



MAGNUS CHASE EPISODE 8

Written by

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Based on Magnus Chase: The Sword of Summer by Rick Riordan

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EPISODE 8: A Making to the Death

EXT. AUCTION ROW - NIGHT

An auctioneer shouts over the hiss of steam vents. Newly forged gadgets and weapons are mounted.

AUCTIONEER
Do I hear five gold coins? Five
gold - do we have any takers -

A dwarf raises his hand among the crowd.

AUCTIONEER (CONT'D)
Yes we do! How bout eight gold - do
we have -

BETTER 1
Ten!

AUCTIONEER (CONT'D)
Make it ten gold coins - do we have
eleven - going once - going twice -

BETTER 2
One red gold tear!

The auctioneer immediately lifts an iron dowel and slams it.

AUCTIONEER
Sold! One tear for the skull
cleaver!

EXT. FACTORY - NIGHT

Two dwarves argue over schematics while puffing a cloud of blue vapor. Sparks rain down from the workshop above them.

EXT. TAVERN - NIGHT

Laughter and Taylor Swift music echoes from inside. A chair crashes through the thick iron door. A dwarf stumbles out, spilling a pint of black ale.

EXT. STREET - NIGHT

Our group of heroes walk down the main drag. Blitz leads.

ELIZABETH
I thought Nidavellir would be a
chain of tunnels.

SAM
It is. Just a long way up.

HEARTH
(sign language)
And air pollution.

Magnus peers up. Murky grey air. No stars.

EXT. BLITZ'S APARTMENT - NIGHT

Blitz unlocks five door bolts.

MAGNUS (O.S.)
Isn't that a little overkill?

BLITZ (O.S.)
Nope. Dwarves are greedy.

INT. BLITZ'S APARTMENT - NIGHT

The apartment hasn't changed since Blitz's youth. Every piece of furniture is unique and none of them match.

BLITZ
Sorry for the mess. Make yourselves
at home.

Elizabeth crashes on a recliner. Hearth climbs into a tanning bed. Blitz digs around a cupboard for a small black, silk pouch.

Blitz quickly goes to the front door, about to exit -

MAGNUS
Hold up, where you going, Blitz?

BLITZ
I'll be back with the rope. Wait
here.

MAGNUS
I can come with -

BLITZ
There's no need.

Blitz shuts the door. Magnus and Sam exchange worried looks.

INT. NABBI'S BAR - NIGHT

A claustrophobic space. A low ceiling hazard. A couple dwarves could pass as human while others could pass as garden gnomes.

On the wall, two guests play darts. A dart buzzes toward the bullseye like a tiny drone. Another dart intercepts it midair and they explode.

GUEST

Nice shot.

Blitz pulls a stool from the polished, oak bar.

BLITZ

May I use this stool? What is it's name and history?

BARKEEP

That there's Rear-Rester. Crafted by Gonda. It once held the tush of master smith Alviss. Use it in comfort.

Blitz sits.

BARKEEP (CONT'D)

It's been a long time, Blitz. I was wondering where you'd run off -

Blitz reaches into his black pouch and drops a red gold tear on the bar.

BLITZ

Junior. Where is he?

The barkeep pours a drink.

BARKEEP

Can I get you some mead first? Or nachos?

BLITZ

Cut the pleasantries and call him over.

BARKEEP

Suit yourself.

EXT. NABBI'S BAR - NIGHT

Magnus and Sam spy on Blitz through a window.

MAGNUS

I've never seen him this angry before. Something's definitely wrong.

A walker with two tennis balls and gold plated wheels screeches along the road.

INT. NABBI'S BAR - NIGHT

Junior leans on a walker. Grey hair clings to his liver spotted head. Blitz offers his stool.

BLITZ
Would you like my seat?

JUNIOR
No thanks. I'll stand. Compliments
of my walker - Granny Shuffler -
famous among the geriatric products
in Midgard.

Blitz inhales. He fights the instinct to strangle Junior.
Patrons begin to recognize the elder dwarf.

PATRONS (O.S.)
Is that Junior? What's he doing
here?

BLITZ
How much for your services?

JUNIOR
What is it you so desperately need
that you've come crawling to me.

BLITZ
A new rope to bind Fenris.

JUNIOR
Ha! And I'm the only dwarf in the
cosmos with the talent and
capability of crafting one! I want
to hear you say it.

Blitz dumps his pouch contents into his palm.

BLITZ
Fifty red gold tears.

The entire room goes still.

BLITZ (CONT'D)
All of the wealth accumulated from
my ancestors. Is that enough?

