

B A T M A N

"Lo, The Creeper!"  
(Outline)

Written by:  
Gerry Conway

1st draft:

3/10/92  
(REAVES)

WARNER BROS. ANIMATION, INC.

BATMAN

"Lo, The Creeper!"

ACT ONE

1. EXT/INT. WAYNE FOUNDATION - NIGHT

OPEN with a "what's happening here?" sequence showing dozens of costumed villains converging on the WAYNE FOUNDATION atrium for what seems to be a party. PENGUIN, JOKER, CATWOMAN, RIDDLER, TWO-FACE, among others, arrive in limousines and greet each other like old friends. The kicker comes when BATMAN steps out of a limo and is greeted with cheers by the assembled badguys, who step aside when Batman goes to shake COMMISSIONER GORDON'S hand. Gordon seems oddly reluctant to do so. From conversation we now realize we're at a charity costume party. "Batman" removes his mask briefly to reveal that he's ROLAND DAGGETT, then joins the others for the festivities inside. A SOCIALITE wonders why Wayne would invite a scoundrel like Daggett at this shindig. Gordon says it's because Daggett gave such a huge donation to the Foundation that Bruce couldn't ignore him. Gordon wonders where Bruce Wayne, their host, is. He should have been here by now.

2. EXT. GOTHAM AIRPORT

A plane carrying PROFESSOR YATZ, noted bio-chemist and

physicist, has been attacked by thugs upon landing. Airport police are pinned down. Yatz, it seems, was on his way to Gotham to make a deal with Wayne Pharmaceuticals for a new drug. A gunbattle between two masked gangsters and cops ends with gangsters grabbing the injured Yatz and dragging him off in a van. Police gunfire manages to puncture the van's gas tank. The Batmobile arrives on scene moments later; dialogue by car phone between the real BATMAN and ALFRED establishes that Batman went to the airport to insure Professor Yatz arrived safely. He learns the van has a leaking gas tank and takes off in pursuit, using special night vision goggles to follow the gas trail.

3. EXT. GOTHAM STREET - NIGHT

Meanwhile, across the street from the Wayne Foundation, TV investigator JACK RYDER is on a payphone with HARRY, his boss. Jack's a hard-hitting reporter who'll do just about anything for a story. He's got a sharp, sarcastic wit, and more than one person -- Summer Gleeson included -- has referred to him as a "creep". Right now he's complaining that Harry sent him to investigate a tip that a big crime meeting is supposed to take place during a charity party. But his boss neglected to tell Ryder the charity party was a costume party. His boss tells Ryder to quit complaining, get a costume and get going. Hanging up, Ryder spots a used clothing store across the street and hurries over to it.

4. EXT. BEHIND WAYNE FOUNDATION

Jack Ryder puts on a hokey costume he's cobbled together out of a spandex leotard and an old sheepskin rug. Good thing he keeps in shape at the gym, he thinks. He's about to sneak into the party when the van comes screeching around the corner and catches him in its headlights. He can't dodge in time, and is knocked to the ground. The thugs, named BUD and LOU, jump out. Dialogue establishes they're supposed to meet their boss inside -- what if somebody sees this guy lying here and calls the cops? Toss him in the van with Yatz, they decide. This they do, locking the van on both of them.

The Batmobile arrives just as Bud and Lou rush into the Wayne Foundation. Batman pursues.

5. INT. VAN

Professor Yatz tends to the wound Jack got in the car accident. Jack is seriously injured. Yatz gives him a dose of the new bio-restorative serum he's invented for medical and military applications. The serum is administered via a sort of sophisticated "skin patch" -- a sub-miniature computerized innoculator attached to Jack's wrist. The serum cures Jack with miraculous speed.

Yatz tells Jack that a larger dose of the serum ("larger" is a relative term; the stuff works in micrograms -- the innoculator carries enough serum to last for years) will allow injuries and wounds to heal almost instantaneously, as well as giving Jack increased speed, stamina and strength. The drawbacks are that



there may be some pigmentation change, and it might affect him mentally as well.

Yatz says the men who kidnapped him are working for someone who wants the formula. He has a written copy of the formula in his briefcase, but it has to be administered by the innocator, which is coded to the wearer's specific DNA. A straight injection of the formula could be dangerous and unpredictable. He asks Jack's help in keeping the formula out of the bad guys' hands. Jack agrees.

8. INT. WAYNE FOUNDATION

Batman mingles with costumed baddies, looking for Bud and Lou. He spots them at the same time they spot him. But to his surprise they don't seem upset at the sight of him until he demands to know where Yatz is -- and immediately they attack him. We have an amusing sequence here with costumed Rogues Gallery "villains" scattering in terror as Batman and the two thugs battle. Finally Bud and Lou get the upper hand by endangering the party-goers, forcing Batman to let them flee. But he's immediately on their tails.

