

Addonexus (Deathbringer)

By

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FADE IN

1 EXT. ITALY 1348 - DAY

A beautiful sunset beyond a breezy wheat field, glows orange, enchanting the eye.

In the background a small Italian village, pituresque.

On the dirt road beside the wheat field travels a slow going horse drawn wagon. loaded with vats of wine and baskets of food.

An OLD MAN and a LITTLE BOY sit at the front.

A sheep dog runs along side.

Suddenly the sheep dog stops, turns towards the wheat field, gets low on his feet and starts to growl, baring his sharp teeth.

The golden wheat suddenly stills, bent in the wind.

Appearing over the wheat field, one hundred GRIM REAPERS shadows. Their feet only inches above the wheat.

Suddenly, the wheat moves in the wind.

The ghostly GRIM REAPERS become solid and drop down into the field.

The OLD MAN and LITTLE BOY turn to see the GRIM REAPERS, and in shock they take off at high speed in their wagon down the dirt road towards the village.

The dog runs in fear along side the wagon.

The GRIM REAPERS, materialize, eyes glowing red through their skeletal gas masks. Capes flowing.

In military fashion they pull out a two foot black stick from behind their backs, it expands automatically out to seven feet, turning into what looks like a scythe.

It snaps out suddenly in a switch blade like motion at the end.

They begin emitting a yellow fog from the tip, and with a back and forth movement they spray over the wheat and in the direction of the Italian village in the distance.

A yellow cloud begins moving in the direction of the village.

(CONTINUED)

A humming sound picks up and a GOLDEN GRIM REAPER arrives. He is massive, covered in the most golden of armor and skull mask. His eyes yellow and trembling with rage. Terrifying.

He stands watching the others work.

The Grim Reapers continue to walk forward into the wheat, spraying the gas into the air.

The gas seems alive and flows in the direction of the nearby village. Some of it settles on the wheat.

The Golden Grim Reaper nods and turns, disappearing down into his shadow.

The other Air Reapers stop in unison from the hand signal of their squad leader TRAE. They turn, and stepping down into their shadows, are gone.

Trae remains. It raises it's hand, shielding it's face from the burning sunset. The gauntlet on its right forearm glows 323.

A hint of black hair beneath the skull mask and cape.

Long legs, only a hint of breasts beneath a black flat breast plate of armor. An air symbol glows heatedly on the front.

The sunset turns red behind the dark deathly figure.

TRAE (V.O)

Some we cleanse and others we
purify. Death is the only way.

She snaps her scythe down into a small hand-held tool, putting it away behind her back. She allows the last rays of the sun to glow across her skull face, and then steps into her shadow and disappears.

The wind blows their footprints away.

2

EXT. BLACK HOLE - NIGHT

A black hole, in the center of the Milky way. It turns at a gigantic all encompassing speed. A sound is coming forth from it, a gnawing raw growl.

In the center of the black hole, coming from thousands of points around the galaxy, are blue energy rivers, being sucked into the black hole.

One is blood red, coming from Earth.

(CONTINUED)

TRAE (V.O)

Our mission, without reserve, is to
give the great Queen the energy of
the living.

3 EXT. UNIVERSE - THE BIG BANG

Bang.

The universe is born. Planets and stars go flying by us.

We rest on the sound of breathing, buzzing, and begin to see
the golden wings of a fantastic bee the size of a planet.
The new universe reflecting in her eye.

TRAE (V.O)

When the mother universe exploded,
the Queen was ripped from her
sanctuary and left in this strange
cosmos.

4 EXT. UNIVERSE - GALAXY PLAIN

From under her translucent golden wings, small drone bees
begin to emerge and fly away in different directions.

As one flies by we see that it is hybrid, as in both metal
and flesh.

It flies in the direction of a new spinning galaxy.

TRAE (V.O)

Pregnant with life she released her
drones and set about pollinating
the galaxies in order to begin
again.

5 EXT. UNIVERSE - ENERGY FIELD

An energy field paves its way through the universal
darkness.

TRAE (V.O)

As the galaxies flowered, a dormant
race demanded life forces to be
harnessed.

From the energy field rises phantom like beings.

TRAE (V.O)

They called themselves the
Regulators. Phantoms of energy and
light.

6 EXT. UNIVERSE - QUEEN BEE

Phantoms hover near the Queen Bees' head, whispering.
Her tentacles move and then she nods her bee head.
They gather around her and all touch her at the same time.
She brightens and glows as if illuminated from within.
Nearby drone bees begin to glow.

TRAE (V.O)

All the pollinated planets would
need positive energy in order to be
utilized. The life blood would be
driven into the black hole for use.

7 EXT. SPINNING GALAXY - MILKY WAY

A glowing Drone bee heads towards the spinning galaxy.

8 EXT. OUR SOLAR SYSTEM - DAY

The Drone flies past all the big planets and stops over the
blue globe of Earth.

The Drone bee drops a glowing ball into the Earth's
atmosphere.

TRAE (V.O)

Like veins in a flower, each planet
was seeded.

9 EXT. SPINNING GALAXY - BLACK HOLE

The Drone bee flies away from the Earth, as blue energy
begins to flow like a river towards the center of the galaxy
- black hole.