Blitz tosses the pouch to Junior.

JUNIOR

The payment is sufficient.

(a beat)

But your disrespectful attitude
grinds my gears. It's high time we
settled this feud. You should never
have returned, Blitzzen.

Junior drops the pouch on the floor. He shuffles in a
circle, announcing a duel.

JUNIOR (CONT'D)

You and me! The traditional rules!
The traditional wager! It just so
happens that I have a replacement
rope lying around, so I'll throw it
in as a sweetener. Shall we say
tomorrow at moss-glow?

Blitz lowers his head.

BLITZ

Fine.

Junior opens his arms, celebrating.

JUNIOR

There you have it! As according to
ancient customs, we will commence
the making at the forges of
Kennington Square.

Junior turns his back and scuttles out.

JUNIOR (CONT'D)

Make the most of this day.

EXT. NABBI'S BAR - NIGHT

Junior leaves, passing Magnus and Sam.

INT. NABBI'S BAR - NIGHT

Blitz turns back to the bar top.

BLITZ

On second thought, give me your
best booze.

BARKEEP

Already on it.

The barkeep pours a drink.

INT. BLITZ'S APARTMENT - NIGHT

Hearth spells with one hand.

HEARTH
(sign language)
A making?

Hearth shakes his head vehemently.

SAM
What's a making?

Blitz sulks in a rocking chair.

BLITZ
It's a dwarven custom to test our
crafting skills. Both competitors
make three different items. They
can be anything. At the end of the
day, judges will rate each item
based on their usefulness, quality,
beauty, whatever. The dwarf with
two superior crafts wins.

ELIZABETH
(optimistic)
I like the idea. It's a better
alternative to violence -

BLITZ
And the loser is decapitated.

A beat of awkward silence.

ELIZABETH
Oh.

MAGNUS
You know - decapitation isn't so
bad.

SAM
What is with you and death?

MAGNUS
I was making a joke. I've never
actually been -

SAM
Can't you see he's still processing
it?

Blitz stares off. The Twinkle Crown - 3000 rests against a TV.

MAGNUS

I didn't mean - I'm sorry. Of course we'll find a way to keep Blitz safe and get the rope.

ELIZABETH

We shouldn't dismiss the chance that Blitz could win all on his own, right?

BLITZ

Have you ever heard of the dwarf, Eitri?

MAGNUS

No.

SAM

He's the most famous craftsman to ever exist. He made Thor's hammer.

HEARTH

(sign language)

And Gleipnir.

BLITZ

Junior is descended from Eitri.

SAM

And now he wants a death match -

Sam starts to realize.

SAM (CONT'D)

Because of some family squabble.

EXT. DURVIK'S SHOP - FLASHBACK

BLITZ (V.O.)

My father, Durvik, was a great rope maker.

Durvik twists and wraps two threads of twine. A master at work. Customers line up to purchase his cords.

BLITZ (V.O.)

He spent years trying to convince Junior that Gleipnir needed to be replaced.

(MORE)

BLITZ (CONT'D)
Junior said he visited the wolf
from time to time to inspect the
rope, and swore it was fine. But
his ego was bruised.

EXT. DURVIK'S SHOP - FLASHBACK

BLITZ (V.O.)
Junior used his influence to
destroy my dad's business.

Durvik posts a sign up on the window: fifty percent off!

BLITZ (V.O.)
He was left with nothing.

INT. MINESHAFT - FLASHBACK

BLITZ (V.O.)
Driven to work in the mines of
Nidavellir.

Durvik drills and collects ore.

EXT. BLITZ'S APARTMENT - FLASHBACK

Durvik says goodbye to Blitz. Durvik wears the Twinkle Crown
- 3000.

BLITZ (V.O.)
Finally, he decided to visit the
wolf. He wanted to check the rope
for himself and prove that he was
right all along.

INT. BLITZ'S APARTMENT - FLASHBACK

Young Blitz watches his dad leave from his apartment window.

BLITZ (V.O.)
I don't know if he made it to the
island. I don't even know if he
made it off world. Months later -

INT. BLITZ'S APARTMENT - NIGHT

Blitz holds the crown and looks out the same window.

BLITZ
Dwarven patrol was able to recover
- all that was left of him was my -

Elizabeth hugs Blitz before he can finish.

BLITZ (CONT'D)
If you'll excuse me -

Blitz sulks to his bedroom.

BLITZ (CONT'D)
I need some time to think.

EXT. AUCTION ROW - NIGHT

Sam, Hearth, Magnus, and Elizabeth game plan.

