

Odin the Warrior

An Original Screenplay for a Motion Picture

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FADE IN:

EXT. VALHALLA KEEP - ESTABLISHING - DAY

White: vast and silent for a moment. The white begins to focus into the form of a sea of CUMULUS CLOUDS, seen from above.

The point of view is of someone flying above, then dropping through the clouds. Fast running shots.

We hear slow, heavy FLAPPING SOUNDS. We are so high in the sky that we can see the eastern outline of the Scandinavian Peninsula as though we were looking at a map.

On the horizon the Aurora Borealis flashes in and out like heat lightning, even in the daytime. We drop lower and through another layer of clouds and emerge close enough to begin to see VILLAGES and SETTLEMENTS along the coast.

Narration is in the distinctive voice of Jannia the Valkyrie, a character whom we meet soon.

NARRATION

In the days when the world was old but civilization was new, the nations had yet to be grown and the histories had yet to be sung.

Below the clouds, a god's-eye view of the rough, rude countryside of prehistoric Scandinavia. The idea is that we are contrasting the rude lifestyle of most of the denizens of this place with the suddenly bucolic and dignified surrounding of the spread Odin oversees. So:

As we get down to cruising altitude where we begin to see people and their Earthbound affairs we approach the ground high on the glacier where a FAMILY huddle in furs inside a rock-and-ice cave with a sputtering fire in the entrance.

A WALKING MAN trudges along a glacial ridge on crude snowshoes as, unseen, three slavering WOLVES stalk him from three directions.

We reach the edge of the glacier, in the direction of the sea, where there is a wide FOREST. Even the forest is disheveled with old trunks cracked by lightning and twiggy trunks overly thick, competing for sun.

An OLD WOMAN trudges down from the woods toward the shore with a pair of crude buckets in her hands.

Hovels and lean-tos pepper the woods and the high shoreline. Small groups of GUYS accost and have sport with women and older men, stealing clothes and possessions.

People huddle against the elements.

RAGAMUFFIN CHILDREN huddle together and run around getting into trouble. Kids everywhere. Like roaches.

The POV crosses a distinctive landmark: A partially frozen WATERFALL tumbles from a snowcap on a high peak through the settlement. Water plummets through clutches of icicles and over chunks of glacier that gives the waterfall a crystalline effect.

The other landmark of Valhalla Keep - one which will figure in the story - is MIMIR'S WELL, a traditional stone dug well with a roof and

And beyond the Waterfall and Mimir's Well, in a contrast like crossing a national border from a fetid country into a prospering one, is VALHALLA KEEP.

Valhalla Keep is a coastal settlement of about 400 acres in the fold of land between a beach and an ice-encrusted mountain range that is punctuated by permafrost.

Here are fields contoured to the uneven terrain and planted in an orderly and productive way. Where there are no crops - waving wheat; a vineyard; vegetables and so forth - there is livestock - horses; a few cows; sheep; dogs; lots of goats and ducks.

Fields and gardens are roughly square and well tended. Structures are in good repair. This settlement fits into this hostile countryside like a key in a lock.

No more ragamuffin kids either. Still plenty of kids though: playing on the beach, lunging horses in a corral

gathering and gleaning crops in the fields. Men and women work too, but in a dignified manner.

A dozen or so houses and other buildings pepper the craggy interface between the beach and the arable land. They're all LONGHOUSES. Most of these are small homes, but some are craft houses: a smithy, a carpentry shop, a foundry.

BOYS work out with SWORDS and LANCES on the beach. At first it looks chaotic, like the interactive cacophony outside the settlement. But then a graybeard FENCING MASTER steps in to separate two FIGHTING BOYS, instruct them, and step away to let them go at it again.

Near them is a small partially built SHIP up on STANDS.

On a JETTY within sight of the Ship two indistinct figures - they are ODIN and HONIR - fish the ocean with LONG LINES.

PAN quickly up the beach toward the north where beyond the border of Valhalla Keep four more figures are on the beach.

NARRATION

In those times a man who commanded loyalties with his wit or his love or his swordarm could claim to be a king and thus become one.

EXT. BEACH TO THE NORTH - DAY

The four figures are four buxom, giggling VIKING MAIDENS doing laundry on the shore.

From the woods ashore come six HORSEMEN, brandishing swords and lances. The Maidens look up, gather their wash and try to walk casually to safety - too late.

The Horsemen surround them, tapping them on their asses with their sticks, gathering them tightly with their horses' hooves, two getting off their horses to approach the maidens.

NARRATION

From the beaches of Troy in the south, where for ten years an army stood and where the walls of a mighty city fell, there came to the North Country Honir and his younger brother Odin ...

EXT. THE JETTY - DAY

Odin, 30, wrestles what is apparently a big fish on his line. Behind Odin, at the far side of the Jetty, HONIR, 40, gathering up the cord of his own line, calls to Odin - frustrated, indicating he can't be heard over the surf.

Odin is tall, muscular and scraggly with red whiskers and always looks as though he shaved about four or five days ago.

Honir is rugged, weathered, chunkier and shorter than his little brother and wears a full beard, graying here and there.

Frustrated, Honir gestures toward Odin's fishing line, which flies up hook-first out of the water. Telekinesis. Odin looks toward Honir, who gestures toward the dance of Horsemen and Maidens up the beach.

EXT. THE JETTY - DAY

Honir and Odin climb off onto the shore, Honir carrying his coiled line and Odin coiling his as they walk.

NARRATION

... both dismayed with kings and weary of war - to build a quiet life. A peaceful life free of mortal fear and with perhaps only a little bloodshed.

EXT. BEACH TO THE NORTH - DAY

The remaining Horsemen dismount as three of them laugh and variously hold the terrified Maidens by the shoulders, slap them, toss them one to the other.

NARRATION

And they might have done it, had not mad Destiny intervened to make them gods.

MAIDEN #1

Don't hurt us.

HORSEMAN #1

Hurt you ... ?

HORSEMAN #1 presses MAIDEN #1 on himself, grabs her ass with both hands. We'll name Maiden #2 JORDI. Jordi

struggles away from another Horseman and strikes Horseman #1 on the face, draws blood.

HORSEMAN #1

The last thing I want to do is hurt you.

JORDI

Take your hands off her.

HORSEMAN #1

But you, hurting you is the first thing I want to do. Hold her.

HORSEMAN #2 and HORSEMAN #3 each grabs Jordi by an arm. Horseman #1 draws his sword, points it at Jordi's neck.

HORSEMAN #1

Hold her.

HONIR (O.S.)

Excuse us.

ODIN (O.S.)

Hello?

Odin and Honir, carrying their wet ropes (Honir's still has a fishhook on one end), walk smiling among the group.

ODIN

Can anybody play?

HORSEMAN #2

It's trickery. They could be the girls' kinsmen.

HORSEMAN #1

Who are you?

HONIR

Just a farmer from down the beach.

ODIN

How could we be a threat? You have swords and we have only fishing line.

HORSEMAN #1

That is true. Give me a second while I run this one through ...

Here comes a bitchen fight: Odin flips the end of his rope over the base of Horseman #1's blade - the unsharpened

portion near the hilt. Odin yanks down on the rope and the blade falls free of the hilt. Horseman #1 holds the hilt.

ODIN
Inferior metalwork.

Horseman #2 pulls a knife, approaching Odin. Honir loops his rope around the wrist of Horseman #2's knife hand and snaps off the hand, still clutching the knife.

HONIR
Smaller target. Must work on my accuracy.

Odin and Honir stand facing each other. Horseman #3 and Horseman #4 approach them from one side and Horseman #5 and Horseman #6 approach from the other side.

Odin makes a loop in his rope and tosses it to Honir, who pulls it taut so that they trip Horseman #3 and Horseman #4 into Horseman #5.

Horseman #5 lurches and stumbles into Odin, who catches him at the waist and tosses him like a rag into Horseman #6.

The men with the swords, to whatever extent they can, attempt to contend with the men with the ropes, but they don't manage to put a hand on the brothers.

HONIR
So what do you do besides invade quiet villages to accost young women?

Through this, the Maidens are variously horrified and relieved, wringing their hands by the end of the fight - except for Jordi, the game one. She's into it, cheering and whooping.

Honir tackles Horseman #1, who goes down again. Odin takes a bow in Jordi's direction. Behind Odin, Horseman #6 gets up to make a run for one of the six HORSES that stand grazing nearby. Jordi sees this and points.

Odin runs at Horseman #1 just as the latter gets to a Horse's back. Odin leaps at the man, throwing him off the horse and lands on the ground on top of him.

Odin scrambles to his feet, snatches up a dropped SWORD from the ground and, as Horseman #1 gets up, swats him in the ass with the flat of it.

ODIN
You walk ...
(noticing those on the ground)
... when you're of a mind to.

Odin snaps the blade of the sword in two over his knee.

ODIN
Shabby shit.

EXT. BEACH TO THE NORTH - DAY

Odin gallantly hands the reins of two of the Horses to Jordi, who curtsies and motions the others over. Behind them, Honir gathers up the reins of the other four.

JORDI
For the victors?

ODIN
Only these two. Those are for your fathers. With our good wishes.

She smiles sweetly and we

DISSOLVE TO:

EXT. VALHALLA KEEP - THE SHORE - DAY

On the shore Odin and Honir work at building a SHIP.

It is a shallow Viking-style dragon ship, not much more elaborate than a crew shell, capable of carrying about a dozen men, eight at oars, with a raised extended bow like the neck of a dragon and a single mast.

The Ship sets above the ground on STANDS. A collection of heavy iron and steel TOOLS lie on a WORKBENCH propped on sawhorses. Under the workbench is a BAG containing pitch.

The tools are handmade, but more elaborate and precise than one would expect of the period. These are Odin's tools, and his craftsmanship is a light-year ahead of the rest of the world's. While southern Europe has just entered the Bronze Age, Odin holds the secret of steel.

Far behind, some BOYS lunge the four new horses.

Odin, on a ladder, works a dowel into the hull of the Ship with a two-handled screwdriver. Honir works on the ground.

ODIN

They'll compose epics of us for a
thousand years. Hand me that wrench?
You just wait, brother.

HONIR

Wait a thousand years?

Honir gestures with a hand and a WRENCH floats upward to
tap Odin on the back of his shoulder.

ODIN

Minstrels will sing. Women will swoon
at the tales of our wonder.

HONIR

Meanwhile I'd like to get this bucket
afloat.

Odin takes the wrench from the air.

ODIN

Once, long ago, Honir ... showoff ... and
Odin conquered the seas. They brought
peace to the land, order to the chaos.

HONIR

Once upon a time my brother Odin
stopped singing his own damn praises.

Unnoticed by either brother, NJORD, 50, approaches on the
ground, followed by all four Maidens.

NJORD

Goodsir.

HONIR

Eh?

NJORD

Are these the two?

The Maidens nod. Odin, carrying a big HAMMER, comes down
the ladder. Some of the locals gather around gingerly.

HONIR

Greetings.

ODIN

Nice to see you again, ladies.

(to Njord)
I expect you are a man with two new horses.

NJORD
Yes. I am Njord, the father of these children. We came to offer our thanks.

HONIR
No need. Odin and I need a good fight once in awhile.

ODIN
And until we find a good one, the cretins who were bothering your girls will tide us over.

NJORD
By custom, I am obligated to offer both of you fine men a choice among my daughters.

ODIN
Obligated. That's attractive.

HONIR
Our customs are different from yours.

NJORD
Do I understand that you are not interested in my daughters?

ODIN
(looking at Jordi)
Oh to the contrary. We are not barbarians.

Honir leads Njord away, explaining, as - following by Jordi - the Maidens hesitatingly gather around Odin.

HONIR
Your lands are very near ours. Perhaps I could interest you in our customs.

JORDI
Our father would like us to make an alliance. He is very rich. Like you.

ODIN
Like me?

JORDI

We have seen all your lands. How your people have turned forest and tundra into crops and herds.

ODIN

My people?

JORDI

Yours and your brother's.

ODIN

They're not our people.

JORDI

They think they are. I've talked to them.

ODIN

Well then they must have told you how this works. This is Valhalla Keep, our community.

JORDI

Your kingdom.

ODIN

Honir is first among us, but we belong to the village like everyone else.

JORDI

Like a king belongs to his realm?

Odin is flummoxed. The maidens giggle. Some of the kids of Valhalla Keep, tagging along, do as well.

HONIR (O.S.)

Odin. Good news.

Odin turns to see Honir and Njord, pleased with themselves, walking toward them.

HONIR

These fine people and their servants and their flocks may be joining us.

NJORD

That is, if I see that your ideas work.

HONIR

Oh they will. No one works harder to make land produce than a man who owns it himself.

Honir and Njord walk off. Odin looks at the Maidens, who appear delighted.

ODIN

Hey Honir, wait.

EXT. VALHALLA KEEP - AERIAL - DAY

From above the clouds, we hear the slow heavy flapping of wings. The collection of people including Odin and Honir are visible on the beach below. Slowly we descend.

ODIN

(whispers)

Can I ask you something?

HONIR

(whispers)

What is it?

ODIN

(whispers)

Do I still get one of the daughters?

EXT. VALHALLA KEEP - VINEYARD - DAY

At the edge of a manicured Vineyard is a tangle of brambles that mark the beginning of a DISORDERLY FOREST.

Odin and Jordi's dialog begins from out of frame, then they walk into frame before the scene fades.

ODIN (O.S.)

Jordi, this is the best land for growing grapes we've ever found.

JORDI (O.S.)

My father just left it fallow - to serve as borderland.

The two of them walk into frame.

ODIN

It has been a hiding place for low-lives and monsters.

JORDI

Like the ones who assaulted my sisters
and me.

ODIN

Them. And worse than them.
(gesturing expansively)
We have no use for borders between us
now, Jordi.

FADE TO

EXT. VALHALLA KEEP - VINEYARD - RETAKE - DAY

Here are a succession of shots from increasingly higher in the air, showing the progress of development of the new lands in the course of a year. Start with:

The same shot as a moment ago, but Odin and Jordi are gone, and a great expanse of the wild forest and brush is replaced by an extension of the vineyard over several acres. The vines on the new acreage are greener, smaller.

From a POV a little distance up in the sky, in the same area of land the forest is felled, logs lying where the forest was, all stripped of branches and in triangular piles. In a field beyond are a few scraggly reindeer.

From a POV a little higher in the sky, the land now has a light dusting of snow. The former forest has transformed into piles of LUMBER and split, stripped LOGS. Somewhere a crew of BUILDERS raise a wall of a LONGHOUSE. Elsewhere are a new BARN and adjoining CORRAL.

From a POV soaring slowly overhead, we see more new buildings and the field beyond is separated by a wooden FENCE between small herds of REINDEER and HORSES. The land is piled high in snow, but prospers nonetheless. We approach the Waterfall which is frozen solid.

EXT. VALHALLA KEEP - AERIAL - DAY

A Succession of scenes in progressively higher and more inclusive aerial views show the growing development over the season of Valhalla Keep, including Njord's properties.

LIVESTOCK moves in. Forests give way to FIELDS. Remaining FORESTS grow lusher.

In the course of this, winter gives way to spring. SNOWS melt and the GLACIER recedes and the frozen WATERFALL

plunges back to life. The place grows to look like a little Wild West town.

People are out and about. Kids play on the beach. Horses prance in the corral and the reindeer are well fed. Where there was a dark forest are now homes, stables, roads.

EXT. VALHALLA KEEP - NEW MAIN TRAIL - DAY

Odin and Jordi ride out on HORSES from a rough-hewn STABLE through a corral gate along a wooded TRAIL.

Honir and Njord approach them from the visible end of the trail, riding together in a CARRIAGE. Follow the two men in the carriage until Odin and Jordi arrive.

NJORD

You had a god for war down there?

HONIR

Yes, he showed up on the battlefield one day fighting for our side. Must've killed two dozen Trojans in an hour.

NJORD

Wouldn't a god of war be in favor of everyone's war? It hardly seems fair to take sides.

Odin and Jordi ride up. Follow them beyond the path and out onto the beach.

HONIR

Jordi. Brother Odin.

ODIN

Enjoying the day?

HONIR

We were talking about the mystical presence missing in our lives.

ODIN

(to Jordi)

My brother has a fascination with the gods. He says he met one once.

Jordi climbs from the back of her own horse onto Odin's, to sit behind him.

JORDI

I don't care about that stuff. This weather is making me frisky.

And they take off together on the horse like bikers down the beach.

EXT. VALHALLA KEEP - BEACH - DAY

POV of JANNIA the Valkyrie descending through the sky. The flapping of her big leather wings is louder than before, and once or twice we see the tips of them on the updraft.

Below, VILLAGERS scatter over the beach. A dozen or more people, including a few ragamuffin children, collect around the Ship. Honir gathers together those near him.

Odin gallops down the beach with Jordi, oblivious.

HONIR

Everyone stand your ground. Just more visitors. There is no problem here.

(calls)

Odin ...

On Odin, on horseback with Jordi clutching at his waist, looking around and upward.

HONIR (O.S.)

... company.

For the first time we see Jannia full figure. She is very tall, thin, beautiful and appears young. Daryl Hannah or Lauren Bacall at about nineteen.

Jannia wears a sword, a knife and sparse furs. The final flap of her big leather wings calls up a breeze as Odin rejoins the crowd.

As she lands, Jannia folds her wings behind her and stands among the gathering villagers including the brothers. She looks at Odin as she speaks.

JANNIA

I am Jannia of the Valkyries. I would speak with the leader of this warren of humans.

CROWD SOUNDS

Honir.
Talk to her, Honir.
That's Honir.

Honir steps forward, Odin close behind him among the crowd.

HONIR
Welcome, Valkyrie, to Valhalla Keep. I
am Honir.