The Drone gets to the black hole center and dips in and out
of it, sewing the energy into the middle until the Earth
energy finds its' way there. The brilliant blue energy
disappears into the black hole.

(CONTINUED)

TRAE (V.O)

The Regulators used the Drones to plant new seeds amongst the millions of tiny solar systems in every galaxy, turning a blossom into a well just for them.

10 EXT. A YELLOW PLANET - NIGHT

The alien yellow planet spins, and red energy flows off of it into the distance.

The energy flows towards their black hole. The energy makes a sounds, a scream.

We then begin to hear the sound of clattering battle.

11 EXT. DESERT LANDSCAPE - DARK SMOKEY DAY

There is white sand for miles and a dark sky overhead. The rings of many planets are seen in the atmosphere.

Blood suddenly splatters our view.

We turn and see thousands of dead armored bodies in the white sand, their blood flows in rivers amongst them.

One armored hand reaches out of the pile of dead bodies. The face of one beautiful bloody elf opens his golden eyes.
AUREUS THE GOOD.

TRAE (V.O)

But, when the life forms descended into bloodshed, the energy pulse turned to poison. The Regulators couldn't drink it.

12 EXT. A MATRIX SHIP. BLARING SUN GLARE - DAY

Thousands of lines meet at one point in the universe. There, on an open flat plain of energy, stand millions of Phantoms taking in the energy flow.

Phantoms fall away from the plain as red energy splashes out of the matrix onto them like fireworks.

Regulators, winged, die by the thousands.

One looks directly at us as it burns.

13 EXT. GENOME SEQUENCE

Phantom regulators spin around a genome DNA sequence.

TRAE (V.O)

Their solution: to build a new race from all the lifeforms in the Universe. It's sole purpose to cleanse these poisonous species, at all costs.

14 EXT. DARKNESS

Red eyes glow in a dark background, as we slowly see the face of the most feared monster in sentient life - the glowing skull.

TRAE (V.O)

We are called the Grim Reapers.

We see a flowing a cape, and a scythe.

Then we see one hundred flowing capes and scythes, all standing facing a full moon.

Sliding past we see one turns and senses us but remains firm. Her long leg next to the deadly scythe, 323 glowing on her arm. Trae.

Coming full circle in front of this army, in golden armor, with golden eyes, is General Aureus.

15 EXT. ITALIAN VILLAGE - MORNING

A black bee drone, small enough not to be detected, flies down the old stone wall towards the Italian Village.

It flies through the village fortress wall and into the main street, where we see an ITALIAN WOMAN, dressed in peasant dress and veil screaming over her HUSBAND who has fallen dead on the street.

Great plague puss balls have erupted on his neck.

TRAE (V.O)

In this tangled vapid cauldron of despair, we created evolution. Killing you. Giving rise to life.

The black bee drone flies further coming outside the window of a rich BARON and his BARONESS sitting at the table eating.

(CONTINUED)

We see through the window as the Baron is laughing and then clutches his face making a horrible pained face.

Blood begins gushing out of his nose and down his neck.

His WIFE rushes to his side, calling the servants, who looking through the servant door, turn and run away.

The wife rushes across the room towards her husband.

TRAE (V.O)

Decimating populations, again and again. There was nothing you could do to stop it.

16 EXT. DARK SIDE OF THE MOON - NIGHT

A moon crater suddenly opens up like a camera aperture lens and closes.

17 INT. GENERAL AUREUS'S COMMUNICATION ROOM - NIGHT

A completely dark space. We see no one. A black screen, with one eye design, in the center, appears.

WINDY FEMALE PHANTOM VOICE

Species failure unacceptable.
Please explain.

When the female Alien voice speaks, the eye on the screen breathes: it grows and becomes smaller with every word.

Standing in front of the black screen, we now see a male figure. Muscular shoulders, tall, very elegantly draped golden cape and hood on. The Golden Grim Reaper. The General Aureus....

GENERAL AUREUS

They refuse positive consciousness.

WINDY FEMALE PHANTOM VOICE

Regulator policies for Black Hole energy requires stable and constant positive universal consciousness, from ALL those seeded.

Profile of the General Aureus. Grim Reaper half skull mask over the face, of gold. His ears are slightly pointed.

(CONTINUED)

GENERAL AUREUS

This species has had numerous chances. Please review.

The General Aureus presses a blue button in his left palm, which sends a blue energy beam towards the Eye.

He projects a visual to them.

GENERAL AUREUS

Original seeding of human life.

18 EXT. EARTH LANDSCAPE - DAY

A large silver bee machine hovers over the blue Earth.

A silver glowing asteroid roars through the clouds and crashes into land and sea.

Millions of tiny silver vials float in the water.

They begin to sink and disintegrate.

Something humanoid crawls out of the sea.

19 INT. GENERAL AUREUS'S COMMUNICATION ROOM - NIGHT

The Golden reaper presses his palm again.

GENERAL AUREUS

Upon fruition these lifeforms begin violence almost immediately. Poisoning the energy flow.

