess, now in her bloomers.

The Fiend eagerly tightens the rack and she whimpers.

DEE

Stop you fiend! Leave her alone!

FIEND

Don't worry - you'll have a turn too soon enough...

The Fiend turns to Dee and caresses her with his talon-like fingers. She whimpers and struggles - much to his delight.

PRINCESS

(gasping)

What.. What do you want? Why are you doing these terrible things to us?

FIEND

Because I enjoy it. This is the most fun I've had in centuries... Every gasp and moan is music to my ears!

The Fiend leaves Dee and returns to The Princess and begins to crank the lever so spikes point into her.

PRINCESS

You do know that I'm a Princess?

FIEND

Of course - and that only heightens my pleasure enormously.

She stares defiantly at him. He smiles back and runs his hands over her nudity. After a moment of pawing he tears off the last of her undergarments and licks his lips.

FIEND

Once I have a better lower half I will give you and your maid 'the full treatment'! This lardy lower body isn't up to much, such as it is...

PRINCESS

What is it with all you Kings? Are you all a bunch of perverts or something?

FIEND

What do you mean?

PRINCESS

You could torture me fully dressed - like you did the poor priest.

FIEND

Wheres the fun in that? A squirming nude Princess is much better than a fully dressed one, any day or night.

The Fiend extends his disgusting-looking long tongue and licks her body. The Princess struggles and GASPS - more distressed by this than being stretched.

Dee murmurs and pulls at her chains, watching in horror.

The Fiend turns to Dee and smiles.

FIEND

Don't think I've forgotten you either!

The Fiend pulls off Dee's equivalent of a bra and runs his hands over her chest as she cringes, unable to pull away.

FEAR NOT (O.S)
 (calling from downstairs)
 HELLO! FIEND! Are you there? It's me
 again, back for my final night...

FIEND
 I'm sorry ladies - it seems I will
 have to keep you all on 'simmer' for a
 while. I'll just pop down and kill
 this young idiot, then I'll be back.

The Fiend briefly licks Dee's cheek, then happily tightens
 the rack of the Princess some more - she WHIMPERS.

FIEND
 Back soon my lovelies!

The Fiend hurries to the window, almost skipping with joy.

PRINCESS
 Don't feel you need to rush!

FADE TO

INT. MAIN HALL, TELLAROUGH CASTLE - NIGHT

The small fire burns and candles are lit. Fear Not plays his
 fiddle while waiting and seems tipsy.

CUE MUSIC: FIXING A HOLE (Fear Not's Beatles cover)

About a minute of 'music' passes as Fear Not sings and plays.

A muffled SCREAM upstairs - The Princess being tormented.

Fear Not stops to listen - the 'music' stops abruptly.

The Fiend suddenly arrives - through the outside door.

FIEND
 Good Evening - albeit your final one.
 What was that strange noise I heard?

FEAR NOT
 My violin. I've been working on some
 new songs - if I survive I will do my
 first big public performance at the
 Inn down the road.

FIEND
 And to think people call me a fiend...

FEAR NOT
No chimney tonight then?

FIEND
I used the ladder to get down, the
stairs here are awful.

FEAR NOT
Did I hear a scream from upstairs?

FIEND
Undoubtedly. I am a little pressed for
time this evening, I have other
guests. If you don't mind I'll just
kill you quickly and get back to them?

FEAR NOT
Ok, let's get on with it then...

SPECIAL EFFECT: The hands of the Fiend transform into talons
and his mouth splits open to reveal a mass of fangs.

Fear Not puts his violin calmly on the table and BELCHES
loudly as the Fiend steps closer.

FIEND
Aren't you scared? Not even a little?

FEAR NOT
Well I rather lost track of time, I've
been drinking all day. I think I might
have over did it a little...

FIEND
Feel free to scream or whimper. You
can beg for mercy too if you like?

FEAR NOT
I can't really be bothered, besides -
I won't receive any mercy, will I?

FIEND
True enough... No.

SPECIAL EFFECT: The Fiend turns away a moment and transforms
into a horrific bat-like form, all claws and fangs.