JANNIA
(to Odin)
You are not the lord here?

ODIN
Me? No, I am Odin. this is my older
brother Honir.

JANNIA
(to Honir)
Of course. I am Jannia of the
Valkyries. I bring greetings from
Mimir, Lord of the Vanir.

HONIR
Mimir? Well, greetings back.

JANNIA
In four days, in the Basin of the Vanir
on the North Coast, Lord Mimir will
convene a Grand Thing.

HONIR
A thing?

JANNIA
Yes. Lord Mimir wishes to address the
leaders of the humans of the Peninsula.
Bring only a handful of men. Unarmed.

HONIR
All of the tribes of the Peninsula?

JANNIA
The important ones.

HONIR
Who decides which are important?

Over her exit line, Jannia rises on the air. She leaps upward, spreading her wings, drops a little as she catches the wind - but not as far as the ground.

She rises slowly at first, like an old Titan rocket, then sweeps upward and quickly out of sight, too far gone for Honir's response.

JANNIA

That is left to me.

HONIR

Well. Thank you.

Except for the Maidens the crowd begin to disperse. Honir points to several men as he and Odin stand by the Ship.

HONIR

Baldur. Rollo. Magnus. Prepare for a journey.

Jordi gives Odin a long dubious look. She doesn't want him to go. Odin thinks, then says ...

ODIN

We're going? Are you sure -

HONIR

Of course we're going. It's Mimir. He's a wizard. A sorcerer.

ODIN

You're a wizard, sort of.

HONIR

Not like Mimir. They say he has the power to be High King.

ODIN

I didn't believe he really existed.

HONIR

Maybe he doesn't. Do you think she made a mistake?

Odin picks up a heavy TOOL of some sort. A hammer; a tong. He works the Tool in his hand roughly, absently.

ODIN

Inviting us? Well maybe we're making a mistake.

HONIR

How? This is an opportunity.

ODIN

New families have joined the Keep. We haven't launched the ship yet. We -

HONIR

We came here looking for a peaceful place. Is it not in our interest to make sure it remains so?

ODIN

Mimir's people are ambitious. Do we want to get involved again with wizards and heroes and ... and ... Valkyries?

HONIR

Of course we're going. We have to go.

ODIN

We have to ... ?

HONIR

We'll talk. We'll argue. You'll walk off in a snit, maybe break something.

Odin breaks the Tool in his hand. Looks at the pieces absently.

HONIR

And then we'll go.

Odin looks significantly at Jordi, who is in the distance with her sisters now.

HONIR

The Valkyrie thought you were the Master of Valhalla Keep.

ODIN

Well that makes sense.

HONIR

It does?

ODIN

I'm so much better-looking than you.

HONIR
(looks Odin up and down)
When did this happen?

Angle on the Ship.

HONIR
Odin, this rig has to take us to the
North Coast in four days' time.

Odin blackens his hand in the bag of pitch under the workbench, then scurries back up the ladder. Odin slops pitch along the perimeter of the dowel he worked on.

ODIN
I'd better get to work.

EXT. VALHALLA KEEP - THE SHORE - DAY

The Ship on stands later in the day. The sun is lower and the tide is higher. At least one COMMUNITY LONGHOUSE is visible on a crag above the beach.

Honir and Odin as well as the six guys who will accompany them on this trip work on the Ship: polishing or painting the hull, or aboard on the deck working on the oars or the mast.

The six include BALDUR, 15; ROLLO, 25; MAGNUS, 25; HARALD, 17; ERIK, 17; and ABEL, 18.



Odin, on a ladder at the starboard bow of the outer hull, paints the two Runic letters that recur throughout as the AESIR SYMBOL.

On the beach behind the Ship the tide has risen to about ankle level.

Men and kids play in the water. Women stand by the edge of the rising water and kvell over the Ship. Lots of CHATTERING. High spirits.

All but Jordi look happy. Njord comforts Jordi.

Whatever cavorting Odin does, he does it with Jordi.

ODIN
(calls)
Baldur. It's time.

EXT. VALHALLA KEEP - THE SHORE - SHIP'S DECK - DAY

Baldur pulls on a rope to raise the single rectangular sail. It sports the same Aesir Symbol as the hull.

EXT. VALHALLA KEEP - THE SHORE - DAY

Cheering from the villagers, knee-deep in the rising tide. Honir, Odin and the others on the Ship wave and whoop as well. The sail flaps listlessly in the still air.

DISSOLVE TO:

EXT. VALHALLA KEEP - THE SHORE - NIGHT

Retake with a waxing Moon in the sky. Beyond, on a crag, the Community Longhouse is lit up with torches and the sounds of revelry come from inside. Serious revelry.

The tide is high, the air is still and the Ship remains on its mostly submerged stands a few feet above the lapping water, its rear rudder touching the surface. A ROPE LADDER hangs from a deck panel.

EXT. VALHALLA KEEP - COMMUNITY LONGHOUSE - NIGHT

The revelry is louder. The main door flies open and dozens of Villagers - including the brothers and their crew - parade out, some carrying flagons of ale, others carrying torches. Two DINGHIES with OARS sit at the water's edge.

EXT. VALHALLA KEEP - THE SHIP - DECK - NIGHT

Honir, on the deck, gives Odin on the Rope Ladder a hand aboard. Behind him is Baldur in a Dinghy. The second Dinghy is beyond Baldur.

The brothers and all the crew wear heavy furs, and each has a MEDALLION around his neck with the Aesir Symbol pounded into it. Odin and Honir wear leather and fur VESTS with the image also worked into the leather.

ODIN
Does she feel like a ship?

HONIR
She feels like a ship.

EXT. VALHALLA KEEP - THE SHORE - NIGHT

LS the Ship and the exulting crowd ashore. A single OARSMAN rows one Dinghy back, towing the second on a line.

EXT. THE SHIP - DECK - NIGHT

All eight crew members stand on deck before the limp sail.

HONIR
Is this a good time?

ODIN
It's time.

Honir before the sail raises both arms like a conductor.

EXT. THE SHIP - NIGHT

The sail billows out, filling with an onshore breeze.

The Ship lurches forward toward the sea. The stands and the wooden ladders strain and crack.

The stands shatter and fall away. The Ship strains forward, dropping bow-first into the water. The crew all hold on for dear life.

EXT. VALHALLA KEEP - THE SHORE - NIGHT

To the cheers of the Village onlookers, the Ship casts off.

EXT. THE COAST - DAY

The Ship sails - aided by most of its oars - along this incredible virgin coastline. It traces north along the east coast of the Peninsula, so the land is to port.

The coast is mostly dense woods, punctuated by fjords. Virtually all the coast is in sight of an upland Glacier looming above and beyond the vegetation.

EXT. THE SHIP - DECK - DAY

Odin and Honir man a pair of oars as do four other crew members. Rollo yanks on a line by the mast. Baldur, at the bow, points ashore.

BALDUR
Flying.

ODIN
What's that, Baldur?

BALDUR
Flying reindeer.

EXT. THE COAST - DAY

Two sleighs from far, pulled by teams of reindeer, speed over the glacier, taking big moguls head-on and getting air like a freedogger, appearing to fly.

HONIR
Spell me, Baldur ...

EXT. THE SHIP - DECK - DAY

Baldur takes Honir's oar as Honir gets up. Odin rises too, gesturing to Rollo.

HONIR
... Odin, look at this.

ODIN
Spell me, Rollo.

Rollo hesitates to comply.

HONIR
Exceptional. Spell Odin, Rollo.

Rollo hands Odin the mast line, which yanks Odin's arm before Odin ties the line over a hook at the base. Rollo takes Odin's oar grudgingly.

EXT. THE COAST - GLACIAL RIDGE - DAY

Two teams of reindeer pull two sleighs over a glacial ridge. A team of THREE MEN drive or sit in each sleigh. The sleighs speed toward a wide crevasse. The men driving the reindeer seem unconcerned.

ODIN (O.S.)
Do you think they're flying?

HONIR (O.S.)
They may as well be.

ODIN (O.S.)
By my sword - do you think they can see
that crevasse?

HONIR (O.S.)
Can you see it?

ODIN (O.S.)
Plain as daylight and wide as a house
is long.

HONIR (O.S.)
Then probably they can see it too.
They're closer.

ODIN (O.S.)
Don't you think ...

The first of the sleighs reaches the crevasse.

EXT. THE SHIP - DECK - DAY

On Odin, alarmed, and Honir, impassive.

ODIN
Yeow!

HONIR
Odin, my brother ...

EXT. THE COAST - GLACIAL RIDGE - DAY

The reindeer leap across full out and land on the far side,
pulling the sleigh roughly onto the ground behind without
skipping a beat. The riders are unfazed. The second
sleigh approaches the crevasse behind.

HONIR (O.S.)
... you must learn to have more faith in
the value of human potential -

The second team of reindeer make it over the crevasse but
not with as much panache: the sleigh breaks free of its
team of reindeer as it hits the far side.

The reindeer keep running at breakneck speed. The sleigh,
having barely cleared the crevasse, skids across the ice
and down toward the edge of the glacial ridge overlooking
the shore.

It rolls over, depositing its Three Men on the ridge ...

HONIR (O.S.)
- or not.

... and continues, crashing over the edge.

EXT. THE SHIP - DECK - DAY

Six men continue to man the oars. As Honir and Odin talk, Honir takes back over at the oar he handed to Baldur, and rather than taking back the oar he gave Rollo, Odin spells young Erik. Rollo looks sour.

ODIN
Do you think they're going where we're going?

HONIR
If they make it.

ERIK
Thank you, Master Odin.

ODIN
How will we know when we have arrived?

HONIR
You build the ships and forge the weapons, brother -

EXT. THE THING PLACE - ESTABLISHING - DAY

A great grassy lea, warm and lush, in an auditorium-sized basin carved out of a glacier.

Scattered small groups of loud, rowdy, brawling TRIBESMEN have begun to collect among the tiered surfaces that lead down to the dais in the center, like a theater-in-the-round.

Surrounded is a mix of woods, rock and glacier.

HONIR
- and I will point the way.

EXT. THE THING PLACE - PERIPHERY - DAY

Odin, Honir and their party grin and take in the scene as they walk into the basin.

LOKI, 17, addresses them as they walk by him. Loki is a skinny, intelligent-looking kid who wears a multi-colored outfit whose patterns seem to shift as he moves.

Loki also wears a burlap NECKLACE from which several CHARMS dangle including a pointy CRESCENT AMULET.



He holds out several OBJECTS to which he refers, and the contents of his hands quickly change as he talks. He's a skilled close-up magician.

ROLLO

How do they keep it warm?

LOKI

Selling magical items here, sirs.

ODIN

Hot springs from underground, I'd say.

LOKI

Cards. Rune sticks. Dragon droppings.
Charms. Talking stones.

HONIR

Not now, Boy. Catch us on the way out.

EXT. THE THING PLACE - TIERS - DAY

Pairs of PALADINS stomp and elbow their way from the highest tiers of the place down toward the stage. Two Paladins walk together down each aisle, shoving Tribesmen out of the way or kicking them into the seats.

The Paladins are hired muscle - western Samurai - dark-robed and helmeted, and they look like the minions of hell.

Follow in a group of SIX GIANTS - warriors who look like all the others except that they're about eight feet tall. They include one called VALDEMAR, who hides a sharpened DISCUS under the flap of his coat.

GIANT #1

There have been others - like Mimir -
who tried this.

VALDEMAR

You know who would be the next targets
if he succeeds.

GIANT #1

Do you think?

GIANT #2

They have never considered giants true men. They're always afraid of us.

VALDEMAR

Then we will give them a reason.

Also among the crowd - toward the front up the aisle from the Giants - are Odin, Honir and their party. Most of them have taken a seat.

Odin stands near the aisle talking to Honir. Baldur is in the aisle, clowning and marveling at the surrounding.

The Paladins clear the aisle, advancing down the tiers just above Baldur.

ODIN

I knew you'd do this. You're getting the itch again.

HONIR

This is just about protecting what we've built.

ODIN

Look around this place. All kinds of disreputable types. Adventurers. Monsters. Magic-users.

HONIR

And who knows more about handling such types than we do?

ODIN

Than you do, brother. I just pounded out the swords.

Absently, Odin grabs Baldur around the waist and yanks him out of the aisle just as he was about to get beamed by a Paladin like a bunch of others up the aisle.

Pepper Odin and Honir's exchange with shots of others around the basin, variously amused, unruly and sitting. Notice young Loki, shifting in and out of view, as if magically, as he wanders the periphery of the crowd.

Include a shot of four GIANTS toward the edge behind Odin and his company, angry and with one nursing a wound.

ODIN (O.S.)

This is politics, Honir. I thought we don't do politics any more.

HONIR (O.S.)

What if you're right, Odin? Say this Mimir wants to make himself High King. He will need allies, advisors.

ODIN (O.S.)

You know from experience that the best thing we can ...

EXT. THE THING PLACE - DAIS - DAY

The Paladins all reach the edge of the central dais and assemble facing the crowd like Secret Service agents. Odin and Honir and their men settle in their seats.

A Paladin's voice is hollow, icy - like Batman's.

ODIN (O.S.)

... do for our people is not take -

PALADIN

Attention!

The crowd all settle. Then a murmur comes up as, from behind the dais, a BUBBLE - five feet in diameter and with shifting colors over its surface - floats up from behind a wall of ice to settle a foot or two over center stage.

The bubble POPS, replaced by MIMIR: ageless, imposing, seven feet tall. Jeweled EYEPATCH. Sword on one hip; cudgel on the other; dagger on his thigh.

Mimir is the prehistoric equivalent of a banana dictator. Great character. And we've nearly seen the last of him.

We pay some attention to Mimir's EYEPATCH: It's a magical artifact; a jewel-encrusted gold token the size of a half-dollar with a mystical SYMBOL on it whose shape shifts and changes continually.

The Eyepatch's STRAP is sort of like Moshe Dayan's, stretching over his head at a sharp angle to the perpendicular, its lowest point actually stretching down to the back of his neck.

MIMIR

Welcome. Welcome friends, welcome all true men to the lands of the Vanir.

(a beat; silence)

We celebrate today not our coming together but our going forth. Not what we have but what we will acquire. Not who we are but who we will become. I have summoned you to this place in this time to ask you to join in this opportunity to remake our world. To make it a world of men.

EXT. THE THING PLACE - TIERS - DAY

Odin, in his seat, looks around at the others he is with and at the audience in general. He is amused by the rapt expressions. Only Honir is skeptical.

EXT. THE THING PLACE - DAIS - DAY

Back on Mimir, speaking continuously.

MIMIR

From the southern sea to the icecap, we have multiplied and we have taken the land by numbers alone - but from the hellspawn berserkers in the south to the blistering dragons in the north, and everywhere in between, they continue to demand our tribute.

Shouts. Whoops. Applause. Stomping.

EXT. THE THING PLACE - TIERS - DAY

On Odin among the crowd. To one side of him is Honir, stolid and skeptical, and on the other is Baldur, cheering with the rest of them.

Odin swats both of them with the back of a hand.

ODIN

They love it. Listen. They love it.

BALDUR

Shh. I love it.

HONIR

Really?

EXT. THE THING PLACE - DAIS - DAY

Back on Mimir, riling them up.

MIMIR

Today we serve notice: there will be no more tribute. Today the true men of these lands stand united. Today we stand in resistance.

EXT. THE THING PLACE - TIERS - DAY

On Odin (bemused) and Honir (wary).

ODIN

Poetry. Mimir bewitches his audience with poetry. That is his magical power. I can do that.

MIMIR (O.S.)

Against the ...

EXT. THE THING PLACE - DAIS - DAY

On Mimir. Wide shot. As he speaks, he conjures up ghost images in the air over the crowd:

First a BASILISK confronting frozen-solid bowmen; next a SUCCUBUS, a demon materializing in the act of raping a sleeping woman; finally a vicious slaving werewolf running off with a terrified child.

MIMIR

... basilisks who paralyze our warriors. Against the succubi who steal our women. Against the beasts who devour our children.

EXT. THE THING PLACE - TIERS - DAY

On Odin and Honir again, looking around at Mimir's magical projections.

ODIN

Well, maybe I can't do that.

EXT. THE THING PLACE - VARIOUS LOCATIONS - DAY

On Mimir, with the air cleared, the center of attention.

As he speaks, cut away periodically to faces in the crowd: virtually all paying rapt attention, then back to Mimir.

Only one group among the crowd isn't involved in the speech: the Giants, among whom Valdemar takes out his DISCUS and brandishes it surreptitiously.

A WITNESS - a young rough-edged boy among another group - notices Valdemar and the Discus.

MIMIR

We will come to no terms with overlords
who as their first act upon gaining
power is - not the liberation of man -
but the liberation of the scum of the
land, the non-human creatures of our
nightmares - and then the letting loose
of these wild beasts upon the terrified
and helpless world around them. Rise
up, all true men.

As the crowd rise with a roar, Valdemar throws his Discus ...

MIMIR

(turning, on his feet)
Rise up, I say. Rise. All of us.

... which careens through the air over the crowd ...

MIMIR

(facing away)
We have nothing to lose but our -

... and the discus hits Mimir's neck squarely from behind, slicing his head clean off and catching the Eyepatch strap.

Mimir's head lands on the floor of the dais, rolls and drops to the feet of one of the Paladins.

The discus continues to spin through the air, yanking the EYEPATCH by the strap around Mimir's neck and pulling it a distance through the air ...

... and the Eyepatch drops off the spinning Discus somewhere behind and beyond Odin and his party. No one notices it.

The Discus rises in the air, spins off out of the arena.

THE CROWD

An extended moment of total silence ...

