The Apotheosis Saga

Episode Five:

Warshippers

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Scene One:

1	(SND: WIND HOWLING,	STRANGE MOANING	WHISPERING OFF)
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2. Nyo'tep: (ALL SPEECH DISTORTED AND DONE IN THREES)...Here.

3. WWII: (ALL SPEECH ECHOES 3 TIMES) Where! It's pitch black.

4. Nyo'tep: Here.

5. WWII: Can you turn on a light?

6. Nyo'tep: There will be / was no light.

7. WWII: Whatever. I'm looking for a guy named Nyarlathotep.

8. Nyo'tep: Nyarlathotep will not be/was not a guy.

9. WWII: Whatever. Are you Nyarlathotep by chance?

10. Nyo'tep: No. I will be / was Nyarlathotep on purpose.

11. WWII: Eeeyeah. Listen, I became a god by accident recently, and got

into trouble doing it. I need to learn to handle this power before

I hurt somebody and an acquaintance recommended you.

(beats) Will you help me?

12. Nyo'tep: No.

13. WWII: Aw, c'mon, mentor me! Be a Yoda!

14. Nyo'tep: I will not be / was not a Yoda.

15. WWII: All right, all right. Will you at least say, "there is another... Sky...

wal... kerrhhh."

16. Nyo'tep: No.

17. WWII: How about just "Luke!" It's easy, c'mon: "LUUKE!"

18. Nyo'tep: No.

19. **WWII**: "mmmMMmmm!"

20. Nyo'tep: No.

21. WWII: Whatever. So if you won't be my mentor, what are you, exactly?

22. Nyo'tep: I am the desolation unchanging. Matter, space and energy

curdle from my nightmares and life spawns itself, proceeding

rapidly, except for that one time, to sentience, which involves

itself in dynamic and complex social structures which I then eat,

returning the universe and myself to desolation unchanging.

23. WWII: I was with you 'till the last part, Nyarlathotep.

24. Nyo'tep: Take me back to the universe of sentience now.

25. WWII: So you can eat all of sentient life and return the universe and

yourself to desolation unchanging?

26. Nyo'tep: Yes.

27. WWII: Or, check into a psycho-ward, whichever comes first, huh?

28. Nyo'tep: I will not/did not understand.

29. WWII: B-D-B-D...OK Buck! Gotta run!

30. (SND: BILL TRAVEL SOUND)

31. WWII: I created a door, double time, outta there.

32. (SND: TRAVEL SOUND INCREASES IN SPEED)

Scene Two:

33. (SND: CITY AMB)

34. WWII: Didn't think I'd be glad to see Apex, City of the Gods again, but

seeing anything is a nice change. There's gotta be a god round

here that can help me out. Ahh... A phone...altar. Yellow

pages...so the city of the gods has a couple of familiar items!

Lesse, (grunt) correction: Gold Pages...Solid Gold Pages.

Umm.. Abyssinian, Babylonian, Chinese, Chinese, Chinese,

Danish, Egyptian, Hey! Land of the Pharaohs! Cool! Altar

cleaners, body servants, camels, career guidance counselors!

Upawat and sons -- no path too small, no way too lost.

35. (SND: BILL TRAVEL SOUND / GONG / AMBIANCE / VOICES

SINGING HORRIBLY / THUMB CYMBALS / WHIPPINGS)

36. Upawat: Are you lost, my bother?

37. WWII: Possibly. Are you Upawat?

38. Upawat: Always. What path or way can I help you find?

39. WWII: Listen, Upawat, I'm Bill Wright, Jr. and--

40. Upawat: Yes, I know.

41. WWII: Everyone seems to. I stumbled into being a god recently and I

need to know how it happened and what I need to be doing

about it.

42. Upawat: I see. Brother Wright, find yourself some worshippers. You have great power, but without believers to give you form, you

are in danger of becoming a blob. And blobs are lonely.

43. WWII: A...lonely...blob?

44. Upawat: You are an expiditious learner. Brother Wright, power corrupts.

Infinite power corrupts infinitely. If you don't acquire and

develop a mythos to firm you up, soon you will lose your will to

act and what sense of direction you have left. Then...meltdown!

