

Bethany ducks and turns, grabbing the Demon by its wings.

Incredibly, she swings the monster, hurling it against the wall... which swallows it like a giant mouth.

Two more Demons swoops in for the attack. Bethany leaps onto the hanging Pendulum and rides the swinging apparatus. She grabs one Demon and flings it at the other.

The Demons collide and SMASH INTO PIECES, forming smaller versions of themselves -- Each one like flying devil eels. They swarm around Bethany's arms and legs and, like leeches, sucking her life energy.

She rips them off her, tossing them at the wall where they are absorbed. And still more Demons keep coming.

In a flash of white light, THE STRANGER APPEARS IN HIS ANGEL OF DEATH (SKELETAL) FORM. He's so terrifying, even the Demons shrink back in fear.

BETHANY

Azrael?!

THE STRANGER

(eyeing her
demonic
persona)

You are even more exquisite
than I could have imagined.
Here... Catch.

He tosses her his Grim Reaper scythe. It flies end-over-end through the air, landing in Bethany's hands.

THE STRANGER

Now we have ourselves a
real fight.

BETHANY

Come here you little
bitches!

Bethany hacks at a Demon, who comes at her. Her efforts fail as the monster keeps coming.

THE STRANGER

(to
Bethany)
His head. Go for his head.

Bethany raises the scythe and swings it, slicing off the Demon's head... It instantly disappears.

Now Demon Bethany and The Stranger fight side by side. He need only touch the Demons to destroy them -- punching one with his hand, it explodes like shattered black glass.

Meanwhile, Bethany gracefully flies through the air, twisting and flipping like an acrobat as she chops and dismembers.

BETHANY

(re: the
scythe)
I like this thing.

THE STRANGER

Keep it. I have extra.

Despite their valiant effort, the army of Demons is relentless.

BETHANY

They just keep coming!

THE STRANGER

And they will not stop
until Salome closes the
hell pit.

Bethany and The Stranger battle their way towards the chamber door. He grabs Bethany by the waist and kicks open the door, pulling her into -

INT. OUTSIDE THE ALTER ROOM - CONTINUOUS