FIEND
How about this then?

FEAR NOT
How about what?

FIEND
This doesn't scare you?

FEAR NOT
Nah, sorry. The only thing that troubles me is the thought my wonderful music will die with me.

SPECIAL EFFECT: The Fiend turns away a moment and transforms back into his usual self (ie, into two halves joined).

FIEND
You're not making it easy for me. Why not shriek a little? Or run away? I'll give you a head-start if you want?

FEAR NOT
Actually I really need your toilet. Kill me in a minute, can you?

Fear Not hurries past The Fiend towards the internal door. The Fiend scratches his head, disappointed.

FADE TO

INT. THE CRYPT, TELLAROUGH CASTLE - NIGHT

The skittles are gone and a large sarcophagus added below a crumbling pillar. Flickering candles burn all round.

Fear Not hurries down the stairs, moves to a corner with a pile of rotting bones and relieves himself (his back to the camera). As he tinkles The Fiend comes down the stairs.

FIEND
I must admit, you're not my usual type of customer... Usually there's a lot of snivelling and begging involved, or a least a really good scream.

FEAR NOT
Oh yes? Does that make a difference?

FIEND
It does for me. Killing this way, it's disappointing - no fun. Can't you at least pretend to be a bit scared?

FEAR NOT
Well I'll try if you like?

Fear Not does himself up and turns to the Fiend.

FEAR NOT
Is that a new coffin?

FIEND
It's mine - here from upstairs.

The Fiend lifts the lid proudly.

FIEND
It's more dank down here, only I need
to be careful about this pillar above.

Fear Not nods and moves to examine the coffin.

FEAR NOT
Oh yes. Much more impressive than
Ophelia's one.

FIEND
Solid stone, with a marble interior
and velvet lining. See?

FEAR NOT
Really? Sounds great.

FIEND
Oh yes. Nice and roomy too. The best
place to be caught dead in. Look?

The Fiend hops into the coffin to demonstrate. Fear Not
closes the lid and kicks the pillar, this CRASHES DOWN onto
the lid and partly buries it - trapping the Fiend inside.

FIEND (O.S)
(from inside coffin)
Hey! Let me out! You're 'for it' now!
Just wait till I get free!!

Fear Not doesn't wait - he hurries towards the stairs.

FADE TO

INT. TORTURE CHAMBER, TELLAROUGH CASTLE - NIGHT

The ladder is gone. Father Thomas is now awake. Dee is trying
to placate him with words, the Princess is still on the rack.

DEE

Don't worry Father - think of this as being tested by God!

FATHER THOMAS

Screw that! I only joined the church to line my pockets. I don't even believe in god!

PRINCESS

Quiet you two - I heard something!

DEE

Not the Fiend coming back?

FATHER THOMAS

Saints preserve us!

Father Thomas pulls at his chains and begins to whimper.

The top of the ladder seen before appears at the window, a moment later Fear Not climbs through into the room.

DEE

Fear Not!?

FATHER THOMAS

Thank the good Lord - a friendly face!

FEAR NOT

Don't worry - I'm here to save you!

Fear Not is embarrassed at the ladies nudity, he averts his eyes as he fumbles to untie the Princess.

PRINCESS

Hurry up - get me out - I'm freezing!

FATHER THOMAS

Where is the Fiend?

DEE

Did you slay him?

FEAR NOT

I've trapped him downstairs in his coffin, but he may soon escape.

The Princess is free. She rubs her sore limbs then begins to dress as Fear Not unties Dee next. Dee smiles happily at him, filled with admiration for his braveness.

FEAR NOT

You should be able to get away using the ladder. Be sure not to stand on any triangular flagstones to avoid those spikey things in the gate.

DEE

Spikey things?

FEAR NOT

The sort of things that you don't want to get poked by when they drop down.

Dee is free and dresses as Fear Not frees Father Thomas.

FATHER THOMAS

Bless you my son! You are indeed a gift sent by God...

(to Princess)

Hey wait for us!

The Princess has dressed and is already climbing through the window, out and down via the ladder.