45. WWII: So, how many worshippers do I need?

46. Upawat: Typically, the more the better, to increase your power. But you

already have more raw power than any other god I've seen. So,

technically, one would suffice, but it couldn't hurt to gather a

handful. Ground rules are, no atheists, no devout agnostics,

and no poaching in other deities' zones.

47. WWII: Okay, okay, thanks, Upawat. I'll find a believer. I also need to

know how I got my power.

48. Upawat: Ah, a good question. You are an anomaly. To get that answer

we will rip out and study the fattened entrails of my pig, Ali!

49. (SND: OINK!)

50. WWII: We will NOT rip out and study the fattened entrails of your pig,

Ali.

51. (SND: OINK!)

52. Upawat: We will read the Tarot!

53. WWII: Does it involve ripping?

54. Upawat: Just cutting.

55. WWII: Okay.

56. (SND: RIFFLE, THUMP, CUT, FLIP, FLIP, ETC)

57. Upawat: Mm. Here we have the whirling secreting legless bald flatback

camel with feelers.

58. WWII: That's no camel. That's a giant, breakdancing banana slug.

59. Upawat: The locals don't know slugs. Camels, they know. So, I

interpret.

60. WWII: Interpret?

61. Upawat: You try explaining a slug to an Egyptian.

62. WWII: That's easy! They're the size of a pickle. They're goopy, --

slimy, they eat -- what's that card?

63. Upawat: Sorry, my honeymoon. Shouldn't have been in the deck.

64. WWII: So what's it all mean, anyway?

65. Upawat: It is all very serious, Mr. Wright.

66. WWII: Call me Bill.

67. Upawat: If you will call me...Walter. As I was saying, Bill, it is all very

serious. Your power is no accident, but its origin and purpose

are concealed, even to myself. This is unprecedented. I am the

opener of the way, yet yours remains closed. (WAILING

IMMITATES ROCK SONG) SHUT UP! (WAILING CEASES)

Sorry, my son's tent-band. Yet some things I know. Do not put your trust in Mithra, avoid virii, and finally, although you can escape your fate, you cannot control it, because for you, potential clamors to become real.

68. WWII: Right. I don't understand.

69. Upawat: Just keep it in mind, and get yourself a worshipper.

70. WWII: Right. Prioritize. Thanks, Walter. Bill me.

71. Upawat: And me Walter. Good fortune to you.

72. WWII: See ya, Upawat.

73. NARR: I created a door, from Upawat and Sons, to my office at Syner-

Gist-Of-It Software, Earth.

74. (SND: INDIAN AMB ENDS AS WE GET BILL TRAVEL SND)

Scene Three:

75. (SND: BILL'S OFFICE AMBIANCE / CLOCK)

76. NARR:

I arrived back in my snug little office. The clock on the wall told me I'd been gone approximately zero minutes, the clock in my head told me I'd been gone over three days. It was still night, my window was still broken, and my monitor was still shattered on the sidewalk twelve stories below. No one was in the office, which was a stroke of luck, I hadn't thought about what I'd say if I'd just appeared out of nowhere, and since I was there to get a worshipper or two, I didn't want my first words as their new god to be, "Uh... Hi... Hi there.... Hi..." I leaned out the window, slurped the fragments of my monitor off the sidewalk, brought them up the building, onto my desk and reassembled them into the form they once was. Then I got my head on straight, and disa-rea-ssembled them into an upgraded, 38-inch, flatscreen, high resolution, edge-to-edge display. Hey, wouldn't you? I created a new window, moved the shards of glass from the old one into the ninth dimension, and settled down for a nap, waiting for the first employee to bop into work so I could make a quick worshipper of him. As soon as that was out of the way, I could get back to figuring out where the heck my power came from.

77. (SND: POWER NAP / BILL'S DOOR OPENING)

78. HARRY: Morning, Bill. Another late night?

79. WWII: Urghh... Harry! I need you to worship me, so I won't become a

lonely blob!