... then pandemonium.

Suddenly, virtually everyone in the basin - other than the Paladins and Odin's party - produces a weapon: cudgels, knives, swords, maces, nets, the like.

THE PALADINS

All look around, look at one another, and pull out weapons of their own - swords and throwing stars - determined to keep order. They stomp and swing around clumsily, bull-like - clearly better fighters than anyone who gets in their way but generally ineffective.

EXT. THE THING PLACE - TIERS - DAY

Odin gets up, accounts for his people, looks for an exit.

ODIN

The Valkyrie did tell us no weapons,
right?

HONIR

I think we're the only ones who
listened.

ODIN

Stay together. This way.

EXT. THE THING PLACE - VARIOUS LOCATIONS - DAY

Chaos reigns as the eight in the party make their way over seats, through aisles, under swinging weapons - Odin at the front and Honir at the rear - until they come near the group of Giants.

Valdemar keeps his head down and his Discus hidden but Giant #1 rises to his full height and points a big forefinger at Honir.

GIANT #1

(loudly)

He did it. That's the one. I saw him.

Immediately a group of Paladins beset Honir, separating him from the rest of his group, carrying him off. Odin and the others look on helplessly.

HONIR

Me? I ...

EXT. THE THING PLACE - PERIPHERY - DAY

As this takes place, we see a quick, furtive WITNESS once more, nearby and looking on. We won't see him again until the end of the next act.

On Odin and his remaining party.

ROLLO
Stop them. Hey you, he didn't -

ODIN
Don't get in the way, Rollo.

ROLLO
But they're taking -

ODIN
You can't do him any good that way.
Move. Everyone.

On the Giants, nodding to one another, moving out from in front of a STRIATED ROCK OUTCROPPING on which we linger.

As Odin and his party - including the still objecting Rollo - shove their way by among a crowd there is MOVEMENT against the rock - as though a chunk of the rock moves.

After a moment we see that it is a FIGURE moving and in another moment we see that it is LOKI, his form and clothing blending with the rock's striations like a chameleon.

VOICE (O.S.)
Who was he with?

ANOTHER VOICE (O.S.)
There were others. Shoreline people
from the Flatlands.

YET ANOTHER VOICE (O.S.)
I saw them. They're still here.

LOKI
(whispers)
Over here.

ODIN
What?

Loki yanks Baldur by an arm toward the Striated Rock Outcropping and Odin follows, motioning the others along. They all seem to melt into the surface of the stone - but not quite disappear. They just become less obvious.

LOKI
Stand here. Stand still.

VOICE (O.S.)
This way. I saw them.

Several bulky WARRIORS lumber by, followed by two PALADINS. None notice the eight men - Loki and Odin's party, barely distinguishable from the rock - standing there.

In the course of the confusion, a Paladin kicks at Mimir's discarded Eyepatch on the ground. The Eyepatch skids across the ground to come to rest on Odin's foot.

Odin notices, but doesn't move.

DISSOLVE TO:

EXT. THE THING PLACE - PERIPHERY - DAY

Retake further out. The commotion in the basin is beginning to dissipate. Fewer warriors are present.

Odin, Loki and the party stand still and barely visible against the Striated Rock Outcropping.

DISSOLVE TO:

EXT. THE THING PLACE - PERIPHERY AND EDGE OF TIERS - DAY

Further out. Only a few Warriors and a single Paladin stalk around the area. The boys still stand still. Dusk.

DISSOLVE TO:

EXT. THE THING PLACE - AERIAL - NIGHT

The place is virtually empty. Only a single Paladin here.

EXT. THE THING PLACE - PERIPHERY - DAY

Another angle on Odin, Loki and the party, which makes them more visible to us. The last Paladin walks by them, leaving the Thing Place.

STRIATED ROCK OUTCROPPING

Angle head-on so the party is virtually invisible to us again until

Odin takes a step away.

ODIN
Safe now.

Then they all move, and suddenly it is as though they were never camouflaged.

Unnoticed by anyone else still there, Odin bends down to pick up the Eyepatch, looks at it a moment, stuffs it into his shirt.

Odin thinks he sees the shimmering image of MIMIR'S FACE coalesce in the face of a rock, but it is gone just as fast.

ROLLO
I couldn't have stood still another moment.

ODIN
It's a talent you'd do well to practice.
(to Loki)
Thank you. I didn't realize you were the boy selling magic items before.

Walking toward the shore.

LOKI
Yes. I am Loki.

ODIN
I should have listened to you then. I am Odin.

LOKI
I know. From Valhalla Keep to the south.

ODIN
You know us?

LOKI
Only from the chatter in the air.

ODIN
Well when we get back to our ship -

BALDUR

Forget that.

EXT. THE COAST - BAY - NIGHT

Off the shore, Odin and Honir's Ship lies at anchor a charred wreck. There is still enough flame going to make it stand out against the night sea, but it's been burned beyond use.

ROLLO (O.S.)

We have to take Honir back.

ODIN (O.S.)

No ...

Odin, Loki and the remaining party on the shore.

ODIN

... we have to get home.

ROLLO

But he's our master ... your brother -

ODIN

And he can take care of himself better than you or I for that matter. They burned our boat. They've figured out who we are. Where we live.

(to Loki)

So now we have people to protect. Do you have a magic item to mark stone?

LOKI

Magic ... ?

Loki hands Odin a charm that looks like a LIGHTER from under his coat.

LOKI

There's no magic. Just little tricks.

Odin squeezes the Lighter and a lick of fire emerges that quickly collects into a small directed blue flame.

Odin smiles grimly, and with the flame he carves the two runes of the Aesir Symbol into the face of a boulder.

ODIN

Let's go home.

DISSOLVE TO:

EXT. VALKYRIE AERIE - NIGHT

ON THE ORACLE STONE

A rock that glows. Probably red. Roundish/ovalish. Small enough to pick up easily with two hands but not with one. Sitting on a STONE ALTAR in an icy surrounding.

PULL BACK

Just a little as from either direction two leathery barriers converge over the Oracle Stone.

PULL BACK FURTHER

So we can see that the leathery barriers are the wings of Jannia the Valkyrie. Jannia withdraws her wings and as she does the Oracle Stone now glows more brightly.

As Jannia speaks the glow of the Oracle Stone modulates with her voice, like a visual display on electric amps.

JANNIA

We know where they are from. We know where they are going. Soon we will know where they are.

INTERCUT ...

... over Jannia's broadcast narration, the following shots:

1 - A crew of furry GUYS RIDING DOGSLEDS across the tundra. An Oracle stone, glowing with Jannia's broadcast, sits prominently on the pack of the lead sled.

JANNIA (O.S.)

They are Flatlanders from the village on the South Coast called Valhalla Keep, and that is where they will try to return ...

2 - The edge of a thick FOREST whose trees shake, at the edge of which an Oracle Stone sits pulsing with light. A crew of MEN IN GREEN come out of the woods, shoving trees aside as they do.

JANNIA (O.S.)

... and there will be no rest for them
tonight or in the coming days. For the
Vanir have posted a great prize ...

3 - A group of PIRATES swarm aboard a DRAGON SHIP on whose
deck near the gangplank an Oracle Stone is prominent on a
stand.

JANNIA (O.S.)

... for the seizure of the killers of
their grand king Mimir. The sorcery of
Mimir's own head and hands ...

4 - The GIANTS from the Thing Place, including Valdemar,
careen across the countryside in a pair of OPEN CARRIAGES
drawn by huge Belgian or Clydesdale horses. There is an
Oracle Stone in one of the Open Carriages.

JANNIA (O.S.)

... will reward these captors. The will
and the power that brought Mimir his
rule are a living thing ...

MONTAGE

Many North Country TRIBESFOLK of different types and
conditions, different places, grab crude WEAPONS and hustle
through the night brandishing them: knives, swords,
lances, cudgels, maces, chains, throwing implements.

JANNIA (O.S.)

... and that living power will fill the
ones who defend the honor of the fallen
king.

EXT. WOODED COASTLINE - NIGHT

Odin, Loki and the Remaining Party hike south along the
shoreline through the night - the forest to their right and
the sea to their left.

JANNIA (O.S.)

And fates alone help the ones who took
the sorcerer down ...

◀◀◀ EXT. WOODED COASTLINE - DAY

Retake, as night turns to day. The company of Aesir waken with the dawn, unfolding themselves from under their heavy clothing which double as blankets as they take shelter under roots and in notches of forest.

JANNIA (O.S.)

... for their fellow true men will not.

ODIN

Loki, Baldur - you watch the countryside for some means of transport.

ROLLO

And the rest of us?

ODIN

We'll all watch out -

EXT. ICE SHELF - DAY

Across the tundra, barreling clumsily, are eight BEAR WRANGLERS riding four CHARIOTS on runners each drawn by a team of three eight-foot-tall POLAR BEARS in harness. The Chariots move no faster than bears normally run.

On each chariot, one Wrangler - the REIN MAN - holds the reins and the other - the WHIP MAN - cracks a very LONG WHIP over the bears' heads.

ODIN

- for those who would make themselves our enemies.

EXT. WOODED COASTLINE - DAY

The boys come upon an icy obstruction: an end of the walkable beach or forested path because of a chunk of the glacier jutting out into the sea.

ODIN

Get a stout pole and walk the ice.

The party pole up toward the glacial surface.

EXT. ICE SHELF - DAY

The Bear Wranglers in their Chariots approach across the ice, riding the waves of the glacier on the chariots' runners as if they're surfing. Looks like fun.

Each Bear Wrangler has a sword or a longbow and arrows.

EXT. WOODED COASTLINE - DAY

On Odin, leading the others in his group, hacking through the wooded path. The Eyepatch begins to fall out of Odin's pocket and he shoves it back in as he hacks the path. The voice of Mimir is disembodied.

Loki walks immediately behind Odin.

MIMIR (O.S.)
The bears will track you.

ODIN
What?

MIMIR (O.S.)
Be ready. There is no way around them.

Odin stops, turns to Loki.

ODIN
What are you talking about, bears?

LOKI
I didn't say anything. What bears?

ODIN
Somebody said bears. Who's talking about -

The group step into a clearing leaving them momentarily open to a view of the glacier. They see the oncoming Bear Chariots several hundred yards off.

BALDUR
Those bears there?

A beat.

ODIN
All right, I've got an idea.

On Odin, barking orders. Loki looks at him suspiciously.

ODIN
Rollo, take that tree. Harald, the one by that rock. Loki that one. Erik the big pine.

Harald and Erik get moving. The others continue listening to Odin.

ODIN

The others of us will stand in the open, attracting the chariots while -
Loki. Rollo. Move.

ROLLO

Why don't we just slide down the cliff?
The bears can't follow us there.

LOKI

Really. There's still time.

ODIN

The bears have our scent. We've got to stand and fight. Didn't you hear the voice?

ROLLO

Voice.

A beat.

LOKI

You've got a ghost. I hate ghosts.

ODIN

(yells)

Positions! Now!

EXT. GLACIER'S EDGE - CONTINUOUS - DAY

The glacier stretches like a choppy ocean to the north and west. Where it ends is a stretch of forest along a ridge. To the east and below the ridge is a cliff that drops steeply to the ocean.

The remaining members of the company scramble to their positions - one guy out in the open as another perches in a tree or on a rock out of sight.

Baldur stands near Rollo who scrambles up a tree into position. Loki does the same with Abel posted below. Harald and Erik above cover Odin and Magnus respectively.

ODIN

(grumbles)

Ghosts.

The Bear Chariots rumble across the ice toward them.

Tight on some of the nervous guys as they wait for the bears to arrive. Then on Odin.

ODIN
(grumbles)
Bears.

As the bears approach the four men standing in the open, three get increasingly nervous but stand their ground. Impatient, Odin begins to charge the bear chariot coming toward him.

ODIN
Do what I do.

Sidestepping nimbly just before he collides with the four harnessed bears, Odin runs to the side of the chariot.

The harnessed bears jag to the side, tumbling over one another and pulling their Chariot to skid on one runner.

In the chariot, the Rein Man grabs his chariot rail with one hand and yanks on the reins with the other, forcing the bears to right the chariot. The Whip man stumbles, bumps against the side and lets his whip dangle a moment ...

... during which moment Odin leaps from out of frame to snatch the end of the whip out of the Whip Man's fist and simultaneously yank the Whip Man sliding onto the ice.

Ignoring the tumbled Whip Man, Odin runs after the rumbling chariot, hauls off the whip and snaps it over the head of the lone Rein Man -

- whom he snags over a shoulder and wrapping under the opposite arm. Odin pulls.

And the Whip Man falls back off the Chariot as Odin vaults over him, snatching the Sword off the man's belt as he vaults. Odin scrambles aboard the riderless Chariot.

Odin grabs up the Reins before they slip over the front edge of the Chariot and directs his Bears after the three Other Chariots now before him which threaten his men.

BALDUR

on the ground under a tree with ROLLO hiding in it takes a gulp and charges a bear chariot, weaving as Odin did.

And the bears don't wobble the chariot this time; they just stop so the Whip Man aboard can crack the whip in Baldur's direction.

Baldur tries to grab for the whip as Odin did, but it catches him by the arm and, Baldur snagged, the Whip Man begins yanking in Baldur across the ice like a fish ...

... but Rollo leaps onto the Whip Man from behind, allowing Baldur to pull away the whip and unwrap it from his arm.

The Rein Man goes to help his Whip Man, pulling back Rollo by the head but the Whip comes from Baldur out of frame -

- to bind the Rein Man's arms to his torso and make him get off Rollo.

Baldur comes aboard the Chariot and together Baldur and Rollo toss the two Wranglers off it and take the reins.

LOKI

perches in brush on a small cliff above Abel as a bear chariot approaches.

As Abel rushes the chariot, Loki stays on his perch and GESTURES at the Bears

And the bears stop pulling, sit down in their harnesses as the Rein Man feverishly flexes the reins to no avail.

Abel runs at the Chariot but the Whip Man gets him good: wraps the whip around his chest, yanks him off his feet.

And Loki, still sitting where he started, gestures again -

- to blind both Wranglers, who put their hands to their eyes.

REIN MAN

I can't see!

WHIP MAN

What did you do to me?

The Whip Man lets go of his whip. Abel begins to unwrap it from himself.

MAGNUS and ERIK

charge the last Chariot foolishly, enthusiastically. Erik leaps out of his tree and runs with Magnus to either side of the Chariot - too close.

Bears reach out to either side and one catches Magnus' big arm with a claw. Magnus barely notices the gash.

The Whip Man yanks out his Sword as Erik approaches and the Rein Man steadies his angry bears.

Erik grabs a stout BRANCH from the ground and holds it with locked arms over his head as the Whip Man's broadsword comes down toward his head ...

... and the sword smashes through the branch as though it were paper. But Erik dodges the blow, letting the splinters of his branch fall out of his hands.

The Whip Man comes around toward Erik with the sword for another blow -

- as a Whip comes spinning from out of frame to hook a corner of the Chariot.

Odin, standing aboard his captured Chariot, yanks on the other end of the whip and pulls the last Chariot over, splattering the two guys aboard on the ice.

Odin now wears a LONGBOW and QUIVER over his shoulder and sports a BROADSWORD at his belt. The other men - other than Loki - also will acquire various WEAPONS.

Erik grabs up the Whip Man's erstwhile Sword from the ground. Magnus finally notices his wound. The Bears run off across the ice dragging the sideways chariot behind.

HERE'S THE SCENE:

Two of the Bear Wranglers lie on the ground, unconscious or dead. Three more of them slowly get to their feet and mean to head for the woods. The remaining three already run off for the woods, defeated.

Two of the remaining three Bear Chariots are in frame. One contains Baldur and Rollo, who helps Erik aboard. Abel is at the reins of the other, and Harald and Magnus gingerly evade the Bears to board it.

In the foreground, Odin screeches into frame, driving his team of Polar Bears. The Whip is over his shoulder and he now has a Sword at his belt.

Odin LAUGHS uproariously.

Loki steps into frame, helps himself aboard Odin's Chariot.

LOKI
Can I get a ride?

ODIN
Welcome again, Loki.

EXT. THE GLACIAL RIDGE - DAY

Long shot of the three chariots and the men driving the Polar Bears across the edge of the ice.

JANNIA (O.S.)
They have made it through a night,
longer than anyone thought they would
live ...

EXT. THE GLACIAL RIDGE - RUNNING - DAY

Running shot along the interface between forest and glacier ahead of the progress of Odin's company. At the edge of a steep CLIFF are six FIGURES.

JANNIA (O.S.)
... but with daylight, they were seen
along glacier's ridgeline, driving a
team of stolen Bear Chariots -

EXT. THE GLACIAL RIDGE - GIANTS' CAMP - DAY

Valdemar the killer and another FOUR GIANTS stand with a wild-eyed, wildly dressed WITCH holding a small SACK.

The Witch walks in an irregular pattern, mumbling incoherently as the giants speak.

An Oracle Stone glows and speaks near the Witch's feet.

JANNIA
(Oracle Stone)
- and they will be stopped.

VALDEMAR
We know they will go by here.

GIANT ONE

Not to fear, Valdemar. We will stop them before even a flicker of your story gets told.

GIANT TWO

The Old Conjuror has more tricks than a rat in a corner.

WITCH

Quiet!

(to Giant Three)

The barrow.

Giant Three walks out from behind the others with an empty Barrow on three Runners instead of wheels. Instead of handles it has a TUBE at its rear, like a small cannon.

The Witch takes and sets the Barrow in front of her, pointed out at the glacial field.

As the Witch speaks, she empties her Sack into the Barrow. This coats the barrow with a grainy BLUE POWDER.

WITCH

Flame burn cold
Our foes to hold;
Above them tower
By Mimir's power.

