

WANDERING SOLS

Written by

Rachel Bartel

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FADE IN:

INT. CAVE - UNKNOWN

It's pitch black except for periodic glints off of a glassy, dark purple surface on the walls.

Slowly, the faint shape of a round face with two empty eye cavities, thin cracks, and no mouth forms in the darkness.

The eye cavities flicker once with a bright yellow light. They go out. They flicker three more times. The glow steadies.

CUT TO BLACK.

FADE IN:

TITLE CARD: CONFRINA

EXT. CONFRINA - FIELD - DAY

Red soil stretches as far as the eyes can see.

Small HUTS made out of the same red soil dot the landscape. Most are clustered together.

A light breeze creates gentle dust clouds.

SOLUM (SOLs for short) place light brown seeds in the dry soil and cover them with a handful of dirt.

These SOL PLANTERS wear plain, burlap capes.

Each Sol's head grows wide near the top so that they appear to be wearing a large, black, flat-brimmed hat that is perfectly symmetrical all around.

Their skin is all different shades of dark colors. Some are a deep maroon, some a dark navy, others a dull grey.

Their heads are round and their bodies are skeletal. Their limbs are pointed at the ends.

All Sols wear capes that cover their entire body.

For miles, row upon row of neat piles mark the landscape.

Growing Sols poke out of the soil sporadically and at varying degrees of growth. Their "hats" break through the soil first.

EXT. VILLAGE - DAY

Sols wearing dark blue capes clean other capes. Ones with dull green capes tend to the huts. Their limbs extend. One adds red dirt to the roof. Their movements are precise.

Sols with deep red capes hold baskets of soil. They give the baskets to the Sols with green capes.

A breeze flows through capes of all colors that hang on a line. They're beautiful.

**NOTE: All SOLS always speak telepathically to each other. They are unable to speak to any other species.**

EXT. FEILD - DAY

SEM (248), a young Sol, gracefully sprints onto the field. His burlap cape flies behind him.

Sem has a dark red, almost black head with large white eyes and no mouth.

A thick book falls out of his cross-strap pack, and lands on the ground between two mounds. Red dust engulfs the book for a moment before settling.

Other planters look at Sem. They shake their heads. They're far enough away that Sem can't hear PLANTER 1.

SOL PLANTER 1

He is late.

SEM

I am sorry for my tardiness.

Sem shoves the book back into his bag without dusting it off. He reaches further into the bag and pulls out a seed. He kneels down and places the seed on the ground. Sem expertly covers the seed in a mound of dirt.

SOL PLANTER 2

(loudly)

Your constant musings will be the  
ruin of us all.

Beat.

SEM

It will never happen again.

SOL PLANTER 1

That is what you said last time.

Sem moves down the row in a perfect line, planting seeds. He  
doesn't take his eyes off of the line.

The other planters return to their task.

EXT. FIELD - LATER

Three suns beat down and reflect the red of the soil onto the  
Sols and the surrounding huts.

More members of Sem's TRIBE walk through the VILLAGE  
completing their various tasks.

A few planters congregate at the beginning of Sem's line.  
They point at the indent that his fallen book made in the  
soil and stare in his direction.

EXT. FIELD - EVENING

Sem is more than a mile from the start of his line by the  
time the suns begin to set. He's the only one left in the  
field.

INT. SEM'S HUT - NIGHT

Sem and WILE sit in the middle of the dirt floor, surrounded  
by books of all shapes and sizes. Maps of various solar  
systems and galaxies decorate the walls.

Wile is a light blue-grey, feathery creature with a long  
tail. His face and pale purple eyes are kind, but he has  
razor sharp teeth.

Gentle, warm light illuminates the small hut.

SEM  
(to Wile)  
They called them "musings." Can you  
believe that?

Wile leaps from a book onto Sem's "hat," his front two legs landing first, then the back, and looks down at the map Sem is analyzing.

SEM (CONT'D)  
I'd consider myself more of an  
expert.

The map in front of Sem is as large as he is. He studies it, looks over his shoulder at an open book covered in red dust, and adds a tiny dot to the map with silky white paint.

Wile hangs upside down on Sem's "hat" and looks at Sem. Sem blinks at Wile.

SEM (CONT'D)  
Wouldn't you?

Wile cocks his head.

EXT. FIELD - DAY

Wile sits on Sem's "hat" as Sem carefully places seeds in small mounds of dirt with one hand and holds a book in the other.

The chapter heading of the book reads, "THE ORIGINAL SOL ELDERS." A drawing of a rather intimidating Sol with charms on their "hat" dominates the page.

ELDER KAF  
What is that?

ELDER KAF, a TRIBE ELDER, looms over Sem. He's wider than he is tall, but has a powerful air about him nonetheless.

Sem slams his book closed. Wile jumps.

SEM  
A book.

ELDER KAF  
I see that. Give it to me.

Elder Kaf sticks out his hand. Sem reluctantly hands him the book.

Elder Kaf flips through it until he reaches the page Sem was on. He looks down at the page, then up at Sem, then Wile.

Elder Kaf closes the book.

ELDER KAF (CONT'D)  
Get that creature out of the field.

SEM  
Yes, Elder Kaf.

Elder Kaf takes Sem's book with him as he leaves the field. Sem and Wile watch after him.

INT. SEM'S HUT - NIGHT

Sem pulls out a long strip of pale red paper and a skinny brush. He dips the brush in maroon ink and swipes it across the page. Wile creeps onto the paper, but Sem pushes him back. Wile sits patiently for a moment, then jumps onto Sem's "hat," making Sem's stroke swerve.

Sem swats at Wile. He jumps down. Wile lays down in front of the door to the hut.

Sem adds three more strokes of paint to the page. He picks it up and admires it. He hangs it up on the wall.

On the page is a simple, yet beautiful painting of the ORIGINAL SOL ELDER from Sem's book, the rogue stroke more than a little noticeable.

Sem stands back and looks at his work.

SEM  
That's pretty good for it being  
from memory.

Wile gets up and hops over to see the art as well.

Sem looks down at Wile.

EXT. FIELD - DAY

Sem, head in a book about nearby planets, misplaces a seed. He freezes. Other planters near him turn to look.

Sem slams his book closed and hands it to Wile. He jumps off of Sem's "hat" and bounds back toward the village.

Sem picks up the misplaced seed. He replants it, gently covering it with dirt.

The other planters shake their heads. They return to their planting.

SOL PLANTER 1  
Is this not enough for young Sem?

SOL PLANTER 2  
Why does he look elsewhere?

SOL PLANTER 3  
What do the stars hold that this planet does not?

SOL PLANTER 2  
It is disloyal.

EXT. SEM'S HUT - NIGHT

Sem and Wile stand next to each other, a telescope between them. They take turns peering through it.

Sem pulls out a map and looks at it, then up at the stars dotting the black-red sky.

Sem grabs a book out of his pack and flips through it. He stops on a page with "EEMA" written in clear, elegant font at the top. Below the word is a block of text written in another language. He flips the page to reveal a ripped one. Behind this partial page is the image of the Original Sol Elder.

Sem grabs the page and stares at the image.

Wile pulls on Sem's cape.

Sem looks down at Wile and lets him lead him to the telescope.

Sem peers through the telescope. He sees the end of a meteor shower. He looks at Wile and smiles with his eyes. Wile bounds around the telescope, kicking up dirt.

EXT./INT. TRIBE ELDER HUT - NIGHT

Through the window of a nearby, larger hut, a tribe Elder spots Sem and Wile. The Elder stares for a moment before disappearing into the darkness of his hut.

EXT. SEM'S HUT - DAWN

Sem is propped up against the side of his hut. Wile is curled up in the folds of Sem's cape. The suns appear over the horizon one at a time.

EXT. VILLAGE - DAY

Sem and Wile stroll through the huts. Other Sols stare at them.

A SOL BUILDER stops placing soil on a roof. She watches Sem.

SOL BUILDER  
Should you not be working?

Sem doesn't hear her. He's distracted. Sem stares up at the sky as he walks.

Sem steps in a basket of soil. A SOL GATHERER waves his hands in the air.

SOL GATHERER  
Hey! Pay attention.

Sem stops, looks down at his foot in the basket.

SEM  
Sorry!

Sem shakes his foot off, scoops up the soil he knocked out and puts it in the basket. He turns and briskly walks away. Wile hops after him.

The other Sols glare at Sem.

Sem turns to look forward just as he slams into an Elder. The Elder, ELDER BREN, steps back to steady himself. Sem gazes up. Elder Bren is tall and his limbs are thicker than his fellow Sols. The charms on his "hat" jingle.

Elder Bren grabs Sem's cape and examines it for a moment.

ELDER BREN  
Get back to your task.

EXT. FIELD - THE NEXT DAY

Sem meticulously spreads seeds.

A small group of Sols lingers far from Sem. They watch him. He notices, but doesn't acknowledge them.



Sem freezes.

He looks down at a mound of soil. Poking through is the head of a small, shriveled, growing Sol. Its eyes are closed and its head resembles a raisin. It's a translucent, dull red color.

Sem drops his seeds. Other planters turn to look.

EXT. MEETING AREA - DAY

The entire village TRIBE shifts in the semicircle of stadium-style meeting seats. Their conversations are frantic.

Three tribe Elders stand at the bottom of the semicircle. All three wear purple capes with intricate gold accents and a few charms on their "hats."

Elder Kaf holds a book. He steps back as Elder Bren steps forward. Elder Bren holds up his hands. His cape is larger than the other Elders'. It drapes the ground behind him.

The crowd hushes.

Sem shifts in his seat. He glances around at the group.

Elder Bren scans the crowd. His voice booms through their heads.

ELDER BREN

For centuries, our kind has lived peacefully and self-sufficiently. I believed that we could continue that way of life until the end of time, but it seems that may be impossible. A stunted young one was found deformed and dead in the ground today by one of our planters.

The tribe stands up, some scream. The cacophony of noise is overwhelming.

Sem fidgets. He looks down.

Elder Bren's voice rises above the rest.

ELDER BREN (CONT'D)

Be seated!

The tribe slowly sits back down as their conversation subsides.

Elder Bren motions for Elder Kaf to join him. Elder Kaf gracefully steps forward. He opens the book.

Elder Bren readdresses the crowd.

ELDER BREN (CONT'D)  
We are uncertain, but we do have a theory.

ELDER KAF  
We believe that the answer to this issue may lie on our home world.

A murmur spreads though the crowd. Sem's eyes brighten. He looks up.

ELDER KAF (CONT'D)  
However, as you know, Eema has been lost for millions of years. Our goal as a species is to survive. There's only one way--

Sem stands up. All eyes on him.

ELDER BREN  
Yes?

SEM  
I may have something that will help.

ELDER BREN  
You're the one who discovered the young one, are you not?

SEM  
Yes.

ELDER BREN  
You are also the one who always has his head in a book.

SEM  
Yes. That is what--

ELDER BREN  
We do not have time for your disloyal wonderings.

SEM  
I have-- Disloyal?

Sem glances at his fellow Sols. They stare at him. His eyes flicker.

SEM (CONT'D)  
I have partial maps to Eema.  
(beat)  
I've been working on them.

ELDER KAF  
Eema is lost.

SEM  
It may not be. Do you not want to  
find it?

Elder Bren's eyes brighten.

ELDER BREN  
The home world was lost well before  
you or I were planted.

SEM  
I disagree.

ELDER FEI, the Elder from the window, cocks his head. He's taller and leaner than the other Elders.

ELDER KAF  
How dare you speak against your  
Elder?

Elder Bren holds up his hand. Elder Kaf backs away.

ELDER BREN  
You disagree. Why?

SEM  
I've been reading texts from past  
tribes and I believe that I have  
proof of Eema's location. Or at  
least a starting point on where to  
look.

ELDER BREN  
How did you get these texts?

Sem lowers his head.

SEM  
My previous Elders' personal  
library.

Elder Fei chuckles.

Elder Kaf glares at Elder Fei.

ELDER BREN  
Very well. Come here.

Sem climbs down the steps, careful not to step on his fellow Sols, but stepping on a few capes regardless.

Sem approaches Elder Bren.

Elder Kaf joins them. Elder Kaf waves his hand in front of Sem's face. He looks at the other Elders.

INT. ELDER MEETING ROOM - NIGHT

Elders Bren and Kaf stand next to a table. Elder Fei sits in one of the chairs.

ELDER KAF  
(to Elder Bren)  
What Sem says is true, though his thoughts are tangled.

ELDER BREN  
Can we base our hope on the musings of one so young?

ELDER FEI  
They are not simply musings, Elder Bren.

ELDER BREN  
What are they, then?

Elder Kaf watches Elder Fei.

ELDER FEI  
They are passions. He knows things even we do not. He has researched and studied what we Sols have not touched in thousands of years.

ELDER KAF  
There's a reason for that, you know. He should not have had access to those books.

ELDER FEI  
There is nothing that says he cannot read them.

ELDER KAF

Sem's "passion" is planting. That  
is what he was born to do and that  
is what he will do.

Elder Fei takes a step toward Elder Kaf. Elder Bren moves  
toward Elder Fei.

ELDER FEI

But what--

ELDER BREN

We have done things a certain way  
for longer than anyone can  
remember. We work as a group, move  
as a group, and think as a group.  
What young Sem is doing is *not* part  
of that long-standing tradition and  
he will not be the one to break it.

Elder Kaf sets Sem's confiscated book on the table. Some of  
the red dust that covers it loosens.

ELDER KAF

He already knows about her.

Elder Bren's eyes dim for just a moment.

ELDER BREN

What?

ELDER KAF

He was reading it in the field.

ELDER BREN

It is worse than I thought. He has  
strayed too far already.

Elder Fei holds his hand out, palm facing Elder Bren.

ELDER FEI

Hold on. You both know as well as I  
do that those books hold no real  
information about her. Her  
transgressions were wiped from our  
texts a million years ago. He knows  
nothing.

ELDER BREN

He knows she is different.

ELDER FEI

What would you have Sem do then? We cannot banish him. He has done nothing wrong!

ELDER KAF

I disagree.

Elder Fei shakes his head. He puts his hands on his face.

ELDER FEI

Sem is not the issue! We are facing extinction and all you can think about is one harmless Sol who is a little different?