9. EXT. WAYNE FOUNDATION BUILDING

Bud and Lou flee the building, Batman right behind them. They shoot at him, which ignites the puddle of gas around the van. Flames erupt. Bud and Lou flee the scene. A camera crew from WGBS shows up, starts filming.

Yatz starts yelling from inside the burning van. Batman

rushes to the van, pulls on the doors.

Inside, Ryder realizes he's got to do something or they'll both be cooked. He activates the wrist inoculator, giving himself a maximum dose of the serum. A wave of yellow color spreads from his wrist over his body, turning his skin yellow and his hair green. He's intoxicated with the power he feels within him. He smashes open the doors with superhuman strength. Batman is knocked to the ground and THE CREEPER lands on top of him, laughing maniacally.

Batman assumes he's being attacked by some new villain. He fights back, and the battle carries the two off screen. Yatz climbs out of the van, coughing and confused by the smoke. He staggers forward through the smoke and collapses. A pair of gray-clad arms catch him. He looks up, sees that Batman has him. "Thank Heaven," he gasps, and passes out. "Batman" grins nastily and removes his mask, revealing himself to be the costumed Roland Daggett. FADE OUT.

END ACT ONE

ACT TWO

10. EXT. ROOFTOP - NIGHT

The Creeper manages to get away from Batman by using his new-found agility and strength. He leaps across rooftops, and hides in an alley. He shuts off the innoculator and reverts back to his normal self, though he's still wearing the costume. Luckily his car is nearby; he hurries to it and changes back to street clothes. While doing so he sees police arrive at the Wayne Foundation, and vanishes into the night.

11. EXT. WAYNE FOUNDATION - NIGHT

Batman returns, only to find that Yatz has disappeared as well. There are no clues to help him, so he fades into the shadows as well.

12. INT. WGBS TV STUDIO - DAY

A TV news broadcast tells us Yatz is missing. Reports blame a strange costumed character, who is shown in video battling Batman amid flames.

Watching this are JACK RYDER, SUMMER GLEESON and HARRY, their boss. "He gives me the creeps," Summer says; "just like you do, Jack."

Harry decides that's a good name for this character: The Creeper. Ryder tries to defend the Creeper; Harry replies

Creeper is obviously a criminal, or at best a vigilante like Batman. Ryder realizes the only way to clear his alter ego is to find out who really was behind Yatz's kidnapping and rescue Yatz. He'll start by getting a line on who owned the van. Meanwhile, Summer has decided to find out all she can about this new costumed character in Gotham City -- a fact that causes Ryder some concern. The two are naturally competitive, engaged in a constant battle of wits, and Ryder worries that she may learn who the Creeper really is.

From a friend at police HQ Ryder learns the van belonged to a industrial security company. The company reported van stolen -- one hour after it was burned at Wayne Foundation. Could be a coverup, Jack decides. He'll investigate.

13. INT. BATCAVE

Batman meanwhile has also learned the ownership of the van from the Batcomputer records. He tells Alfred he's suspicious of the Creeper and heads off.

14. INT. WGBS

Summer Gleeson is watching the tape the remote crew made last night. She continues past the point where Ryder stopped watching, and sees Yatz apparently captured by Batman. Harry says they have to call the police with this. True, says Summer; but in the meantime she's going to do some investigating on her own.

15. INT. SECURITY COMPANY

Jack is given the runaround by a SECRETARY -- and spots someone who looks like Lou, dressed as a security guard, going into a back room. Jack slips outside to his car, changes into the Creeper costume. He activates the innoculator, climbs into the rear of the building -- and sets off an alarm. He dodges, ducks, dives to avoid armed guards. Superhuman speed helps him. As before, the personality change makes him act like a frenetic nutball, and the guards are as unnerved by this and his appearance as they are by his strength and speed.

16. INT. ANOTHER PART OF BUILDING

Batman has traced the stolen van to the same place, and spots Bud in the building. He pursues him and encounters the Creeper in a large training room for security personnel and weaponry. Bud and Lou both duck through a side exit, leaving Batman and Creeper facing off. The Creeper starts to explain he's not a bad guy, but Bud and Lou behind the scenes activate security training systems. When the systems come on line Batman thinks the Creeper was stalling him.