PRINCESS

You heard what he planned to do to us? I'm not hanging around for that as well. The other king was bad enough, but at least he was still alive.

FADE TO

INT. MAIN HALL, TELLAROUGH CASTLE - NIGHT

There is a huddled body laying by the fire. Fear Not is returning via the main entrance. The Door SLAMS shut behind him. He approaches the body - it is The Tinker. He is dead.

FEAR NOT

Mr McKay?! No! What are you doing here? This is no place for you!

Fear Not tries shaking his dead friend and becomes upset.

FEAR NOT

Dead? How can this be? You were my one and only friend! Now you're gone...?!

Fear Not begins to WEEP. Suddenly The Tinker GRABS Fear Not by his throat and SNARLS - his glowing eyes open.

NOTE : When The Tinker talks he has the voice of The Fiend!

THE TINKER (DUBBED AS FIEND)
Now you will rue the day you wished to
learn fear!!

Fear Not is being throttled - the Fiend/Tinker is super-strong. As they struggle Fear Not closes his eyes.

Fear Not opens his eyes - he is strangling himself and is alone in the room. He stops and gasps, catching his breath.

The voice of the Fiend echoes all around him.

FIEND (O.S)
You were a fool not to escape with the
others... They will not get far in the
darkness - the dark is my domain.

FEAR NOT
I'm not afraid of you! Besides - I
needed to come back for my fiddle.

There is a GUST OF WIND and the candles blow out - the fire splutters but recovers. It is now much darker.

The Fiend suddenly appears in a moment of flickering darkness and stands behind Fear Not, PANTING in raspy breath.

Fear Not Turns and hops away - startled.

FIEND
Boo!

FEAR NOT
If that is to scare me, it doesn't!

Fear Not grabs an ancient sword from the floor, looking away from the Fiend for a moment. When he turns back he is gone!

Fear Not is alone, he looks around as the LAUGHTER of the Fiend echoes all around him from every corner.

FADE TO

EXT. TELLAROUGH CASTLE - NIGHT

The Guard Captain and the two Guards seen before are loitering behind the dead tree, keeping watch. The Captain has a small torch for light and they wear hooded cloaks.

GUARD CAPTAIN

(nervously, to Guards)

I'm not sure what's worse - being
stuck here to keep watch, or being
stuck between Vikings and ghosts?!

A RUSTLE noise behind them. All turn to look and the Guard
Captain raises his torch. They step towards the sound.
Something suddenly moves on the ground - all approach
nervously. The flickering light reveals an ancient HUMAN
SKULL. Suddenly the jaw moves! The Guards GASP and step back!

A small HEDGEHOG shuffles out and waddles away nervously.

Relieved all turn back to face the castle, feeling silly.

The Princess suddenly steps out from behind the tree, behind
her follow Dee and Father Thomas. All are very startled.

GUARD CAPTAIN

Bloody hell!

The Princess visibly relaxes when she recognises the guards.

FATHER THOMAS

Oh Captain - thank the Lord it's you!

DEE

Sorry if we scared you?

GUARD CAPTAIN

Scared me? I've already had to change
my underwear twice tonight!

FATHER THOMAS

I'm with you there... Please excuse my
funny walk, I've been through a lot.

DEE

We all have! A Fiend had us prisoner
in his dungeon. We've just escaped!

PRINCESS

We are heading back to Wales. There is
a ship waiting if you'll excuse us?

The Guard Captain thinks for a moment then stops her.

GUARD CAPTAIN

There is no ship Princess - and you're
not going anywhere!

PRINCESS
Unhand me Sir!

FATHER THOMAS
What is the meaning of this?

DEE
Haven't we suffered enough?!

GUARD CAPTAIN
Vikings are rampaging in the area, the
truce has collapsed. You are all
coming with us. MOVE IT!

The Guard Captain leads them away. They fail to notice behind
scurrying towards the gates is The Tinker with a lantern.

FADE TO

INT. MAIN HALL, TELLAROUGH CASTLE - NIGHT

A few candles re-lit. Fear Not is alone with his rusty sword.