20 EXT. HIGH ICY MOUNTAIN - DAY

A spear flies across our vision and hits a fur dressed man in the back. He falls forward into the snow.

Wolves in the background growl.

21 INT. GENERAL AUREUS'S COMMUNICATION ROOM - NIGHT

The Golden Reaper paces now as if under stress.

GENERAL AUREUS

We were then forced to mitigate the poison violence with a cleansing of the population.

(CONTINUED)

He presses his palm.

GENERAL AUREUS
Flood reset.

22 EXT. RED SEA - DAY

Hundreds of Grim Reapers with blue capes hover over the ocean.

A giant wave picks up and crashes into a nearby village.

And another village.

And another.

The world is swept by a large wave of water.

23 INT. GENERAL AUREUS'S COMMUNICATION ROOM - NIGHT

He turns, continuing. He presses his palm.

GENERAL AUREUS
We added a new tranquil strain to their sequence. The Atlantis pollination. Which backfired. They cannot stand tranquility.

24 EXT. ATLANTIC OCEAN ISLAND - DAY

A beautiful golden city of stone reaches up with many decorated rooftops. The roofs are connected with small roads. Below them gardens and fruit trees bloom.

The city has been abandoned.

At the cliff-side thousands of silver tattooed human beings jump off into the ocean, killing themselves.

The sea is filled with the dead.

25 INT. GENERAL AUREUS'S COMMUNICATION ROOM - NIGHT

GENERAL AUREUS
Lastly, and most recent we cleansed the population with disease, hoping the malady would create goodness.

26 EXT. A EUROPEAN VILLAGE - EVENING

A small black bee drone hovers over a pile of plague bodies in the street.

It turns and flies back towards hundreds of yellow caped Grim Reapers who stand in a wheat field holding their scythes.

GENERAL AUREUS (V.O)

It failed.

27 INT. GENERAL AUREUS'S COMMUNICATION ROOM - NIGHT

He continues.

GENERAL AUREUS

We have even gone beyond guarantee with the planting of a fantastic array of myth gods, one in each region, without success.

Pressing his palm, a presentation of gods pass before us.

Summerian, Mayan, Chinese, Zues, Buddhist, Indian, Native American, Thor, Moses, Jesus, Mohammad, Shiva.

Now suddenly angry, he turns away from the screen.

GENERAL AUREUS

There was once a specie here who could have reached the black hole energy quota but they were slaughtered by these very humans.

The Golden Reaper turns and his eyes glow red with rage.

He presses his palm and sends the images to the Eye.

28 EXT. GREEN HILLSIDE - MORNING

Elf like people stand in trees as humans set fire to the forest.

The elf like have the typical pointy ears, black long hair, and beautifully dressed in sparkly items.

29 INT. GENERAL AUREUS'S COMMUNICATION ROOM - NIGHT

The General Aureus opens and closes his golden eyes.
Menacing.

GENERAL AUREUS

You made me General long ago. I may
not be pure Grim Reaper, born of
one gene. I am more. I am both
assassin and shaman. There is
little more we can do with human
kind.

WINDY FEMALE PHANTOM VOICE

Species refusal is unsatisfactory.
Action necessary. What are your
plan specifics, please.

GENERAL AUREUS

Five Reaper Destruction. Total
human annihilation. New species
seeded. Elvin.

There is a pause in reply. Shocked silence.

Thousands of whispers, then.

Words are heard in echo.

NUMEROUS WINDY FEMALE PHANTOM VOICES

Severity. Life. Regeneration.
Genome. The first. The last.
Humans.

A short silence ensues.

NUMEROUS WINDY FEMALE PHANTOM VOICES

Permission granted. Proceed with
destruction and seeding.

GENERAL AUREUS

Very well.

General Aureus turns away and smiles.

30 INT. REAPER BAR - NIGHT

A bar.

Its crowded, full of REAPERS, with the ego of elite assassin
soldiers in jubilant spirit.

(CONTINUED)

Its celebratory, but they have themselves divided into cliques.

TRAE (V.O)
 Reapers are divided by five
 Elements. We conform to Air, Fire,
 Water, Material, and Knowledge.
 This guarantees our immortal
 success across the Universe.

Each group, dressed in a array of caped uniforms, some an allusion to wing like, some flowy, some hooded, all distinguishable and characterized by the bright colored gauntlet they are wearing on their right forearm.

Yellow clique, for Air, in a corner.

Red clique, for Fire, at the bar.

Blue clique, for Water, in another corner.

Green clique, for Organic Material (Earth), by the "window."

Purple clique, for Knowledge Planters, at a table almost center.

TRAE (V.O)
 Our training is vigorous from our
 unnatural births to full
 development.

31 INT. BIRTH PRINTING ROOM - NIGHT

A room is full of blue light with shelving.

Clear rectangular boxes hold individual fetuses.

Above each box is a 3d DNA printer completing the "printing" of the new Grim Reaper.

32 INT. TRAINING ROOM - NIGHT

The "room" is reminiscent of the landscape of the moon. White powdery sand and a black night sky.

TWO REAPERS, dressed head to toe in black armor, silver skull mask, red eyes, and with yellow gauntlets on their arms, both snap their scythes out from behind their back.