The Witch holds her hands out to the Barrow as if to execute a spell, but only little sputters of static charge come ineffectually from her fingertips.

WITCH

By Mimir's power!

Again, sputters of charge to no effect.

WITCH

Flame burn cold
Our foes to hold;
Above them tower
By my mother's power.

This time a lick of energy emits from each of her fingers, and merge to ignite the Tube at the back of the Barrow.

The tube throws a blue flame like jet propulsion. The barrow takes off across the surface of the glacier, leaving a thin trail of Blue Powder on the ice.

EXT. THE GLACIAL RIDGE - ODIN'S BEAR CHARIOT - DAY

Odin rides along the ice with Loki behind him as the other two Chariots with his men aboard ride within sight.

ODIN
My brother can do things like you do.

LOKI
What things?

ODIN
Magic. Blinding your enemies. Making a team of vicious bears sit and scratch their fleas.

LOKI
Everything is temporary.

ODIN
Perhaps. The bears seem their old disagreeable selves.

LOKI
And those men could see again after a short time.

ODIN
You have a talent.

LOKI
You have a talent. You fight like no one else I have ever seen.

ODIN
Not really. You should see my brother Honir.

LOKI
Is there a trick to it?

ODIN
I think so.

LOKI
Yes?

ODIN
You see yourself doing what you want to do - then you do it.

LOKI

Really?

EXT. THE GLACIAL RIDGE - OPEN GLACIER - DAY

A mile or more out from where the Witch dispatched it, the propulsion Tube stops against a vertical wall of ice but continues to seethe.

Behind the Barrow is a straight line of Blue Powder reaching to the ridge's edge. As the Barrow stops, it falls backward on a hinge rigged up to the runners. The seething Tube drops onto the line of Blue Powder.

The Blue Powder ignites in a cold blue flame that spreads its length and reaches high along the glacier: a twenty-foot-high wall of COLD FIRE. A barrier.

LOKI (O.S.)

Same as magic. You would make a good sorcerer.

ODIN (O.S.)

I don't have a sorcerer's temperament.

LOKI (O.S.)

You could always conjure one up.

ODIN (O.S.)

Do you see that ...

On the glacier, the company in the three bear chariots comes in sight of the wall of Cold Fire.

THE BEARS

pulling one of the chariots whine and pull at their reins. They don't want to go any closer to the wall of Cold Fire.

THE THREE CHARIOTS

skidding closer together on the ice. All the bears act up. Odin and the other two driving the Chariots have a hard time keeping their lines straight.

HARALD

I don't know what it is but the bears don't like it.

LOKI

Cold heat.

ODIN

What?

LOKI

It's a barrier. To get us off the glacier and onto the roads below.

ODIN

Where our enemies can pick us off like apples off a tree.

LOKI

If we don't know who they are, how do we avoid them?

ROLLO

I have a bigger question.

ODIN

What's that?

ROLLO

How do we get rid of these chariots without getting eaten?

ODIN

That one's easy ...

The bears all buck and whine and tangle in one another as the men holler to each other among the chariots.

ODIN

... You run like the Furies are on your tail in the direction of whatever they're afraid of.

With that, Odin drops his rein and leaps off his Chariot, leaving his abandoned Bears - with Loki still aboard - to turn around and start in the opposite direction. Odin runs toward the Cold Fire.

Startled, Loki leaps off the back of the Chariot and tries to catch up with Odin, who is way ahead.

The other guys all leap off their respective Chariots and the Bears pulling those Chariots snarl and growl and take off in the opposite direction.

EXT. TREEHOUSE VILLAGE - ESTABLISHING - DAY

A village of treehouses and platforms joined by wooden and rope bridges, in a patch of several acres of woods between the glacier and the sea.

GREAT GIANT (O.S.)
Who is this girl Frigga?

EXT. TREEHOUSE VILLAGE - KING'S COURT - DAY

A platform large enough to hold a hundred or more people, erected to hold to the trunks of many large trees surrounding it. On one side, in front of the largest trunk, is a great carved CHAIR where the GREAT GIANT sits.

There is a patchwork of CHUTES and LADDERS and POLES and swinging ROPES here and all over the village.

The Great Giant is not a giant, and neither are any of the others here. In fact, the tallest person in frame is FRIGGA, who stands facing the Great Giant in his chair.

These people are called the EXTREME GIANTS which has nothing to do with reality; it's only a self-aggrandizing name. They're not terribly short, just not giants.

Also here are two dozen ragtag BOWMEN and TREE URCHINS, people of the village, all of whom live in trees and almost never touch the ground. They have strong forearms, but move more like apes than like humans.

Frigga is a knockout, in a sleazy, slatternly sort of way. She'll be the love of Odin's life. An Eliza Dushku type.

GREAT GIANT
And why hasn't she been killed yet?

FRIGGA
Because I'm more valuable to you alive.

GREAT GIANT
I wasn't talking to you.

FRIGGA
You were talking about me.

GREAT GIANT
All right. No one will kill you until you tell me why you're so valuable to me.

FRIGGA
Is that a command?

GREAT GIANT
Yes. A command of the Great Giant.

FRIGGA
All right.

And she turns to leave.

The members of the court are confused at this, and so is the Great Giant for a moment until ...

GREAT GIANT
Frigga. Stop. Stop her.

Several Bowmen and Tree Urchins step in to block Frigga's way with BOWS and STAFFS.

GREAT GIANT
Where do you think you're going?

FRIGGA
Wherever I want.

GREAT GIANT
What gives you the right to -

FRIGGA
The Great Giant just gave a command that no one would kill me until I told you why I was so valuable.

GREAT GIANT
Yes?

FRIGGA
I haven't told you anything. Are you going to let these ... giants defy your command in front of you?

The Great Giant sputters. Those blocking Frigga move aside. Frigga continues walking toward an exit pole until

GREAT GIANT
Wait.

Frigga smiles and waits.

GREAT GIANT

No one will kill you if what you have
is so valuable. That is a command.
Now why are you so valuable?

FRIGGA

Because I can talk my way out of
anything.

(a beat)

Because I can talk your way out of
anything. And I will. For a safe
place to live.

The Great Giant sits back, contemplative but dumb. Frigga
stands her ground.

FRIGGA

Please. Feel free to kill me now if
you like.

No one does.

EXT. GLACIER EDGE - DAY

The Longbow in Odin's hand. It looses an ARROW at an
upward angle into the THICK FOREST that fills the canyon
before and below us.

ODIN

Boys, I think I've got an idea.

FOLLOW

the Arrow as it flies into the notch of a sturdy trunk and
a big branch, with a long CORD attached to a loop and
following it. The arrow bites hard into the tree. It's
going nowhere.

PULL BACK

to see that it is Odin who shot the arrow. His men stand
behind him.

ROLLO

Why can't we just use the line to climb
down to the forest floor like regular
fugitives?

ODIN

Because on the forest floor, they can
track us.

ROLLO

Well I'm not going to swing out on that thing.

ODIN

Be seeing you, Rollo. Loki, where did you get that crescent amulet around your neck?

Loki holds out the Crescent Amulet, still attached to his necklace.

LOKI

This one? I stole it from the Frost Giant who killed my wolf.

ODIN

Do you value it?

Loki gestures with his free hand to make the necklace and its remaining charms fall back against his chest and hands Odin the Crescent.

LOKI

I valued that wolf.

On Odin's HANDS, sharpening the Crescent's tips on a STONE.

Odin hold up his Longbow again, this time with an ARROW whose head is the Crescent charm, tips pointing forward.

LOKI

See yourself doing it.

Odin gives Loki a look, closes his eyes like Fernando Valenzuela and lets the arrow fly.

On the Cord that hangs from the arrow in the tree trunk.

The Crescent arrow flies into frame, catches the Cord and tacks it tightly into the trunk. The idea is that now it will support a man's weight.

LOKI

Well done.

HARALD

You think it's safe?

ODIN

I wouldn't know ...

Odin takes off across the canyon swinging from the rope.
He disappears into the dense forest, continuing to swing.

ODIN

... yet.

The remaining guys stand on the edge overlooking the
forested canyon looking at each other for a moment.

Then the LINE comes swinging back at them with a ROCK tied
in a netted knot to the end.

Rollo catches it, looks at it for a moment.

Baldur, eager beaver, steps up, takes the Line from Baldur,
hops up so both his feet are on the Rock and he is holding
the Line as he swings into the Dense Forest.

BALDUR

(starting easy, becoming a yell)

Bye!

FOLLOW

Baldur, screaming through the trees on the end of the line.

EXT. DENSE FOREST - DAY

Odin, standing on a platform high in a tree that might have
been built as part of a kid's treehouse, catches Baldur by
the legs and helps him down from the rope. Baldur's eyes
are closed.

ODIN

Baldur. I've got you.

Baldur gets his footing, keeps his hands on Odin. Odin
flings the Rock down and out to return to the Cliffside.

BALDUR

You've got ... you've got ...

ODIN

Look at this, boy.

Odin turns Baldur around to look from this perch out across

EXT. TREEHOUSE VILLAGE - ESTABLISHING - DAY

Odin gestures out at the extensive treetop settlement.

A very long slatted FOOTBRIDGE stretches from Odin into the trees in the direction of the settlement. We can't see very far along the bridge because of the overgrowth.

BALDUR

Oh.

ODIN

I always wondered what it would be like to live in a castle in the sky.

EXT. TREEHOUSE VILLAGE - FOOTBRIDGE - DAY

The Footbridge sways into the foliage. They begin to walk along it, Odin first.

Behind Odin and Rollo, Rollo notices Loki land unsteadily on the Platform. Odin seems to notice not at all until

ODIN

Loki.

LOKI

Odin.

ODIN

Send the rock back and be sure the others catch up.

EXT. TREEHOUSE VILLAGE - BOWMAN'S PLATFORM - DAY

A BOWMAN #1 sits on a platform in the trees as Odin, followed by his guys begin to file into a visible clearing on the narrow Footbridge.

EXT. TREEHOUSE VILLAGE - FOOTBRIDGE - DAY

As the boys walk, a bevy of ARROWS comes from all directions to plant themselves into the trees and branches all around them. No arrow hits any of the guys.

Just as suddenly, eight BOWMEN - including Bowman #1 - swing down on long ropes (I don't suppose we can sell tropical vines in ancient Scandinavia) to perch on branches and on the heavy ropes holding up the Footbridge.

They are all at least throwing distance from any of Odin's men. They all train their bows on Odin and his crew.

Rollo and a few others go to draw the Swords, Knives or Bows they confiscated from the Bear Wranglers. Odin waves them down. Odin addresses the Bowmen.

ODIN

Good sirs. How can we make you happy?

BOWMAN #1

You are trespassing on the territory of the Extreme Giants.

ODIN

Extreme Giants.

BOWMAN #1

Yes. You must walk along this bridge until you reach the Extreme Palace of the Great Giant.

ODIN

So you would like us to walk along here.

BOWMAN #1

Yes.

ODIN

Sort of like we were doing to start with.

BOWMAN #1

Yes.

Odin, followed by the others who look at each other quizzically, continues walking along the Footbridge. The Bowmen glare at them menacingly.

ODIN

I will certainly tell the Great Giant that you were very aggressive. And menacing.

BOWMAN #1

Yes.

ODIN

And extreme.

BOWMAN #1

Yes.

EXT. TREEHOUSE VILLAGE - KING'S COURT - DAY

The platform is crowded with VILLAGERS of various sorts. The Great Giant sits on his seat. Frigga, bored, grooming her nails, stands beside him.

Start with a tight shot of the Great Giant and move out.

GREAT GIANT

You see? It is so difficult to be the Great Giant.

FRIGGA

Really.

GREAT GIANT

It is. Sitting here all the day. Passing wise judgment.

FRIGGA

When does that start?

GREAT GIANT

Pardon?

FRIGGA

I was clearing my throat.

GREAT GIANT

Next. What do we have next?

A COURTIER - a young man of little physical distinction - steps forward from among the company to address all.

COURTIER

An invitation, Great Giant, from Mimir, sorcerer king of the Vanir.

GREAT GIANT

Yes?

COURTIER

There is a Grand Thing, a meeting of the leaders of the true men of the Peninsula.

GREAT GIANT

Yes? Where? When?

COURTIER

In the Vanir's enchanted basin. On the
eve of the Harvest Moon.

GREAT GIANT

Yes?

FRIGGA

Next year?

COURTIER

This year.

FRIGGA

That would be two nights ago.

COURTIER

Yes.

GREAT GIANT

Knock him off the floor.

Several Bowmen and Hangers-On grab the Courtier and drag
him toward the edge of the platform.

FRIGGA

You're not serious, right?

GREAT GIANT

Not serious?

FRIGGA

Tell them. Tell them you're not -

The guys toss the Courtier over the edge. He's mulch.

Frigga looks at the Great Giant with contempt. The Great
Giant is oblivious.

GREAT GIANT

Next problem.

Bowman #1 emerges to address the Great Giant.

BOWMAN #1

My crew found trespassers on the
western slat bridge.

GREAT GIANT

Trespassers? Were they mulched?

BOWMAN #1

No, they were respectful, Your
Largeness. They have a request.

GREAT GIANT

Then let them request. Are they here?

Odin stands among the court, in front of his men.

ODIN

Here, great one. I am Odin of the
coastal village of Valhalla Keep.

GREAT GIANT

Well. Request.

ODIN

We wish only the return of our weapons
and to pass peacefully through your
territory on our journey home.

GREAT GIANT

Weapons? Where are these weapons?

The Bowmen scurry to deposit all of Odin's eight guys'
WEAPONS - spears, whips, bows, arrows, knives, swords and
Odin's big Broadsword - before the Great Giant.

The Great Giant steps down, about to try to pick up Odin's
Broadsword.

GREAT GIANT

What's the advantage to us if we let
you pass?

ODIN

The good will of a growing neighbor
community, great one.

The Great Giant tries top pick up the big Broadsword, looks
like it's going to give him a hernia and puts it down in
favor of a Whip.

Frigga looks at the Broadsword, back at Odin, interested.

GREAT GIANT

Fine. Your good will. And these
whips. We will return the rest at our
eastern border.

ODIN
Excellent.

FRIGGA
And their amulets.

GREAT GIANT
And your amulets.
(to Frigga)
What amulets?

FRIGGA
The ones around their necks.

ROLLO
The amulets of Valhalla Keep? What
would they want with -

ODIN
I can make more amulets.
(to the Great Giant)
In fact, one day we might trade our
metal work for ... something of yours.
Fruit. Or leaves.

Odin hands forward his rune amulet, collects those of the
others and does the same.

ODIN
Now if we might be on our -

FRIGGA
And a demonstration.

GREAT GIANT
Demonstration?

FRIGGA
Of their skill. With the weapons.

GREAT GIANT
Of your skill. With the weapons.

Odin and his guys look at one another and shrug.

Odin steps forward, motions for his guys to follow.

ODIN
By all means.

Easily, Odin picks up the big Broadsword. Frigga and the Great Giant look on, respectively dismayed and impressed. The other Aesir pick up the remaining weapons.

Odin and his guys work out with their weapons on the Great Giant's platform, as if in a training session. The other Extreme Giants look on, ooh-ing and ahh-ing and getting out of the way.

Frigga, increasingly impressed, speaks into the ear of the Great Giant.

FRIGGA
Dangerous boys.

GREAT GIANT
Dangerous?

FRIGGA
Sure. Look at them.

GREAT GIANT
Dangerous to me?

FRIGGA
Dangerous to anyone who gets in their way.

The Great Giant motions to Bowman #1 who leans forward to hear him whisper:

BOWMAN #1
Yes Your Largeness.

GREAT GIANT
Knock them all off the edge.

Bowman #1 looks at the Great Giant, questioning, then thinks better of it.

GREAT GIANT
Carefully.

BOWMAN #1
Yes Your Largeness.

Bowman #1 passes among the Bowmen watching the Aesir work out, whispering to each one as each surreptitiously takes up his arms.

Meanwhile, Odin notices. Whenever he gets close to one of his men he whispers something. If we can hear, he says:

ODIN

It's time.

The Bowmen simultaneously draw and nock their bows as Odin nods. Odin's men turn from contending with one another and

BLOODBATH

Odin with his Broadsword and a Whip he picks up, and Loki, Abel, Harald, Erik, Magnus, Rollo and Baldur slice through the waves of Bowmen, Brawlers and Courtiers of the Extreme Giants. As Shakespeare put it:

[They fight.]

Some Extreme Giants get skewered. Some go over the edge. Odin's guys are unhurt.

The Great Giant finds himself in the middle of the melee, looks around and sees that Frigga is nowhere to be found.

The Great Giant ducks into a big Squirrel Hole in the tree behind his seat and we don't see him again.

One or two at a time, Odin and his boys exit via ropes, poles and Odin across a SHORT SLAT BRIDGE leading from the far side of the Court Platform to a COMPLEX OF CHUTES.

Odin bounds across this Short Slat Bridge, followed by several Bowmen and Courtiers, arrows flying around him.

At the far end of the Short Slat Bridge Odin begins to hack away at the connectors to the bridge. With the bridge about to fall, Odin sees angry oncoming Extreme Giants behind him, cutting off his escape route.

With a moment's thought, Odin delivers the Broadsword blow that ruptures the bridge, dooming the oncoming guys on it.

Odin shoves the Broadsword in his belt and grabs the closest slats of the Short Slat Bridge to swing downward on it through thick underbrush to the forest floor.

Angry sword-waving Extreme Giants tumble down around him.

The Short Slat Bridge comes to rest dangling Odin with his legs a little more than his height above the ground.

Odin drops to the forest floor, rolls up to a sitting position and catches his breath as he hears

FRIGGA

They're mostly over that way.