FIEND (O.S)
(voice from the shadows)
Tonight you shall die!!

FEAR NOT
Die of boredom perhaps? Why not come
out and fight? I'm not afraid of you!

There is the sound of the main door opening, someone is
struggling with the latch from outside.

Fear Not hurries to the side of the door, readying his sword.

The Tinker enters nervously, carrying a lantern.

NOTE: This really is the Tinker.

THE TINKER
Fear Not! Where are you lad?

Fear Not grabs The Tinker and pulls him down, waving the
sword in his face. The Tinker SQUEALS and raises his hands.

FEAR NOT
Is it you? Is it REALLY you?!

THE TINKER
Mercy! Yes, it's me lad - have you

gone mad? Don't you recognise your faithful old friend Mr McKay?!

FEAR NOT

If you're really you - tell me how many pennies I paid for the violin?

THE TINKER

Three! And it was a bargain for such a fine instrument!

FEAR NOT

What is the name of my sweet heart?

THE TINKER

How can I tell you something that you don't know for yourself?

FEAR NOT

Then it is you! Why are you here?

THE TINKER

I came to warn you - the Inn has been evacuated - Vikings are ransacking the area! The customers fled but I came to warn you with the little courage I have left... But now it's quite used-up. Please put away that horrible blade before you do me a mischief?

Fear Not lowers the sword and helps the tinker up.

FEAR NOT

I'd say Vikings are the least of our worries - the Lord of this castle seems no longer in a playful mood.

The Tinker stands gaping at something behind Fear Not - he points, teeth chattering and knees literally knocking.

Fear Not turns around to see where The Tinker points.

SPECIAL EFFECT : The Fiend is now like a demonic giant bat on legs. He lumbers closer, arms outstretched, fangs bared.

FIEND

Finally! Someone 'normal' I can torment and get my teeth into...

The Fiend shoves Fear Not aside and raises The Tinker by the scruff of his neck, moving his fangs near the Tinkers face.

There is the sound of dripping water - the Fiend and The Tinker look down. A puddle grows around their feet from The Tinker. The Fiend seems annoyed, The Tinker embarrassed.

The Fiend GASPS - he had not seen Fear Not clamber up and he has thrust his rusty sword through the Fiend's chest!

For a moment the Fiend seems annoyed then strangely smiles.

SPECIAL EFFECT - the Fiend ages rapidly, turning into a bat-like humanoid skeleton and then crumbling to dust, before the eyes of both Fear Not and The Tinker.

A BIG GUST OF WIND and the fire and lights blow out - the remains of the fiend blow away and all plunges to darkness.

SLOW FADE TO

INT. THRONE ROOM, FERNS CASTLE - MID MORNING

Fear Not and The Tinker are before The King, who is on his throne sat next to The Princess. The Alchemist, Dee and Father Thomas and The Guard Captain are also present (all are dressed, cleaned and recovered from their adventures).

THE KING

Congratulations Fear Not! I never doubted that you would be the one to not only survive the three nights, but to defeat the ancient lord of the castle as well. You're a hero!

(pause)

You're no good against Vikings I suppose?

FEAR NOT

Vikings? No Majesty - I don't even own a proper sword.

The Princess and Dee exchange disapproving glances.

THE KING

Well now you'll be able to buy all the new swords you can ever want! I'm told there is a great fortune in gold in the crypt that is now yours by rights.

The Princess smiles happily at this news. She nods to Dee and Dee begins to fan her with a large fan.

THE KING

Do you have a 'will'? A man of wealth should be mindful of such things...

FEAR NOT

A 'will' Sire?

THE KING

Instructions for who will inherit your fortune upon your death. If there is no heir it all goes to the state.

THE TINKER

Don't worry lad - I'll help you with the legal side of things.

The King encourages the Princess to present herself - with a nudge. She SIGHS and steps towards Fear Not and curtsies. He kisses her hand. Dee watches and looks very jealous.

FEAR NOT

And with my new bride I'll get working on an heir straight away!

THE KING

And congratulations there too - be assured, a more pure and virginal bride you could never wish for! You are indeed a lucky young man.