HEARTH
(sign language)
We must sabotage Junior.

SAM
Is that allowed?

HEARTH
(sign language)
If we don't get caught.

Hearth pats Magnus on the shoulder.

HEARTH (CONT'D)
(sign language)
Protect Blitz. Junior will try to sabotage.

MAGNUS
It sounds like Junior won't need to cheat to win.

HEARTH
(sign language)
He will. Out of spite.

EXT. NIDAVELLIR - NIGHT

The moss transitions from dark to neon green.

EXT. KENNINGTON SQUARE - NIGHT

Bleachers full of dwarves surround the square. Bookies take bets.

BOOKIE
Last call! Get your final bets in.

A chalkboard displays Junior as the overwhelming favorite. A vendor squeezes through the crowd.

VENDOR

Grime rolls! Come get your grime
rolls! I have cinder sticks!

The square is like a basketball court. A blazing forge sits at half court. Each side has their own assortment of anvils, tables, buckets of ore, and racks of tools.

Blitz's eyes are bloodshot and sunken from zero sleep. A row of five judges sit courtside. Junior sets a ball of silk kite string on his table.

JUDGE 1

Let the making, begin!

Junior points to an ore bucket.

JUNIOR

Fetch me the void crust!

One bodyguard obeys. Another guard surveys the crowds like a hawk, making sure nothing disrupts his boss's work.

Hearth stokes the forge. Magnus stands close as protection. Blitz putters around the station, looking aimless.

Junior turns a sheet of black metal over the forge. He strikes it with a hammer. Despite his old age, he slams the hammer down with enough force to shake the square.

Blitz hunches over his worktable with a pair of needle-nose pliers. He connects two sheets of curved metal into a figurine.

A satisfying HISS steams from the cooling vat. Junior places a piece on the table next to a dozen other mechanisms.

JUDGE 1

Ten minutes until mid morning.

Blitz attaches another sheet to his small object. It starts to resemble a duckling.

The crowd focuses on Junior. He shoves and attaches metal hunks together. He has two contraptions looking like gloves.

JUDGE 1

Time.

Blitz and Junior stop.

MAGNUS

How're you doing champ?

BLITZ

Horrible. I made a duck.

His invention looks like a squishy bath duck toy.

MAGNUS

It's a nice duck. That's the bill,
right? And those are the wings?

HEARTH

(sign language)
Ducks. Always ducks.

BLITZ

It's my default when I'm stressed.

The judges eagerly eye Junior's creation.

JUDGE 2

Tell us about your making!

Junior presents his items.

JUNIOR

These - are my whirlwind gauntlets!

A bodyguard demonstrates by fastening a gauntlet to his arm.
He rears back for a punch. Gears turn and BOOM!

The bodyguard's uppercut launches a vortex of wind straight
up. The pavement cracks from a powerful recoil.

CROWD (O.S.)

Ooooh.

JUDGE 3

Do they serve any other purpose
besides combat?

JUNIOR

Why - yes they do! My gauntlets can
be used for transport. When both
are equipped, the user can use the
winds to leap from one point to
another. Although, as you've
witnessed, there's a fair amount of
backlash. You have to be quite
strong to wield my creations.

The judges scribble down on their notepads.

JUDGE 1

Next! What do we have here?

The judges turn to Blitz.

BLITZ
An expandable duck.

JUDGE 5
Please elaborate.

Blitz tosses the duck into an open area. The toy expands to the size of an SUV. The judges stare, unimpressed.

JUDGE 4
Is that it?

BLITZ
Yes.

JUDGE 1
All in favor of Junior's making?

All five judges raise their hands.

JUDGE 1 (CONT'D)
Round one goes to Junior!

The crowd cheers. The bookie chalks down Junior's victory.

BLITZ
You guys can continue the quest
without me. Steal the rope while
he's busy during the next -

Hearth slaps Blitz in the face, leaving a red hand print.

HEARTH
(sign language)
Take this seriously!

BLITZ
There's nothing I can -

HEARTH
(sign language)
Stop sulking! We have your back!

MAGNUS
What about art?

Hearth and Blitz turn.

MAGNUS (CONT'D)
You said you could make anything -
why not make something artistic?

BLITZ
This is a forge - not a
haberdashery. I can't make a
fashion statement here.

MAGNUS
So build stylish armor.

BLITZ
Kid, I - you know what - that's not
a half bad idea.

Hearth taps his free hand to his head.

HEARTH
(sign language)
You're a genius.

BLITZ
Can you spare me a rune or two
Hearth?

Hearth nods.