Odin spins to his feet, draws his sword, turns toward the voice and finds himself holding the edge of the Broadsword to the throat of an impassive Frigga.

FRIGGA

Your men. They're gathering over there. As they arrive.

ODIN

And you?

FRIGGA

I needed to leave. Those people are so stupid they're dangerous.

Odin lowers his Broadsword, looks Frigga over like a side of mutton. He motions for her to walk in front of him.

ODIN

Come along then.

ROLLO

Come along? Her?

ODIN

I did say come along, didn't I? Come along? I thought that's what I said.

EXT. FOREST FLOOR - CLEARING - SET PIECE - DAY

Frigga and then Odin - his sword down but still drawn - emerge into an open area where Loki, Baldur and Rollo stand together. Noticing Odin and Frigga, they walk over.

Stay long on this shot. Odin motions to Frigga while talking, as if to introduce her. Rollo and Baldur are suspicious, guarded, as they look Frigga up and down.

Harald, Abel, Magnus and Erik emerge one at a time from different directions. All have various WEAPONS they either retrieved or picked up in the fight.

Odin puts his Broadsword away, picks a PETAL off a flower and tosses it in the air. Odin points in the direction the petal drifts and they walk that way into the woods.

FOLLOW

The company through the wood, Odin walking with Frigga.

EXT. FOREST FLOOR - DEEP WOODS - DAY

Sounds of talking come up gradually. Odin talks with Frigga. The others talk among themselves.

MAGNUS

... don't know anything about her.

ROLLO

Except that she incited our enemies against us and Odin seems to be interested in her.

MAGNUS

Why would you speak this way about our leader?

ROLLO

Because he is not our leader. Honir is our leader.

Nearby.

ODIN

... looking for someplace safe?

FRIGGA

For someone safe.

ODIN

You think we're safe?

FRIGGA

I don't know about those others, but you seem to be not an idiot.

Nearby. Baldur holds out his hand for Loki.

LOKI

You're worried about losing your amulet?

BALDUR

Well I liked it.

LOKI

Let me see your hand.

Loki gestures over Baldur's hand and says ...

LOKI

Poof.

... and a dozen AMULETS appear, variously sitting in Baldur's palm, hanging from his wrist, dangling from his fingertips.

BALDUR

How did you do that?

LOKI

Magic or something. It's one of the things I do.

BALDUR

They can't be real - but they're heavy.

LOKI

They're real, all right ...

The amulets begin to vanish one at a time.

LOKI

... at least they were. Usually I can make things last longer than that.

BALDUR

Can you make a girl for me too?

A beat.

LOKI

You wouldn't like her.

EXT. FOREST FLOOR - EDGE OF THE WOODS - DAY

The Forest ends at a wide BEACH. The gang are at the trees' edge.

Rollo sniffs the air, goes to step down toward the beach. Odin holds him back, looking off in the distance.

ROLLO

I smell fires and garbage. A settlement. That means boats.

ODIN

I wouldn't, Rollo.

ROLLO
What?

ODIN
Look.

EXT. NORTHERN BEACH - DAY

On the beach four armed PALADINS confer, on frisky horses and dressed like death.

ODIN (O.S.)
Paladins.

ROLLO (O.S.)
So we go through them. Like we went through that whole village up there.

ODIN (O.S.)
Did you hear what I said ...

EXT. FOREST FLOOR - EDGE OF THE WOODS - DAY

Odin and Rollo argue as the others gather around.

ODIN
... Paladins? These types have spears that change direction in flight.

LOKI
(wary)
Magic-users.

ROLLO
Yeah. Fireballs from their eyes, and bolts of lightning from their asses!

ODIN
We go east toward the fjords through the woods where they are less likely to track us.

Odin absently takes out the Eyepatch, manipulates it like a rosary. The idea is that Mimir rears up every time Odin does something to the Eyepatch.

We never know whether the Eyepatch summons him or Odin is moved to take out the Eyepatch when Mimir needs to speak.



ROLLO

We do, eh? I say we plow through these
frauds and take the glory with us.

ODIN

Glory?

MIMIR (O.S.)

Let them go.

ODIN

Who?

Loki is in frame, looking around warily.

MIMIR (O.S.)

You have a trial coming up, and you
won't need hostile followers around you.

ODIN

Who is that?

LOKI

Are you hearing those ghosts again? I
hate ghosts.

Odin turns around to the direction of the voice. He sees
the floating, DISEMBODIED HEAD of Mimir. Odin reacts.

MIMIR

Hello.

ODIN

(whispers)

Mimir? They can't see you any more
than they can hear you, can they?

Rollo makes a "screw-loose" gesture to Magnus.

MIMIR

I'm afraid not.

LOKI

Are they there? There are lots of
them. I can feel them.

Odin absently shoves the Eyepatch back in a pocket.

ODIN

I'm going back east through the forest
to find a village on one of the fjords.
All of you ought to come with me.

EXT. NORTHERN BEACH - DAY

The four Paladins wordlessly draw their Swords, raise them
in the air and cross them. Indeed BOLTS OF ELECTRICITY
flash among the swords.

JANNIA (O.S.)

We have lost sight of our quarry for
the moment ...

Three of the Paladins ride off in different directions.
The fourth remains, his horse restless on the beach. As
the three leave we see for the first time that an ORACLE
STONE was lying on the beach among them.

JANNIA

(Oracle Stone)

... but someone among us will regain them
soon enough -

EXT. FOREST FLOOR - EDGE OF THE WOODS - DAY

In the woods, watching the Paladin and the Oracle Stone on
the beach, Odin's gang take sides. Odin stands to one side
and Rollo to the other.

ODIN

We will go home to rescue our village
from the real killers of Mimir who have
wrongly accused my brother.

ROLLO

If we do, we will do it without
listening to voices or being cautious
to the point of cowardice. We are
warriors. Who stands with me?

Baldur suddenly becomes livid, draws his sword and
approaches Rollo.

BALDUR

No one calls Odin a coward.

Odin, conciliatory, puts a hand on Baldur's sword.

ODIN

A poor choice of words is all it was,
Baldur.

(to all)

This is not a contest. A man follows
his own judgment.

(a beat)

It is my judgment that to try to get by
this Paladin would be a disaster. So
who will hack through the woods with me
a distance further?

Only Baldur, Loki and Frigga step up to Odin.

LOKI

I'm impressed so far.

BALDUR

I follow you anywhere, Master Odin.

Frigga just nods.

ROLLO

I never consented to make you my leader.

No one else steps forward.

ODIN

And I never chose to be.

And Odin turns to go through the woods with just Frigga,
Loki and Baldur.

MAGNUS AND ROLLO

Stand on the edge of the wood with the remaining FIVE GUYS.

Odin gone, all five guys look at Rollo with uncertainly.
After a moment, Rollo says:

ROLLO

We've got to make our own decisions
now. No one's the master here.

HARALD

(mutters)

No one was the master before either.

EXT. FOREST FLOOR - DEEP WOODS - DAY

Odin hacks away at the forest as he walks with Frigga. Loki, unaccustomed to walking in the woods, lags behind with Baldur. Baldur carries a bow and arrow.

FRIGGA

So will you keep me safe?

ODIN

Is that what you asked his enormousness the Great Giant?

FRIGGA

I never got the chance.

(a beat)

So will you? Keep me safe?

ODIN

That suggests I'm going to keep you. And it's all I can do to keep myself and my families safe.

(a beat)

What is it you need to be safe from?

Loki and Baldur catch up.

LOKI

Have you seen those ghosts again, Odin?

ODIN

Ghosts. Oh, you mean Mimir?

LOKI

Mimir? It was Mimir?

ODIN

It was Mimir's head. Floating and talking. What is it with you and ghosts?

LOKI

I don't like ghosts. But if it is Mimir ...

ODIN

One ghost is the same as another ghost. My brother always said that eventually they go away.

LOKI

Yes, but the ghost of a wizard - if he was a wizard. Are you sure it's Mimir?

ODIN

I'm not sure it isn't just indigestion.

As Loki begins to talk Odin snatches the bow and an arrow from Baldur, nocks ...

LOKI

You're holding back on me. I haven't eaten enough in two days to -

... and Odin looses the arrow, which doesn't go far out of frame, but falls back into frame with a fat SQUAB run through by it, which falls at Loki's feet.

LOKI

- to feed a ...

Loki, a little bit delighted, picks up the pierced bird.

ODIN

We may not live like royalty but we don't go hungry at Valhalla Keep.

LOKI

Thank you.

(a beat)

The magic we see in our everyday lives - my magic, the Valkyries, the Vanir's intimidating tricks ...

ODIN

Good tricks.

Loki takes out his lighter device and makes a flame that flickers and dies.

LOKI

... they're only that. Tricks. But a wizard.

ODIN

I know wizards. In the south, during the war, I could swear this one time I saw someone jump the height of ten men in the sky.

LOKI

Odin, the ghost of a wizard is the spirit of that wizard's power.

ODIN

Oh Loki, pluck the bird, will you?
You're scaring the children.

EXT. FOREST FLOOR - EDGE OF THE WOODS - DAY

Looking out through the woods at the Paladin walking his horse toward an ICY CLIFF nearby. The Oracle Stone still sits on the beach.

It is late in the Spring, and the glaciers on the sides of the cliffs are receding for the season, dripping with water, like glare ice and corn snow. Around the glaciers it is green and flowery.

The idea is that Rollo and the guys have to get around a CLIFF to proceed south along the beach, thus go out in the open for a short distance to do that. The Paladin is just north of this point.

Rollo carries a LONG KNIFE and a SWORD at his belt.

ROLLO (O.S.)

One of us will go out first ...

On Rollo, at the edge of the wood huddling with the others.

ROLLO

... to see if the Paladin notices our movement.

ABEL

Anyone in particular?

ROLLO

That would be me. If I get by him, you each follow one at a time the same way.

HARALD

And if he does notice you?

ROLLO

Then I talk my way around him. Or fight him. And you others get around this cliff while he is distracted.

MAGNUS

Fight him? Rollo, he is a Paladin.

ROLLO

And my teacher was Honir. I will be fine. Wait for me.

EXT. NORTHERN BEACH - BASE OF A SANDY BLUFF - DAY

Rollo slides diagonally down the bluff from the forest edge toward the beach.

The Paladin looks around, pretty much out of Rollo's sight on the northern side of the Bluff, sniffs the air.

The guys in the woods watch Rollo slide further.

The Paladin turns his horse toward the south, sniffing.

Rollo reaches the bottom of the bluff, looks around warily. Satisfied that he is alone, Rollo moves quickly around the Cliff to the south.

As Rollo turns to the north - the direction of the voice - a BOLT of energy chatters across the ground beside him.

The Paladin on his horse canters into Rollo's view. Think of the way Rutger Hauer moved on horseback in *Ladyhawke*.

ROLLO

Honorable Paladin. How can a humble traveler serve you?

The Paladin extends his STAFF to send another Bolt to hit on Rollo's other side. Rollo has to step aside to avoid it. These bolts are not bullet-fast, but about the speed of a rocket-launcher so you can just see them coming.

The Paladin's voice is hollow, artificially resonant.

PALADIN

Where are the other killers?

ROLLO

Good Paladin, be sure I would help you if I -

The Paladin lowers his Staff squarely toward Rollo, who quickly draws his Sword and reflects the oncoming bolt off it and over the water. This knocks Rollo down.

The Paladin kicks his horse and gallops toward Rollo. The horse's eyes glow red and it snorts smoke.

As the Paladin approaches, Rollo raises his Sword and pulls out the Knife with his other hand. The Paladin lowers his Staff toward Rollo. But as he is nearly upon Rollo ...

... Rollo sidesteps the charging horse like a bullfighter, to the side away from the Staff and sweeps his Sword underneath the Horse and into the back of its forelegs.

The horse goes down, crippled.

The Paladin tumbles over his mount's neck to the ground.

A Bolt of energy harmlessly chews up a strip of dirt and the Staff rolls out of the Paladin's hand and away.

IN THE FOREST

Above, the rest of the company watch. Harald moves to join the fight but Magnus holds him back, shaking a head.

MAGNUS

(whispers)

These Paladins are trained to burn through a mob. Man to man, Rollo has a chance.

ON THE BEACH

Rollo plants his feet in the ground, the Sword in one hand and the Knife in the other. The Paladin rolls to his feet, in the same motion hauls out a SERRATED SWORD bigger than Rollo's from under his robe.

HERE'S HOW THE FIGHT GOES:

They face off. It looks loaded for the big Paladin's side.

Both hold the swords two-handed. They parry. Rollo nearly disarms the Paladin a couple of times, but the Paladin slices his edge over Rollo's left forearm and draws blood.

Rollo is incensed and on fire. He has to fight one-handed and he does so viciously, working the Paladin back, back almost against the icy/sandy bluff and within sight of the fallen magical Staff.

Rollo draws blood then too, and the Paladin tries to fight with one hand as well, but his Serrated Sword is too big and heavy, and his movements become clumsy, wonky.

ROLLO

So. A Paladin does bleed.

They parry some more. Rollo is now at a distinct advantage. Until the Paladin backs near his Staff, throws his Serrated Sword at Rollo who hits it away.

The Paladin rolls, snatches up his Staff. At virtually lightspeed, Rollo is almost upon the Paladin with his Sword extended before the Paladin can point the Staff properly.

Rollo deflects the Staff just as it blows ...

... off course.

The Energy Bolt hits the unstable Bluff behind the both of them. It gives way and the ice and sand come tumbling down on top of them, burying them both.

IN THE FOREST

Above, the rest of the company watch. There's no way out of this one.

EXT. RIDGELINE - DAY

LS Odin, Frigga, Baldur and Loki hike along the ridge above a fjord - water below them and to one side and a glacier in the distance to the other. The only sound is HEAVY BREATHING in the air around the POV.

AERIAL TRACKING IN

EXT. RIDGELINE - LARGE WOODED CLEARING - DAY

To a tighter shot of Odin's Party, all but Odin sitting and resting in a the clearing. The heavy breathing continues. Now we also hear the Party's huffing and puffing.

Odin stands leaning by a tree, playing with the Eyepatch impatiently. And we hear Mimir's cavernous voice.

MIMIR (O.S.)

They're coming now.

ODIN

You again?

Mimir's head materializes, hanging on the air.

LOKI
What again?

ODIN
Not you.

BALDUR
Ghosts.

MIMIR
Prepare. They will be here before you
reach the end of the clearing.

LOKI
Where is it? I'll get it.

ODIN
Who will be?

MIMIR
The Furies.

LOKI
(drawing his sword)
The ghost. I hate ghosts.

ODIN
Quiet, Loki!
(to Mimir)
Who did you say?

LOKI
Is he there? There?

MIMIR
The Furies. They approach.

ODIN
Furies? What would they -

FRIGGA
Furies? What about the -

MIMIR
Too late.

Odin, energized, grabs up his Sword and shoves the Eyepatch
in a pocket. Mimir's head dissipates in the air ...

... and down from the sky rain the three FURIES: three of the most unappetizing women known to folklore. TISIPHONE, MEGAERA, and ALECTO are scary and aggressive, screaming down from the sky on ragged bat-like wings.

All four humans turn to run into the woods as the Furies touch down. Odin first makes sure all the others are away from the screaming Furies who advance on foot, accompanied by wild local weather. Odin runs last but runs nonetheless.

Until he stops.

Almost to the woods Odin turns, faces the oncoming Furies. With wind and horror sweeping back his face and hair, like a hero plunging through a thunderstorm, he plants his feet, drives his sword into the ground and hollers.

ODIN

Justice! Justice! Justice!

After continued moments of storming and cacophonous chaos, the three Furies halt before Odin and the storming abates. As they talk they look at him with clinical interest, as a butcher might examine a side of beef.

ODIN

I demand to know for what reason you hunt us.

ALECTO

He demands?

ODIN

I demand. I am Odin of Valhalla Keep and I -

MEGAERA

We know what you are, little man.

TISIPHONE

And we are amused by his presumption.

ALECTO

How is it he demands of us?

ODIN

The three Furies are known in men's world as fervent pursuers of justice and fiercely fair.

MEGAERA

It compliments us, I think.

TISIPHONE

They are so engaging when they bargain
for an easier death.

The three Furies laugh uproariously; horribly.

ODIN

I demand to know for what honorable
reason you pursue my band of travelers.

ALECTO

We pursue you travelers, little Odin,
for the faithlessness of the girl
Frigga.

ODIN

(seriously surprised)
Frigga?

MEGAERA

Her father promised the girl to Rycker,
lord of Dornheim, but she fled the
village a day before their assignation.

TISIPHONE

Her father defaulted his debt to Rycker
and became enslaved.

ALECTO

Rycker became distraught and oppressed
the entire village. People cried out
for vengeance upon Frigga.

MEGAERA

Rend her flesh from her bone, they
begged.

TISIPHONE

Grind her eyes into bisque, they wailed.

ALECTO

Make her womb into a purse to hang from
Rycker's last wife's elbow, one
particularly artful creature suggested.

ODIN

And what do you propose to do to her
besides scare her and her fellow
travelers silly?

MEGAERA

What we always do - explain what she
did wrong ...

TISIPHONE

... discuss a suitable punishment ...

ALECTO

... and go on our way once she dies of
fright.

ODIN

Excuse me then. Her father made a
commitment for her in which she was not
consulted.

MEGAERA

That is true.

ODIN

And the villagers cried out for
vengeance against Frigga when ... who?

ALECTO

Rycker, lord of Dornheim.

ODIN

This lord of Dornheim - what? - raised
taxes? Made them all work harder?

TISIPHONE

Tortured those he suspected of
poaching. Took young wives from their
homes to ease his pain.