The Princess rolls her eyes. The Guard Captain BURSTS OUT LAUGHING then looks rather embarrassed as all turn to him.

FADE TO

INT. HALL WITH STAIRS, FERNS CASTLE - MIDDAY

The Guard Captain waits by the ajar door. Just inside the room we see the King and The Viking Spy conversing quietly. Several steps down is an alcove concealed by a curtain.

THE KING

You kill him, take half the gold and the Princess... Then leave me the rest and the castle and lands. All agreed?

The Spy shakes the Kings hand then exits. The door shuts, the King no longer seen. The Guard Captain leads The Viking Spy.

GUARD CAPTAIN

This way 'Ulf' or whatever your name

is. The King said you're to have my horse. But be gentle to her and be sure to feed her apples when you can.

The Spy and Captain move down the stairs out of view. As their footsteps fade Ailbhe steps out from behind the curtain. She creeps down the steps, following behind them.

FADE TO

INT. MAIN HALL, TELLAROUGH CASTLE - DAY

A little cleaner and tidier but still ominous. Father Thomas is here, with Dee, The Princess and Fear Not. He has tried to comb his hair and clean himself up. The Princess wears a flowing white dress. Watching from the back is Fear Not's Dad and Rory - both wearing their Sunday best.

SUPER IMPOSE : The following day...

FATHER THOMAS

(to Fear Not)

You really want me to do the ceremony here? This place terrifies me!

FEAR NOT

Well to me Father it's now 'home'. And it will be good to forge some happy memories here for a change. Plus I will be able to get straight on with the honeymoon!

PRINCESS

I hope you got rid of those terrible torture devices? I saw there are still bits of skeleton around - hardly a romantic setting. Why don't we go on a trip to Rome or somewhere nice?

DEE

This place has character, perhaps with a bit of work and some renovations it might be ok?

PRINCESS

Oh shut up Dee.

DEE

Yes Highness.

The door bursts open and The Tinker staggers-in, gasping.

FEAR NOT

Ah Mr McKay! Don't worry - we've not started yet. Don't say you've forgotten the golden ring?

FATHER THOMAS

Sold it, more like...

THE TINKER

(gasping)

V... V... Vikings! VIKINGS!

There is a CRASH outside and the Tinker moves away from the door. All stare as Haldor the Slayer enters, followed by several heavily armed Vikings.

Haldor lumbers towards the Princess with his axe.

HALDOR THE SLAYER

Princess Aylwen! At last we meet.

SLOW FADE TO

EXT. TELLAROUGH T CASTLE - DAY

We have a glimpse of numerous Vikings in the courtyard as they ready their new base - the castle more tidy and orderly.

A VIKING GUARD stands at the gate, he is tall bearded and fair and has a distinctive FUR CAPE and horned helmet.

Ailbhe approaches him along the drawbridge, she has a DAGGER behind her back and has pulled-down her top to show her cleavage. The guard readies his weapons.

She smiles seductively and sways closer. The Viking Guard looks her up and down and smiles back, getting ideas.

FADE TO

INT. TORTURE CHAMBER, TELLAROUGH T CASTLE - DAY

Most torture devices have been removed, a rather dusty bed is in the corner and some attempt made to clean. Haldor is gazing out of the window, in the courtyard below are his Viking warriors who are checking the weapons found here.

The door opens and The Viking Spy enters, shoving The Princess before him. Her hands are bound.

Haldor looks the Princess up and down. She stares back

defiantly and her white dress is slightly torn.

HALDOR THE SLAYER
Leave us Ulf.

The Viking Spy nods and exits, closing the door.

Haldor pulls out a dagger and waves this near the Princesses nose. She cringes nervously. Haldor grins and cuts her bonds.

PRINCESS
What are you intend to do with me? And
to my friends?

HALDOR THE SLAYER
Your Father has paid me handsomely to
return you to him, but I think I may
keep you for myself.

Haldor sheaves his dagger and grabs the Princess and begins to tear off her dress.