ELDER BREN

Harmless?

(beat)

If his behavior spreads we Sols may as well be dead.

Elder Fei shakes his head slowly.

ELDER BREN (CONT'D)

Go.

(beat)

Return when you come to your senses.

Elder Fei looks down for a moment before staring back at Elder Bren.

EXT./INT. SEM'S HOUSE - LATER

Elder Fei steps up to Sem's door. He moves to knock on it, but hesitates. He glances around, then finally knocks twice.

Sem opens the door. Wile pokes his head out. He sniffs Elder Fei.

SEM

Elder Fei.

ELDER FEI

Sem. Can I come in?

SEM

Of course.

Sem moves out of the doorway and ushers Elder Fei inside.

INT. SEM'S HOUSE - CONTINUOUS

Elder Fei looks around the room. He spots the painting of the Original Sol Elder. He points at it.

ELDER FEI  
Who is that?

Sem shifts.

SEM  
An Elder. I don't know much about her, but based on what I've read, she was somewhat of a...

Elder Fei watches Sem.

ELDER FEI  
A what?

SEM  
An individual.

Elder Fei chuckles.

ELDER FEI  
Oh, now I see why you have hung her likeness up on your wall.

SEM  
What do you mean?

ELDER FEI  
You are the same. You look up to her, quite literally.

Elder Fei gazes back up at the painting. He stares at it for a long moment.

Sem and Wile look at each other.

ELDER FEI (CONT'D)  
They cannot figure out what is going on. Elder Bren and Elder Kaf, I mean.

SEM  
Haven't they determined that the source of the problem lies on Eema?

ELDER FEI  
They do not really know. It is just a guess, really. Where better to start than the Sol home world?

Elder Fei sighs.

ELDER FEI (CONT'D)  
I tried to tell them that you could help, but they would not listen.

SEM  
All due respect, why would you tell them that?

ELDER FEI  
Because I believe in you, Sem! I may not understand you, but I can tell you are intelligent beyond your years.

Sem looks down.

ELDER FEI (CONT'D)  
You are not like everyone else. That is not a bad thing. It is concerning to some, but maybe we need someone like you. Show me your maps.

INT. ELDER MEETING ROOM - DAY

Elder Fei unravels a map onto the table. Elder Bren and Elder Kaf stand beside him.

ELDER KAF  
What is this?

ELDER FEI  
One of Sem's maps. He has found the first steps on how to get to Eema and here is the proof.

ELDER BREN  
I refuse to endorse this.

ELDER FEI  
This is the closest thing we have to a start.



The three Elders look at each other.

ELDER KAF

How do we know that this is the  
start to Eema if we do not know  
where it is?

ELDER FEI

I trust Sem.

EXT. MEETING AREA - AFTERNOON

The three Elders stand in front of a murmuring crowd.

Elder Bren steps forward. The crowd goes silent.

ELDER BREN

We need volunteers willing to leave  
the tribe to search for Eema using  
maps provided by young Sem.

A loud murmur grows throughout the Sols.

After a moment, Sem raises his hand. The tribe turns to look.  
Elder Fei nods.

One by one, three more Sols of varying jobs volunteer. One is  
bright red, another is dark blue, and the third is a dull  
orange color.

INT. SEM'S HOUSE - EVENING

Sem excitedly packs his things. He throws maps and books into  
his pack.

Wile watches Sem. He tries jumping onto Sem's "hat," but Sem  
grabs him and places him on the floor. Wile attempts to jump  
back up onto Sem's "hat" once more. Sem catches him in mid-  
air. He places him back down on the ground.

Sem carefully folds and puts one last map into his pack. He  
gently rolls up the painting of the Elder and stows it with  
the maps.

Wile sniffs the pack.

KNOCK KNOCK KNOCK

Sem stops. He looks up at the door. Wile watches him as he  
moves to open it.

INT./EXT. SEM'S HOUSE - CONTINUOUS

Elder Fei stands just outside, his cape flowing behind him.

ELDER FEI  
Come with me.

INT. CAVES - LATER

It's pitch black except for the gentle glow of Sem and Elder Fei's eyes. The walls are chalky. They're mostly white, barely tinted with red.

Elder Fei leads Sem further into the dark.

SEM  
Where are we going?

ELDER FEI  
I want to show you something.

The caves narrow slightly and end in a flat wall. On the wall are a series of elegant, deep red, monochrome paintings.

One painting depicts Sols planting, another shows a group of Elders. Paintings of planets, stars, and books surround them.

In one corner of the wall is a depiction of the Original Sol Elder from Sem's painting. It is smudged, as if someone tried to erase it.

Elder Fei kneels down and wipes dust from the painting's surface. Sem kneels next to him.

SEM  
What is this place?

ELDER FEI  
We were not the first Sols to live on this planet.

SEM  
Sols aren't supposed to recolonize a lost planet.

ELDER FEI  
I have the feeling that this planet had been lost for so long before us that it was forgotten we were ever here.

Elder Fei points at the painting of the Original Sol Elder.

ELDER FEI (CONT'D)  
You would recognize this Sol.

SEM  
The Elder. Why is she in this cave?

ELDER FEI  
We think she used to live here, but  
no one can tell. So little  
information was left of her after  
she strayed.

SEM  
How many know of this?

Sem gestures around them.

ELDER FEI  
Only Elder Bren, Elder Kaf, and I.  
Elder Bren forbids us from talking  
about it, but we are all aware it  
exists.

SEM  
Why would he not want this  
information to be known?

ELDER FEI  
It is against tradition. Like you  
said, Sols do not recover a planet  
we lost, yet we did. If this got  
out, as ridiculous as it would  
sound to you and I, Elder Bren's  
credibility would falter. So, we  
have kept it a secret.

SEM  
Why show *me* this place?

ELDER FEI  
I wanted you to know, to see proof  
that things can go beyond  
tradition, even with us Sols. We  
are capable. You are capable. You  
can save us.

EXT. AIRFIELD - THE NEXT MORNING

The tribe gathers once again in a wide, empty stretch of dirt. Small, single-passenger ships sit, waiting for the volunteers.

The ships' cream white color is shaded red as they reflect the setting suns. They are shaped like the Sols, round and tapered from bottom to top.

The tribe Elders award the volunteers with adventurer's capes.

Elder Fei ties the cape around Sem's neck. Elder Fei watches Sem as he rubs the thick, white, woolen fabric between his fingers.

ELDER FEI

I'll take care of Wile for you.

SEM

Thank you.

The other three volunteers fidget. Sem holds steady.

Elder Bren steps forward.

ELDER BREN

Go forth and be successful for the  
sake of our people, everywhere.

Elder Fei steps forward.

ELDER FEI

Sem. Your maps please.

Sem turns to the other volunteers. He opens his pack and hands each of them a different map. They take their maps less than enthusiastically.

Sem steps back in line with the other volunteers.

ELDER BREN

Good luck.

The volunteers board their ships.

Sem steps into his ship. It's just big enough for himself and his pack.

INT./EXT. SEM'S SHIP - CONTINUOUS

The control panel of the ship is simple and elegant with traces of ancient technology.

Sem looks out at the tribe before closing the door to the ship.

EXT. AIRFIELD - SAME

Each ship takes off in succession, Sem's leaving last.

The tribe watches the ships leave the planet. Their capes whip in the wind as Sem's ship breaks through the atmosphere.

TITLE CARD: TITAIL

EXT. TITAIL - ROCKY - AFTERNOON

Sem's ship enters the atmosphere and lands gently in a clearing among towering pillars of grey, coarse rock.

The dust settles around his ship. The hatch opens, pointing up. Sem climbs out of the ship. He jumps off and lands confidently on the hard ground.

He adjusts his new cape. Sem reaches back into the ship. He grabs his pack, opens it. Wile's head pops out. He holds a pair of binoculars in his teeth.

Sem jumps. He drops the pack. Wile jumps out. He shakes his tail.

Sem picks Wile up and puts him in the ship. He takes the binoculars from Wile's mouth. Wile tries to jump back out of the ship, but Sem pushes him down.

Wile sits. He pouts. Sem turns. He puts the binoculars to his eyes.

Wile jumps out of the ship and sits next to Sem. Sem pauses, removes the binoculars from his eyes, and looks down at Wile. Sem waves his arms in the air, shrugs.

Sem grabs the pack and slings it over his shoulder. He puts the binoculars back up to his eyes.

Sem peers through the binoculars. He scans the scenery. Towering, jagged boulders break up the horizon.

Between two enormous rocks sits a quaint village of five buildings. It looks to be about a mile away.

Sem puts the binoculars back into the pack and motions for Wile to follow him.

Wile gladly follows close behind as Sem makes his way toward the village.

Sem and Wile traverse the dangerous terrain. They climb over boulders and jump over crevasses. The towering rocks surround them.

EXT. TITAIL - VILLAGE - CONTINUOUS

Sem and Wile jump over one last crack in the ground and arrive just outside of the village. They walk to the closest building.

Each of the five buildings, of various sizes, are made entirely of pebbles. Three small creatures, resembling marmots, known as SHOON, walk through the village.

Sem approaches the three and they stop to listen. Sem pulls out his map. He points to the planet they're on. He then points to a blank spot to the right of the planet.

The Shoon blink at Sem.

Frustrated, Sem takes a book out of his pack. He points at it. The Shoon cock their heads. Sem flips through the pages and pretends to read.

One of the three Shoon approaches Wile. Wile snaps at the Shoon. It jumps back.

Sem puts his hand in front of Wile. Wile sits back down.

Two of the three Shoon scatter. The third, smallest Shoon stays. It stares at Sem. This is NI. Ni comes up to Sem, stands on it's hind legs, and reaches out for Sem's hand.

Sem hesitantly takes Ni's hand. It leads Sem toward the center of the buildings.

Ni leads Sem to the first building. Wile follows closely behind.

EXT. FIRST BUILDING - CONTINUOUS

Ni shows Sem an opening in the pebbles of the building that resembles a window. Sem peeks through and sees more rocks.

Sem turns to Ni. He shakes his head.

Ni leads him to the second building.

EXT. SECOND BUILDING - CONTINUOUS

Inside is a small table with an unlit candle on it. Three Shoon sit together, chattering to each other. They spot Sem peeking in the window and stop. They turn to look at Sem.

Sem jumps back from the window and shakes his head at Ni.

Ni leads him to the third building.

EXT. THIRD BUILDING - CONTINUOUS

Inside is what looks like a small auditorium with rocks placed at different levels for seating.

Sem once again shakes his head.

Sem looks down at Ni. He kneels down on the ground and puts his hand on its forehead. Sem's eyes dim for a moment.

Ni stands frozen, its eyes wide with awe.

Sem takes his hand away from its forehead and stands up. He nods at Ni. It nods back and walks to one of the buildings. It jumps in through the window.

Sem motions to Wile and they leave the village. The Shoon peek out of the buildings at them as they leave.

EXT. TITAIL - SHIP - LATER

Sem and Wile return to the ship. Wile jumps in first. Sem tosses his pack into the ship and climbs in. He makes sure his cape is inside the cockpit before closing the hatch.

INT. SHIP - SAME

Sem freezes. His eyes brighten.

POV SEM'S MIND

Two bright yellow lights.

A round head with thin cracks running through it.

END OF POV

INT. SHIP - MOMENTS LATER

Sem's eyes flicker. He looks down at his bag and opens the flap. Sem shakes his head.

EXT. TITAIL - SHIP - SAME

The ship takes off. Dust flies out from under it as it leaves the ground. The creatures watch the ship exit the atmosphere from outside of the buildings.

TITLE CARD: SRUNCHIN

EXT. SRUNCHIN - WATER - DAY

Sem's ship splashes down into a lake. Sem and Wile climb out of the ship and Wile jumps on Sem's "hat." Sem wades through the water that comes up to his chest. He holds his cape and pack above his head.

The water gets shallower as Sem walks. When it's down to his ankles, he puts his cape down. It dips into the water for half a second. Sem pulls his cape back into his arms and wrings out the bottom. He analyzes it.

Sem makes his way to a beautiful city with shining buildings that are so tall the tops are not visible through the clouds.

The city has a few creatures resembling herons, OOGOS, meandering about. Sem approaches one of them and attempts to get its attention. It walks by as if it didn't see him.

Sem pulls a book out of his pack and holds it out to an Oogo. The Oogo looks at him, but keeps walking.

Sem holds the book out to another Oogo while pointing at it. The Oogo points in the direction of one of the tallest buildings. It's made almost entirely of glass, with rings of chrome running diagonally up the structure.



Sem nods at the Oogo, but it's gone before it can see Sem's gesture.

Sem looks up at Wile whose leaning down over Sem's "hat" to stare at him.

Sem walks forward, holding his cape tightly.

Sem arrives at the door to the building and pulls. It doesn't move. Sem pulls harder. The water pushes against the door. Sem pulls even harder and nearly rips the door off of its hinges. He looks over his shoulder, then enters the building.

INT. SRUNCHIN - LIBRARY - CONTINUOUS

The building is lined head to toe with books of all shapes and sizes.

Sem slows down. He admires his surroundings.

Wile leans over Sem's "hat" to look at him again. Wile seems to smile.

Sem sits down at a desk, careful to hold his cape above the thin layer of water on the floor. He drops a load of books onto the desk. One topples into the water. Sem snatches it up frantically, but stops when he realizes that the book sheds the water like a duck's feathers.

Sem opens the book that fell and scans through it. The pages are worn, but extremely detailed.

A drawing of the Original Sol Elder spans across two pages. Sem studies it for a moment before flipping to the next page but--

It's not there. Two pages have been ripped out of the book. Sem feels the torn edges.

TITLE CARD: FUGHE

EXT. FUGHE - MOUNTAIN - EVENING

A fierce looking assassin, SCORDONE, with wide shoulders and spiky fur holds a dull orange Sol up by the "hat." The assassin shoves a spear through the Sol's head.

The Sol falls to the ground, its white, woolen adventurer's cape gently following. The Sol's eyes turn from white to the color of its skin.

Scordone puts his spear back into its sheath on his back. He's wearing what looks like a futuristic ski mask. It's black, made of some hard material, and covers everything but his eyes.

Scordone pulls off his mask and he's terrifying. One side of his face is completely missing skin. It's just the bone of his skull.