They turn and face each other, as a mirror.

Exact movements with the scythe are performed in mimic.

(CONTINUED)

They throw the scythe up into the air and catch it, perfectly.

Turning they dive over their scythes and land apart, scythe points touching in stillness.

It reminds one of ninja and dance. Of silent lightning.

They jump over and around and threw each others extended scythes.

Facing each other once again, they lift the scythes and snap them in the middle, creating two.

A new scythe hook erupts from the second one.

They begin to use them like nunchucks. Slicing through the air with deadly speeds, twice as nefarious.

TRAE (V.O)

We are never allowed to forget our directive.

The two reapers swing the double scythes into a slower pace until they stop.

They lower both to the ground in front of them.

Standing again, they call out.

REAPERS (IN UNISON)

Rise.

As if magnetized, the scythes immediately speed to their waiting hands.

At this, the Reapers, facing each other, cross the double scythes over their breast bones and bow to one another.

They turn and bow to the altar hologram of the Queen Bee surrounded by Phantom Regulators.

General Aureus enters.

Both, Trae and #256 bow to him.

#256 exits.

General Aureus, turns and bows to the Queen Bee alter.

He is dressed in golden very light metal material, allowing movement, in contrast to Trae's black ninja like armor.

He closes his eyes and draws her scythe to him. It flies through the air and into his hand.

Trae stands at attention. He is the general.

He attacks her with her own scythe.

She slides under him and stands on the other side. Coming to attention. Under no circumstances can she defend.

GENERAL AUREUS

I don't like you 323.

Trae keeps her eyes down as General Aureus turns and throws three golden throwing stars into her chest armor.

Trae is unflinching and allows them all to be stuck in her armor above her heart.

GENERAL AUREUS

You don't believe in our missions wholeheartedly. I can feel it.

He kicks her feet out from under her.

She lands hard on her stomach.

She stays where she lands.

GENERAL AUREUS

I've seen you flinch when you kill the children.

He kicks her in the stomach, throwing her up in the air.

Trae lands on all fours, rising slowly, head down.

GENERAL AUREUS

You were my favorite Reaper 1000 years ago, when you were young. I erased your memories because you were too good.

He throws the scythe at her head. It flies through the air.

She moves her head back only an inch as it grazes a hair above her nose.

Without a cringe she now looks at General Aureus.

The scythe lands in the wall behind her.

GENERAL AUREUS

If you fail again to live up to my expectations, if you do not abide this path chosen for you, then your life is forfeit.

He walks into his shadow and is gone.

Trae turns her head slightly and we see the blood coming down from under the skull mask.

33 INT. REAPER BAR - NIGHT

Everyone whispers, or is gossipy, in high spirits, waiting.

At a round tufted booth back in the darkest corner of the bar, with a single green lamp on the cool black table, sits TRAE.

Within the black hood we see the face of a doll. High cheek bones, Apache eyes, shiny lips. A reserve to her that speaks of elegant secrets. She has long dark straight hair, lightest brown complexion, with a yellow gauntlet covering her right forearm, the numbers 323 glowing in the center. It is seemingly permanently attached into her arm. Looks painfully attached.

TRAE (V.O)

And vices, even we have them.

She presses a button on the table and orders a drink out loud, to nobody and obviously to somebody.

TRAE

Two doubles. No gloss.

A snotty YOUNG WAITRESS dressed in a chain mail dress brings over the drinks and leaves them on her table with no joy.

Trae drinks one and cringes.

The table top below Trae's drink blinks the word:

ARRIVAL

in bold white letters.

Trae looks up.

Four odd looking characters, THE ACCIDENTAL ORACLES, her friends, appear, frozen a foot from the floor, then land.

(CONTINUED)

TRAE (V.O)

The Accidental Oracles. Reapers who mated with a foreign specie. We do not abandon these mutant children to those worlds. They are too powerful. These particular four are my friends.

They pile into the booth on both sides of her.

There is one set of androgynous albino black (probably female) twins.

TRAE (V.O)

The GG's. Telepaths.

The GG's look left and then right at the same time.

TRAE (V.O)

Silvo. Healer of spirits.

A very beautiful long white haired male with silver eyeliner on and a crystal necklace around his neck, above an open silver ballero jacket. He blows her a kiss.

TRAE (V.O)

And Dusk. Weaponeer of long dead civilizations.

And a dark feline eyed male (Tibetan looking) rolls two jaxs continuously in his hand. He rolls them on the table and they spring into tiny blades.

Their booth has an aura of a sort of subversive punk/misfit affiliation, and everyone stays clear of them.

The Air Reapers of Traes' sector are around in her corner of the bar, but standing in smaller groups.

Silvo takes out a silver smoke flute and puts it on the table. He loads the holes with tiny green pills.

The pills immediately alight. He takes a green puff from the flute mouth hole before leaning over to Trae to tell her something.

SILVO

Cheer up darling. We're supposed to be celebrating.

Ironically he smiles signaling to the other Reapers in the bar laughing and carrying on.