PRINCESS
Filthy pagan! Get your hands off me!
Stop it! No! NO!!

FADE TO

INT. THE CRYPT, TELLAROUGH CASTLE - DAY

Torture equipment from upstairs has been moved here and more bones piled in one corner. Fear Not, The Tinker, Dee, Fear Nots Father and Rory are chained together and dangle head-first above a large bubbling cauldron set into the floor - they are slowly descending via an automated pulley.

FATHER THOMAS
This is intolerable! Those Vikings are
devils to treat a priest like this!

THE TINKER
I think you'll find Father that they
don't much discriminate.

FEAR NOT
Sorry Dad, sorry Rory. I had no idea
the Vikings were planning to attack.
It is good to see you again though.

Fear Not's Father and Rory exchange unhappy looks and SIGH.

There is a CLICK and all descend lower towards the water.

DEE

I had hoped they'd want to whisk me away with The Princess - as a package deal. But at least I get to spend time with a great hero before I die.

FEAR NOT

I'm no hero Miss Dee, I'm just lucky. Well - until now. But it's nice to meet you again too.

Another CLICK - all descend another notch down.

THE TINKER

One thing lad - before we die. Is 'Fear Not' really your name?

FEAR NOT

When I was little my name was 'Jude'. It wasn't until I was a little older that everyone called me 'Fear Not' - it's now the name I go by.

Another CLICK - all are very near the boiling water.

THE TINKER

Well I think this is it. We won't be getting out of this one... At least we'll have a clean death I suppose.

DEE

I don't want to die - not after all I've been through!

Father Thomas mutters a prayer in Latin.

Fear Not looks at his hands - they are shaking.

FEAR NOT

Look! Look at me!

THE TINKER

What is it lad?

FEAR NOT

I'm shuddering! See how I shake? It's fear for all of you, my closest friends and family! I CAN SHUDDER!!

The door opens and Haldor and the Viking Spy enter.

HALDOR THE SLAYER
 (to prisoners)
 You are still with us then?
 (to spy)
 Stop the machine Ulf - they are to be
 spared.

The Viking Spy hurries to stop the pulley.

FATHER THOMAS
 Spared? Thank the Lord!

THE TINKER
 I'm not arguing Haldor - but why?

HALDOR THE SLAYER
 I've reached an agreement with The
 Princess. She was very persuasive.

FEAR NOT
 That's my bride-to-be you're talking
 about! How dare you!

HALDOR THE SLAYER
 No longer - she has agreed to marry me
 instead of you. And to do some very
 nice things for me also.

FEAR NOT
 Then I'll fight you for her!

HALDOR THE SLAYER
 (amused)
 Oh will you indeed?

FEAR NOT
 Unless you're a coward??

The smile on Haldor's mouth fades.

FADE TO

EXT. COURTYARD, TELLAROUGH CASTLE - EARLY EVENING

Effort has been made to tidy. Vikings horses are in the ruins
 of the stables. The Vikings themselves are gathered outside,
 as an audience circled around Fear Not and Haldor.

Within the audience are Dee, Father Thomas, The Princess, The

Tinker, Fear Nots Father and Rory and The Viking Spy.

Fear Not examines his talisman of dragon blood as he talks, he now has a short Viking sword in his belt.

FEAR NOT

(to Haldor)

So if I beat you, you will let us and the Princess go? You leave my castle and treasure untouched?

The Vikings CHUCKLE - Haldor is twice the size of Fear Not.

HALDOR THE SLAYER

Yes - when you defeat me you can all go free. Even the Princess - who is very valuable, both as a hostage and as a potential bride.

Haldor glances at The Princess who smiles back at him.

The fight begins - Haldor swings his axe. Although big sweeps he is rather slow and Fear Not ducks and evades the blade - but unable to get in close with his sword.

The crowd CHEER. Dee hides her eyes. Fear Nots Father and Rory seem to be cheering for Haldor instead.

As he ducks Fear Not pulls out the dragon blood and quickly gulps it down. Nothing happens.

Fear Not runs at Haldor and thumps him - the giant just LAUGHS and knocks him over.