Scordone looks down at his wrist. He's wearing a sleek bracelet with a screen on it. The design is reminiscent of the Sol's ships.

On the center of the screen is a small red dot. It goes grey.

Scordone looks away from the screen and puts his mask back on. He turns around and walks toward a huge ship with wings that span for a mile.

A ramp opens on the ship as he gets closer.

INT. SRUNCHIN - LIBRARY - EVENING

The sun starts to set.

Wile is curled up on Sem's "hat," asleep.

The desk is littered with opened books. Sem reads through one, his eyes now glowing slightly. He slams the book down on the desk.

Sem grabs his pack from next to Wile, waking him up, and pulls out his map. He lays the map down on the desk.

He reaches back into his pack and pulls out a paint brush and small clear container of silky white paint. Sem unscrews the cap of the container and dips the tip of the brush in it.

Sem looks at the book, back at his map, back at the book, then places a small dot a couple of inches away from the dot to its left.

Sem waves his hand over the dot, rolls up the map, and puts the cap back on the container of paint. He looks around himself, then dips the paint brush into the water on the ground. He swishes it around.

The paint drifts around his feet, then disappears.

Sem freezes. His eyes blaze.

## POV SEM'S MIND

Sem's painting of the Sol Elder flutters in the darkness. A small flame sparks on the bottom right corner. It engulfs the painting in an instant.

In the smoke, the Sol Elder materializes. She opens her hand. A Sol seed floats an inch above her palm. It gives off a soft glow. The seed gently falls into the Elder's hand. She looks down at it.

The Sol Elder crushes the seed. She opens her hand and tiny, dull particles pour off. The particles settle on a black surface. They swirl and form a monochrome version of the field on Confrina.

Shriveled, growing Sols sprout out of the field. They collapse in succession.

END OF POV

Sem jolts. The table shakes.

Wile stands up. He watches Sem.

Sem looks at Wile. His eyes flicker. He opens his pack and pulls out his painting of the Sol Elder. Sem unfolds the paper. The Elder seems to stare back at Sem.

INT. LIBRARY - LATER

Sem packs up his things. He organizes the books. He puts each and every book back where it belongs.

EXT. SRUNCHIN - NIGHT

Sem's ship takes off from the water. It creates an enormous wave.

EXT. YITANN - BUSTLING CITY - NIGHT

AUNKER, a young KIVAL, moves silently through the buildings. He scans his surroundings.

Aunker is very tall and skinny, has green, feathery skin, a lizard-like face, talons on his feet, a long tail of light yellow feathers, and a large feather protruding out of the top of his head. He wears a vest and holster.

Aunker squints into the fog growing around him. There's no one else in sight.

A faint glow pierces the haze. Aunker approaches it.

EXT. YITANN - GOLAN'S BAR - CONTINUOUS

Aunker looks up at the glowing sign above the door before entering.

INT. GOLAN'S BAR - CONTINUOUS

It's nearly empty. Two rough looking creatures sit at separate tables in the back.

Aunker sits at the counter. He takes a deep breath.

GOLAN glides out from behind the wall of bottles behind the bar. She wipes her hands on a stained cloth.

Golan is part robot, part squirrel creature. She is so tall that her head almost touches the ceiling.

Golan lifts her head. She drops the cloth.

GOLAN

Aunker.

Aunker grins.

AUNKER

Hi again.

Golan puts her hands on the counter and looks Aunker up and down.

GOLAN

I was sure you'd never be back.

AUNKER

Here I am.

GOLAN

What are you doing here?

AUNKER

I wanted to come say goodbye.

GOLAN

You don't have to say goodbye.

AUNKER

I'm going home, Golan.

(beat)

I've been doing transport jobs, got myself my own trash heap of a ship, and raised enough to let me go.

(beat)

I only have a few more jobs after that till I'm home free.

(beat)

I leave tomorrow.

Aunker pulls a piece of paper out of his vest pocket. He unfolds it and lays it on the counter.

AUNKER (CONT'D)

I've only got these left. One on Mell, one on Jule, Quimesk, Io, Sonea, and Lotheren. That's it. Then I'm out of here.

Golan sighs. She looks down at her hands, then back up at Aunker. She smiles, tears in her eyes.

GOLAN

I'm so happy for you.

Aunker grabs Golan's hand and squeezes it.

AUNKER

Thanks for everything. I mean it. I wouldn't be here without you.

He smiles.

EXT. GOLAN'S BAR - LATER

Aunker gazes up at the sign above the door.

AUNKER

(whispers)

Goodbye, Golan.

He turns and walks into the fog.

INT. GOLAN'S BAR - LATER

Golan wipes a tear from her eye. She scrubs the counter without looking at it. She knocks a piece of paper onto the floor. Golan spots it, bends down, and picks it up.

It's Aunker's list.

Golan neatly folds the list and puts it in her pocket.

EXT. YITANN - LATER

Aunker moves slowly through the fog. He peers around himself, but the haze is so thick he can't see a foot in front of his face.

It's quiet.

Then, FOOTSTEPS. Aunker freezes. The footsteps get closer. Aunker swivels to look behind him, hand on his holster.

VOICE (O.S.)  
You shouldn't be in this part of  
town.

The voice sounds as if it's coming from a completely different direction from the footsteps. Aunker swivels again.

AUNKER  
I'm just trying to get home.

VOICE (O.S.)  
That's where we're going to take  
you.

AUNKER  
No it isn't.

VOICE (O.S.)  
We're going to return you to where  
you belong and earn a year's worth  
of pay doing it.

AUNKER  
A year, huh? I'm a little  
flattered.

VOICE (O.S.)  
You're not protected here like in  
your precious city square.

AUNKER  
I'm not going back.

VOICE (O.S.)  
That's what we thought.

A bright red orb shoots past Aunker's face. Aunker looks in the direction it came from and squats down. He quickly crawls ten feet to his right. He gets up and runs toward the origin of the orb.

Two more red orbs fly past Aunker's leg and torso. Aunker pulls out his gun and aims it ahead of him. Another orb shoots toward Aunker's head. He dodges it.

The glow from the orb illuminates the face of the creature that fired it. The creature is short, hairy, and has large, dragonfly-like wings.

Aunker spots the creature, aims his gun down, and fires. The creature's foot catches fire. It SCREAMS.

Two more similar looking creatures approach Aunker, firing their weapons all the way. Aunker runs at them, slides on the ground, and kicks one's legs out from under it.

The other creature swings its weapon at Aunker's head. Aunker catches it. The creature kicks Aunker in the stomach. He coughs, but doesn't let go of the creature's weapon. The creature lifts Aunker up.

Aunker shoots the creature in the shoulder. It SHRIEKS and drops Aunker. He crouches for a moment, then stands up straight. He looks around himself at the three injured creatures. He dusts himself off.

Aunker walks away.

AUNKER  
Get out of my way.

BEGIN MONTAGE

EXT. ABANDONED PLANET - EVENING

Sem walks through the ruins of a sprawling city. Rubble is piled up around giant shards of metal and rock. It towers above Sem and Wile as they make their way down what used to be a street.

The wind whips through the broken structures, making Sem's cape fly parallel to the ground. Wile holds on tightly to Sem's "hat."

## EXT. LUSH PLANET - MORNING

Sem's ship lands amongst thick greenery. Enormous trees tower above. The ground is made up of dense moss.

Sem holds up his map to a group of WALU, colorful bird-like creatures. They don't understand.

Sem cautiously puts a hand on one of the Walu's heads and closes his eyes.

The Walu nods, takes the map from Sem, and points about an inch from the planet furthest to the right.

Sem pulls out a paint brush and white paint from his pack. He adds a dot to the map.

## EXT. FIRE PLANET - NIGHT

Lava waterfalls flow on all sides.

Sem shows his map to a couple of SLOR, lava creatures that resemble buffalo.

Wile pokes his head out of Sem's pack.

The Slor shake their heads.

Sem puts his map back in his pack.

## INT. SKY PLANET - LIBRARY - DAY

Sem sits at a floating desk. He flips through a book. Bookshelves span seemingly forever in front of him.

Behind Sem is a wall of windows. Faintly glowing clouds glide by. Other glass structures float nearby.

Sem spots a page in the book depicting a bustling city.

He grabs the map and paint out of his pack and adds a new dot half an inch from the planet furthest to the right.

END OF MONTAGE



TITLE CARD: YITANN

EXT. YITANN - DAY

Sem fights through a crowd of creatures of all shapes and sizes.

Sem holds up a book. He points at it and shows it to the crowd. They shove past him, oblivious.

Wile peeks out of Sem's pack. He growls at the passersby. They don't notice.

Sem pushes Wile to the side of his pack. Wile jumps out of the pack and onto Sem's "hat."

Sem grabs the map out of his pack. He puts the book back. He holds the map out in front of him.

Someone bumps into Sem and knocks the map out of his hands. The map goes flying through the crowd.

Sem chases the map as it weaves in between creatures. Wile jumps down and chases it too. Sem bumps into creatures left and right. They HUFF at him.

Sem barely catches the map mid air before it's sucked into an incinerator.

Sem sits down on the trash-covered ground. His cape sits in a puddle of blue liquid. He sees it, but doesn't move his cape. Sem puts the map back into his pack.

Wile jumps on Sem's "hat." He leans over the front to look at Sem. Sem avoids eye contact.

Sem pulls out his painting of the original Sol Elder and unrolls it. He looks at it for a long moment before rolling it back up and stowing it in his pack.

Sem stands up. He moves back toward the crowd, but stops.

In the distance, over the crowd, Sem spots something: a tall, yellow and orange feather.

Sem stands, his eyes never leaving the feather. His eyes glow brighter.

He gravitates toward the feather, back through the crowd. No one bumps into him.

Sem breaks into a clearing.

EXT. AUNKER'S SHIP - CONTINUOUS

Aunker stands in front of a large, rusty, imposing ship.

Aunker grabs metal containers that come up to his waist and hoist them into an open door on the side of the ship. They CLANG when they hit the ship. He's not even breaking a sweat.

Aunker keeps his eyes focused on the containers.

Creatures move around Aunker, but give him space. He towers above them all and moves as if they don't exist.

Sem stops in his tracks about 30 feet from Aunker.

Wile hops down off of Sem's "hat." Wile GROWLS at Aunker.

Sem carefully steps toward Aunker. He adjusts his cape and pack.

Wile stays put for a moment, but gives up when he sees Sem isn't stopping.

Aunker tosses in container after container, eyes focused on them.

Sem approaches Aunker and stops less than ten feet from him. He waits.

Aunker runs out of containers in one pile. He moves on to the next.

Sem follows.

Aunker grabs a container and swings it toward the ship, but stops mid-swing when he sees Sem. Aunker cocks his head. He raises his eyebrows. He looks Sem up and down, then at Wile. He still growls at Aunker.

AUNKER

Uhhhh... Can I help you?

Sem reaches into his pack and grabs his map. He holds it up to Aunker. Sem points to the planet furthest to the right.

AUNKER (CONT'D)

Yeah, that's where you are.

Sem reaches into his pack again, this time grabbing the thick book. He opens it to the chapter on Eema. He shows it to Aunker.

AUNKER (CONT'D)

I don't understand. I've got work to do.

Aunker throws the container into the ship and reaches for another.

A hand slams down on the container.

Aunker stops, looks up, and sees three imposing, frog-like creatures. The one in the middle, KRYK, keeps his hand on the container.

Aunker looks from the creatures to the hand, and back up to the creatures.

Sem steps back. He pulls his book under his cloak.

KRYK

You about done with that?

Aunker stands up straight. He puts his hands on his waist.

AUNKER

I'd tell you that you could probably figure that out on your own, but you look so dumb that I'm starting to think that was an actual, genuine question.

KRYK

You're going to wish you didn't say that.

Aunker chuckles.

AUNKER

Am I.

KRYK

You didn't deliver to Dayem like you agreed.

AUNKER

Dayem? She hasn't paid for the last shipment. Why would I come back?

KRYK

Because if you don't, she'll report you.

AUNKER

Report me for what?

KRYK

You know for what, drudge.

Aunker puts his hand on his holster.

Wile jumps toward the creatures and growls. They laugh at him.

KRYK (CONT'D)

What are you going to do, little  
Incite? Your species doesn't  
realize how small they really are,  
do they?

Kryk moves toward Wile.

Sem sprints toward the three creatures. He opens his cloak. His spider-like arms and legs are pointed at the ends. He almost seems to grow taller.

Sem's eyes brighten. They're almost fiery.

The three creatures freeze, eyes wide.

KRYK (CONT'D)

A-A Solum.

Aunker stares at Sem.

Kryk looks back at Aunker.

KRYK (CONT'D)

(shaken)

Deliver what you agreed to.

AUNKER

No.

Kryk opens his mouth to speak, but stops before he makes a noise. Sem looms over him.

Kryk motions at the other two creatures. They leave in a huff. None makes eye contact with Sem.

Sem pulls his cape back over his body. He turns to look at Aunker.

Aunker stares at Sem.

INT. AUNKER'S SHIP - DAY

The interior matches the exterior. It's terribly run down, but it's not dirty.

The upholstery is a dull grey with dingy gold seams. Some of the metal floor panels peel up and expose the wiring underneath.

Pale green fabric hangs in pieces from the ceiling, which is covered in blinking buttons and dials.

Sem sets his pack down on a tattered seat. Wile jumps out of the pack and sits down. Sem sits next to Wile.

Aunker loads in the last container. He slams it down on top of another.

Aunker closes the door to the ship. He strides past Sem.

INT. AUNKER'S SHIP - COCKPIT - CONTINUOUS

The seats are even more worn than in the main ship. The colors are the same, but the design on the back of the seats is more detailed and done in the same gold as the seams.

The entire front panel of the cockpit, from top to bottom and about as wide as one seat, is tinted glass. Surrounding that are layers of buttons, dials, and switches.

Aunker takes his holster off and tosses it onto the console to his left. Some of the buttons BEEP upon impact.

Aunker takes a breath.

Aunker bends stoops back through the doorway to the cockpit.

INT. AUNKER'S SHIP - DAY

Aunker sits opposite Sem. He stretches out.

Wile growls at Aunker.

AUNKER

Do you mind telling your little  
guard there to settle down?