(CONTINUED)

She looks down at her second drink, staring off into its liquid, then feels eyes on her and looks up to across the room, where a muscular, smart, charming, cappuccino complexion, a hint of something exotic, male, KNOWLEDGE PLANTER: ONE TWELVE stands in another group with a purple gauntlet on his right forearm.

TRAE

Perhaps there is something to celebrate.

The GG twins speak as one, excited.

GG

Oooh. An opportunity arises. I see blood sweat and tears in your future.

Trae smiles.

TRAE

Fun.

Suddenly there is a humming sound, low and tough.

Everyone shuts up and turns to the center of the bar.

The General Aureus appears. He hovers for a split second, midair, a couple of feet above the floor, then lands on his feet in an aggressive step.

He wears a jet black set of armor, with the Tree of Life emblazoned on his chest plate.

He has two black and silver gauntlets on his forearms, which glow with spiral patterns.

Gold and black skull mask.

His demeanor and voice is deadly calm. He commands the silence.

GENERAL AUREUS

Reapers come alive. Reveal directive.

The walls of the bar come on, like TV screens, and come out to hover.

The panels show a blue Earthly ball with red energy flowing from it. Five winged Reaper figures of the colors, yellow, red, blue, brown, and descend on the Earth. The Earth shows a rapid white bloom, and then its settles back to blue.

(CONTINUED)

A purple Reaper figure stands upon the Earth, it flaps its wings and tiny purple rain drops hit the planet. A bright blue energy streams off of it in the direction of the black hole.

A rotating holograph appears of a specie of Elf, with golden eyes and pointed ears.

(proud yet with venom)

GENERAL AUREUS

It's been a long time since we have reset an entire species, but this kill will be grand, and a mission to be proud of. All Five Elemental Reaper Units will be utilized, and successful completion will be well rewarded. (He pauses for that insinuation to sink in.) Fire will descend first, followed by Quake, then Water and Air, lastly the Knowledge Planters for seeding of the new species. The Black Hole of this galaxy will be filled with entirely positive energy for the Regulators, and we will be finished with this populace. (He finishes smiling oddly.) Be ready for simulation immediately.

He turns and leaves, stepping down into his shadow.

TRAE

Total extinction. I have never had such a mission.

She sips her drink.

Dusk presses his wrist and a red throwing star springs out above his palm.

Silvo looks at her as the GG's nod.

GG'S (VOICE AS ONE)

It is the first of it's kind since original human seeding.

Trae thinks about it briefly. Speaking to herself.

TRAE (V.O)

But it is not a Reapers place to question.

The GG's, hearing her thought, agree.

(CONTINUED)

Trae looks again at the muscular Knowledge Planter across the bar.

TRAE
I'm going to go catch that.

She indicates the muscular Planter One Twelve across the room.

TRAE
Before he gets scared.

Trae finishes her drink and presses the table.

The table splits open in the middle letting her out.

SILVO (SMOKING)
We'll be waiting, darling.

34 INT. GALAXY TREE ROOM - NIGHT

We enter a room that has an enormous overwhelming five story tree with thousands and thousands of blue "leaves" aglow on its branches. They look like glass.

It is a computer of sorts. Each leaf representing a galaxy, which when the leaf is touched it expands and the individual black holes and solar systems are illuminated for viewing.

TRAE (V.O)
Within our pantheon are the
librarians who catalog all
lifeforms and their energy flow.

There are twenty LIBRARIANS who are sitting in the air around the blue tree, touching and expanding the "galaxy leaves", keeping precise track of the maintenance of energy rivers flowing into the black holes.

SIM, one of the Librarians, is a beauty, a highly intelligent hourglass figured thing, who under the soft lovely exterior is razor sharp.

She wears a pencil skirt, flowy top, odd looking heels. Hair up in a soft bun.

She looks around at the others as she stares down at a particular galaxy leaf.

She keeps looking around as if she is going to get caught.

She places her palm over the top of the galaxy and closes her eyes.

(CONTINUED)

A small burst of light reflects on her palm. Lifting off her palm we see a small metal trinket that looks like a hand print (its a flash drive).

She quickly places the galaxy leaf back onto its branch.

35 INT. DARK BAR - NIGHT

Sim is walking up to the back booth where the GG's, Silvo, and Dusk sit talking, smoking, and drinking.

Trae sees Sim from across the bar where she is flirting with Planter One Twelve.

She speaks to him.

TRAЕ
So, I'll see you later?

Planter One Twelve nods, smiles mischievously.

Trae walks away back towards her table.

At the table they scoot over and make room for Sim, as she is another Accidental Oracle.

TRAЕ (V.O)
Sim. She is the strangest of all the Accidental oracles. She feels secrets. An empath I guess.

Trae sits down across from Sim next to the GG's.

SIM
Trae, I found something. I need to show it to you.

Silvo interrupts sarcastically but lovingly.

SILVO
You want to show her something dear, we know.

Silvo eyes Sim with a lusty chemistry and makes a smooch with his lips at her.

GG, the albino black twins smile, at the remark, but comment seriously.

GG
We feel danger.

(CONTINUED)

In the round table top, beneath their drinks, is a film of bees flying around a perfect hive.

Its like a constant propaganda commercial representing their lives.

