

BEN 10: ULTIMATE ALIEN  
"The Purge"  
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TEASER:

INT. AREA 51 - NIGHT

The various Forever Knight houses - represented by the FOREVER KINGS, including URIAL (non-speaking) and PATRICK - gather for a summit. It is clear from his tone that Patrick resents being dragged "up here," and resents it even more when GEORGE appears, berating them all for straying from the true path of their order and permitting alien monsters to roam the Earth at liberty.

Patrick and his contingent challenge George, but they are easily defeated by George and his knights, who wear the new, updated Forever Knight power armor. George reveals himself as THE Forever Knight, the founder of the order. Patrick (and by extension, the other Kings) swears fealty to George, and George tells the newly-united Knights that there is much to be done.

(NOTE: At this point, we DO NOT REVEAL Area 51's new location, or even that the Knights are in Area 51. The astute viewer might notice an oversized "51" painted on a door, but that is all.)

END TEASER

ACT ONE

EXT. LOVER'S LANE - NIGHT

In a parked convertible, PIERCE, using an ID mask to appear human, is putting the moves on his GIRLFRIEND. The romantic moment is spoiled when a dozen or so Forever Knights (now and henceforth appearing in their new armor) order Pierce out of the car, accusing him of unwelcome alien residency. Pierce's Girlfriend springs to his defense, but flees in terror when the Knights deactivate Pierce's mask and reveal his true alien form.

The Knights offer Pierce a choice: Leave the planet immediately, or die. Pierce protests that he was born on Earth, and even if he wanted to leave, he couldn't; He doesn't have a ship. "Then you have made your choice," the lead Knight coldly intones, and on Pierce's cries, we FADE TO BLACK.

EXT. STREET - DAY

BEN, GWEN, and KEVIN are battling the would-be-conqueror TROMBIPULOR, an elephant-like humanoid whose biggest annoyance seems to be that no one - not even Kevin - has heard of him, his planet, or his race's centuries-long war with Earth. Nonetheless, he's causing a lot of destruction downtown, so he's got to go. Our heroes are just about to lay the final smackdown on Trombipulor when ARGIT'S SHIP decloaks right in the middle of the battle. Trombipulor swears vengeance and eternal enmity, then gets while the gettin's good.

Ben and Gwen pretty much want to clobber ARGIT on sight - and Kevin doesn't entirely discard the notion - but Argit pleads for their help: The Forever Knights told him to get off-world or die! Given those options, Argit left... but he came right back. He's got important business relationships on Earth! Our heroes point out that the Knights have every reason to be mad at Argit, since he destroyed several of their castles, but Argit insists that this had nothing to do with past misunderstandings. In fact, word on the street is the Knights have been strong-arming a lot of aliens lately!

Kevin believes him, but Gwen's not buying a word of it. Argit's set them up in the past - in almost exactly the same way! Ben thinks they should at least check out his story. Using the communications equipment aboard the RUSTBUCKET III, Gwen verifies that out of the 437 aliens legally on Earth - and Kevin's estimate of an extra hundred or so illegals - there are only 130 whose whereabouts can be confirmed. The others are missing. Or gone. "Or 'gone,'" adds Argit. Ben decides that if the Knights do have something to do with this, maybe a visit to the friendly neighborhood castle is in order.

INT. PATRICK'S CASTLE - LATER

Ben, Gwen, Kevin, and Argit poke around the deserted castle. Gwen tries to detect where they've gone, to no avail. Ben turns into WILDMUTT and tries to catch their scent, but it's just like the first two castles they visited: The Knights have vanished without a trace. Maybe they left the planet too? It seems unlikely.

Seeing as how the Knights owe him, Argit pockets a piece of tech the Knights left behind. Unfortunately, this triggers an automated system of some kind, placing our heroes in jeopardy!