Sem looks at Wile. Wile looks back. He lays down, but keeps his eyes on Aunker.

AUNKER (CONT'D)

What do want?

Sem pulls out his map. He shows it to Aunker.

AUNKER (CONT'D)

Ok, but what do you want me for?

Sem gets up. He moves toward Aunker.

Aunker stands. He backs away from Sem.

AUNKER (CONT'D)

Whoa whoa whoa. What are you doing?

Sem stops. He reaches his bony hands out at Aunker. Aunker's eyes go wide. He puts his hands up.

Sem's eyes glow.

Aunker stops. He backs up to the seat and sits down.

Sem walks up to Aunker and gently puts his hands on the sides of Aunker's face. Aunker looks up at Sem.

Sem closes his eyes.

Aunker's eyes stay wide open. He GASPS.

POV AUNKER'S MIND

A FLASH of colors and shapes flood Aunker's mind. Confrina forms in jagged and random shapes. SCREAMS overcome the shape of Confrina. They break apart and form the shriveled young Sol.

END OF POV

INT. AUNKER'S SHIP - CONTINUOUS

The flash of colors fades from Aunker's eyes. He stares at Sem.

Sem takes his hands off of Aunker's head. Aunker swallows hard. He gets up and walks away.

EXT. AUNKER'S SHIP - CONTINUOUS

Aunker stomps down the ramp. He sits down on it. He wraps his arms around his knees.

Sem lingers behind Aunker.

AUNKER  
I can't help you.  
(beat)  
I can't just drop everything. I'm  
sorry, but no way.

Wile and Sem look at each other, then back at Aunker.

Aunker gets up. He marches back into the ship. He avoids eye contact. Sem quietly follows Aunker.

INT. AUNKER'S SHIP - MOMENTS LATER

Aunker trudges through the hallway. He stops at a wall, opens it, and digs around. He closes the panel. He turns. Sem stands in front of him.

Aunker jumps. He yells.

AUNKER  
What are you doing in here?

Sem holds his map out at Aunker. He glances at it.

AUNKER (CONT'D)  
I said no. And now you're  
trespassing.

Wile bites one of Aunker's tail feathers. He growls. Aunker bends down, grabs Wile, and gently tosses him away.

AUNKER (CONT'D)  
I've got work to do. Get out.

Aunker takes a step toward Sem and Wile. They turn. Wile lets out one last growl.

INT./EXT. AUNKER'S SHIP - COCKPIT - EVENING

Aunker peers through the window. Sem and Wile wander around the street. They sit down opposite the ship, in front of a rough looking building.

Aunker watches them. He sighs and puts his head in his hands.

## POV SEM'S MIND

The Sol Elder from Sem's painting stands in the middle of a series of caves. The surface of the caves is a glassy, dark purple.

END OF POV

Sem's eyes flicker. He puts his hands on his head. Wile whimpers.

Sem pulls his map, paint, and brush out of his bag. He adds a silky white symbol to the map. He looks up to the cockpit of Aunker's ship.

## BEGIN MONTAGE

- Aunker looks up again. A creature shoos Sem and Wile away. They wander closer to the ship.

- Aunker tries to avoid looking out the window as he cleans his gun.

- The sun slowly dips below the horizon.

- Aunker eats a meal. He watches Sem and Wile sit still next to his ship.

- Aunker drags his hands down his face. He groans.

END OF MONTAGE

## EXT. AUNKER'S SHIP - MORNING

Sem sits just outside the entrance. Wile is curled up on his "hat," asleep.

Aunker saunters down the ramp. He sighs and motions toward Sem.

AUNKER

Come on.

## INT. AUNKER'S SHIP - MORNING - LATER

Aunker sits down next to Sem.



AUNKER

Ok. I'll take you with me-- BUT!  
You do what I say, when I say it.  
I've got jobs to do. If you get in  
the way, you're on your own. Just  
like that.

Aunker snaps.

Sem's eyes glow brighter. He nods.

INT. AUNKER'S SHIP - COCKPIT - DAY

Aunker flips switches and pushes buttons. The ship revs. It  
lifts off.

EXT. AUNKER'S SHIP - DAY

The ship leans back. It blasts off. The surrounding creatures  
block their eyes from the stirred up dust. Their clothes and  
shop stands whip in the wind.

The ship shoots into the sky and out of the atmosphere.

EXT. TITAIL - NIGHT

Scordone holds a flailing Ni up by the scruff. He tosses Ni  
aside and kicks over one of the rocky buildings.

Scordone examines the screen on his wrist as he trudges away.

BEGIN MONTAGE

INT. CLIENT 1 FACILITY - EVENING

Aunker stacks dark grey containers in a corner of a large,  
concrete warehouse-like building. It's completely empty  
except for a small, plain desk.

Sem and CLIENT 1, who resembles a small, yak-like creature  
sit at the desk together. The client's fur hangs in its eyes.

Sem and the client pour over maps of all shapes, sizes, and levels of disrepair.

Sem nods at the client as the client sings in a quiet, sweeping tone.

Aunker rolls his eyes.

INT. AUNKER'S SHIP - NIGHT

Sem spreads his map out on a table. He adds a point of silky white paint.

INT. CLIENT 2 STORAGE UNIT - DAY

Sem sifts through piles of metal and plastic junk.

Aunker packs heavy metal containers into the unit.

AUNKER  
(to Sem)  
Stop that.

Sem ignores Aunker.

Sem stands up straight. He holds a small book. Sem brushes dust off of the cover with his hand.

CLIENT 2, a large creature resembling a squid mixed with a turtle, saunters by. It stares at Sem.

Sem puts the book back into the pile.

The client HUFFS and leaves. Aunker tracks the client until he is out of sight.

AUNKER (CONT'D)  
(loud whisper)  
You're going to get my pay docked.

Aunker looks away.

Sem carefully picks the book back out of the pile. He sneaks it into his pack.

INT. AUNKER'S SHIP - DAY

Sem unfolds an additional flap on his map and adds a planet.

Aunker watches him.

INT. CLIENT 3 BARN - DAY

Farm animals of all different colors that vaguely resemble cows, pigs, and sheep push Aunker around as he unloads crates from his ship.

Aunker pushes them back.

AUNKER

(to Sem)

Hey, you gonna help me or what?

Aunker sets the crates down in amongst hay.

Sem pets one of the animals.

END OF MONTAGE

TITLE CARD: QUIMESK

INT. QUIMESK - CLIENT 3 HOME - DAY

The house is sparsely decorated. A thin layer of dirt coats everything.

Light streams in through tiny cracks in the wooden walls.

Sem sits on a large, soft couch. Next to him are two small creatures that look like round dogs with horns. CLIENT 3 is smaller than the other.

She speaks with a thick accent.

CLIENT 3

You might ask Pensmo. He's the oldest creature on the planet. He's been here for almost a thousand years.

The client pulls out a piece of wrinkled paper and primitive-looking writing utensil. She draws circles and arrows on it.

CLIENT 3 (CONT'D)

Just go over the hill to the east and turn right at the stables. Less than one hundred steps from there is Pensmo's house. He should be able to help you. But be aware, he hasn't had a visitor in quite some time.

EXT. PENSMO'S HOUSE - AFTERNOON

It's small and run-down. It more closely resembles a shed than a house.

Sem and Aunker approach.

AUNKER

I don't know what this Pensmo could know that you don't already know.

Sem looks at Aunker.

AUNKER (CONT'D)

I think we should just go. We don't need him. We have your map. And I have jobs to finish.

Sem stares at Aunker.

Sem KNOCKS on the door three times.

Nothing.

AUNKER (CONT'D)

I don't think this guy's home.

After a few moments, Aunker knocks again.

AUNKER (CONT'D)

I don't have time for this.

Aunker turns to leave.

This time, rustling comes from inside.

Sem and Aunker look at each other.

Sem gazes down at Wile.

A small, tired-looking creature, PENSMO, opens the door just a crack. He peeks out. His long nose barely extends past the door jam.

PENSMO

Hombe?

AUNKER

What the?

Aunker glances at Sem.

Pensmo opens the door wider. He steps further through. His brows are furrowed.

PENSMO

Hombe.

AUNKER

Hombe?

PENSMO

Hombe!

AUNKER

Hombe? What?

Pensmo slams the door closed.

AUNKER (CONT'D)

(to Sem)

What did I even say?

Sem KNOCKS on the door again, harder.

Pensmo swings the door open all the way.

PENSMO

Hombe!

Pensmo resembles a mole in shape, but his skin is covered in loose, chipping scales instead of fur.

AUNKER

I don't understand what you're saying!

Sem ignores Aunker. Sem holds out his hand to Pensmo, palm up.

Pensmo backs away and moves to close the door again, but Sem holds it open with his other hand.

Pensmo looks Sem up and down.

PENSMO

You're a Sol, aren't you?

Sem nods.

Pensmo considers this for a moment, then opens the door all the way.

PENSMO (CONT'D)

Go ahead, then.

Sem steps closer to Pensmo and gently places his hand on Pensmo's shoulder.

## POV PENSMO'S MIND

A flash of light and color blast into view. The colors begin to take shape. Simple, smoke-like images float through the space, winding around each other. Some lingers longer than others.

The shape of Sem's Sol Elders flows by as the field of growing Sols takes its place.

The suns of Confrina shine brightly behind it all.

A dark, looming shape of the shriveled, dead, young Sol assaults the otherwise warm and fantastical arrangement of shapes and colors.

The shape of the young Sol is broken into wisps as the shape of a map with glowing white dots pushes into it from behind.

END OF POV

## INT. PENSMO'S HOUSE - AFTERNOON

Pensmo, Sem, and Aunker sit at a small, rickety, wooden table. Pensmo sits as far from Aunker as he can while still being at the table. The chairs they sit in look as though they've been through a sand storm and were never repainted.

Wile lies on the floor next to Sem's feet.

The inside of the house matches the outside. It's worn beyond repair and looks as though it should have collapsed years ago.

It's sparse, with only a lantern in one corner and a bucket with a spout in another.

The warm glow of the lantern makes it feel cozy despite its lack of comforts.

## PENSMO

What I know of the Solum species is quite limited as I haven't met one in decades, but my understanding of the species leads me to believe that not much has changed, is that correct?

Sem nods.

PENSMO (CONT'D)  
Eema is the home world of the Sol,  
but you already know this. The  
reason it was lost, however, you  
may not. Millions of years ago,  
there was a bright, young Sol named  
Dereste.

POV SEM'S MIND

INT. CAVE - UNKNOWN

It's dark except for periodic purple glints of light from the  
glassy walls.

An outline of a Sol materializes out of grey smoke.

PENSMO (V.O.)  
She was one that the Sols wrote  
about time and time again because  
of her brilliance.

The smoke forms Dereste. She stands up straight, unwavering.  
She's beautiful. The charms on her "hat" gently swing back  
and forth. Her cape flows behind her.

PENSMO  
She was wise beyond her years.  
Wiser than any Sol Elder had ever  
been. Granted, this was the  
beginning of the Sol species as a  
whole so she wasn't compared to all  
that many Sols, but regardless, she  
is still considered, to this day,  
to be the most brilliant Sol who  
ever lived.

Dereste's eyes blaze.

END OF POV

Sem's eyes brighten. Pensmo notices.

PENSMO  
Or so I've heard.

Sem reaches into his pack. He pulls out his painting of the original Sol Elder.

Pensmo takes the painting. He examines it.

PENSMO (CONT'D)  
You know of her?

Sem nods.

PENSMO (CONT'D)  
I assume all you know is what  
you've read. Your elders wouldn't  
dare tell you about her. She's a  
bit of a taboo topic nowadays.

AUNKER  
Why's that?

PENSMO  
Well, she strayed a bit from the  
Sol ideals.

AUNKER  
Just a bit? And now she's taboo?

Pensmo rolls his eyes at Aunker.

PENSMO  
She strayed far. So far that she'd  
be banished from all Sol contact  
for the rest of her life.

AUNKER  
What did she do?

PENSMO  
That, I do not know. The Sols don't  
even remember what she did to  
deserve such a fate. No living Sol,  
that is.  
(to Sem)  
Hand me your map.

Sem pulls his map out of his pack. He rolls up the painting of DERESTE and carefully stows it in his pack.

Sem hands the map to Pensmo. Pensmo takes it and unfolds it.

AUNKER  
How did you know about his map?



PENSMO

I know an adventurer when I see one.

Pensmo winks at Sem.

PENSMO (CONT'D)

Every good adventurer has one.

Sem runs his hand over his cape.

Aunker watches Sem.

Pensmo smooths out Sem's map. He points to an empty space far from the one furthest to the right.

PENSMO (CONT'D)

This area is said to be where Eema is. No one can be sure, but that's what's been passed down to me at least.

INT. AUNKER'S SHIP - NIGHT

Sem adds the new point to his map. Aunker watches.

AUNKER

I have a couple of more stops to make. Then I'll take you there. Deal?

Sem nods.

TITLE CARD: IO

INT. IO - CLIENT 4 INDUSTRIAL BUILDING - DAY

Sem carries a box relatively easily considering its size. Wile drags a smaller one behind him.

Aunker watches them carefully.

Sem sets the box among a pile of others. Wile flings his box next to Sem's.

AUNKER

Hey! Be careful with those.

Wile huffs at Aunker. He grabs a new box.

Sem picks up another box.

The hatch to a large piece of machinery opens as Sem turns toward the pile of boxes.

AUNKER (CONT'D)  
Watch out for the compactor. Don't  
get too close, it'll--

The box Sem was carrying starts floating. It is sucked into the machine. What look like glowing, purple noodles come out of the hole and grab the box in a split second. Sem's box is disintegrated instantly.

The noodles grab Wile's box as well.

Aunker's mouth falls open. He drops his own box and storms over to Sem.

AUNKER (CONT'D)  
That's it. You've been nothing but  
dead weight and now you've cost me  
this job. Find your own way.

EXT. IO - CLIENT 4 INDUSTRIAL BUILDING - DAY

Aunker's ship lifts off. Sem and Wile watch from the ground.

EXT. YITANN - OUTSKIRTS - AFTERNOON

Sem's ship lands lightly. He climbs out, Wile not far behind. Sem looks around, then at Wile.