ODIN

Oppressed them viciously and
unrelentingly out of his own
frustration.

ALECTO

Until they called upon the Furies to
exact vengeance.

ODIN

On the girl.

TISIPHONE

Quite correct.

ODIN

Who dishonored no commitments of her own and who acted only to save herself from the clutches of this aging despot.

ALECTO

Really.

ODIN

The oath that she broke was not her oath.

MEGAERA

Indeed.

ODIN

So in fairness. Realizing the truth, the Furies turned their righteous justice away from Frigga, and against those who acted ... unjustly.

A beat.

The Furies look at one another, think hard.

ALECTO

So we did.

And noisily, enthusiastically, the Furies turn away and scream off into the sky.

Odin gapes into the sky after them, glassy-eyed.

Loki and Baldur run, exultant, from the woods behind him.

LOKI

You're good.

ODIN

The girl. All right?

LOKI

Who knows? She kept running.

BALDUR

She must have known who they were after. You saved us all, Master Odin.

Loki claps Odin on the back.

And Odin drops to his knees and vomits on the ground.

EXT. BABES' INN - DUSK

A large permanent lean-to kind of structure extends outward from a hillside. A few HORSES are tethered outside and a BARN is nearby. All the Inn's windows are bright with flickering lamplight.

MAGNUS (O.S.)

If we don't stay here who knows how
late it will be before we find another
inn.

MAGNUS, HARALD, ERIK and ABEL - the surviving members of the late Rollo's party - step into frame.

HARALD

No, we need to build a shelter. Need
to be safe.

MAGNUS

Safe from what?

HARALD

Enemies.

ERIK

It could storm tonight. I'm not
sleeping in the open.

ABEL

Neither am I.

Harald stands by the door as the other three shove into the door. The sound of revelry comes from inside.

VOICES FROM INSIDE (O.S.)

Company.
Paying ones?
Who knows?
Don't care.
Hey boys.

Harald hesitates a moment, looks inside, his eyes go wide and he scoots in as well.

INT. BABES' INN - MAIN ROOM - DUSK

In this big room is a crude BAR with several flagons, bottles and skins of MEAD. A short LADDER leads to a LOFT above. There is a crude shielded SKYLIGHT over the Loft.

There is simple furniture like soft CHAIRS, a COUCH and some narrow END TABLES. On one wall is a FIREPLACE with a diminishing fire and several small unlit TORCHES set on SCONCES on the mantle.

Inside, from Harald's POV, he sees Abel already snuggling up on a wide couch with BABE #1 and Erik being led by the hand up a ladder to a loft by BABE #2.

BABE #3 looks over Harald, rubbing against him like a kitten. BABE #4, apparently alone, stretches over the bar.

A few more CONTENTED COUPLES and UNCONNECTED BABES punctuate spots around the room.

HARALD
(calls, alarmed)
Magnus? Are you all right?

MAGNUS (O.S.)
Right here, Harald ...

INT. BABES' INN - MAIN ROOM - BEHIND THE BAR - DUSK

Magnus, rooting around behind the bar for beverage receptacles, stands up with some MUGS in his hands.

Also behind the bar, unnoticed by Magnus, is an ORACLE STONE, glowing quietly.

MAGNUS
... looking for something to loosen you
up.

Magnus pours Harald a drink as Babe #4 begins to wrap herself around Magnus and Babe #3 sticks her finger in Harald's mug and licks it seductively.

HARALD
Thanks.

Back on the slightly glowing Oracle Stone for a moment as revelry sounds continue.

EXT. DEEP WOODS - NIGHT

Odin, Loki and Baldur build SHELTERS.

CS a thick SWORD comes down hard on a BRANCH, breaking it into two smaller lengths.

Pull back to show it Odin's hands on the sword, now tossing it aside. He easily hands one length of branch to Loki and the other to Baldur, both of whom struggle with the weight.

ODIN

Here are the main beams of your shelter.

BALDUR

Thank you, Master Odin.

LOKI

Yurghh!

ODIN

Steady, boy. Prop these under the tent of vegetation like I did at an angle to the ground away from your tree root.

LOKI

Easy for you to say.

SIREN (O.S.)

It would be easier in our stable.

Before looking at where the voice comes from Odin spins, quick-as-lightning, to snatch his sword from the ground.

All three men spin around to see the SIREN, 20. She is stupefying in a windswept scarf and scanty lambskin clothing, and unarmed.

ODIN

Where did you come from? There's no village near here.

SIREN

Our farm is through the wood.

LOKI

How did you find us? You were tracking us.

SIREN

Not at all. But a girl less able than you at hiding her position is following you. I followed her.

ODIN

A girl.

BALDUR

Frigga. She's still around somewhere.

LOKI

(mocking)

Oh Odin.

Odin, visibly embarrassed, sheathes the sword.

ODIN

On your way, girl, and take care not to tell you saw us.

SIREN

I've no one to tell. Come. Stay in our stable. We have sheep to keep you warm. And other things.

LOKI

We would just as soon keep to ourselves, thank you.

BALDUR

Well ...

ODIN

Baldur?

BALDUR

(whispers)

You know how bitter it is out in the open. My pips ache.

ODIN

Your pips.

BALDUR

You know.

ODIN

A man makes his own decisions -

The Siren smiles at Baldur.

ODIN
- but I will not wait for you in the
morning.

INT. BABES' INN - MAIN ROOM - NIGHT

Harald, half naked, stands on the bar swinging a full
flagon of ale around like a baton, singing. Babe #3
lounges wrapped around his legs like a Frazetta chick.

HARALD
(sings)
The flame flared at its maddest,
Earth's fields fell a-quaking
As the red flame aloft
Licked the lowest of heaven.

PULL BACK to show the room filled with a few sloshy
SLEEPING MEN and ATTENTIVE WOMEN. Up in the loft a prone
Erik peers down at Harald.

A small PILLOW sits on a chair near the bar.

ERIK
(to Babe #3)
Think he'll stop soon?

HARALD
(sings)
Few then did want,
Of the rulers of folk,

BABE #3
A boy can play.

As Babe #3 reaches for the Pillow on the chair with one
hand, she surreptitiously palms a SMALL KNIFE from a thigh
sheath.

Babe #3 tosses the Pillow up to Erik.

BABE #3
Give this to Narita, would you sweetie?

HARALD
(sings)
To ride through that flame,
Or astride it to tread.

INT. BABES' INN - LOFT - NIGHT

Erik catches the Pillow and places it gently under the head of Babe #2 who lies beside him, apparently asleep.

Erik rolls over, cuddling against Babe #2. As Erik closes his eyes Babe #2 silently pulls a NASTY KNIFE out of the pillowcase and hides it beneath herself.

Visible behind the bar below, the Oracle Stone begins to glow a little more brightly as the room begins to dim.

Harald's drunken screed continues as background noise.

HARALD (O.S.)

(sings)

Then Sigurd slashed
Grani with sword,
And the flame was slaked
Before the king;

EXT. BABES' INN - NIGHT

It has begun to rain.

HARALD (O.S.)

(sings)

Low lay the flames
Before the need of fame;
Bright gleamed the array
That Regin did own.

EXT. DEEP WOODS - NIGHT

A flash of lightning.

Odin and Loki's shelters under the root systems of large trees and Baldur's unfinished and empty shelter. Heavy rain; occasional thunder and lightning.

A soaking wet SHADOWED FIGURE enters frame, prowling among the shelters. The Shadowed Figure pokes around the shelters, reaches under the leafy cover of Odin's shelter.

INT. DEEP WOODS - ODIN'S SHELTER - NIGHT

Odin apparently sleeps in the shelter under the blanket of his clothing of animal skins. His Sword lies beside him.

The HAND of the Shadowed Figure begins to raise the leafy cover from outside.

The Shadowed Figure raises the leafy cover to about thigh level, begins to bend underneath it and -

- Odin springs to a crouch, snatching his sword with one hand and with the other hand pulling the Shadowed Figure roughly onto her belly and into the shelter. An instant.

Tight on Odin, crouched over the soaking wet Shadowed Figure, his sword holding down the back of her neck.

For the first time we see that the Shadowed Figure is a shivering, frightened Frigga.

ODIN

Oh.

Smoothly, Odin pulls off the wettest of Frigga's clothes, wraps her in his fur cloak, lies down with her and pulls her close. He's not used to being gentle.

They make love - roughly and enthusiastically. Dwell on this a few moments.

Odin isn't Conan. He's no barbarian; he's a young deity in training. He's rough-edged, but creative. Think of William Hurt in *Altered States* - or the way Walt Whitman might have had sex if he'd liked girls even a little.

Remember Paddy Chayefsky's line: "... like being harpooned by a mad monk in the act of receiving God."

At first she's wary and he takes her doggy style. Then she reaches back and surprises him by stopping it. Then she gets on top. Before we're done he's back on top. And we

FADE TO

EXT. STABLE - NIGHT

Two figures in the dark - Baldur and the Siren - reach the Stable. Baldur shields the Siren from the rain with his fur cloak as she pulls the DOOR open.

INT. STABLE - NIGHT

The Siren puts her arm around Baldur as she leads him into the Stable.

SIREN

Our spot is in that corner.

BALDUR

Our ... ?

Behind Baldur three shadowed VANIR figures sneak up from either side of the open door and pounce on him.

Grunting and snorting, the Vanir - all bigger than Baldur - wrestle Baldur to the ground and hold him down. The Siren stands over them, self-satisfied.

BALDUR

How could you do this?

SIREN

It was easy.

(to Vanir)

My payment now.

One of the Vanir tosses the Siren a small tied POUCH.

The Siren looks at the tiny pouch, disgusted.

VANIR #1

Where did you leave the others?

SIREN

Others? There were no others.

The Siren turns to leave as the Vanir bind Baldur.

INT. BABES' INN - LOFT - NIGHT

PAN around the loft. Everyone is apparently asleep. Babe #2, beside the sleeping Erik, stealthily pulls out her Nasty Knife. Erik is in such a position that if he were to wake up he would see down into the Main Room below.

Down below in the

INT. BABES' INN - MAIN ROOM - NIGHT

Harald is spread out mostly undressed with Babe #3. Magnus is on a couch with Babe #4 draped over him. Babe #1 lies under a blanket on the floor with Abel.

On the Oracle Stone behind the bar. It glows, speaks.

JANNIA

(Oracle Stone)

The Flatland killers hide in the night.

INT. BABES' INN - MAIN ROOM - NIGHT

Erik's eyes open, looking down at the Oracle Stone behind the bar. In one motion, he vaults over the loft fence just as Babe #2 brings her arm and the Nasty Knife around hard to where he lay ...

JANNIA

(Oracle Stone)

Mimir's avengers have captured one of them has near the village at Weir's Beach ...

... and slices the pillow where his head was to feathers ...

... as Erik leaps down to the bar howling.

ERIK

Ambush!

JANNIA

(Oracle Stone)

... while others camp in the nearby wood.

Harald leaps up, grabbing the hand of Babe #3 as she tries to bury the Small Knife in Harald's throat.

Magnus rolls off the couch, throwing Babe #4 off him as she is about to pull tight a garrote around his neck. She loses one handhold as she falls backward and yanks on the other, startling Magnus awake but not choking him.

MAGNUS

Is that you Erik you bloat? I was dreaming I was - urghh!

Magnus yanks the cord off his neck, waking up quickly and shoving Babe #4 across the room.

Harald leaps off the bar, evading another slash from Babe #3, toward Abel and Babe #1 on the floor under a blanket. Abel is asleep and Babe #1 is a moving lump totally hidden under the blanket.

Harald tumbles into Babe #1 like a cannonball, bowls her over and rolls across the room.

As he rolls past Babe #1 Harald realizes he's been cut on his arm and it's bleeding.

Babe #1 scrambles up to a sitting position among the now ripped blanket holding - we now see - a short broadsword. Beside her Abel rolls up to his knees, bleary.

ABEL

Somebody light a lamp, would you? So much crashing around in here.

On Erik who wipes a small Torch - from among the several ones on the wall Sconces - through the flickering Fireplace. The torch bursts on, lighting the room.

The four good guys - Abel, Erik, Harald and Magnus - get their first chance to look around the room. They stand side-to-side, open-handed, facing down their four erstwhile bed-mates - all armed or reaching for a weapon.

HARALD

I told you I didn't want to be here.

MAGNUS

You were not so shy once we got inside.

ERIK

We can handle it. It's only the four of them.

Just then - as if summoned by the light - four BERSERKERS blow into the windows from outside. They're proto-Neanderthals carrying CUDGELS and they appear to be rather attached to the Babes. Like puppies.

The four Aesir look at each other, look at their eight opponents and Abel yells ...

ABEL

Go!

... and they charge.

EXT. VILLAGE OF WEIR'S BEACH - DOCK - NIGHT

The three big Vanir carry Baldur to a dock.

Baldur hangs by his wrists and ankles from a heavy staff. He is gagged. Two Vanir each carry an end on a shoulder. The third walks alongside. The two Vanir toters try to stay in step, shaking up the uncomfortable Baldur.

Rain continues.

INT. BABES' INN - MAIN ROOM - NIGHT

Mêlée. Three of the Aesir jump on top of the Berserkers, grabbing at clubs and slashing off limbs. Magnus scrambles behind the bar to snatch up the Oracle Stone and toss it over the others heads out a Window.

EXT. BABES' INN - NIGHT

The Oracle Stone flies out a window to thud on the ground.

A beat.

Abel and Harald come tumbling out behind it.

INT. BABES' INN - MAIN ROOM - NIGHT

Hanging by his arms from a beam of the loft and the Nasty Knife now in his teeth, Magnus lifts one of the Babes with his legs and swings to toss her into a Berserker just before the Berserker can pound on Erik.

Erik, carrying a Berserker's Club, scrambles for the same Window as, on the backswing, Magnus flips upward to somersault onto the loft.

Above the loft is a SKYLIGHT for which Magnus heads.

EXT. BABES' INN - NIGHT

Harald and Abel watch as Erik tumbles out the window. They help Erik scramble to his feet and stand expectantly, waiting for Magnus.

A beat.

HARALD

Think we'll have to go ba -

A loud CRACK from the rooftop.

Magnus comes sliding butt-first down the roof to the ground among his fellows.

As the other three help Magnus up, the door to the Inn flies open and ...

... Abel scoops up the Oracle Stone from the ground and all four Aesir are gone -

- as the Babes and Berserkers come piling out the door and, frustrated, look around in all directions.

EXT. DEEP WOODS - DAWN

Streaks of sunlight poke up beyond Odin and Loki's shelters. The wood is verdant with the night's rain.

Erik, Harald, Magnus and Abel - carrying the Oracle Stone in a pouch - step into frame, curious about the shelters.

MAGNUS

(whispers)

They could be old shelters of old travelers.

ABEL

(whispers)

This is where the stone said he ... we were.

ERIK

Why are we whispering?

Harald claps a hand over Erik's mouth and an arm around his neck.

HARALD

(whispers)

We. Have. Enemies.

ERIK

(muffled)

Right.

The four continue to pad lightly around the two shelters.

MAGNUS

(whispers)

Odin is either taken captive or he cast off while we were trying to scratch our itches.

HARALD

(whispers)

You think the stone is wrong?

MAGNUS

(whispers)

I think it's a trap like all the other traps.

ABEL

(whispers)

We have to check this before we go on
to the town - or the trap will be at
our heels rather than in our faces.

Magnus nods to Abel and draws his Nasty Knife. Erik raises his Club. Harald pulls the Short Broadsword he confiscated from the Babes and holds it up in two hands.

Abel steps forward, covered by the other three, and puts a hand under the leafy shielding of Odin's shelter ...

... and before we can think and certainly before we can see:

- 1) the leafy covering whips up and over the roots;
- 2) hands as visible as a gust of wind throw Abel to the ground;
- 3) the Club is snatched from Erik's hand;
- 4) the Club whips across Harald's arm to send the Short Broadsword flying away from him into the undergrowth;
- 5) a big Broadsword slaps against the back of Magnus' thigh and the Nasty Knife vanishes from his hand as he drops to his knees; and
- 6) Odin crouches like a springing beast above the four of them, all under control, with his Big Broadsword at Magnus' throat and holding the Club above the other three.

Here's the scene: Odin crouches, weapons poised, over his four fellow villagers. Behind him, still under the now exposed root system of the shelter, is Frigga sitting up holding a pelt in front of her nude body.

ODIN

Oh. It's you.

The four of them are speechless, startled shitless, as Odin helps first Magnus and the others to their feet.

ODIN

Is Rollo with you?

A beat.

HARALD
No. The Paladin got him.

MAGNUS
Taken with him in an avalanche. Rollo
would have beat him.

Odin nods. Frigga moves under her pelt, apparently putting
on clothing.

HARALD
Master Odin, we have to move.

ODIN
Baldur went off on his own.

MAGNUS
He will have to find us as we found
you. They know where we are. Abel,
show him.

Abel takes the Oracle Stone out of its pouch.

ODIN
It's a rock. It glows a little, but
it's a rock.

ABEL
It talks.

Odin takes it in his hands, looks it over.

MAGNUS
We think it's the voice of a Valkyrie
or a Vanir warrior woman. It's sharing
information.

ODIN
Short giants, bears pulling chariots,
dismembered heads spouting advice, cold
fire. Now it's a talking rock.

Loki lifts up the leafy cover of his shelter, hale and
hearty and dressed. Steps out. His hair is perfect.

LOKI
Good morning.
(a beat)
So who brought breakfast?

INT. VANIR MEAD HALL - VESTIBULE - DAY

Three big VANIR shove Baldur, legs roped together and hands tied behind his back, through the small hallway toward the big WOODEN DOOR to the main hall. Vanir One Stops Baldur roughly just as Vanir Two is about to shove open the door.