80. HARRY: You're perfectly incoherent, Bill. What's wrong, hmmm?

Haven't scored your first pot of coffee yet this bright, fine

morning, Bean Slave?

81. NARR: Blaugh. Do not ever utter the word 'coffee' in my presence

again.

82. HARRY: What's this, what's this? Bill Wright Junior, the sole survivor of

the nutritional deprivation experiment, giving up one of his two

food groups -- caffiene? I don't buy it. Well, in any event, you

certainly need *something*. I'd offer you a sip of this, but I believe

you'd go into non-toxic shock.

83. (SND: GELATINOUS SLURP, SATISFIED LIPSMACKING)

84. HARRY: There's nothing quite like freshly squeezed potato jice. It's a

beastly amount of work, but you'd be surprised what people will

do for minimum wage. (Ad lib virtues of potato juice while BILL

narrates)

85. NARR: I decided to strike fast and amaze him hard. Harry was a health

nut, so I spread my hands three feet apart and created an eight-

foot potato.

86. (SND: THUD)

87. HARRY: I can't fit that into my juicer.

88. WWII: Fine.

89. NARR: Flexing my imagination, I created the perfect image of the

JuiceMan toting a burlap sack over one shoulder. Stencilled on

the sack was "50 pounds mixed fruit and veggies -- so organic it

hurts me!" He grabbed the bag with one hand at each end and

twisted. Juice flowed out onto my carpet.

90. WWII: How about THAT?

91. HARRY: Oh, Bill, you are so weird. I've got to get to work on my bloody,

violent wrestling game... I'll talk to you later?

92. **WWII**: But--

93. (SND: DOOR CLOSES)

94. WWII: But--Hmm. This is tougher than it seems. I need more of a

plan. I've got it! These guys are programmers, all I need to do

is dazzle them with an impossible piece of coding. Yes!

95. (SND: A BLUR OF TYPING, FADING)

Scene Four:

96. NARR: I emerged around noon, confident I now had the goods to

convince my coworkers. I stepped into the conference room.

97. (SND: DOOR FLIES OPEN, FOOTSTEPS, OFFICE AMB, GENERAL

GROAN, "OH, MO.. NOT AGAIN.." ETC..)

98. WWII: Harry, what's Mo's problem this time?

99. HARRY: He's still working on his game, "Licence to Never Say

Moonfinger Again II", so natrually everything is a conspiracy to

him. (SIGHS)

100. WWII: Well, it can't be as bad as the time he was working on that

Tarzan game. I mean, swinging, screaming, from office to office

on printer cables tied to the sprinkler system?

101. HARRY: (IN AGREEMENT) Hmm.

102. MO:(FADING UP) Something is terribly wrong! We are talking

about medication, designed to alter your physical and mental

state on a molecular level! There should be no guesswork! So,

when the ingredients on my pain medication read: "includes

beeswax **AND/OR** carnauba wax" what are we to conclude?

How do they explain this? Was it like, 'we were breaking in a

new night shift, and we told them "Whatever you do, do not use

the carnauba wax!" but when we got back in the morning, HALF

of the carnauba wax was missing!' RIDICULOUS! This is

clearly a plot on the part of Ross Perot and United We Stand,
who -- as every school child knows, control the American
Medical Association! But when you know, as I do, that Perot is
being controlled by aliens from the... urgh.. the... dang! What's
the name of that star that all the new-agers have been getting
their energy from?

103. WWII: John Denver?

104. (SND: **HARRY:** BURST OF LAUGTHER)

105. MO: NOO! Astrological star! It's.. something like the Horse Head

Nebula -- Anyway, we all know that these aliens who control Mr.

Perot are allied with elements of the Sudanese Liberation Army,

who are being subtly and fully manipulated by the Bavarian

Illuminati who are the prime force behind the second law of

thermodynamics *and* the KGB -- who are financing themselves

by transforming lead to gold in Russian breeder reactors owned

by, my deep, reliable sources tell me, RUSH LIMBAUGH!