EXT. YITANN - BUSTLING CITY - LATER

Sem holds up his map to passing creatures. They ignore him.

Golan walks through the crowd 100 feet from Sem and Wile. She struggles to carry a huge jar of what looks like orange preserve. She spots Sem and Wile.

GOLAN  
Now, what the?

Golan shifts the jar to get a better grip, then heads toward them.

Sem doesn't see Golan approach.

GOLAN (CONT'D)  
What do you two think you're doing?

Sem turns quickly to look at Golan. Wile sits down. Golan considers both of them in turn.

GOLAN (CONT'D)  
Well? Are one of you gonna speak,  
or will it just be me?

Sem holds up his map to Golan.

GOLAN (CONT'D)  
What?

Golan skeptically leans in to examine the map. She focuses on the planets furthest to the right.

GOLAN (CONT'D)  
Wait.

Golan puts the jar down with a THUNK. It lands on a PASSERBY's foot. They yell.

GOLAN (CONT'D)  
Sorry. Sorry.

Golan picks the jar back up. The passerby grumbles to themselves as they limp away.

GOLAN (CONT'D)  
(to Sem)  
You just gotta ignore most of the  
creatures here.

Golan sets the jar down more carefully this time. She gets closer to the map and points at the planet furthest to the right.

GOLAN (CONT'D)  
This is Io, is it not?

Sem nods.

Golan points at the dot just left of Io.

GOLAN (CONT'D)  
Quimesk?

Sem nods.

Golan points to the planet just to the left of Quimesk.

GOLAN (CONT'D)  
Jule?

Sem nods.

Golan points to the dot left of Jule.

GOLAN (CONT'D)  
Mell?

Sem nods.

GOLAN (CONT'D)  
Will you come with me?

Sem nods. He grabs the jar and carries it with ease. Golan is taken aback for a moment.

GOLAN (CONT'D)  
Well, thank you.  
(beat)  
This way.

Golan leads Sem and Wile through the crowd.

INT. GOLAN'S BAR - LATER

Sem sets the jar on the counter.

Golan strolls around the counter. She grabs the jar from the other side. She struggles to lift it. Golan puts the jar on the ground under the counter. She grunts.

Golan stands up. She sighs. She gestures at the bar stools.

GOLAN  
Please. Sit down.

Sem sits on one of the stools. He's barely shorter than when he stands. Wile hops up on the stool next to Sem.

GOLAN (CONT'D)  
What were you doing going to all those planets? You travelling or something?

Sem shakes his head as if to say "kind of."

GOLAN (CONT'D)  
Travelling forrrrrr work? Pleasure?

Sem stares at Golan.

GOLAN (CONT'D)  
Why don't you say anything?

Golan analyzes Sem's face.

GOLAN (CONT'D)  
You don't have a mouth, I guess.  
Don't worry. I can do enough  
talking for the both of us.

Wile hops up on the counter and lays down. Golan pets him.

GOLAN (CONT'D)  
The reason I ask you why you were  
visiting those planets is because a  
friend of mine was planning on  
going to those planets as well.

Sem's eyes blink.

GOLAN (CONT'D)  
Now. This'll sound weird if you  
don't, but do you know a Kival  
named Aunker?

Sem's eyes glow brighter.

GOLAN (CONT'D)  
Your eyes just got brighter. Does  
that-- What does that mean? Do you  
know him or is that just a thing  
your species does? Or I guess it  
could be both.

Sem stands up. He reaches for Golan's shoulder. She stares at  
his hand.

GOLAN (CONT'D)  
What?

Sem points at Golan's shoulder.

GOLAN (CONT'D)  
Uhh... ok. Sure, I guess. Go ahead.  
I don't know why--

Sem places his hand on Golan's shoulder. Her eyes widen.

POV GOLAN'S MIND

Mist forms into the shapes of:

Sem scares off Kryk.

Sem sits outside of Aunker's ship. Aunker motions for him and Wile to come inside.

Flashes of Mell, Jule, and Quimesk.

It fades in. Sem's container is burned. Aunker is furious. His ship leaves Sem and Wile behind.

END OF POV

Sem removes his hand from Golan's shoulder. He sits back down. Golan blinks.

GOLAN (CONT'D)  
Wow. Incredible.  
(beat)  
Aunker was helping you?

Sem nods.

GOLAN (CONT'D)  
Then he got a little hot-headed and left you to your own devices. That sounds about right. He's loyal, don't get me wrong. He's just no nonsense, that's all. Nothing against you.  
(beat)  
So you came back here to look for more help?

Sem nods again.

GOLAN (CONT'D)  
Well I hate to tell you, but you're not going to find any. Creatures here are not ones you want be around. Let alone ones you can trust. You just happened to find the one who looks bad, but is actually good.

Sem points at Golan.

GOLAN (CONT'D)  
Me? No. Well, I guess I'm a good  
one too.

Golan grins.

GOLAN (CONT'D)  
I can help you find Aunker again.

Sem shakes his head slowly.

GOLAN (CONT'D)  
Don't worry. He'll help you. I know  
him well.

Golan slides her hand toward Sem. Sem looks down at it. He touches her hand.

POV GOLAN'S MIND

YOUNG GOLAN pulls back branches on a dead bush. She spots CHILD AUNKER crouched behind it. He cries. Young Golan sighs.

Young Golan stands. She peers over a ridge behind the bush. Below are hundreds of Kival. They carry large rocks from one side of the ridge to the other. They trudge back and forth.

Large, ugly, bear-like creatures with vines for fur, called GRONO, shout at the Kival. The Grono point their guns at the Kival.

Young Golan crouches back down to child Aunker. She picks him up, cradling him. He sobs and reaches toward the other Kival.

END OF POV

Golan sniffs.

GOLAN (CONT'D)  
They eventually found him and took  
him from me again, but I did get to  
raise him into his teenage years,  
so I know how to deal with his  
brattier side.

Golan chuckles.

Sem slowly pulls his hand away from Golan's. He nods.

Golan takes Aunker's list out of her pocket and holds it up for Sem.

GOLAN (CONT'D)  
I know where he's going next.

EXT. GOLAN'S BAR - LATER

Sem grabs Golan's hand with both of his. He shakes it warmly.

GOLAN  
My pleasure. It's what I do. I hope  
you find your way. But I also hope  
we meet again one day.

EXT. YITANN - SEM'S SHIP - NIGHT

The streets are full, but less chaotic than earlier.

Sem puts his pack in his ship. Wile jumps in. Sem climbs in after him.

INT. SEM'S SHIP - NIGHT

Sem opens his pack as the door to the ship closes. He pulls out the map and examines it.

There's a new dot furthest to the right.

TITLE CARD: SONEA

INT. SONEA - CLIENT 5 HOUSE - LIBRARY - MORNING

Aunker unloads stacks of small containers from his ship.

The room is gorgeously lavish. The floor is an incandescent, semi-transparent marble. A royal blue, round rug sits in the middle of the circular room. The ceiling is domed and covered in glass. Rainbow light streams through.

Books line the walls. They float in neat rows as if they're sitting on shelves.

Sem peeks out from behind one of the rows of books. He sees Aunker. Aunker doesn't see him.

Wile pokes his head out of Sem's pack. Aunker turns to grab another container. Sem quickly hides behind the books.



Sem notices the books. He takes one more peek at Aunker, then looks up.

Sem quietly walks the perimeter, looking up and down the rows of books. He runs his hand along the bindings, shifting them slightly before they glide back into place.

Aunker slams down more boxes. The pile is up to his hip now.

Sem's eyes glow.

He spots a book with a Sol head painted on the binding. It's faded and peeling. The binding is a dark blue-grey and the Sol head is gold.

Sem reaches for the book far above his head.

He admires the cover. It's relatively plain, but when he tilts the book at an angle, incredibly intricate golden designs reveal themselves.

Sem opens the book. He casually flips through it. He spots the word "Eema" written in beautiful, flowing font.

He pulls his map out of his pack and unfolds it.

CRASH!

The wall next to Aunker explodes. Sem drops the book and his map as the rest of the floating books fall to the ground. Aunker shields his eyes.

Sem runs around the book shelves.

The air is sucked out of the room. Sem's cape whips toward the hole in the wall.

The map lifts up into the air. Sem spots it. He lunges for it. The map shoots toward the hole and out. Sem holds his hand out toward where the map was less than a moment ago. His eyes dim.

Aunker notices Sem.

AUNKER

How did you--

The air stills as a blinding light shines through the enormous hole in the wall.

Aunker shields his eyes again.

The light illuminates dust that still lingers in the room.

Sem falls to his knees. He puts his head down.

Through the hole walk five burly Grono. They each have huge weapons in their hands.

Sem looks up. He jumps to his feet.

Aunker backs up.

The last Grono to walk through the hole in the wall is BHO, the largest of all. His vines are a deep, forest green.

Bho's voice booms.

BHO

Aunker!

AUNKER

(to himself)

Great.

Bho's head snaps in Aunker's direction.

The dust finally settles completely.

Aunker stands up straight. He puts on a fake smile.

AUNKER (CONT'D)

Hey guys.

Bho grins and cocks his head.

BHO

You're a long way from home,  
drudge.

Aunker's smile fades.

AUNKER

I have been for a long time.

BHO

Come on now. We'll take you back.

Aunker takes a step forward.

AUNKER

That is not my home and you know  
it.

Bho smiles wider.

BHO

Doesn't matter.

The other four Grono move toward Aunker. They are KROLAO, DETRIW, HAR, and YJU.

Aunker pulls a gun out of his holster and points it at Bho.

BHO (CONT'D)

Really?

Bho rolls his eyes.

As Aunker's finger closes around the trigger, a vine from Krolao grabs the gun and yanks it out of Aunker's hand.

The vine pulls the gun toward Krolao's body. The gun disappears amongst the tangle of vines that is its fur.

Detriw grabs Aunker's arm.

Aunker yanks his arm, but it doesn't budge.

AUNKER

Sem!

Sem is frozen. He doesn't even blink.

Yju looks at Sem and moves toward him.

BHO

Don't bother with that creature.  
It's no use to us.

Yju returns to Bho's side.

Har grabs Aunker's other arm. Har and Detriw pull Aunker toward the hole in the wall.

Bho, Yju, and Krolao follow.

Sem runs at them. He grabs Bho's arm.

POV BHO'S MIND

Frantic multicolored lights, colors, and shapes flash.

END OF POV

Bho shakes Sem off. He kicks Sem.

Sem falls into a pile of books.

Wile pops out of Sem's pack. He growls.

Aunker struggles, but makes no progress. They drag him through the hole in the wall.

A RUMBLE shakes the room.

Sem sprints toward the hole. Wind whips his cape. He disappears into the bright light.

INT. GRONO SHIP - CARGO HOLD - LATER

Various containers, equipment, and small creatures in cages fill the small room.

The walls are rusting and covered dry vines.

Sem sticks his hand through a pile of junk. He climbs up on top of the pile.

Sem crawls up the junk to a panel that is peeling away.

Sem grabs the corner of the rusty panel and yanks. He pulls it down until the opening is big enough to fit through. He peeks out and crawls through.

INT. GRONO SHIP - CONTINUOUS

Sem carefully makes his way through the old, decrepit hallways. The main ship is like the cargo hold, just without the junk.

Tubing runs along the top and bottom of the walls of the long hallway. Sem hugs the wall as he creeps forward.

Three new Grono round the corner. They spot Sem. They yell and run toward him.

Sem's eyes glow. He sprints away from the Grono.

Sem rounds a corner and spots a door. He runs toward it, grabs the handle, and pulls. It opens with a SQUEAL. Sem jumps inside. He yanks the door shut. He leans on the door and closes his eyes.

The door flies open. Sem falls backward.

The Grono attack Sem. They grab at him. Their vines tangle around Sem's arms.

Sem reluctantly pushes them away. One falls, but they come right back.

Wile squeezes out of Sem's pack, the vines already crushing it.

Wile growls. He springs into action. He jumps on one of the Grono and rips at their face with his teeth. The Grono screams. It falls to the ground.

Another Grono grabs at Wile. Wile slashes at its arms with his claws.

The third Grono runs away. Wile chases it.

Sem brushes pieces of vines off. He tilts his head. Pieces fall off of the brim of his "hat."

Sem runs through the hallways.

INT. GRONO SHIP - DETENTION CENTER - CONTINUOUS

Sem leaps into the room. He stops in his tracks.

Aunker thrashes around as Detriw and Har drag him toward glowing red shackles hanging from the wall.

AUNKER

Get your viney hands off me!

Detriw and Har slam Aunker against the wall. They lock one of the shackles on his right wrist. Aunker shrieks.

Sem runs to Aunker. He shoves Detriw and Har to the ground.

Wile jumps on Detriw. He rips at his arm. Detriw yells. He grabs Wile and throws him across the room. Wile lands easily. He jumps on Har.

Wile bites the left side of Har's face and tears it off. Pieces of vine cover the floor.

Wile goes back and forth between the two Grono. Sem runs toward Aunker.

Grono yelling gets closer and closer.

AUNKER (CONT'D)

Hurry! Get me out of this! They're coming.

Sem examines the glowing red shackle holding Aunker's wrist.

Sem grabs the shackle with his bare hands. His hands glow as he pulls it apart.

Aunker stares at Sem's hands, dumbstruck. He looks up at Sem's face.

Sem's face doesn't change.

INT. GRONO SHIP - HANGAR - CONTINUOUS

Sem and Aunker run past Grono to a small transport ship. It's bulbous and cumbersome. It has no wings, but a flat, glowing disk the circumference of the bottom of the ship. It's about half the size of Aunker's ship.

Sem and Aunker frantically jump inside the open door to the ship.

Grono shout. They charge toward them.

The ship lifts off, the door still open. The door closes as they blast through an opening to the space outside.

TITLE CARD: VERIN

EXT. VERIN - SMALL TOWN - LATER

A Grono ship touches down on a landing pad.

Quaint fruit, trinket, and machinery parts stands are lined up in front of the ship.

Creatures stroll past the stands. Some carry sacks filled with strange fruits and vegetables. Others drag their children along behind them.

EXT. VERIN - GRONO SHIP - CONTINUOUS

The circular door on the side of the ship rotates. It moves to toward the back.

Aunker stumbles out. He clutches his side. There's a wide burn on his right wrist.