Trae commands an invisible curtain.

TRAE

Privacy.

A translucent energy appears in front of the booth, like a curtain, blurring the images of the Reapers in the rest of the bar.

Trae to Sim.

TRAE

Show us.

Sim places her palm on the table and uploads a moving image which shows in the table top.

The table lamp lowers into the table.

There is an oblong galaxy spinning.

She touches the top right of the image.

Close up of a solar system.

She touches a planet between two opposing suns.

The green planet spins.

An energy river of blue is flowing off of it.

Sim commands the image.

SIM

Backtrack, one thousand.

The green planet is spinning but with scary red energy flying off of it.

Sim looks up at Trae and back down to the image.

SIM

Forward, three fifty point eighty seven point six.

We see a silver bee fly up to the planet, pause over the planet, and then speed past.

(CONTINUED)

Within a few seconds the red energy turns crystal blue.

Everyone gasps.

SIM

Our drone bee never reported the failing planet. It was forgotten. I just found this.

TRAE

How were the species enlightened without us purifying them?

Dusk, speaks very rarely, but when he does everyone listens.

DUSK

Simple. They discovered they weren't alone in the universe.

Silence, as the group realizes the implications.

GG is giddy.

GG

This means Reaper destruction's are not necessary.

SIM

There's a problem. General Aureus is suspicious. He asked me in a floor message why I copied the galaxy tab. I didn't respond.

TRAE

If the Regulators find out it could change everything.

Trae is silent as the situation is serious.

TRAE

Did you make a copy? I'm not sure I want or need to be part of a subversive act right now.

SIM

Of course.

Trae looks at the time, a glowing number under her flesh inside her left wrist.

TRAE

Can we meet later? I made an appointment I must see through.

(CONTINUED)

She has more important things on her mind, like bedding ONE TWELVE.

SIM
Trae. I think we should do something about this.

TRAE
Like we can...?

36 INT. ONE TWELVE'S BED UNIT - NIGHT

Trae is naked except for her yellow gauntlet on her forearm, her black hair strewn all around her and in her face.

Planter One Twelve is on top of her. His back is scratched up and he finishes up his part of this sex.

They moan some and bring it to a close.

He collapses on top of her, tired.

TRAE
Thanks. She smiles.

TRAE
Not bad, considering.

She's teasing him. One Twelve gets off of her and lays next to her.

ONE TWELVE
Ya, considering I have the "knowledge." What's your excuse?

TRAE
Natural talent.

ONE TWELVE
Ha.

Trae gets up to start getting dressed. She puts on a black hat that looks like knit chain mail.

ONE TWELVE
Don't you wanna hang around for another go?

TRAE
No, I have to meet my friends.

She puts on black tights that have knees pads sewn in, and a copper tank top.

(CONTINUED)

ONE TWELVE

You call those freak Accidents your friends?

TRAE

What the hell does that mean?

ONE TWELVE

I mean, Sub-Standards, born of real mothers. That's gross and you know it. How the collective allows their presence is beyond me.

Trae gets pissed. She aggressively puts on her brassy trench coat.

TRAE

Just because you're the "noble"

She uses her fingers to show the quotes in the air.

TRAE (CONT.)

DNA of a Shiva seed doesn't mean YOU are the perfect species.

ONE TWELVE

I'd rather be the ancestor of a perfect built myth program, than a mistaken procreation.

TRAE

Those "Accidents" are telekinetic, psychic and empathetic. None of which you have skilled.

She nearly falls trying to get out of the sleeping unit while putting on her boots.

ONE TWELVE

You are who you hang with 323. Never forget what you are here to do. Reaper.

Trae is out of the sleeping unit and slams the glass door, which turns black upon closing.

37

INT. FOUR ELEMENT BATH TEMPLE - NIGHT

Trae sits in water.

The white smooth floor is even with the water, like an infinity pool.

(CONTINUED)

The ceiling has fire licking across it in waves.

There is a breeze slightly wisping Trae's hair away from her face, and the walls are Aspens growing from the floor.

Her shoulders are bare and her arms rest on the floor on either side of her. Eyes closed, she sighs.

An interruption: A message blinks in the floor.
PREPARE FOR REAPER SIMULATION

Trae sighs again.

TRAE
No rest for the Reaper.

She gets out of the bath.

There is a sheen to the water, as if it has something like mercury in it.

Trae walks naked over to one of the wall of Aspens.

She puts her right forearm with the yellow gauntlet into a hole in the wall.

She states an order, non-nonchalant.

TRAE
Sleep rejection.

Suddenly a white cone comes out of the wall, enters through the gauntlet, through her skin, and into her blood stream, shooting her with a cocktail of liquids to keep her going for another 24 hours without sleep.

She inhales a puff of gas from a face plate embedded in the wall, at the same time.

Her eyes glaze, pupils dilate becoming gold stars inside a rainbow pool.

38 EXT. THE GREAT PLAINS. NEBRASKA - GLOOMY DAY.

Trae stands with 99 other Grim Reapers - the Air Reapers.

They wear yellow capes, hoods, yellow gauntlets, and skeletal gas masks on.