106. (SND: DOOR SWINGING OPEN, BOSSMAN ENTERS, ALL: 'SIR!")

107. BOSSMAN: MO! What's all this I hear about a conspiracy?

108. MO: The truth, SIR!

109. BOSSMAN: Right! OK! Listen up, people! Mike, infiltrate the Pain

Medication Company's workforce -- try to get on the night shift.

See what they know about the missing Carnauba wax! Alan!

Get the retina scan files on all of our employees, then put us all through the standard test to make sure we are all still human!

Harry! I'm tense! What's my problem!

110. HARRY: Vitiman A deficiency, sir!

111. BOSSMAN: Get me a carrot! Wright!

112. WWII: Sir!

113. BOSSMAN: (CARROT CRUNCHING SOUNDS) You disgust me!

114. WWII: Thank you, sir!

115. BOSSMAN: (CARROT CRUNCHING SOUNDS) Get that horrific spud out of

your office immediately! And CLEAN UP THAT PUDDLE OF

JUICE!

116. (SND: "POIT!")

117. WWII: Done, sir!

118. BOSSMAN: Why do I employ you! The rest of you, I don't want to hear

anything but keyboards tapping! Somebody bring me finished

programs! I want games! Simulations! UTILITIES! MO! First

thing tomorrow morining, get a urinalysis!

119. MO: Yes, sir! Thank you, sir!

120. (SND: DOOR SLAMMING, PEOPLE LEAVING, TYPING, ONE

CRYING...)

121. WWII: Mo, Harry, stick around, wanna show you something.

122. NARR: I slapped my disk in the drive

123. (SND: DISK SLAPPED IN DRIVE, KEYS TYPING)

124. NARR: and executed the program. Instantly, the computer

disappeared,

125. (SND: COMPUTER DISAPPEARS, WIND)

126. NARR: leaving a hole through the earth in a perfect cartoon outline of

the monitor and the box, through which stars could be seen.

127. HARRY: That was my new monitor, Bill, and I need it back. I have a date

on Friday.

128. MO: Bill, you've breached office security! Restore it before we're all

unwilling alien zombies!

129. NARR: I ended the program

130. (SND: COMPUTER AND EARTH RETURNING)

131. NARR: and the computer returned.

132. HARRY: Thank you, Bill.

133. WWII: Guys. I just wrote a program that forced this computer through

the earth at warp ridiculous, and you're worried about security?

134. MO: Bill, if we have no security, we have *nothing!* Can you--

135. WWII: --Mo! We've got top men on it already. It's all taken care of.

136. MO: Oh... Oh yeah.

137. WWII: Here, check this out.

138. NARR: I punched up the next program.

139. (SND: KEYS TYPING)

140.	NARR:	Instantly,
<u>141.</u>		(SND: WAVES, GULLS, DECKHANDS, SHOUTING, DRUMBEAT,
		OARS IN WATTER, GRUNTS, WHIPPINGS, UNDERTONE
		BUILDING)
142.	NARR:	we were standing on the deck of a Greek warship, riding a
		turbulent sea. The drummer's beat was driving the oarsmen to
		row at a speed that lifted the battering ram out of the waves.
		Salt spray lashed our faces
<u>143.</u>		(SND: BREAKER OVER THE BOW, UNDERTONE INCREASES)
144.	NARR:	as we reached ramming speed. One hundred yards to our
		target. Our captain spat
<u>145.</u>		(SND: SPIT)
146.	NARR:	gave us a gap-toothed grin and raised his sword with a howl of
		pure battle-lust.
<u>147.</u>		(SND: HOWL OF PURE BATTLE-LUST)
148.	NARR:	Fifty yards. I squinted, and could almost see the rivets on the
		side of the German U-boat.
<u>149.</u>		(SND: "ACHTUNG!")
150.	HARRY:	Good frame rate for a PC, Bill. What's the plot twist that allows
		the submarine and the Roman Empire Bireme in the same
		water?