Aunker has blood in the corner of his mouth and a deep cut on his forehead. His left eye is already swelling.

Sem steps out of the ship. He grips the end of his cape in his hands. The cape has a large rip in it. Sem stops and stares at it. He runs his fingers over it.

Wile follows Sem. He watches.

Aunker looks back at Sem. Sem glances up at Aunker. Aunker takes Sem's arm with his free hand.

AUNKER  
Come on. We need to hide.

EXT. VERIN - CONTINUOUS

Aunker pulls Sem through the shop stands. The creatures occupying them look at Aunker and Sem, but turn back to their business.

Aunker notices the attention they're getting. He looks back at Sem.

AUNKER  
You need a disguise or something.

Sem cocks his head.

AUNKER (CONT'D)  
You're somewhat of a phenomenon  
here, believe it or not.

Sem glances down at Aunker's side wound.

Aunker follows his gaze.

AUNKER (CONT'D)  
Yeah, ok. This probably isn't  
helping either.

Aunker snatches a dull red scarf hanging from the canopy of a stand. The creature running the stand is oblivious.

Aunker swiftly ties the scarf around his waist with the knot on the side of his waist opposite the wound.

INT./EXT. ABANDONED STAND - CONTINUOUS

Aunker pulls Sem behind the stand. He squats down. Sem, still standing, looks around. Aunker pulls him down. Sem squats.

Wile jumps up onto Sem's "hat."

Aunker looks at Sem's "hat." He reaches up to touch it.

Sem leans away.

AUNKER

What? I can't touch your hat? You  
blasted stuff into my mind earlier.  
I think I've earned the--

Sem leans his "hat" down toward Aunker. Wile slips. He climbs  
to the back of it.

AUNKER (CONT'D)

Alright, that's more like it.

Aunker grabs the brim. He pulls up. The "hat" doesn't budge.  
Aunker pulls again.

AUNKER (CONT'D)

This thing's really stuck on there.

Sem grabs Aunker's shoulder.

POV AUNKER'S MIND

Images of growing Sols flash.

END OF POV

Aunker blinks quickly, then looks at Sem.

AUNKER (CONT'D)

Stop that.

(beat)

But ok, I get it. It doesn't come  
off.

Sem shakes his head.

AUNKER (CONT'D)

Disguising you might be a little  
more difficult then.

Aunker peeks his head above the counter of the stand. He sits  
back down.

AUNKER (CONT'D)

I don't see any Grono, but they  
could be coming for us any minute  
now. You, creature.

Aunker points at Wile.



Wile sticks his neck out at Aunker. He lets out a tiny growl.

AUNKER (CONT'D)  
You keep watch. If you see any of  
those viney bastards, say  
something.

Wile peeks over Sem's "hat" and looks at him. Sem nods.

Wile moves to the back of Sem's "hat." He peeks over the  
counter of the stand.

Aunker leans back on the side of the stand. He sighs.

Sem stares at Aunker. Sem sits up straight.

Aunker notices Sem's gaze.

AUNKER (CONT'D)  
Are you ok?

Sem looks away from Aunker for a moment then back at him. Sem  
nods.

AUNKER (CONT'D)  
Good.

Aunker rubs the burn on his wrist.

AUNKER (CONT'D)  
Hey, how did you not get burned  
when you took that shackle off of  
my arm?

Sem holds up his hands to show Aunker. They're horribly  
charred.

AUNKER (CONT'D)  
Oh. Um... how? I mean how-- Do you  
feel? Pain?

Sem waves his hand as if to say "so-so."

AUNKER (CONT'D)  
Ok? That's... Alright, sure. Uh--

Sem crawls toward Aunker.

Wile scoots further back on Sem's "hat."

Aunker leans back.

AUNKER (CONT'D)  
What're you doing? Wait. Don't. I  
said stop.

Sem puts his hand on Aunker's arm.

POV AUNKER'S MIND

Bright green lines flash. The lines turn into shapes. The  
shapes turn into Bho. More shapes form. They turn into Detriw  
and Har.

END OF POV

Sem takes his hand off of Aunker's arm and sits back. His  
eyes dim.

Aunker looks down at the ground. He swallows hard.

AUNKER (CONT'D)  
I really hate that, you know.

Aunker looks up at Sem.

AUNKER (CONT'D)  
Who are they? Is that what you want  
to know?

Sem nods.

Aunker sighs.

AUNKER (CONT'D)  
They're my bosses. Well, Bho is--  
was.

Sem watches Aunker carefully.

AUNKER (CONT'D)  
Bosses is a strong word. They were  
more like my... owners.

Sem barely cocks his head.

AUNKER (CONT'D)  
(barely a whisper)  
I was a slave.

Sem blinks and scoots back toward Aunker. He holds out his charred hand.

Aunker looks at it for a moment, then takes it.

POV AUNKER'S MIND

Images of Aunker whirl through a mossy, rocky environment.

Flashes of bright green assault the peace. Aunker's images distort. They turn into a small, young Aunker. The young Aunker dissipates as the green strikes through it.

Other Kival appear. Their skin is all different shades of green, grey, and blue. The green flashes attack them.

All of the dissipated shapes fly upward and disappear.

The shapes reform on a dry, lifeless planet. The Kival lift impossibly large rocks and carry massive chunks of metal.

Bho shoves young Aunker to the ground. Bho looks down at him and laughs. Young Aunker has bruises on his face and arms. Tears form in his eyes.

END OF POV

Sem and Aunker sit in silence together. They do not look at each other.

AUNKER (CONT'D)  
I can't go back.

Sem studies Aunker. Aunker has tears in his eyes.

Wile turns around to look at Aunker. He puts his head down.

Sem puts his hand on Aunker's arm. Aunker looks down at the gesture. He smiles.

AUNKER (CONT'D)  
I'm not worried though. They can't get me while you're around. Thank you for getting me out of there by the way.

Sem nods.

AUNKER (CONT'D)  
How did you know how to find me?

POV AUNKER'S MIND

Wisps of mist resembling Sem and Wile watch as Aunker's ship takes off without them.

Just as Aunker's ship leaves the atmosphere, Sem's ship lands next to him.

Sem lands on Yitann. He fights through the crowd.

Wile hops up on the roof of a shop stand and scans the surroundings. He spots the spot where Aunker's ship was. Wile leads Sem through the crowd.

Sem and Wile sit and wait. It gets dark.

The misty images shift into Sem showing passing creatures his map. Golan approaches.

The mist transforms into Golan's bar. Golan shows Sem Aunker's list.

END OF POV

Aunker blinks. He reaches into his pocket. Nothing.

AUNKER (CONT'D)

(to Sem)

You were never going to leave me alone, were you?

Sem stares at Aunker.

AUNKER (CONT'D)

Why me of all people? Why do you need me so badly that you'd risk your mission to get me back?

GOLAN (O.S.)

Sols won't fight. But you will.

Sem, Aunker, and Wile whip their heads around. Golan smiles. She winks at Sem.

GOLAN (CONT'D)

I did my research.

(to Aunker)

You couldn't get away from me that easily.

Aunker stands up and hugs Golan. He looks behind him, then pulls her down to sit beside him.

AUNKER

What are you doing here?

Golan pulls Aunker's list out of her pocket and holds it up. She grins.

GOLAN

Felt like I needed a change.

Aunker sighs.

Golan glances at Sem. They share a knowing nod.

Aunker watches Sem.

AUNKER

Why do you need me to fight for you?

GOLAN

He might not be able to speak, but he's not stupid. He knew the closer he got, the more perilous it would be. He couldn't go further on his own.

Aunker contemplates this for a moment. He looks up at Golan.

AUNKER

Listen, the Grono are after us. You need to hide and I need to get him out of here.

Aunker points at Sem.

AUNKER (CONT'D)

(to Sem)

Hand me your map.

Aunker reaches his hand out, but Sem just sits there. Sem puts his head down.

AUNKER (CONT'D)

What? Don't you want to go anymore?

Sem takes his pack off and hands it to Aunker without looking at him. Wile watches them.

Aunker grabs the pack and opens the flap. He digs through it.

Aunker pulls out the painting of Dereste, the book Sem stole from one of his clients, a vial of silky white paint, a thin paintbrush, and a book from Sem's home on Confrina.

Aunker peers into the bag. He flips it over and shakes it. Nothing comes out.

Aunker looks up at Sem.

AUNKER (CONT'D)  
Sem, where's the map?

Sem shakes his head.

Aunker stands up.

AUNKER (CONT'D)  
You lost it?

Sem's eyes dim.

Aunker takes Sem by the shoulders and hoists him up. Wile struggles to stay on Sem's "hat."

AUNKER (CONT'D)  
Where did you last--

A laser BLASTS between Sem and Aunker. It hits the ground behind them.

Passersby scream. They scatter.

Aunker whips his head around. Through the front of the stand, Aunker spots the assassin, Scordone. He marches toward them.

AUNKER (CONT'D)  
(to Wile)  
You were supposed to keep watch!

Wile shrinks down.

Another shot goes through the counter less than a foot from Sem.

Sem turns to look at Scordone.

Aunker grabs Golan's arm and pulls.

AUNKER (CONT'D)  
(to Sem)  
Come on!

EXT. SMALL TOWN - CONTINUOUS

Sem, Aunker, and Golan sprint down the rows of shops. Creatures hide behind the stands. They watch.

AUNKER

Do you know that thing?!

Sem shakes his head. Wile holds on for dear life.

AUNKER (CONT'D)

We've got to get back to the ship!

Scordone runs after them. He shoots, but misses.

Aunker and Sem rounds the corner of a building. Aunker pulls his gun out of his holster.

Scordone rounds the same corner.

Aunker slams the gun into Scordone's head. Scordone reels, but recovers quickly.

Scordone lunges at Sem. Aunker shoves Scordone. He stumbles, then punches Aunker.

Aunker slams down on the ground ten feet from Sem. Golan glares at Scordone.

GOLAN

Hey!

Scordone turns his attention to Golan. She runs at him. He fires at her. She dodges the first shot, but the second catches her in the shoulder. Golan screams. She drops to the ground.

Scordone fires one last time. This one going straight through Golan's chest. She goes limp.

AUNKER

No!

Scordone turns his attention back to Sem.

Sem opens his cape. He extends his limbs to their full height.

Scordone takes his spear out of its sheath and points it at Sem.

SCORDONE

You were a hard one to find, you know that?

Scordone throws his spear at Sem. It pins Sem's cape to the building behind him. Sem flies backward and hits the wall.

Wile jumps off of Sem's "hat." He growls at Scordone and digs his back feet into the ground.

Aunker sits up. He runs toward Scordone. Aunker yells.

Scordone turns around to face Aunker. He dodges Aunker.

Aunker skids to a stop. He spots the spear in Sem's cape. He takes the spear out and points it at Scordone, tears in his eyes.

AUNKER

Who are you?

Scordone smiles. He looks at Sem.

Aunker frowns. He throws the spear at Scordone.

Scordone dodges the spear. He snatches it out of the air. In the same motion, Scordone throws the spear back at Aunker.

It flies straight at Aunker's head.

Sem jumps in front of the spear. He smacks it down.

SCORDONE

You're different from the others.

Scordone pulls out a gun. He shoots Sem in the leg.

Sem's eyes go dark for just a moment. He falls to his knees.

Wile yelps. He sprints at Scordone. Wile jumps. He bites down on Scordone's arm.

Scordone yells. He shakes his arm. Wile holds tight.

Scordone doesn't see Aunker as he runs up behind him.

Aunker kicks Scordone in the back.

Scordone groans. He falls on his face. Wile doesn't let go.

Scordone grabs at Wile. He jumps off of Scordone before he is caught.

Sem stands up. His left leg is torn up, but in tact.

Aunker and Scordone struggle on the ground. Aunker barely keeps Scordone down.



Sem limps over to them. He shoves his pointed hand into Scordone's side.

Scordone gasps. Aunker leans back.

Sem pulls his hand out of Scordone's side. It's covered in blood.

Sem reels. He falls to the ground and stares at his hand.

Scordone clutches his side. He sputters.

EXT. VERIN - STONE WALL - LATER

Aunker drops Scordone so that he's sitting upright against the wall.

Scordone grabs his side. He winces.

Sem sits a few feet from Scordone. He has his head down. Wile sits next to him.

Aunker kneels next to Scordone. Scordone gasps. Aunker punches him in the face.

AUNKER

Who are you?

SCORDONE

I'm not going to tell you that  
you're stupid, but...

Scordone glances at Sem. Aunker notices.

AUNKER

I'm not the one with a gaping hole  
in their side.

Scordone points at the scarf wrapped around Aunker's waist.

SCORDONE

Is that right?

Aunker touches his side. He squints at Scordone.

AUNKER

Who sent you?

SCORDONE

What makes you think I'd tell you?

AUNKER

You killed her!

Aunker punches Scordone even harder in the side.

Scordone chokes.

Scordone looks at Sem, then back at Aunker. He says nothing.

Aunker looks at Sem.

AUNKER (CONT'D)

(desperate)

Can't you touch him and see his  
thoughts or something?

Sem doesn't respond. He stares at his hands.

Aunker turns back to Scordone.

SCORDONE

All I know is, that was my last  
one.

Scordone points at Sem then holds up his wrist. He points to the screen on it. There is one blinking, red light on their location.

Aunker grits his teeth. He stands up, grabs the screen on Scordone's wrist, and rips it out.

Scordone screams.

EXT. VERIN - DESOLATE PLAIN - LATER

The Grono ship hovers twenty feet above the ground.

The door opens. Aunker sticks his head out. He pushes Scordone out of the ship.

Scordone lands hard amongst a cloud of dust.

INT. GRONO SHIP - LATER

Aunker wraps Golan in forest green fabric. He gently places his hand on her face before covering it with the fabric. A tear runs silently down Aunker's face.

INT. GRONO SHIP - COCKPIT - LATER

Aunker sits in the pilot seat. He steers the ship.

Aunker looks behind him at Sem.

Sem sits in another seat. He has his head down. His eyes are dim. Wile lies next to him.

Aunker pushes a button. He gets up from his seat. He sits next to Sem.

Wile looks up at Aunker, then lays his head back down.

AUNKER  
Is your leg ok?