### **END ACT ONE**

### **ACT TWO**

INT. PATRICK'S CASTLE - CONTINUOUS

Using a combination of their powers, Ben, Gwen and Kevin neutralize the threat and once again consider the disappearance of the Knights. They left in such a hurry they didn't even turn off the alarm system... and they left a bunch of perfectly good tech behind. Not like them at all. Where could they have gone? And why?

Gwen tackles the question from the other end: If the Knights are getting rid of aliens... suppose you wanted to quickly find as many aliens as possible. Where would you go? "Easy," Kevin says, "The Li'l Green Market. Preferably on delivery day."

I/E. LI'L GREEN MARKET - DAY

In a disused warehouse area on the edge of a major city lies the Li'l Green Market, like a Grand Central Market for offworld commodities, mostly food items. It's not a black market or even a gray market, but just a clean, respectable farmer's market where human vendors sell weird alien vegetables and grotesque-looking deli items to resident aliens and humans with exotic tastes. At the moment, however, there only seem to be a few human customers. Argit almost nabs a quick snack, taking a five-finger discount, but puts the pilfered foodstuffs back when Gwen clears her throat.

Upon arrival, Ben and Gwen are greeted warmly by the Market's human proprietor, MR. BAUMANN; One of those haven't-seen-you-since-you-were-this-tall greetings that kids love so much. Kevin enjoys watching Ben squirm. Grandpa Max is one of Baumann's best customers, and comes in regularly for exotic ingredients. In fact, Baumann has been saving some Arcturan spider ears just for him. He gives them to Ben to pass along, free of charge.

Ben asks Baumann if he's seen any Knights around, or noticed any regular customers missing, but Baumann hasn't seen anything. Sure, the place looks deserted now, but that's just the business cycle. Things should pick up on Thursday when the next freighter comes in. As Baumann talks, Gwen senses something. She glances around, brow furrowed, and her eyes GLOW briefly... But since Baumann can't help them, our heroes leave the market.

After Ben, Gwen, Kevin and Argit have gone, Baumann reassures a family of aliens hiding in his back room: "It's all right, it was only Ben Tennyson, not the Kni--" At this point, Baumann turns to find Gwen was right behind him the whole time. Baumann comes clean: The Knights were there, and told him to spread the word among his alien clientele that Earth was for Earthlings, and all aliens must leave or face the consequences. They said they'd be back to check up on him. That's enough for Argit: Upon hearing the knights will return, he cordially takes his leave and practically runs for his ship outside.

Baumann is understandably concerned. Even if he closes the market, people will doubtless show up for new shipment day anyway. It's the biggest day of the month! Ben reassures him that he has nothing to fear. They've faced down the knights before. Why should this time be any different?

INT. AREA 51 - GEORGE'S QUARTERS - NIGHT

George seems to be packing gear for a trip of some sort when Patrick enters, reporting that the purge is continuing apace, and that in a few short hours, the Knights expect the single most massive round-up yet. George fixes Patrick with his gaze, and then asks Patrick if he still doubts George's right to lead. Patrick avows his allegiance once more, but George tells him that it isn't a question of obedience, but a question of faith. Though he bows to George, he still has doubts. He still requires proof.

I/E. LI'L GREEN MARKET - MORNING

Aliens of every stripe are lined up outside the Li'l Green Market, eagerly awaiting the arrival of the cargo ship. Baumann is noticeably nervous, but Ben, Gwen, and Kevin aren't too worried. It's just the Forever Knights, after all. The ship arrives and decloaks, touching down in a central courtyard/loading dock area. A cheer rises from the assembled aliens, eager for fresh goods from home.

Without warning, the Forever Knights attack, quickly surrounding the courtyard and cutting off the exits. Ben and the gang express surprise at the Knights' new look, but are still unconcerned... until they confront the knights in battle and find that the upgraded armor is stronger, lighter, and powered. Furthermore, some of the Knights are airborne, riding flyers that are a cross between a robot horse and a speeder bike (but cooler than the Knights of Wundagore's). Nevertheless, our heroes manage to keep the Knights occupied while helping most of the aliens escape. They seem to have a slight edge until the knights rollout their heavy artillery... literally. The Knights have a few large tank-like vehicles with mounted plasma cannons. Ben, Gwen and Kevin aren't quite prepared for this kind of threat - plus the Ultimatrix gives Ben a crappy alien for the task at hand - and they are quickly subdued. Ben takes a particularly heavy hit and blacks out.