HALDOR THE SLAYER

No magic will save you now boy!

FEAR NOT

That Fiend tricked me! This tastes like berry juice!

Haldor LAUGHS and chops but misses as Fear Not rolls.

For the next few moments Haldor chops and Fear Not rolls about, just dodging the blade each time.

Ailbhe sneaks to join them wearing the cloak and helmet of the Viking Guard. No one notices, all attention on the fight.

PRINCESS

(to Dee)

Look at those big muscles! Haldor is a real man!

DEE

Shouldn't you be cheering Fear Not?

Haldor kicks Fear Not's sword away and prevents him rolling by positioning his feet either side. Fear not closes his eyes as Haldor raises his axe to finish him.

Ailbhe hurls the glowing bottle at Haldor (taken from The Alchemist). She misses but this EXPLODES in a flash beside him, leaving him lightly singed.

HALDOR THE SLAYER

Aaaargh! My eyes! I'm blinded!!

The nearer Vikings grab Ailbhe and hold her.

Haldor chops wildly - unable to see - slicing any nearby Vikings by mistake. Fear Not hops up and grabs his sword. He moves behind Haldor and climbs up onto his back and holds his blade at the Vikings throat.

FEAR NOT

Yield Haldor and I spare you!

Haldor tries to pull Fear Not off with one arm while still holding his axe. He realises he is beaten.

HALDOR THE SLAYER

I yield! I yield!!

The Vikings are shocked and stare in disbelief.

Fear Not releases Haldor and performs a short victory dance.

FEAR NOT

I'll have to write a song about this!

The Viking Spy hurries to attend Haldor, checking his eyes.

Fear Not's Father and Rory seem disappointed but slowly clap.

DEE

He did it! Praise be - Fear Not actually did it!!

PRINCESS
 (sarcastic)
 Whoopie-do.

The Princess moves to check on Haldor and his eyes, she seems more concerned for him than she does Fear Not.

THE TINKER
 (to Princess)
 Anyone would think that you WANT to be carried-off by big hairy Vikings?

FATHER THOMAS
 I thought they were going to take you back to Wales and your Father?

PRINCESS
 Actually Haldor and I, well, we really hit it off. He is a bit 'rough and ready' - but I like that in a man.

Fear Not points to Ailbhe, as she struggles to pull free.

FEAR NOT
 (to Haldor)
 Don't hurt that girl - you destroyed her home and killed her family. It is understandable she wanted revenge.

HALDOR THE SLAYER
 My eyes - thank the gods, my sight is returning. Yes - spare that girl. She has much courage in coming here.

The Vikings release Ailbhe. Fear Not wanders to The Princess.

FEAR NOT
 Hello Princess! Why so glum?

THE TINKER
 It seems your virgin bride likes Vikings more than she does Irishmen.

FEAR NOT
 Well... You don't have to marry me if you don't want to?

PRINCESS
 I don't?

FEAR NOT

Do what you want. I'd rather wait longer for the right girl than marry the wrong one. And what fun can't be had with my friend Mr McKay in the meantime that I can't have with you?

THE TINKER

I cannot quite conceive lad...

PRINCESS

So... You wouldn't be annoyed if I went away with the Vikings?

DEE

And not back to your Father?

PRINCESS

I've had an offer of marriage from Haldor. He and the boys were thinking of founding a new town on the coast and calling it 'Veisafjörör'. I suggested 'Wexford' - which means 'to grow at a ford'. And I'd be in joint charge - Viking Queens have equality.

DEE

Really Highness? Living with pagans?

PRINCESS

And being by the coast trips back to Wales will be easy. I'm sure Daddy will like Haldor, he can help send resources for building the new town.

FATHER THOMAS

A new town? I suppose you might need a new church too?

PRINCESS

Actually, Vikings don't like churches Father - other than to plunder.

DEE

(to Princess)

So off to Wexford now, are we?

PRINCESS

I don't think I'll need you any longer either Dee. Viking Queens don't need maids fussing after them.

DEE
 They don't? But whatever will I do?
 Where will I go?? I've been your loyal
 maid for years! I like fussing!