Nothing.

AUNKER (CONT'D)  
Look, you didn't mean to hurt him.  
I know you didn't. Even if you did,  
he was trying to hurt you.

Sem turns away from Aunker.

AUNKER (CONT'D)  
Maybe I should take you back home.

Sem gets up. He walks out. Wile follows.

Aunker smooths out the feathers on his head.

INT. GRONO SHIP - MAIN SHIP - CONTINUOUS

Sem walks through the ship. He sits on the floor next to the door.

Wile jumps up on Sem's lap. Sem pets him.

BEEP... BEEP... BEEP...

Sem looks down to his right. On the floor is Scordone's screen. It's dotted with blood.

The light blinks.

Sem makes a fist. He raises it above the screen. He brings his fist down.

AUNKER  
Wait!

Sem freezes.

AUNKER (CONT'D)  
I have an idea.

Sem looks up at Aunker.

Aunker sits down next to Sem. He picks up the screen. He taps on it.

AUNKER (CONT'D)  
I just thought, this thing led that  
guy to you, right?

Sem nods hesitantly.

AUNKER (CONT'D)  
Then he had to have had a starting  
point.

Aunker taps on the screen.

AUNKER (CONT'D)  
There.

Aunker shows Sem the screen.

Sem analyzes it.

AUNKER (CONT'D)  
Does that look like anything to  
you?

Sem looks up at Aunker. His eyes glow brighter.

**NOTE: Dereste's voice can be heard by Sem, Aunker, and Wile.  
Sem's voice is only audible to Dereste.**

TITLE CARD: EEMA

EXT. EEMA - DAY

It's dry and riddled with holes. Endless caves intertwine throughout the dark, purple-blue planet. There is no trace of life.

Aunker and Sem land on what looks like the only relatively flat surface on the planet.

The door to the ship opens. They descend the ramp. Sem is the first one down.

His foot hovers above the ground for a moment before stepping down. The ground is hard. It makes a small CLINK sound when Sem puts his foot down, as if it were made of glass.

Wile jumps out of the ship. He speeds down the ramp toward Sem. He skids to a stop in between Sem's legs. Sem steps over him.

Aunker follows a few feet behind. He surveys the surroundings. A bright orange sun is out, but the sky is such a deep blue that it looks almost black. The stars twinkle above.

AUNKER

Are you sure this is the place?

Sem shakes his head.

AUNKER (CONT'D)

Hmm.

Sem and Aunker explore the mouth of a cave.

FEMALE VOICE (O.S.)

You made it...

Sem and Aunker freeze.

Wile jumps up on Sem's "hat." He scans the perimeter. He sniffs the air.

FEMALE VOICE (O.S.) (CONT'D)

Took you long enough...

Aunker pulls out his gun. He points it behind him. He turns slowly, keeping his gun up.

AUNKER

Where are you?

The female voice chuckles. It echoes through the caves. Its source is indiscernible.

FEMALE VOICE (O.S.)

You brought a friend... so sweet...

Wile growls.

FEMALE VOICE (O.S.) (CONT'D)

And a pet? Precious...

A burst of air comes out of a cave on the group's right.

Sem's cape whips.

FEMALE VOICE (O.S.) (CONT'D)

I think it's time we met, don't you? Follow me...

Sem moves toward the cave that the wind came out of.

Aunker grabs his shoulder.

AUNKER

Are you sure about this?

Sem doesn't answer. He continues forward.

Wile jumps down. He grabs Sem's cape with his teeth. He pulls backwards.

Sem looks at Wile. He stoops down and pulls his cape out of Wile's teeth.

Sem walks toward the cave.

Aunker and Wile hesitantly follow Sem into the cave.

INT. CAVES - CONTINUOUS

Sem's glowing eyes are the only source of light.

The inside of the caves is a darker color than outside. It's also as if the inside has been polished. It shines in the light and resembles obsidian.

Their footsteps make gentle CLINKS on the glassy surface.

AUNKER

Where are we going?

The female voice laughs. It echoes.

AUNKER (CONT'D)

What!?

Sem pushes forward.

Stabbed through a particularly sharp shard of rock is an elder cape.

As they move forward, more capes cover the floor. They step around them. Their pace slows as the amount of capes grows.

A light glows at the end of the cave.

Sem, Aunker, and Wile spot it. They advance faster.

EXT. EEMA - CONTINUOUS

Sem, Aunker, and Wile exit the cave. They walk back into the dim sunlight.

AUNKER

What is this? Where are we?

FEMALE VOICE (O.S.)

So many questions from this one...

Another gust of wind bursts out of a cave just to the left of the one they came out of.

Sem, Aunker, and Wile whirl around to face it.

Wile lays down. He puts his head on the ground. He gazes up at Sem.

Sem looks down at him. Sem picks Wile up. He puts him on his "hat."

Wile jumps down.

Sem watches Wile. Wile sits back down.

Sem walks toward the new cave.

Aunker looks from Sem to Wile, then back to Sem.

AUNKER

(to Wile)

Sorry, buddy.

Aunker follows Sem.

Wile whimpers as he watches them disappear into the cave.

INT. CAVES - CONTINUOUS

Sem and Aunker trek through the cave. On the walls are detailed markings that match the ones on the cover of Sem's books back on Confrina. Sem runs his hand along them as they walk.

AUNKER

Should we have left Wile behind?

Sem doesn't respond.

Aunker looks back.

AUNKER (CONT'D)  
Maybe Wile knows something we  
don't. He's so scared that he'd  
rather not be with you. Don't you  
think that's strange?

Sem pushes forward.

Aunker shakes his head. He speeds up to get in front of Sem.

He grabs Sem's shoulders. Aunker stops him.

AUNKER (CONT'D)  
Listen to me! What do you think  
you're doing? What are you going to  
do if whatever that voice is  
attached to is dangerous?

The female voice laughs.

Aunker looks up.

AUNKER (CONT'D)  
Shut up!  
(to Sem)  
Just stop and think for a second.  
Do you have anyone you could  
contact to come help?

The female voice laughs harder.

Sem gently pushes Aunker away.

Sem walks forward.

AUNKER (CONT'D)  
Look! I can't help you if you don't  
talk to me!

Sem swivels and is back to Aunker in an instant. His eyes  
glow furiously for a moment.

POV AUNKER'S MIND

Shapes of dying young Sols flash amongst the ruins of Sol  
civilizations.

Chaos on planets occupied by other various creatures,  
including the Kival, intertwine with the Sol demise.

END OF POV



Aunker stumbles backward. He falls.

Aunker slams his fist down on the ground. He gets up.

Sem walks forward. Aunker follows, his gun held tighter.

Sem and Aunker round a sharp corner. A dull light shines at the end of the cave.

Sem moves faster.

Aunker stops for a moment before continuing forward.

Scordone limps in front of the mouth of the cave, fifty feet ahead of Aunker and Sem. He holds his side. Sem and Aunker freeze. Scordone looks up. He spots them.

AUNKER (CONT'D)  
Seriously?

Aunker grips his gun tighter.

Scordone pulls a spear stored on his back. He stands up straight.

Sem takes a step back. His eyes dim.

Scordone expertly throws his spear at Sem. Time slows. Aunker watches it fly past him. Sem lunges to his right. His cape floats behind him. The spear pierces the fabric, tears through, and jams into the wall of the cave.

Sem and Aunker turn. They run. Scordone fumbles his first few steps, but gets his stride. He pursues them.

Aunker and Sem pass an opening in one side of the cave wall. Aunker spots it. He grabs Sem's cape.

AUNKER (CONT'D)  
This way!

Scordone grabs his spear as he passes it. He whips it at Sem as he and Aunker enter the opening. Scordone yells.

Sem and Aunker run through the cave system. They weave in and out of connecting passages.

Scordone's spear flies out of an entrance and sticks into the wall next to Sem and Aunker. Aunker runs into the spear. He falls backward. Sem skids to a stop. He grabs the spear handle and crushes it. The spear shatters into hundreds of silver shards.

Sem offers his hand to Aunker. He takes it and hoists himself up. They sprint ahead.

INT./EXT. CAVES - CONTINUOUS

Sem and Aunker burst out of the mouth of the cave. Sem spots DERESTE. She stands even taller than himself. Aunker takes a step back.

Dereste stares at them. Her beautiful cape flows behind her.

Her "hat" is missing. Instead, small spikes grow out of the top of her head. Her face is slightly cracked. The ends of her limbs are white.

She cocks her head and lets out a small chuckle. It resonates through the caves, straight into Sem and Aunker's heads.

Aunker winces.

DERESTE

Welcome.

Dereste opens her arms wide.

DERESTE (CONT'D)

(to Sem)

I was wondering when you'd arrive.  
It's so nice to finally meet you.

Sem stares at Dereste.

AUNKER

Who are you?

DERESTE

You know who I am. Or at least he  
does.

Dereste points at Sem. Sem grabs Aunker's arm.

POV AUNKER'S MIND

Sem's painting of Dereste materializes. Pensmo's face appears over the painting in a wisp of smoke.

END OF POV

Sem pulls on Aunker's arm.

DERESTE (CONT'D)  
You can communicate with this  
creature? Interesting.

Sem watches Dereste.

DERESTE (CONT'D)  
(to Sem)  
I want to help you.

AUNKER  
What?

Dereste glares at Aunker. She sighs and looks back at Sem.

DERESTE  
Would you like some help?

POV SEM'S MIND

A white mist covers the grey emptiness.

The mist shifts. It forms into Sem.

A new mist materializes, darker than the first. It forms into Dereste.

DERESTE (CONT'D)  
There you are...

Sem looks at his hands. They dissipate as he moves them, then forms again as he stops moving.

SEM  
What is this?

Sem looks around. Aunker and Wile are barely visible through a heavy haze surrounding the area. They are frozen in time.

DERESTE  
Your mind. You don't recognize it?

SEM

How did you--

DERESTE

We don't need your friend to hear every bit of what I say.

(beat)

The stories aren't true, you know. They covered up their own mistakes by blaming them on me and banning me from rejoining any Sol society. I'm not the monster they say I am.

SEM

I want to believe you.

DERESTE

What is your reasoning not to?

SEM

Those I trust have told me those stories. I have no reason not to believe *them*.

Dereste shakes her head.

DERESTE

You are not accepted in their eyes even now. You're a liability to them. You scare them. They sent you out on this mission alone. Why? You may trust them, but they do not trust you.

SEM

How do know these things?

DERESTE

I know you, Sem. I *am* you. We're the same, you and I. More than I'd like to admit. I was more advanced at your age, of course, but I understand you fully.

BEGIN MONTAGE

- A young Dereste is awarded an elder's cape.
- Dereste adds charms to her "hat."

DERESTE (V.O.)

I formed a tribe.

- Dereste stands in front of a group of Sols.

DERESTE (V.O.)

We settled on a nearby planet and started planting. Just like you.

- The Sols plant seeds in the ground of a red planet.
- The population grows. More and more Sols and appear.

DERESTE (V.O.)

We prospered. I taught them to fight. We conquered other nearby planets, much like you and your tribe.

- Dereste leads her tribe into battle against a species resembling lions. The planet resembles a less dry Confrina.

DERESTE (V.O.)

I showed them what it meant to have emotions and individuality. We were unstoppable.

- Her tribe of Sols bow to her.

DERESTE (V.O.)

Until my fellow Elders found out about what I was teaching them. They took it upon themselves to destroy every last member of my tribe. I loved them.

- Four other Sol elders hover above the planet. Dereste's tribe scatters. Fire engulfs the landscape.

DERESTE (V.O.)

They killed everyone. They took my seeds. They removed my brim.

- Dereste sits on her knees, head down. Her "hat" is gone.

DERESTE (V.O.)

They thought they'd killed me.

- Dereste's eyes go dark.

END OF MONTAGE

Sem's eyes flicker.

DERESTE  
They failed. But I won't.

SEM  
You loved your tribe?

DERESTE  
Of course.

SEM  
Sols don't love.

Dereste chuckles.

DERESTE  
Oh really? What about that little creature over there? Do you love it?

Dereste points at Wile. Sem looks in his direction.

DERESTE (CONT'D)  
Do you see? We're different from the rest of them, but we...

Dereste gestures between herself and Sem.

DERESTE (CONT'D)  
We are the same.  
(beat)  
Let me help you.

Sem nods hesitantly.

SEM  
Ok.

Scordone limps out from a cave to Dereste's left. He holds his side.

Dereste whips her head to look at him.

END OF POV

Sem and Aunker turn to watch Scordone.

DERESTE

You've returned. I'm so glad to see you.

SCORDONE

I will finish the job.

DERESTE

Oh, but you already failed twice, you see? They're here.

Dereste gestures at Sem, Aunker, and Wile.

Scordone lowers his head.

DERESTE (CONT'D)

I guess I should be thanking you.

Dereste's eyes blaze. Scordone looks up.

DERESTE (CONT'D)

I have the great pleasure of meeting young Sem because of you.

SCORDONE

Please.

Dereste's eyes glow brighter than the sun for just a moment. A shard of the surface of Eema shoots up, through Scordone's heart. He is lifted off of the ground and held in place by the shard.

Sem and Aunker flinch. Wile jumps in front of Sem. He growls.

Dereste puts her hand on her forehead. She runs it down her face. She groans.

DERESTE

Useless.

(beat)

There's a saying that the Solum adopted. Loosely translated from the original language, it says 'If it was not what you were born to do, do not do it.'

(beat)

I'm curious to know, what does that mean to you, Sem?

SEM

Why did you do that?

DERESTE

Answer my question, Sem. What does  
it mean to you?

Sem grabs Dereste's arm. He squeezes. Her eyes brighten.

POV DERESTE'S MIND

BEGIN MONTAGE

- Red dirt stretches as far as the eye can see. Dereste stands in front of a small group of Sols. They bow.
- The Sols plant seeds in neat rows in the dirt. Dereste watches over them. Her cape whips in the wind.
- Dereste pats Sols on the backs. They read books.
- Dereste spars with two other Sols. Their movements are precise and powerful.
- Dereste lays out a map. Three other Sols gather around. Dereste points from one dot to another. She opens a book and flips through the pages.
- A Sol ship lands on the sandy planet. The Sol inside, OLD SOL ELDER, approaches Dereste. He wears an Elder's cape. His face is lighter and more orange than Dereste's.
- The Old Sol Elder sits across from Dereste. She shows him her map. The Elder analyzes it. He rips the map in half. Dereste's eyes dim. She stands up.