Their stance is utterly still, but their capes rise up from the wind, very slowly, into shapes like wings.

(CONTINUED)

They stand in a circle, five layers deep. Trae, alone, in the very middle.

She makes a sign with her hand to begin.

ALL AIR REAPER VOICES

Air.

(commanding, pausing)

ALL AIR REAPER VOICES

Gust.

39 EXT. CALIFORNIA FAULT LINE - DAY

A long elegant fault line in the ground, upon which one hundred QUAKE REAPERS stand.

Fifty on each side of the crack looking down into the depths.

They are wearing green capes and hood, and their green gauntlets and heavier build give them an dark earthly aura.

ALL QUAKE REAPERS

Earth.

commanding, pausing)

ALL QUAKE REAPERS

(gently speaking)

Quake.

40 EXT. VOLCANO - DAY

Top of a snow covered volcano.

One hundred FIRE REAPERS stand around the lip.

Dressed in red capes and hoods, their uniforms are seemingly fire proof, like a heavy durability about them with no movement, plus blood red gauntlets on their right forearms.

ALL FIRE REAPER VOICES

Fire. Erupt!

41 EXT. GLACIER - DAWN

Antarctica at dawn. A glacier in the dark blue ocean.

Massive pieces of ice are floating in the water.

One hundred WATER REAPERS stand all along the glacier edge.

Dressed in blue capes and hoods that give off the impression of flow, along with royal blue gauntlets on their right forearms.

ALL WATER REAPER VOICES

Water.

They pause.

They continue in a gentle tone.

ALL WATER REAPER VOICES

Rise.

We see all four of the elements begin to take shape, a tornado, the earth move opening the crack farther, the volcano beginning to smoke, and the water rising around the glaciers. Then.

ALL THE REAPER VOICES (V.O)

Halt! Simulation complete.

42 EXT. GLACIER - DAWN

Water Reapers on the glacier turning and walking down into their shadows.

43 EXT. VOLCANO - DAY

Fire Reapers turning from the volcano lip with smoke around them and down into their shadows.

44 EXT. CALIFORNIA FAULT LINE - DAY

Earth/Quake Reapers turning from the slightly larger crack and down into their shadows.

45 EXT. THE GREAT PLAINS. NEBRASKA - GLOOMY DAY

Air Reapers turning away from the circle, from the small tornado, and stepping down into their shadows.

With the the Great Plain now empty we see the tornado disperse and the sound of wind whips past.

46 INT. GALAXY TREE ROOM - DAY

Sim is standing below the tree reaching up to put back a galaxy leaf when the floor near her feet reveals the face of the General Aureus with the words blinking over the top:

REQUESTS YOUR IMMEDIATE ATTENDANCE

Sim turns around to see two SAMURAI REAPER GUARDS coming towards her.

THEY arrive at her side.

We see them walking away from the galaxy tree. Her in the middle.

47 INT. TRAE'S SLEEPING UNIT - NIGHT

Its dark except for a tiny odd clock built into her pillow.

We hear the soft voice of Silvo, her friend, but automated:

AUTOMATED SILVO VOICE

Permission for arrival? Permission
for arrival?

Trae, naked, stirs under her translucent covers and then sits up on her elbows, annoyed.

TRAE

Yes.

Silvo suddenly appears midair next to her bed and lands.

He crouches down in despair putting his head between his legs.

SILVO

Sim is dead.

TRAE

What?

Alarmed, non believing.

(CONTINUED)

SILVO

She was suspended. When they placed her in the sleep stasis her vitals dropped and then failed.

Trae is speechless. Silvo gets up and punches the unit wall.

SILVO

We were lovers, Trae! Two sub-standards! We couldn't tell anyone we were so ashamed. Now she's dead. Dead.

TRAE

Oh shit.

SILVO

I can't stand this. I have to go. Here.

He throws a a shiny case on Trae's bed.

SILVO

Her secrets. I never looked.

Trae reaches for Silvo to touch his arm.

TRAE

Silvo. Wait.

But he turns into his shadow and disappears before she can touch him.

Trae looks at the case for a while, not touching it.

Trae speaks to the case.

TRAE

View.

The case lid becomes translucent revealing the copy of the galaxy tab: a one inch flash drive shaped like a tiny hand print. Two vials of what looks like blood, with the number 7 printed on one and the word "Eelii" on the other.

Also within, a small rainbow colored box that says "TRAE" on it.

Trae speaks to the translucent box:

TRAE

Open.

The lid opens slowly.

(CONTINUED)

Inside is a necklace with one round crystal. The crystal has a figure carved into it.

She caresses the stone. It lights upon her touch.

She drops it, shocked.

Once again, she picks up the necklace, touches it, it alights. She puts it on around her neck. It automatically clasps, and the light depletes to a tiny glow.

Trae gets out of bed naked, except for the gauntlet that is part of their bionic makeup.

She goes to a shelving unit.

TRAE

Open.

The shelf door opens revealing a few items of clothing.

She gets dressed in her black armor. She puts on a forearm purse that seems like Velcro. It is a pocket of sorts, where she can put things.

She puts everything from Sim's box in her forearm purse and walks into her shadow.