151. MO: Reinforcements for the the Allied forces brought through a time

warp created by the Discordian Society--

152. (SND: IMPACT,"FARFEGNUVEN!" GERMAN, ROMAN SHOUTS,

CREAKING, HEROIC MUSIC)

153. WWII: I give up.

154. NARR: I ended the program (ALL SOUNDS END, BACK TO

AMBIENCE). I nearly left, defeated, depressed, dejected.

Then, it struck me...

155. WWII: Mo! Harry! Your deadlines will be extended by two months!

You will have some time off! When you come back, there will

be hefty raises for you both!

156. (SND: FAST DOOR OPEN.)

157. Boss: Mo! Harry! Your deadlines have just been extended by two

months! Take some time off! When you come back, there will

be hefty raises for you both! Bill, do something usefull! Why do

I employ you!

158. MO/HARRY: Thank you, SIR!

159. Boss: Damn straight, boys!

160. (SND: FAST DOOR SLAM.)

161. HARRY: I....don't...believe it....

162. MO: This can not be. It's a trap! The Boss and Bill are involved in a

mind distortion operation! They want to --

163. HARRY: I...don't...believe it...

164. MO: controll -- but wait. The Bossman would never join any secret

society! Nor would he ever give raises, bonuses and vacations!

He's a rotarian! That leaves only one possible explaination...

Bill you're

165. HARRY: A god...

166. WWII: Finally... You will both be blessed.

167. NARR: With that taken care of, it was time to search for the source of

my power. (BURLY VOICE) I imagined a door.

168. (SND: STARGATE/BILLDOOR MIX.)

169. NARR: Through reality, back to my place.

170. (SND: FRIDO)

171. WWII: Hey, boy, you hungry? What? Do I plug you in, or feed you

something, or what...Here's some Kibbles, and, uh... a wall

socket!

172. (SND: ARFARFARF! BAG SHAKING, KIBBLES IN BOWL, FRIDO

PLUGGING IN, DOOR OPENS, CLOSES, SILENCE.)

173. WWII: I'm ready. I'm on it. I'm... clueless! How ...?

174. NARR: I tried expanding my awareness. Then, I broadened my

horizons, and raised my consciousness. (FADING OUT) Next, I

tried testing my limits, keeping my chin up, flexing my muscles,

shooting for the stars,

175. (SND: SOMETHING)

176. MURPHY: Now?

177. TELLY: Remember the Prime Directive, captian.

178. MURPHY: I know...I know. But I almost feel sorry for him.

179. TELLY: The Aliens didn't leave instructions with the super suit... awww.

180. MURPHY: Wonder if he'll actually figure it out.

181. TELLY: Stay tuned...

182. (SND: SOMETHING)

183. NARR: (FADING IN) skating the edge, flaring my nostrills...None of it

helped. I still had no idea.

184. (SND: DOOR OPENING, ARF ARF ZZT, GRRR, BENN: 'GET

AWAYFROMME, FRANKENPUP!', DOOR CLOSING)

185. BENNY: Excuse me, Mr. Wright, we need to talk, but first, I'm gonna kill

your dog.

186. (SND: GUN COCK)

187. WWII: Come in, Benny. Kill frido, and I'll suck out your soul, and use it

for a breath mint.

188. BENNY: Ok. I won't kill your static-screwball... yet, but keep him away

from me, Mr. Wright.

189. WWII: Frido! Off! (sound winds down outside) So, what brings your

flat feet sniffing around here, copper?

190. BENNY: Oh, very original, Mr. Wright. Did you visit the premises of a

certain Mr. Upawat this morning, that is to say, were you in his

offices and was he present in them?

191. WWII: Yeah. He was more helpful than any other god around here.

He's a darn fine carreer counselor.

192. BENNY: His carreer took a turn for the worse, Mr. Wright, and

apparently, you weren't quite as helpful to him as he wa--

193. WWII: Get to the point, Benny.

194. BENNY: The point, Mr. Wright, is this: as far as we know, you were the

last diety to see Mr. Upawat alive. A god has been murderred,

in a very disgusting way, I might add, and you, Mr. Wright, are

the prime suspect.

195. (SND: DRUM EXIT THEME)