DERESTE (CONT'D)

No!

- The Old Sol Elder stows Dereste's tribe's books in his ship. Dereste's eyes blaze.
- The Elder steps in between two sparring Sols.

END OF MONTAGE

INT. CONFRINA - TENT - NIGHT

Dereste's eyes explode with light. She confronts the Old Sol Elder.

DERESTE

Why are you doing this?



OLD SOL ELDER  
You're leaving this place.

DERESTE  
What?

OLD SOL ELDER  
You're wildly misguided and you've  
pushed that onto your entire tribe.  
You're coming with me.

DERESTE  
I refuse. I love them.

The Old Sol Elder's eyes burn.

OLD SOL ELDER  
You, what?

Beat.

DERESTE  
Please.

OLD SOL ELDER  
You have no choice. It's what the  
Elders decided.

Dereste grabs the Old Sol Elder's neck.

DERESTE  
I *am* an Elder.

The Old Sol Elder pushes Dereste. She stumbles backward.

DERESTE (CONT'D)  
How dare you?!

Dereste screams. Her eyes blaze.

The Old Sol Elder's face cracks. He falls to his knees. He  
looks up at Dereste. They stare at each other.

Dereste's eyes flicker. The Old Sol Elder's face shatters.  
His eyes dim, then go out.

END OF POV

Dereste yanks Sem's hand off of her arm. He steps back. Sem's eyes flicker, they remain barely lit. Dereste's eyes burn.

Sem shakes.

SEM

You killed... an Elder.

DERESTE

They were going to kill me.

SEM

They were just scared. You didn't even try to explain yourself. You killed an Elder!

DERESTE

Sols are Sols! Once they believe one thing, they'll never believe the other. Even you know that.

SEM

Y-you said you'd help us.

DERESTE

You. I'll help you realize your potential so you can help me.

SEM

Help you? With what? Why--

DERESTE

We can't have anyone getting in our way again, can we?

SEM

That's not what I--

DERESTE

I was under the impression you were unhappy with your life on Confrina.

Sem shakes his head. Aunker watches him.

SEM

I never said that.

DERESTE

I know it's true because I lived it before I became an elder. I lived it after I was banished! Don't tell me you're not unhappy.

SEM

I am not unhappy on Confrina. I have Wile, and Sols I care about live there with me.

DERESTE

But do they care about you?

AUNKER

(to Sem)

Don't listen to her.

Dereste's head snaps to look at Aunker.

DERESTE

I really wish you would stop interrupting me.

Dereste whips her cape.

Aunker flies backward. He slams into the side of a spire. He slides to the ground. He groans.

Sem's eyes glow. He looks at Aunker.

DERESTE (CONT'D)

(to Sem)

I can show you your potential, Sem. You have only scratched the surface of the power our species has access to. Don't you want to know how I sabotaged the seeds from right here? Final time I'm asking this; do you want my help or not?

SEM

No!

DERESTE

Then you'll die here.

Dereste whips her cape at Sem. He falls 20 feet from Aunker. Wile runs to Sem. He whimpers.

Sem pushes himself back up.

SEM

Do not punish the Sols. Those living today did nothing to you.

DERESTE

Those living today are no different from the originals.

SEM

No one will rise up against you.

DERESTE

They already did millions of years ago. You have already done so! Just by being here. Who's to say that no one else will?

SEM

Whatever power I possess I am unaware of it.

DERESTE

This *is* the power! You can communicate with other species and fight. You killed another living creature!

Sem's eyes dim. He wavers.

DERESTE (CONT'D)

There are millions of Sol civilizations across the universe. You're telling me not one of those Sols is a bit like you?

SEM

None.

DERESTE

That's oddly presumptuous for a Sol, don't you think?

SEM

None will oppose you. We are a peaceful people.

DERESTE

Wrong! You and I are the proof against that! I will be the only Sol left in existence. If you are still on the side of tradition, the fool-driven tradition that killed the only family I ever had, then you will die along with all the others. I will create a universe where individuality is celebrated. Don't you want that? It's too late for the Sols, but other civilizations can be liberated!

Dereste gestures at Aunker. He rubs his head and sits up.

DERESTE (CONT'D)

This creature has not known individuality for as long as he's lived. Others like us live across the universe and they need help. I don't understand how you don't see that.

SEM

You're killing innocent Sols because they don't agree with you. What if another species disagrees as well? What then? On and on this will go with no end in sight, for what? Why do you feel the need to liberate them?

DERESTE

They killed my family.

SEM

I can't let you do this.

Dereste sprints at Sem. She drives her arm toward his face. Sem narrowly dodges.

Dereste floats above Sem. She whips her cape down. Sem is pushed into the surface of the planet. It cracks around him. His eyes dim.

Wile yelps. He runs toward Sem. Sem puts his hand up. Wile stops.

Aunker gets up, Dereste's back toward him.

SEM (CONT'D)

I won't fight you.

Aunker grabs his gun from the ground and aims it at Dereste. He fires.

Dereste easily dodges it.

DERESTE

You, again.

Dereste turns toward Aunker. She sends a gust of wind at him. Aunker crouches down. He braces himself against the wind. He scoots backward a few inches.

Aunker charges at Dereste. He yells. He fires at her with his gun.

Dereste dodges the bullets. She moves to the side. She pushes Aunker to the ground as he lunges at her.

Sem raises himself up. His eyes return to their normal glow.

Wile jumps up on Sem. Sem gently pushes Wile until he is behind his back.

Dereste's eyes are fiery. She glares into Aunker's eyes.

Aunker yells and grabs the sides of his head.

Sem runs at Dereste. She turns to watch him.

DERESTE (CONT'D)  
Joining in on the fight, I see.  
Isn't that against the Sol ideals?

Sem's eyes glow fiercely.

Dereste reels back. She blasts Sem in the chest with her sharp foot.

Sem flies backward and slams down on the ground at the mouth of a cave. Dereste approaches him.

Aunker takes a deep breath. He removes his hands from his head. He spots Sem.

AUNKER  
Sem!

Dereste spears Sem's cape to the rock face with one hand. She reels back with her other hand.

Sem's eyes blink. He pulls hard to the right. Dereste misses Sem's heart and instead punctures his left shoulder.

Sem screams.

Wile growls wildly at Dereste. He sprints at her. He leaps up and grabs her cape. Wile pulls.

Aunker reaches for his gun. He aims at Dereste.

Dereste swipes at Wile, but misses. Wile jumps back for a moment before attacking Dereste's arm.

She swings Wile around. He doesn't let go.

Dereste flings Wile off. He goes flying but lands neatly.

Wile charges back at Dereste, aiming for her head. He scratches her face with his claws. They leave four lines across her face that are lighter than the rest.

Dereste flinches.

She grabs Wile with her sharp fingers. He yelps.

AUNKER (CONT'D)

Wile!

Sem looks up at Dereste and Wile.

Dereste watches Sem as she stabs Wile in the stomach with her other hand.

Wile yelps again, softer.

AUNKER (CONT'D)

No!

Sem freezes. His eyes fade almost all the way out.

Time slows.

Aunker looks at Sem, tears in his eyes.

Wile goes limp.

The ground rumbles.

EXT. CONFRINA - VILLAGE - DAY - FLASHBACK

Sem strolls between the huts. Wile sits on his "hat." He looks down over the brim at Sem.

EEMA

The shaking intensifies.

Shards break and fall. They stab into the ground. It cracks.

INT. CONFRINA - SEM'S HUT - EVENING - FLASHBACK

Sem and Wile sit side by side. They look at a map. Sem pats Wile on the head. Wile snuggles in closer.

EEMA

Cave openings crumble and collapse.

EXT. CONFRINA - SEM'S HUT - NIGHT - FLASHBACK

Sem and Wile take turns peering through a telescope. Sem's eyes brighten. Wile jumps off of Sem's "hat." He runs in circles around Sem's feet. Sem picks him up. Wile licks Sem's face.

EEMA

Dereste drops the bleeding, limp Wile.

Sem looks down at Wile, then up at Dereste.

The ground shakes furiously. Sem's eyes explode with light.

**NOTE: From here on out, Sem's voice is audible to Aunker as well.**

SEM  
AHHHHHHHHHHHHH!

Aunker's mouth drops open. A tear falls from his eye. He watches Sem.

Sem flies at Dereste. He hovers above her for a moment, arms and legs pointed straight down. He drops at full speed. Dereste dodges him.

Aunker runs up behind Dereste. He throws a punch at her. It makes contact, but she doesn't move.

Sem sweeps his legs under Dereste, but she catches them. She uses his momentum to flip him over.

Dereste punches Aunker and he falls hard. He grabs Dereste's leg. She grabs his leg and crushes it. Aunker screams.

Dereste shoots straight up in the air. Aunker loses his grip.



Sem flies up to join her. His eyes glow brighter than they ever have before. The light spills out over his face.

DERESTE  
Stop fighting me.

Sem lunges at Dereste. She opens her cape. An orb of dark smoke surrounds her. Sem disappears inside of it.

DERESTE (CONT'D)  
You're weak.

Sem looks around him, the light from his eyes illuminating the smoke around his head.

DERESTE (CONT'D)  
Your friends are weak.

Dereste floats by Sem, barely visible through the thick smoke.

Sem spots her. He whips his cape, clears some of the smoke. Dereste's more visible now.

Sem punches full force at Dereste. She grabs his arm and twists it.

SEM  
AHH!

DERESTE  
No one is getting in my way again.

Dereste shoots a pillar of smoke into Sem's chest. His eyes dim. He falls through the smoke and onto the ground.

Sem lies still. Dereste floats down toward him. The smoke dissipates.

DERESTE (CONT'D)  
Not you. Not anyone. Not anymore.

Sem turns his head. Wile lies limp less than 50 feet from him.

DERESTE (CONT'D)  
It took me millions of years to  
physically recover from what they  
did to me. I'll never recover from  
what they did to my family.

Dereste's eyes are blindingly bright. She opens her cape and reels back.

Sem looks up at Dereste. The light from his eyes overcomes the environment for just a moment. Dereste flinches.

Sem whips his cape open. An immense burst of white mist shoots out of his chest and into Dereste's head.

Dereste freezes. Her eyes fluctuate between bright and dim until finally going completely dark.

She falls to her knees, then backward onto her back.

Sem is frozen for a moment. His eyes dim.

EXT. EEMA - MOMENTS LATER

Sem limps to Wile. He falls to his knees.

He takes his cape off and lovingly wraps Wile in it.

He places his hand on Dereste's face.

Nothing.

Sem picks up Wile. He holds him to his chest. He weeps.

BEGIN MONTAGE

EXT. CONFRINA - FIELD - DAY

A growing Sol slowly pokes out of the soil.

A planter spots it. They wave toward other planters. They gather around it. One bends down and puts their head on the ground next to it.

EXT. SOL PLANET - RAINY - DAY

A growing Sol pops out of the ground.

EXT. SOL PLANET - ROCKY - DAY

Growing Sols poke out of the ground.

EXT. SOL PLANET - DRY - DAY

A field of growing Sols break through the soil.

EXT. CONFRINA - FIELD - DAY

Elder Bren, Elder Kaf, and Elder Fei approach the planters. They're huddled around a growing Sol. They move out of the way as they see the Elders.

The Elders freeze when they see the healthy, growing Sol's eyes open.

ELDER BREN  
(whispers)  
Thank you.

Elder Fei looks up at the sky. His eyes brighten for a moment.

END OF MONTAGE

EXT. EEMA - LATER

Sem digs into the hard surface of the planet with his hands.

Wile, wrapped in Sem's cape, rests nearby.

Aunker carefully sits next to Wile. He places his hand on Wile.

Sem takes Wile and gently places him in the shallow hole. Sem puts his head to the bundle. His eyes glow.

Sem covers Wile with the loosened surface of the planet.

Sem sits back.

Aunker watches him.

AUNKER  
I'm going to my home planet.

Sem looks at Aunker.

SEM  
You are?

AUNKER  
I think it's time.

Sem and Aunker look away from each other.

Aunker gazes back up at Sem.

AUNKER (CONT'D)  
It's nice to hear your voice.

Sem doesn't look up.

AUNKER (CONT'D)  
I'm glad I know you, Sem. I'm glad  
you picked me.

Sem doesn't respond.

AUNKER (CONT'D)  
You're nothing like her. You know  
that, don't you?

SEM  
I don't know that.

Aunker puts his hand on Sem's shoulder.

AUNKER  
I do.

Aunker stands up. Sem watches him.

SEM  
Thank you.

Aunker nods at Sem.

Aunker walks away until he's out of view.

Sem turns back to Wile. He places his hand on the mound.

TITLE CARD: KIVARINE

EXT. AUNKER'S HOME PLANET - GRONO SHIP - DAY

The Grono ship lands on the surface of a rainforest-like  
planet. The ship door opens.

A group of Kival gather outside the ship. They point guns at  
Aunker as he appears at the door to the ship. He holds Golan  
in his arms.

The Kival lower their weapons.

Aunker walks down the ramp from the door to the ground. He holds a large bundle in his arms. A bushy tail peeks out of the fabric. He stops in the middle of the group of Kival.

He looks at each of them in turn. They study him.

All at once, the group surrounds Aunker in a huge group hug.

TITLE CARD: CONFRINA - 100 YEARS LATER

INT. CONFRINA - SEM'S HUT - AFTERNOON

Sem sits on the floor. His walls are blank except for one painting. Sem looks up at it.

A beautiful, yet simple painting of Wile hangs above the window.

EXT. CONFRINA - VILLAGE - EVENING

Sem walks through the huts. Other Sols watch him. Young Sols point.

EXT. CONFRINA - FEILD - LATER

Sem plants a seed in the red soil. He wears his planter's cape. He moves down and plants another seed.

Other planters place seeds throughout the field.

INT. CONFRINA - CAVES - EVENING

The paintings of planets, Elders, and planters mark the rock. A new painting of Sem is above Dereste. He wears his adventurer's cape. Its detail is fresh and done in bright, intricate, gold paint.

FADE OUT.