Batman and Creeper battle each other and the security system, which Bud and Lou have set to lethal level. Finally Creeper has a chance to prove he's Batman's ally by rescuing him from a robotic laser beam. Batman in turn rescues Creeper, and together they manage to escape from the room that's become a death trap. Once outside, they agree to team up, shaking hands in a dramatic Act Two closer.

END ACT TWO

ACT THREE

17. EXT. GOTHAM STREETS / INT. BATMOBILE

Batman and the Creeper riding together in the Batmobile. The Creeper explains what happened to him without revealing his identity. The story makes sense to Batman, who accepts it. They compare notes. Batman says if Bud and Lou have Professor Yatz, then they probably have the bio-restorative formula. The Creeper says that the formula used without DNA encoding will be unstable. What does that mean? Batman asks. The Creeper isn't sure. Batman also mentions that Bud and Lou weren't surprised or frightened by his appearance at the charity ball at first. It was as if they expected to see him. The only explanation is that the man the thugs were there to meet came in a Batman costume. Who came in a Batman costume?

The Creeper says he knows how to find out. "Meet me at WGBS in an hour," he says as he leaps from the moving Batmobile, much to Batman's surprise.

17. INT. WGBS - NIGHT

One hour later, Batman arrives at the darkened studio. The Creeper is waiting for him. He shows Batman a video tape of the charity ball made by TV reporters, which reveals Daggett in a

Batman costume. That's who Bud and Lou were going to meet, the Creeper says, and that's who must be holding Yatz a prisoner.

Batman thinks most likely place Daggett would be holding Yatz is at Daggett's new chemical plant. But he doesn't want the Creeper along for this final battle. He knows the Creeper means well, but this is no job for an amateur. He takes off, leaving the Creeper furious. The Creeper leaps onto the rear bumper of the Batmobile and hangs on as Batman races across town.

18. EXT/INT. DAGGETT'S CHEMICAL PLANT - NIGHT

At the chemical plant (which is baroque style, its building designed with huge Dark Deco beakers and test tubes and piping), Daggett is frustrated by Yatz's continuing comatose state. His mood is not enhanced when Summer Gleeson is found spying inside the building. She figured out from the tape footage that Daggett was the one in the Batman costume who captured Yatz. Daggett tells her she can't prove anything.

His chemists have been working on the formula in Yatz's notes, and have made a serum which Daggett decides to test on Bud and Lou, since they fouled up by bringing him an injured Yatz. Bud and Lou take the formula with considerable reluctance and go through a Change which we don't see. We do, however, see the horrified reactions of Daggett, Summer and the chemists.

Batman arrives at plant, apparently unaware that the Creeper has tagged along. They slip into the plant, with the Creeper keeping out of Batman's sight. Suddenly each is attacked by a horribly mutated Bud and Lou. Bud and Lou have both mutated as a

result of the altered formula -- they've become grotesquely misshapen, with scaly, rock-like skin (think of Marvel's "The Thing" character) and are threatening everyone in sight -- including Daggett, who's actually desperately happy to see Batman.

Batman and the Creeper separately battle Bud and Lou amid the props and scenery of the chemical plant. Each notices that during the battle Bud and Lou seem to get more grotesque with continued exertion. Batman realizes that the serum's effects are augmented by the increased heartbeat and adrenalin. If they can push Bud and Lou to a sort of biological critical mass, the two mutated thugs will undergo the metabolic equivalent of meltdown. The trick for Batman and the Creeper is to stay alive long enough for that to happen.

The battle takes place among the oversized lab equipment on the roof of the building. As Bud and Lou continue to mutate, they move like winding-down robots. Batman and the Creeper have used speed and agility to counter their superhuman strength and mass. Finally the two heroes are back to back with Bud and Lou looming over them, both about to deliver crushing blows. Batman and Creeper duck aside, Bud and Lou hit each other, and the two goliaths go crashing down, knocking over a giant beaker which traps them.

#### 19. INT. AUDITORIUM - DAY

Professor Yatz has recovered, and presents his formula in



a public ceremony to Bruce Wayne. Jack and Summer are both covering it, engaged in edge competitive banter as usual. Dialogue indicates that Summer really thought they had Daggett nailed this time, but his lawyers were able to get him off. After the ceremony, Ryder and Wayne exchange brief puzzled looks at each other, as if recognizing someone familiar ... but no, it's probably just their imagination.

THE END

FYI: JACK RYDER A.K.A. THE CREEPER IS AN ESTABLISHED DC COMICS CHARACTER. WE HAVE PERMISSION FROM DC TO USE HIM IN THIS SHOW, PROVIDING WE DO NOT DEVIATE SUBSTANTIALLY FROM THE CHARACTER AS ESTABLISHED IN THE COMIC BOOKS.