When Ben comes to, he, Gwen and Kevin are shackled with Plumber-level threat containment gear. The dozen or so aliens who didn't make it to freedom have been rounded up and similarly secured. Patrick appears before Ben, Gwen, and Kevin, addresses them by their full names, and makes them the standard offer: As all three have repeatedly proven themselves of alien origin, they must leave Earth immediately... or die.

## **END ACT TWO**

## **ACT THREE**

I/E. LI'L GREEN MARKET - CONTINUOUS

Kevin quickly frees himself - besides having experience as a career criminal, it's pretty hard to shackle an Osmosian - and releases Ben, who goes HUMONGOUSAUR. The battle looks as if it will pick up right where it left off, but Gwen points

out that the innocent aliens might get caught in the cross-fire.

Humongosaur calls a halt to the chaos and challenges Patrick to personal combat, a duel of honor. If Patrick wins, they all leave Earth forever, otherwise, they go free. Buoyed by his confidence in his new-tech armor and weapons, Patrick accepts, with one proviso: Ben must pick one form and remain in that form throughout the combat. Ben figures Humongosaur is as good a general-purpose alien as any.

They begin with a joust, Patrick on one of the hover-horses, armed with a lance. These new lances, however, amplify the kinetic energy of an impact to the level of a small explosion. Patrick Gains first strike on Humongosaur Ben, knocking him back several feet. Ben shakes it off and continues. After another pass, Humongosaur unseats Patrick, and the flying horse crashes and burns. Patrick attacks with his souped-up monomolecular-edged vibro-sword, but Humongosaur disarms him after a couple of parries and some gratuitous property destruction.

Finally, it comes down to hand-to-hand combat. Humongosaur would seem to have the edge, but between the powered armor and shock gauntlets, Patrick makes it quite a contest. In the end, however, Patrick is defeated, his armor broken, and he is barely able to stand... yet he refuses to yield. Cornered, Patrick tells his Knights to aim their weapons at the defenseless aliens. He tells Humongosaur that if he and his friends don't leave earth immediately and forever, he will execute the prisoners where they stand. Even the Knights seem a bit taken aback by this breach of etiquette.

After a long, cold beat, Humongosaur turns back into Ben. Ben steps forward and reminds Patrick who he's dealing with: This is Ben Tennyson. He beat the Highbreed, He beat Vilgax, and he's beaten the Forever Knights more times than he can count. He faces down Patrick, and Patrick caves. The aliens are released, and the Knights slink off in defeat. Ben announces that he really, really needs some chili cheese fries.

EXT. MR. SMOOTHY - LATER

Ben finishes off the last of a large chili cheese fries and two or three smoothies, announcing that in sooth, he is rejuvenated. Gwen is still trying to figure out what the

Knights were / are up to. For that matter, where did they get all the new tech? They don't even know where the Knights went! Kevin says they do... thanks to the homing bug he planted on their equipment.

INT. AREA 51 - GEORGE'S QUARTERS - LATER

Patrick apologizes to George for his failure... and for his lapse of honor. George reassures him that honor means nothing when fighting these alien monstrosities. Besides, Tennyson and his friends are but a momentary distraction. George announces that he will be leaving on a noble quest. Patrick asks where he's going, what he's questing after. George seems amused by Patrick's questions. Even now, he has doubts. In spite of his lack of faith - or perhaps because of it - Patrick shall rule in his absence. George tells Patrick to continue the work of the order as he sees fit. He asks only one thing: That upon his return, the Knights be ready. Ready for what? The battle of a hundred lifetimes...

END ACT THREE

END EPISODE