VANIR ONE
Wait. Blind him.

VANIR THREE
We may need to trade him.

Vanir One pulls his knife and looks over Baldur's eyes clinically. He lifts his knife as if to poke Baldur's eyes out but instead cuts a LONG STRIP from Baldur's shirt.

VANIR ONE
You may be right.

Vanir One wraps the strip of cloth around Baldur's eyes and ties it behind his head.

INT. VANIR MEAD HALL - MAIN ROOM - DAY

BALDUR'S POV

White gauze with the shadows of an OPENING DOOR letting in light and shadows.

The door creaks open and slams closed.

VOICES in the room are in mid-conversation.

WITNESS
- a giant. Definitely a giant.

VANIR LEADER
Not a big outlander or a berserker or someone calling himself a giant?

WITNESS
No. A giant. Big hands big feet. Big spinning thing to slice off heads.

VANIR FOUR
Disrespectful whelp.

VANIR LEADER
Keep out of this.

(a beat)
Is this the one?

WITNESS
The giant?

VANIR LEADER
The killer.

WITNESS
No. He's not a giant.

VANIR LEADER
Was he with them?

WITNESS
I can't tell. He's got a -

VANIR LEADER
(yells)
He's masked. Why is he masked?

As the leader hollers the last line the blindfold comes ripping off Baldur's face yanked by the Leader's hand.

INT. VANIR MEAD HALL - MAIN ROOM - DAY

It's a room big enough to hold a bacchanal for a hundred people, a lot more than are here.

A big wooden TABLE sits parallel to one wall with some small shuttered WINDOWS behind and partially open to let in light. Several crude pottery ale PITCHERS on the table and irregular ceramic CUPS sit on the Table.

The VANIR LEADER, 35, is almost as big as Mimir was but much rougher-edged. Ten or so OTHER VANIR are in the room including the three who brought Baldur here. The WITNESS sits in a chair facing the Vanir Leader and intimidated by the Vanir around him.

Also in Baldur's sight is a TIED MAN sitting in a chair with his back to Baldur.

Baldur has fallen to the floor with the Vanir Leader's yanking of his blindfold. He sits up, still bound.

VANIR ONE
Garth said I couldn't blind him.

The Vanir Leader looks at Vanir One like you'd look at a little kid in a snit. Then talks to the Witness.

EXT. DEEP WOODS - DAWN

The Oracle Stone in Odin's hands glows to life. Near the shelters. The entire company - Frigga in a blanket - stand with him.

LOKI
I've seen rocks like -

ORACLE STONE
The Vanir have taken another of the Mimir-killers.

ODIN
(whispers)
So we don't wait for Baldur today.

Loki shrugs; the others listen.

ORACLE STONE
They have broken up. They are on the run and scattered. They have been seen moving south along the Central Coast near Weir's Beach.

On Odin and all the company, successively, listening.

ORACLE STONE
Keep an eye out. The reward is getting bigger.

The Oracle Stone's glow fades.

ODIN
We'd better get off the coast.

Odin drops the Oracle Stone to the ground, but as it is about to hit we

CUT TO

EXT. VANIR MEADHALL - ESTABLISHING - NIGHT

VANIR LEADER
Now ...

INT. VANIR MEADHALL - BIG ROOM - NIGHT

The Vanir Leader talks to the Witness.

VANIR LEADER
... was this one with them?

WITNESS
No.

VANIR LEADER
Untie the Flatlander.

Rather than untie Baldur, the three Vanir who brought him fall roughly on him, elbowing and snorting, to cut apart his ankle and wrist bonds, leaving them dangling on him.

Baldur shakes, unmoving, terrified.

VANIR LEADER
And the other one too.

Several Vanir with knives drawn rush toward the Tied Man, eager to cut him loose. But before any reach him ...

... the Tied Man rises from the chair, holds the wrist ropes dangling in his hands and as he turns toward Baldur he steps out of the ankle ropes. It is a smiling Honir.

Baldur is astonished, so are the angry Vanir.

VANIR LEADER
Leave him alone. I can do that.

Honir gestures toward a Pitcher, whose contents of Ale pour upward in an arc into a nearby Cup.

HONIR
Something to refresh you, Baldur?

The filled cup floats to Baldur's hand. Baldur is unsurprised.

BALDUR
Master Honir. Thank you.

VANIR LEADER
Reunion is over. We will call off the hunt for your kinsmen.

HONIR

Our village is still in danger from the
real killers. The giants.

VANIR LEADER

Yes. We will go there. All of us.

HONIR

It is time. Where are your boats?

VANIR LEADER

Boats?

EXT. THE AERIE - DAY

High on a rocky cliff, a flock of giant GOLDEN EAGLES fly
into and out of and roost at a complex of big holes in the
rock. It's like they're coming into and out of hangars.

VANIR LEADER (O.S.)

We don't need no stinkin' boats.

CLOSER

on the Golden Eagles, we see that they are truly enormous,
each carrying one or two Men on their harnessed necks.
These men pilot them like riders on a horse.

DISSOLVE TO:

◀ ◀ ◀ EXT. VILLAGE OF WEIR'S BEACH - HARBOR - DAY

An image of a flying Golden Eagle morphs into that of a
SEAGULL, who comes in for a landing atop a crude PILING
alongside a DOCK.

Full daylight now. Odin skips a flat stone from the pier.
The company - Odin, Loki, Frigga, Abel, Erik, Harald and
Magnus - walk along the harbor of a bustling port village.

The boys other than Odin wear hoods over their heads, as if
to hide themselves. Odin does not affect any disguise.
Loki still dresses impeccably: prehistoric chic.

EXT. VILLAGE OF WEIR'S BEACH - HARBOR - DAY

A RENTAL BOAT bobs in a pier among other boats. It's big
enough to carry eight, but maybe just. There are TWO
MASTS, but we don't see any SAILS mounted until later.

BOATMAN (O.S.)

Ten silver pieces and you return it by the next full moon or the magistrate'll be on you.

ODIN (O.S.)

Well we certainly wouldn't want to upset the magistrate ...

Odin, with Loki behind him, negotiating with a weathered-looking BOATMAN on the dock beside the Rental Boat. The other members of the party, still looking wary, are nearby.

ODIN

... but I don't believe we brought any silver.

(to Loki)

How much did we bring?

Loki produces a small COIN SACK - apparently stuffed - and drops several GOLD PIECES out of it into Odin's hand.

LOKI

Just this.

The Boatman's eyes widen.

EXT. RENTAL BOAT - OFF THE COAST - DAY

The village of WEIR'S BEACH is visible in the distance.

There is room for just four rowers here - two in the front and two in the back. Odin is one of the rear rowers and Loki stands near him, doing close-up coin tricks.

LOKI

I don't know why you insisted on giving the Boatman two gold coins.

ODIN

He seemed so happy to see them.

LOKI

He could get suspicious before they turn back into air.

ODIN

Which is when?

As Loki speaks he drops a succession of gold coins from one hand. They all vanish before hitting the deck.

LOKI
Sometime tonight, I think.

ODIN
With any luck he'll think somebody
stole them.

Odin pulls out the Eyepatch, fingers it nervously.

LOKI
Somebody did.

MIMIR (O.S.)
You will have to figure things out
before you face my real killers.

Odin looks around in his seat to see Mimir's Head floating above the stern. He looks at the Eyepatch in his hand as he gets up to face Mimir.

ODIN
It's the eyepatch.

The ghostly head of Mimir assembles, floating at eye level.

MIMIR
It's time you figured out how to do
that.

LOKI
Eyepatch? Where did you get that thing?

Loki reaches out to touch the Eyepatch but Odin holds away from him.

ODIN
It was Mimir's. I found it at the
Thing.
(to Mimir)
Figured out how to do what?

LOKI
Is that the ghosts again? Where are
they? I'm ready this time.

Loki pulls a POUCH from a pocket and begins to undo it. Frigga and the other guys look on, all curious.

MIMIR
How to make yourself High King of the
Peninsula.

ODIN
Make me what?

LOKI
There? In front of you? Is this where
they are?

This is from Loki's POV rather than Odin's. That is,
Mimir's ghost-face is not visible to us.

Loki holds up his hand in front of where he supposes the
ghost's face to be, says ...

LOKI
Show yourself.

... and blows the powder off his hand.

ODIN
I never invited anything like this,
Mimir -

The powder collects on the air, in a rough suggestion of
Mimir's face. Mimir's expression changes from impassive to
angry, turning to look at Loki.

Loki and everyone else except Odin - who at this point is
getting a little pissed - is amazed.

LOKI
Mimir? It's Mimir's ghost. You didn't
say it's Mimir.

ODIN
I didn't? When could I? You were too
busy trying to skewer him.

The powder outline falls to the deck as Odin speaks the
next line. Loki kneels down to take some of the fallen
powder up on his fingers.

LOKI
Odin, the ghost of a wizard isn't just
some wandering spirit. What exactly
has he been telling you?

ODIN
He's been showing up in my dreams.
Can't remember much. Now he's talking
about my being High King of the
Peninsula.

LOKI

Mimir said that? That was what he
wanted to be, right?

As Loki talks to Odin he gradually steps back, warily
looking around the Rental Boat as if for a place to escape.

After a few moments the OTHERS start backing away as well.

ODIN

Even dead he tries to meddle in other
people's business.

LOKI

And now he says ...

Through this exchange, as everyone slowly steps away from
Odin, STORM CLOUDS gather overhead. There is a SWIRLING of
dark clouds at a focal point in the sky. Momentary FLASHES
OF LIGHT punctuate this Focal Point.

As Odin talks with Loki, he absently plays some more with
the Eyepatch. He looks at it curiously as he talks, as if
seeing it for the first time.

LOKI

Odin, did your parents ever say there
was anything odd about the
circumstances of your birth?

ODIN

I never knew my parents. My brother
raised me. Why?

Odin holds up the Eyepatch to his left, then his right eye,
doesn't quite touch either one with it, puts it down.

When Odin does this, Loki appears even more apprehensive.

LOKI

Did you ever have a sense of mission?
An idea that there is something bigger,
greater in store for you?

ODIN

Yes. Of course I have. Haven't you?

LOKI

Did anyone ever walk up to you out of nowhere - maybe someone who claimed to see the future - and, I don't know, shake your hand or bow to you or ... want to have your baby?

Odin places the Eyepatch over his right eye, not tying it or anything, just holding it there a moment ...

ODIN

Ever? Well, life is like that. Isn't it?

LOKI

Only yours.

... and behind his head, the ends of the EYEPATCH STRINGS whip toward each other and tie the Eyepatch to Odin's head as if of their own accord.

Simultaneously, from the Focal Point in the sky a colossal jagged BOLT OF LIGHTNING pours onto where Odin stood and you think the Lords of Karma have stepped down to exact punishment for all the world's transgressions.

And when the light fades Odin lies face-down on the deck, surrounded by blackened deck wood. Nothing else is damaged. Loki and Frigga and the others hold onto rails or masts or seats as the jostling Boat quickly settles.

The Eyepatch is still affixed to his head.

FRIGGA

Odin!

HARALD

Master!

LOKI

Row.

Loki takes the seat and oars that Odin vacated, and the other Rowers resume their places.

The sky clears.

LOKI

Row. How far is this Valhalla Keep place anyway?

MAGNUS

Less than a day. We've already
traveled most of it.

EXT. RENTAL BOAT - DAY

LS. Night falls.

EXT. RENTAL BOAT - NIGHT

Retake.

EXT. VALHALLA KEEP - MEAD HALL - NIGHT

LS from the sea side of the long building overlooking the
Bluff. The windows flicker with TORCH LIGHT.

ZOOM OUT

so we see the GIANTS' DRAGON SHIP approaching under sail.

NJORD (O.S.)

The runner we sent to the nearby
villages says the Grand Thing in the
Vanir Basin was a disaster ...

INT. MEAD HALL - TORCH LIT - NIGHT

The speaker is Njord, the Father of the Maidens from the
first act. The big room is filled with Villagers -
overwhelmingly young children, old men and women.

Njord sits at a long table. ALL THE OTHERS are variously
seated on tables and chair, standing, milling. This is a
general community meeting.

NJORD

... but that our young men certainly
should be home by now.

KVASIR, 50, another older man, less well dressed than Njord
but stupefyingly intelligent, rises to speak.

KVASIR

So you have called a meeting, Njord, to
fill the empty space where our leader
should stand ...

Noise from the crowd. Discontent.

KVASIR

... but we can live and prosper without a leader. That was what Odin and Honir showed us.

NJORD

Nonetheless, they were the masters here. And with them gone -

A thick, grizzled old man named FAFNIR, 60, and a young boy named SIGURD, 12, rise to speak.

FAFNIR

If we're going to pick a leader, I will volunteer myself.

SIGURD

Well I think it should be me.

Half a dozen other men, women and children - all apparently unsuitable - rise to claim the same thing. Improvise their lines. The meeting erupts into chaos.

EXT. RENTAL BOAT - AFLOAT - NIGHT

Odin lies, apparently dead-to-the-world, with his head in the lap of Frigga who sits along the rail SINGING softly, sweetly to him.

Loki walks into frame. We see that the OTHERS on deck are asleep on rolls of fur or under the oarsmen's seats.

LOKI

They're worried about him.

FRIGGA

mm-hm.

LOKI

You're worried about him.

FRIGGA

Are you?

LOKI

He's turning into what Mimir was becoming. But different.

FRIGGA

Different? How different?

LOKI

Mimir was gathering allies. Building support. And he was killed because the forces against him saw him coming.

FRIGGA

Why won't they see Odin coming too?

LOKI

All the power Mimir gathered and all he was seeking are pouring into Odin at once.

FRIGGA

So what will it do to him?

LOKI

I don't know. It'll probably kill him.

Frigga resumes singing.

LOKI

I don't think he can hear you.

Frigga stops singing for a moment, then resumes.

After a moment of singing, Odin opens his eyes, startling both Loki and Frigga. Frigga stops singing. Odin's eyes shine like a pair of little light bulbs slicing the night.

Then he closes them.

Slowly Odin raises ONE HAND to Frigga's chest, motioning over a buttonhole ...

... where a SMALL FLOWER appears out of thin air. And Odin drops his hand back limply.

Frigga and Loki look at one another, both flummoxed.

After a moment, Frigga resumes singing.

PUSH IN on Odin's face.

Through his eyelids and his eyes ...

... through his skull, into his BRAIN where little BOLTS OF ENERGY flash around so fast that it looks like we're in a squishy thunderstorm here.

DREAM SEQUENCE

Gradually, this scene fades to show the IMAGES IN ODIN'S BRAIN suggesting. Odin is dreaming his own future and that of his world.

It's all framed in a crucial moment in Odin's near future: the loss of his right eye. These events are grand and magisterial, to wit:

- 1) Odin, wearing the eyepatch, is on the beach in New Valhalla, leaving Honir standing behind as Odin walks toward a BLUFF.
- 2) Odin reaches the top of the Bluff and sees MIMIR'S WELL nearby.
- 3) Odin removes the Eyepatch from his right eye as he approaches Mimir's Well.
- 4) Odin looks down into the Well and sees:
 - a. Clouds, sky and the ground below rushing by; the sensation of flying in loops and rolls;
 - b. Odin - wearing a floppy hat and with a PATCH over his right eye socket now - sitting on a throne, being entertained by a pair of SWORDSMEN dueling in front of him, surrounded by a populous court;
 - c. Odin, with his young son THOR, 10, by his side on a glacier, duking it out with half a dozen FROST GIANTS twice Odin's size. The Giants use swords and Odin and Thor needle them, play with them with BLUE BOLTS they emit from their hands;
 - d. Odin riding SLEIPNIR, his eight-legged horse, who strides over the ocean, galloping on water;
 - e. Odin and Thor - grown now - flying under their own power (Thor being pulled along by the magic hammer MJOLNIR) over an ocean battle between a Viking dragon ship and a crude British clipper ship;
 - f. The collapse of VALHALLA, his castle in the sky, under a rain of fire as walls tumble and gods and warriors scurry around to salvage what they can; and
 - g. The sensation of being buffeted around in the sky as the atomic bomb explodes over Hiroshima.

- 5) Odin pulls away from the Well as though it's trying to suck him in.
- 6) Odin, facing away, removes his RIGHT EYEBALL from its socket and places it on the wall of the Well.
- 7) The floating ghost-head of Mimir appears beside the well, nods approvingly.
- 8) As Odin walks away from the well both the Well and Mimir's head disappear - dissolve away behind him - as though passing out of corporeal reality.

It is a dream, after all.

DISSOLVE TO

EXT. RENTAL BOAT AFLOAT - DAY

Odin lies with his head on Frigga's lap. Frigga, the flower still in her buttonhole, sings to him.

Hint at the Others of the company, rowing and coiling ropes.

EXT. VALHALLA KEEP - SHORE - NIGHT

The company of GIANTS including VALDEMAR the Giant Assassin haul their Dragon Ship with ROPES to beach on the shore.

In addition to the Giants, there are a collection of NIGHTMARE CREATURES milling around the deck looking fearsome: a WEREWOLF, the WITCH WOMAN and a WINGED DEMON. Also a shadowy DRAGON flies low accompanying the ship.

CUT TO

With the Dragon Ship beached, the bunch of armed Giants and Nightmare Creatures quietly run up the beach toward the torch lit Mead Hall. The Dragon flaps quietly overhead.

CUT TO

INT. MEAD HALL - NIGHT

The meeting continues. It is not so much a meeting as a mêlée, with Njord trying to get a word in and Kvasir trying to make peace and everyone else advocating his or her own point of view.

No fight, though. This is still a relatively peaceful community. Ad lib the crowd sounds. Until ...