MAGNUS (V.O.)
Sorry Blitz - but it really doesn't
matter what you end up making.

Sam slips through the crowd of dwarves, eyeing Junior. She
clasps a rune in her palm.

MAGNUS (V.O.)
We've got you covered.

JUDGE 1 (O.S.)
Begin round two!

EXT. KENNINGTON SQUARE - CONTINUOUS

Sam hyperventilates, breathing in and out quickly.

INT. BLITZ'S APARTMENT - NIGHT

Magnus translates Hearth's sign language.

MAGNUS
Once you start holding your breath,
the stealth will kick in. But the
effect will only last for however
long you can keep holding.

SAM
So if I need to breathe -

HEARTH
(sign language)
The rune will disintegrate.
Useless.

Magnus translates.

MAGNUS
You can't - or you'll be caught.

SAM
Given that I'll be actively moving
while holding my breath, I'd say I
have about thirty seconds to
sabotage Junior and get out. Maybe
less.

MAGNUS
Can you do it?

SAM
No problem.

EXT. KENNINGTON SQUARE - NIGHT

CROWD (O.S.)
Blitz! You suck at making! Both you
and your father!

Hearth signs to Magnus.

HEARTH
(sign language)
Hecklers. Hired by Junior.

Sam draws in a deep breath. The rune in her hand glows
white.

EXT. KENNINGTON SQUARE - BLACK AND WHITE SEQUENCE

Suddenly, the world around her becomes silent and grayscale.

SFX. Slow LUB - DUB of Sam's heartbeat.

Sam crawls underneath Junior's tool rack. She walks past his
bodyguard, who's oblivious. Junior slams his hammer down on
an item shaped like a goblet.

Sam spots the ball of silk kite string. Their real
objective. She clearly ponders ditching Blitz.

SFX. Moderate pace LUB - DUB of Sam's heartbeat.

Junior raises his hammer for a big swing. Sam moves the goblet on his worktable, mid-swing, making Junior strike the thin stem.

The craft splits in two. A piece flies and hits Sam in the forehead. Blood drips down her nose.

SFX. Fast pace LUB - DUB of Sam's heartbeat.

Sam scrambles up. She runs into the crowd and bumps into a dwarf bystander. She dives behind a nearby dumpster and gasps for air. The rune in her hand turns to dust.

EXT. KENNINGTON SQUARE - NIGHT

JUDGE 1
That's time!

Magnus and Hearth peak over Blitz's shoulders.

MAGNUS
Is that a bracelet?

BLITZ
Indeed.

JUDGE 1
We'll start with Blitz.

Blitz stands.

BLITZ
I give to you, the bracelet of
recall!

Blitz holds up a shiny, intricately woven bracelet with sparkling gems.

BLITZ (CONT'D)
Observe!

Blitz places the bracelet on his wrist. He walks over to the tool rack and grabs a chisel. He opens his hand to drop the chisel, but it disappears.

BLITZ (CONT'D)
And -

Blitz closes his hand and the chisel reappears in his palm.

JUDGE 2
I see.

Magnus and Hearth exchange smiles.

JUDGE 3
It's used to recall weapons -
instead of carrying them around.

BLITZ
And it's made of thunder quartz. An
elegant and flashy material.

JUDGE 1
Onto Junior -

Junior stands before his broken masterpiece.

JUNIOR
My Goblet of Infinity. Crafted to
hold limitless amount of any liquid
from molten ore to acidic poisons -

JUDGE 5
It appears to be broken.

JUNIOR
Yes it is.

JUDGE 4
What does it do then?

JUNIOR
It's a worthless cup.

JUDGE 1
Round two goes to Blitz?

All five judges raise their hands. Magnus fist pumps.

JUDGE 1 (CONT'D)
Looks like we'll have a third round
after all!

The bookie collects an armful of gold coins. Betters are
furious. Junior's odds to win drop slightly.

JUDGE 1
Let the final making, BEGIN!

EXT. KENNINGTON SQUARE - CONTINUOUS

Junior places a cylinder object on his work table. He screws
a cone on top. It starts to resemble some sort of missile.

Blitz fashions a cloak around a mannequin. Hearth stokes the
forge. He signs to Magnus frantically.

HEARTH

(sign language)

Be on guard! We don't know what
trick Junior will try -

A baby salamandrelle jumps over the coals. Hearth looks
confused. The tiny lizard belches fire into Hearth's eyes.

MAGNUS

Hearth!

The salamandrelle leaps onto Blitz's side of the square,
spitting fire in little burps. The worktables catch fire.

DRUNKARD (O.S.)