Fear not looks Dee up and down and she turns to him
 questioningly. He smiles and steps closer.

FADE TO

FLASH FORWARD - CONCLUSION SEQUENCE BEGINS

Like a flash back but all muted with Voice Over. The final
 scene has sound at the end in addition to the VO.

INT. THRONE ROOM, FERNS CASTLE - DAY

The castle is under siege and this is hinted-at by the view
 from the windows and from the bolted and braced outer door.

The King, The Guard Captain and the Guards are battered and
 bloody, they look exhausted and clutch their bloodied weapons
 - all eyes on the door that is about to break open.

FATHER THOMAS (V.O)
 Haldor regained his sight and he, The
 Princess and the Vikings left
 peacefully to form a new town on the
 coast, just before the kingdom of
 Leinster is invaded yet again.

The door is buckling and starts to break.

FATHER THOMAS (V.O)
 The King is attacked by his rival -
 King Áed Oirdnide of Ailech. He is
 defeated and deposed, but only for a
 few years...

FADE TO

EXT. COURTYARD, TELLAROUGH CASTLE (YEARS LATER) - DAY

Outhouses, kennels and stables are repaired, the castle has
 been restored and now seems 'wholesome'. A bright summers
 day. New horses are in the stable, hounds in the kennels.

Fear Not and Dee are 15 years older, they wander out of the
 main building towards the gate, followed by their numerous
 children who resemble both but all have Beatles hair cuts -
 even the girls. All seem happy and are off for a picnic.

FATHER THOMAS (V.O)

For all his foolishness 'Fear Not' does one wise thing in his life - he marries Dee the handmaiden and they have 16 children together. Fear Not would go on to become a famous musician - said to clear any room in a minute - and become equally famous for helping the poor and needy with his great fortune.

FADE TO

INT. THE INN - DAY

The Inn is doing well with lots of Peasant customers and a couple of new SERVING-MAIDS. The Tinker is behind the bar, pouring beers and eyeing-up the barmaids. Molly the Bar Maid approaches with a tray of empty tankards. He kisses her and mischievously pinches her bottom.

FATHER THOMAS

Mr McKay The Tinker buys the Inn down the road from Fear Nots Castle and marries Molly the Bar Maid. Although rumoured to have affairs with barmaids and serving-girls they remained together for many years and lived well into their 80's - an unusual feat for anyone these days.

FADE TO

INT. THE KINGS TOILET, FERNS CASTLE - MORNING

In an alcove by the stairs - a throne of a different kind. Here the King sits - pale and dead. A forerunner of Elvis.

FATHER THOMAS (V.O)

I faithfully served the new ruler and then the old King when he returned through his schemes. He is finally defeated and killed in 808 A.D - by an unfortunate attack of haemorrhoids. Who'd have dreamt of 'The King' dying so ignobly and in such a shameful way?

FADE TO

INT. SCRIBE ROOM, MONASTERY OF ST MOGUE, FERN - DAY

A mini library in a monastery where books are written and copied. A MONK is writing (in Latin) a record relating to 'The Adventures of Fear Not'. He is young and seems not to believe what Father Thomas is telling him to write. Father Thomas is now very old and has white hair.

FATHER THOMAS (V.O)

In my twilight years I used what little influence I had remaining to record this tale in The Annals of the Kingdom of Ireland, at the monastery of St Mogue. It is my hope that The King, Fear Not and his strange adventures will be remembered.

Old Father Thomas turns to look directly into the camera and he speaks to the audience (no longer a Voice Over).

FATHER THOMAS

And here, dear listener, my tale ends. The next time you hear a scream in the night spare a thought for young Fear Not. You never know!

Father Thomas smiles. The Monk scribbles and rolls his eyes.

SLOW FADE TO

END CREDITS

It is suggested HEY JUDE (by The Beatles) is played here.

THE END

THIS SCRIPT IS DEDICATED TO THE ORIGINAL STORYTELLER - THE LATE GREAT JOHN HURT (22 January 1940 - 25 January 2017).