The company of GIANTS and NIGHTMARE CREATURES come bursting in through the windows, busting down the doors, through the walls and ceiling.

Women shriek. Children run. Men who try to stand against them get swatted aside.

Stay on this just as long as you have to in order to make clear that it's a rout.

CUT TO

EXT. RENTAL BOAT - ABOARD - NIGHT

CS. Odin, opening his bright glowing eyes, alarmed.

ODIN
Raise the sails.

Odin gets off Frigga's lap and sits up. The OTHERS enter frame as the scene widens.

FRIGGA
My lord.

MAGNUS
Odin.

HARALD
Master.

ABEL
There is not even a scant breeze.

LOKI
Just raise the sails.

Two men on each mast yank up the square SAILS. They are unadorned and a little tattered.

Odin gets up, walks to the bow. Frigga tries to follow but Loki puts a hand on her arm.

FRIGGA
Odin, are you -

LOKI
Leave him. He's different now.

Odin plants himself in the bow of the Rental Boat, hands on the rail and looking forward.

EXT. RENTAL BOAT - NIGHT

LS from out on the sea.

The sails fill with an enormous wind which propels the Rental Boat at an alarming speed.

FRIGGA (O.S.)
Will he still like me?

EXT. ROOSTING PLACE - DAWN

High on a mountaintop three giant GOLDEN EAGLES perch.

As we get CLOSER on them we see first that they wear harnesses and tethers and are BLINDFOLDED like hunting falcons. Then we see that there are also SIX MEN camped out on the mountaintop.

Dawn breaks over the distant horizon, but most of the visible countryside is still covered in night. Sunlight is only visible because we are this high up.

HONIR (O.S.)
The dawn's coming up.

On the Six Men encamped. Hint at the presence of the Eagles. Among the men is Honir - the only one on his feet - Baldur and the Vanir Leader.

HONIR
Let's go.

VANIR LEADER
You are eager, of a sudden, Honir. I thought you did not care to fly.

HONIR
It grows on you. I am worried about my brother and the others. Besides ...

VANIR LEADER
Besides what?

HONIR
Something's happened. I feel it.

BALDUR
(getting up)
Something's happened? What?

HONIR

I don't know.

VANIR LEADER

Your second sight, Flatlander? Is that what you are talking about?

HONIR

Yes, but it is a premonition I have not felt before.

The Vanir Leader goes around beginning to wake up his men and take the heavy leather tether off the nearest big bird.

VANIR LEADER

You have to respect a man's extra senses. There's somewhere we've got to be.

EXT. VALHALLA KEEP - LOOKING INLAND - DAY

Dawn comes and the Giants including Valdemar wheel and carry a dozen great crude wooden CAGES (think *Planet of the Apes*) out to the beach. Each cage contains four to six VILLAGERS.

ON VALDEMAR

Running a stick along the bars of the cages as he walks out to the middle of the beach, looking out to sea.

VALDEMAR

Come on out and play, boys.

EXT. VALHALLA KEEP - BEACH - DAY

SFX: Valdemar's persistent clacking on the cage bars continues out of frame.

Far out at sea, cresting the horizon, is the Rental Boat.

EXT. RENTAL BOAT - DAY

Approaches fast, breasting waves, sometimes seems to fly.

Frigga, Loki and Odin's men hold on for dear life. As it happens, Frigga and Loki stand closest to Odin.

Odin stands still as a statue at the bow. Intense.

The waves crash and pound and are very loud. Odin's voice is clear and unstrained, audible above it all.

ODIN

This is more complicated than I would have thought.

LOKI

(hollers)

Pardon?

ODIN

Magic. Like this. You were right. It is all tricks.

Loki looks. The wind is rages, the seas churn. He gulps.

ODIN

To bring the wind up. It has to come from somewhere else. Somewhere far away.

Frigga edges over toward Odin to hear the conversation.

ODIN

To give the seas a great wave here, you have to make a whirlpool elsewhere. It all fits together.

LOKI

(hollers)

Like a puzzle.

ODIN

Like a great intricate knot that you must untangle without breaking anything.

Frigga, attempting to get a better handhold, loses her footing and is swept off the deck and screams overboard.

Without missing a beat, a great HAND OF WATER plucks Frigga up by the waist and deposits her safely back on the heaving deck as the Rental Boat continues toward the shore.

Frigga, Loki and the others react.

EXT. THE SKY - APPROACHING THE BEACH - DAY

Three giant Golden Eagles wing through the air toward the beach. Riding one are Baldur and a Vanir. Aboard one flying within close sight are Honir and the Vanir Leader.

Baldur catches Honir's attention and points down at the Rental Boat zooming toward the shore and leaving a wake as if it's got an outboard motor.

Honir looks down, then looks at Baldur and shrugs incomprehension. He just hangs on to his Harness for dear life.

EXT. RENTAL BOAT - DAY

A fur BLANKET unfurls itself from the deck to wrap around the soaked Frigga. The Flower she wears that Odin made to appear on her earlier perks up, as if of its own accord, its petals dry and it glows. Shivering, Frigga touches it.

ODIN

Did you know, Loki, that there is a great deposit of pure gold near the center of the Earth? About the size of a city?

Loki shakes his head.

ODIN

I gave some of it to the Boatman who rented us this craft. He would do business with us again sometime.

EXT. VALHALLA KEEP - BEACH - DAY

And the Rental Boat rises on the crest of a wave near the shore and smashes into the Beach to leave a DITCH in the sand like baby Kal-El's spaceship.

ODIN

Wait here.

The Giants and Nightmare Creatures look from among the Cages full of Valhalla Keep villagers toward Odin debarking. Most are cowed until Valdemar steps forward, drawing a SWORD and carrying a SPEAR.

VALDEMAR

What vile sorcery ... ?

Valdemar charges Odin, who walks up the beach unarmed.

Behind Odin, the other members of his company clamber off the Rental Boat onto the Beach.

Valdemar hurls the Spear headlong at Odin.

In midair a few feet away from Odin the Spear turns to water from tip to back and splashes down on the Beach.

Odin keeps walking. Valdemar, waving his Sword, charges.

VALDEMAR

Attack!

[They fight.]

At first it looks like a dogfight. Odin draws his sword and fences with the Giant. Odin's sword is as big as Valdemar's, but Odin holds his easily like a rapier while Valdemar needs two hands to maneuver his.

ON THE BEACHED RENTAL BOAT the crew and especially Frigga watch apprehensively.

ON THE CAGED PEOPLE OF NEW VALHALLA the people in the cage containing Jordi - especially Jordi - watch as well.

Reaching out of her cage Jordi surreptitiously lifts a HAMMER off the belt of a passing GIANT who is too preoccupied with the fight to notice.

ON THE FIGHT

Valdemar evades Odin's thrusts skillfully. After a few moments Valdemar brings down his sword hard on Odin's shoulder, apparently slicing into Odin's flesh savagely.

ON THE BOAT

everyone stands, stunned, except for Frigga who leaps over the rail onto the beach and runs toward Odin and Valdemar

AMONG THE CAGES

the caged people are likewise stunned and despairing, as the Giants and Creatures cheer and begin to move toward the triumphant Valdemar who stands on the beach.

In her cage, Jordi smashes open the lock with her swiped Hammer and leaps out among the Giants to run toward Odin.

EXT. VALHALLA KEEP - BEACH - DAY

Valdemar turns toward his fellows holding captives in the cages, pounds himself on his chest, waves his arms and his sword. Valdemar ignores the two girls who run to Odin.

Odin lies stricken, bleeding, the wound gaping.

Frigga and Jordi reach Odin simultaneously.

JORDI

Odin, I thought I would die before you came back. And now -

FRIGGA

I want to be buried with you, Odin. I can't live without -

ODIN

All right, you've got to get out of here. You're putting yourselves in danger.

Frigga and Jordi look at each other, each talking to Odin.

FRIGGA

Who's that?

JORDI

Who is she?

To each other this time.

JORDI

Who are you?

FRIGGA

Where did you come from?

ODIN

I'll tell you all about it later. I think. Right now you've got to go.

JORDI

You have a mortal wound, my love.

FRIGGA

We need to take you with us.

ODIN

No, I'm fine.

JORDI

No you're not fine.

FRIGGA

How could you be -

From out of frame Valdemar's sword comes smashing down, as if about to cleave Jordi's head like a melon ...

... but Odin's hand comes up like a dart to catch it in his palm by the blade. There is no cut.

Odin yanks the sword, by the blade out of the startled Valdemar's hand and tosses it aside.

As he does so, his sliced shoulder knits together better than new under the still slashed shirt. Both women look on, flabbergasted.

Valdemar, unarmed, charges Odin. Odin swats him aside with a forearm to the gut that sends him flying a hundred feet away. He's down for the fight. But there's more.

Odin looks up to see the entire host of Giants and Nightmare Creatures rushing up the beach toward him. The girls are to either side of him.

ODIN

See, this is what I was trying to get them to do -

Odin lifts Jordi up off the ground out of the way of a charging slavering Werewolf who continues running, tumbling over himself on the sand.

ODIN

- make them think I was down ...

Odin drops Jordi on the ground behind Frigga, then jumps in front of Frigga to tackle a pair of armed, oncoming giants by looping one arm around each ankle and shoving.

The giants go down.

ODIN

... so they would all charge me.

Odin uses the two Giants he's got by the legs as weapons. First he swings the giants by the legs, swatting half a dozen other Giants and Winged Demons ...

ODIN

The problem now is that you are in danger.

... then he uses them as a pair of bowling balls or missiles to throw into an oncoming phalanx of the remaining charging

Giants, blowing a bunch of them out of the way and creating a clear path back to the Cages.

ODIN

If you want to make yourselves useful go around that way and open up those cages.

JORDI

So who's she?

ODIN

Later. Please.

Both women run toward the Cages.

ON VALDEMAR

Having landed on the sand at the foot of the partially frozen Waterfall. Mimir's Well on the bluff is visible.

EXT. VALHALLA KEEP - THE SKY - DAY

Down from the sky, landing roughly like seagulls, come the three Golden Eagles each carrying two men on its neck including Baldur, Honir, the Vanir Leader and three Vanir.

EXT. VALHALLA KEEP - BEACH - DAY

ON VALDEMAR

Valdemar rolls over, feeling for a broken shoulder. Then he looks up into the sky and WHISTLES.

ACROSS THE SKY

toward the Golden Eagles, flies the Dragon that accompanied Valdemar and the Giants here.

ON ODIN

On the beach, in a moment of respite as enemies begin to rise again around him, Odin looks up at the sky, distressed.

EXT. VALHALLA KEEP - THE SKY - DAY

The Dragon buzzes between the two Golden Eagles, causing them to shy away in flight. The Honir and the Men aboard hang onto their harnesses for dear life.

The Dragon snorts flames from his nose as he flies, but doesn't shoot them out as a weapon yet.

The birds are scared, not to mention the men.

EXT. VALHALLA KEEP - THE RENTAL BOAT - DAY

Aboard the beached Rental Boat, the men begin to debark, climbing down a rope latter onto the sand.

ERIK

Isn't that Master Honir up there?

LOKI

It is. And Baldur.

HARALD

Odin will help them.

Loki shrugs, as if bereft as well.

EXT. VALHALLA KEEP - THE BEACH - DAY

Odin looks around as if bereft of what to do.

Werewolves and Demons try to rush him. He swats them away without a thought.

Higher on the beach, Villagers swarm out of their cages, rushing down toward Odin, unmindful of the terribly wounded - and occasionally dead - Giants and allied Creatures.

Frigga and Jordi go at the seals on the remaining closed cages with iron HAMMERS.

The occasional Giant regains his feet, but turns, wobbling.

EXT. VALHALLA KEEP - THE SKY - DAY

The Dragon has spun around in the sky and now flies at the backs of the Golden Eagles like a Zero, flinging deadly shoots of FIREBALLS from its snout that barely miss the evasive Eagles.

EXT. VALHALLA KEEP - THE BEACH - DAY

Odin begins to run toward the Cages, calling and waving.

The Eyepatch now hangs by its strings behind his neck and as Odin runs he reaches back to put it back on his right eye but it falls again. There's nothing wrong with his eye.

ODIN
Frigga! Jordi! The Hammers!

Jordi looks up, away from the last cage she opened and the people happily pouring out. Likewise Frigga, looking at the Hammer in her hand.

Odin reaches them. Villagers crowd around him.

CROWD SOUNDS
Odin, welcome home.
What happened to you out there, Odin?
Odin. You saved us all.

ODIN
Not yet. I need those hammers.

Frigga and Jordi each hands Odin a hammer.

UP IN THE SKY

The Dragon closes the gap on the two Man-toting Golden Eagles. The Eagles dovetail together and fly downward, out of all of their energy and most of their hope.

ON THE GROUND

Odin looks into the sky, thinking to himself, calculating.

Then he throws one of the Hammers upward.

ON THE HAMMER

Rising. Rising. Spinning. Spinning and rising.

It rises so that to see it we are in sight of the Dragon, who tosses a bolt of flame in the direction of both Golden Eagles. It barely misses.

Then the Dragon pauses in flight as the Eagles flag. The relatively tiny Hammer rises ...

... and the Dragon sees it too late, as he is about to blow out a stream of flame.

THE HAMMER HITS

The Dragon hard in the gut.

The hammer gets lost for a moment in the folds of scaly dragon flesh.

The Dragon belches, inhales most of his stream of flame ...

... and the flame envelopes the Dragon, who suddenly goes up in a fireball and tumbles in a spiral toward the water below.

A CHEER goes up from below.

EXT. VALHALLA KEEP - THE BEACH - DAY

The Villages, all freed now, ratty and dirty from their confinement, cheer and gather around Odin.

Frigga high-fives Jordi.

Odin looks at the second hammer, shrugs, drops it onto the ground.

EXT. VALHALLA KEEP - OCEAN - DAY

The men who were on the quest with Odin stream up the beach from the Rental Boat as, behind them, the Dragon crashes into the sea and makes a huge wave.

EXT. VALHALLA KEEP - THE BEACH - DAY

The two huge Golden Eagles come in for a rough landing near the celebrating Villagers. Odin walks toward them.

Elsewhere on the beach, the Giants, including Valdemar, some of them variously injured, skulk away from the scene as best they can.

Honir and the other Eagle riders dismount onto the Beach. The Vanir pull the Eagles' heads down with their tethers and mask them again like falcons.

The Golden Eagles are both missing a few feathers, look a bit seared around the edges, but they appear fine.

The freed people of Valhalla Keep approach Odin and the others, some warily. The KIDS among them, however, are excited about the Golden Eagles and the ditch in the Rental Boat's wake and behave for the moment pretty much as though they're in Disneyland.

The Vanir Leader, Baldur and Honir approach Odin, who stands firm on the Beach.

HONIR

My brother, I see you are well.

BALDUR
Master Odin.

VANIR LEADER
Odin, yes?

ODIN
Yes.

VANIR LEADER
We hunted you until we realized you
were innocent. Then we supposed you
would need our help.

The entire crowd gather around Odin, looking with wonder at
the Eagles and the Boat. Some kids inspect the vicious
Vanir warriors as if they were curios.

VANIR LEADER
It seems you did not.

ODIN
I won't hold it against you.

HONIR
How in the world did you - ?

ODIN
I ... guess I figured something out.

HONIR
I hope you explain it to me when you
have a moment.

Honir looks up.

HONIR
We have more company.

From up in the sky Jannia and half a dozen of her VALKYRIE
sisters drop down before Odin.

Jannia nods as the others bow low to Odin.

JANNIA
We come to offer fealty to the new High
King.

OTHER VALKYRIES
Long live the King.

ODIN

Oh for pity's sakes.

Jannia bows low as well.

Everyone takes a step back away from Odin and the bowing Valkyries. Odin is abashed, embarrassed.

VANIR LEADER

I lead the Vanir now - but it is clear you are Mimir's chosen successor. Long may Odin reign.

The Vanir Leader bows to Odin and then so do the other Vanir warriors.

ODIN

No this isn't right.

Again, the Narration is the voice of Jannia the Valkyrie.

NARRATION

And the day that Odin defeated the Giants and saved the world from their rule was the day men knew that they would have a future.

Everyone else looks at one another, and one by one, they all bow deeply to Odin. First are the Vanir, then the younger members of the Valhalla Keep community.

NARRATION

Soon all the peoples of the Peninsula would know they were subjects of good Odin.

As the last members of the Valhalla Keep community bow to the protesting Odin, finally Frigga and then Honir himself go down to one knee and lower their heads.

Odin, horrified, motions for everyone to get to his feet. No one does except Frigga and then Honir, whom Odin pulls up bodily.

Odin puts an arm around Honir and walks him away from the group.

EXT. NEW VALHALLA - BEACH - DAY

Under the Narration Odin walks up the beach with Honir, their backs to the bowing crowd. Finally we hear:

ODIN
Are they still bowing?

Honir looks back over his shoulder.

HONIR
They are.

ODIN
All of them?

HONIR
Seems to be. At least those that
aren't dead.

ODIN
What kind of High King am I going to
make? What I like to do with my time
is sit in the Mead Hall drinking wine
and writing poetry.

HONIR
Then it seems these will be good times
for winemakers and poets.

Longer shot. Mimir's Well is visible up the bluff.

The brothers walk into the distance along the beach.
Actuality sound gives way to Jannia the Narrator.

Odin puts a hand on Honir's shoulder, leaves him on the
beach and begins to climb the cliff toward Mimir's Well.

NARRATION
Yet in the time to come Odin would find
the gift of wisdom to temper the burden
of his power. And in those times he
would become more than a King.

Odin approaches Mimir's Well as we

FADE TO WHITE.

END