Junior must win! I won't lose my
bet!

Two drunk dwarves charge through the crowd with battle axes,
straight towards Blitz. Blitz doesn't waver from his
crafting.

Magnus jumps in front. He dodges the axe and clips the first
dwarf with his elbow. The second, Magnus shoulder charges.
The dwarf attempts to recover, but comes face to face with
the sword of summer.

MAGNUS

Don't move.

The blade hums.

CROWD (O.S.)

(multiple voices)

That's Frey's sword! Sumarbrander?
Why does that child have it?

JUDGE 1

One minute!

Blitz finishes the last touches on a scale-like cloak.
Junior connects wires on his small rocket. Hearth leaps,
trying to catch the fire breathing lizard, but misses.

MAGNUS (V.O.)

Elizabeth, where are you?

EXT. ROOFTOP - NIGHT

A view above Kennington square. Elizabeth knocks an arrow on
a bow. She pulls the string to her cheek and exhales. She
lets it loose.

EXT. KENNINGTON SQUARE - NIGHT

Junior turns away from his missile to grab a wire cutter. Elizabeth's arrow knocks the craft off his table and into the forge.

JUNIOR
SHIT! No!

Junior uses a pair of tongs to get the missile. It falls on the ground, melting like wet clay.

JUDGE 1
Time! Hands off!

JUNIOR (O.S.)
You CHEAT!

Junior fumes.

JUNIOR (CONT'D)
Fine! Take my head! I don't want to live in a world where, disgraces like you win a making!

BLITZ
As much as I'd enjoy seeing your head roll on this pavement, I won't go through with it. It'd be a waste of your talent, Junior. Just give us the rope.

JUNIOR
Wise choice.

Junior snaps. His bodyguard tosses Hearth a red ball of magical string.

MAGNUS
That's supposed to bind Fenris?
It's tiny.

JUNIOR
You're ignorance is breathtaking.

The bookie gathers a sack of gold coins. Angry betters glare at Blitz from the stands. They brandish weapons.

JUNIOR (CONT'D)
If I were you, I wouldn't stick around.

MAGNUS
Uh - Blitz -

BLITZ

It was lovely being back in town! I
hope to see you all again soon!

Blitz, Hearth and Magnus backpedal out of the square. The crowd trudges toward them.

EXT. ALLEY - NIGHT

Blitz, Hearth, and Magnus are chased by an angry mob of dwarves. A bazooka explodes the building above them.

MAGNUS

(yelling)

Where's the nearest rift?

Hearth points down the alley. He wears the cloak that Blitz crafted.

ELIZABETH (O.S.)

Magnus!

Magnus looks up. Elizabeth leaps from vent to vent, three stories above.

MAGNUS

Jump! I'll catch you!

Elizabeth slides off a vent. Magnus springs up, and gracefully plucks Elizabeth out of the air before landing.

ELIZABETH

Thanks!

Blitz and Hearth stop in their tracks. A patch of thick moss glows over the ground.

MAGNUS

Why're we stopping?

BLITZ

This it it! The gate's below us!

Hearth drops a rune into his hand and whispers to it. He casts it onto the moss, opening a curtain to Yggdrasil.

MAGNUS

Wait!

BLITZ

Kid, we -

MAGNUS

Get behind me.

Magnus faces the dozens of stampeding dwarves. He grabs his throat, preparing to yell. Then - BOOM - BOOM - BOOM -

The dwarves halt. BOOM - BOOM - the sound echoes from behind. Sam, wielding the whirlwind gauntlets, bounces through the air. She lands between Magnus and the pack of dwarves.

She aims a punch.

BLITZ

Don't!

Wind blasts the dwarves like a hurricane. The backlash sends Sam hurling into the party of heroes. The entire group falls through the rift.

EXT. YGGDRASIL - NIGHT

Hearth, Blitz, Elizabeth, and Sam land safely on a thick branch.

Magnus tumbles over the side and down into the abyss. He crashes from twig to twig, violently. Magnus tries grabbing a branch, but bangs his head, blacking out.

Luckily, a massive rift opens directly below him. His unconscious body flails, passes through the gate and -

BLACK FOR A MOMENT...

EXT. WILDERNESS - DAY

Magnus blinks.

MAGNUS

Ah -

Magnus rolls in pain.

MAGNUS (V.O.)

Where -

A dozen moons. Floating rock formations crash into each other. Pouring hail. Icicle pine trees. Mountains pierce through the night sky.

MAGNUS (V.O.)

Am I?

In bold letters: **JOTUNHEIM**

THE END