48

INT. BLOOD LIBRARY - NIGHT

Trae is standing before a library of golden shelves storing thousands of vials of blood, "books" on each Reaper and their memory history.

She caresses the vials but doesn't take one off the shelf.

Instead she sits down at blood desk and takes out vial 7 from inside her left forearm purse.

TRAE

Open.

The blood desk opens a little drawer, which she drops a spot of blood on.

TRAE

Read.

The screen begins reading the blood and lifts up and out so that Trae can view the memory the blood has formulated for her review.

The screen becomes convex.

(CONTINUED)

The screen flashes these words:

MEMORIES FOUND: KNOWLEDGE PLANTER 7

INDEX:

SUCSESSES

FAILURES.

Trae speaks the word:

TRAE

Failures.

The screen reveals one failure:

HUMAN CONTACT: MILKY WAY GALAXY:

SOL SOLAR SYSTEM: PLANET EARTH

TRAE

View.

49 EXT. ARIZONA DESERT - DAY

We see from above a female with red hair, long curls, wearing a purple cape and hood, purple gauntlet on the left forearm which glows with the number 7.

(speaking out loud to someone or something)

KNOWLEDGE PLANTER 7

I'm in a bad storm and cannot pass into my shadow. I have to suspend return until it passes.

She's got wind and sand blowing all around her, in her face, and whipping her purple cape in every direction.

She begins walking in the direction of a nearby cliff and a few trees.

She climbs up to the cliff and finds a cave.

She enters.

50 INT. CAVE - DAY

She steps inside, its dark and she can't see.

We hear a dangerous sound. Something unexpected, a growling cat.

(CONTINUED)

A massive cougar stands at the back of the cave, her hackles up and ready.

A shadow on the side of the cave is revealed, its a man standing stock still facing the cougar, his back to us.

(A Native American language.)

MAN

Don't move a hair. She knows someone has entered the cave.

MAN

She's defending her cubs.

He puts his hand slowly back making a gesture.

MAN

Back out of here very slowly.

KP7 is unsure. She is in shock.

The Man speaks firmly.

MAN

Do it or die.

KP7 steps slowly backwards and out into the sand storm.

She turns just in time for the Man to exit and grab her around the waste.

MAN

Jump!!

They slide down the side of the steep cliff as the cougar jumps up on a boulder watching them from above, hissing.

They land at the bottom of the incline.

He is yelling above the wind, his long dark hair coming free from its ties, he is dressed in ancient winter garb.

MAN

Follow me. We'll have to find shelter!!

They tromp through the sand as he leads her to a smaller enclave.

Around the side of the cliff and down some rocky type paths.

He looks inside a deep overhang and goes inside.

51 INT. SMALL CAVE - DAY

He sits down on the stone, while she, bending over, still outside, looks at him and back to the sand storm.

MAN

We'll have to wait it out.

He's handsome. He smiles at her.

She sits next to him but is seriously unsure.

This is against policy.

She looks at him. He has dimples in his cheeks.

His hair is black, straight, and wind blown.

He wears a warm leather outfit and a crystal with a figure carved into it, around his neck. He is obviously a warrior of some kind.

She tries to stop staring and attempts to fix her hair.

He takes one of her curls in his fingers, studying it.

KP7 inhales sharply. The intimacy was new to her.

MAN

You must be a sand goddess, lost.

KP7 is enchanted by his wonder. So very human.

The Man takes her fingers in his hands, turning them over and over, looking at the pale color next to his own light brown.

He is not afraid as he believes her some sort of apparition.

He slowly lifts his fingers to caress her bare cheek.

He runs his finger across her red lips. She closes her eyes, and the screen goes black.

52 INT. BLOOD LIBRARY - NIGHT

These words blink on the screen.

FAILURE:

Result: Accident - procreation.

Policy Violation

(CONTINUED)

Outcome: Indefinite Suspension in
Stasis

Trae seems defeated and on the verge of real darkness.

She presses the screen again.

The screen shows the face of KP7 again with the words:
DEATH: UNKNOWN - DISAPPEARANCE

She gets up from the desk. As she is about to press the
button for the blood vial retrieval, Sim's face appears.

SIM

Trae, if you are watching this, I
am surely dead. The secrets I have
found throughout my life are vast
and dangerous, but the most
important one is recent. Upon
retrieval of this secret there is
proof that you are half human, half
Reaper. I believe it may be more
than that. Something along the
lines of Native myth but I have yet
to decipher it. It all has a link
to the General Aureus. He hid this
in his private archive along with
the other items in the box. If
there is a possibility that he
knows, you are now in severe
danger. All my love Trae.

Sim cuts off the video and is gone.

Trae bows her head with the heavy intensity of the secret
revealed.

53

INT. DARK BAR - NIGHT

Trae sits at a table in the corner with Dusk (the Tibetan)
who is playing with marbles and jaxs silently.

The same waitress from before brings over a small box and
sets it on the table.

Trae opens the box and takes out a white mask.

She lifts the mask to her face and presses a button on the
side which emits a gas into her nose and mouth.

Trae inhales sharply and lets her arm and the mask slowly
lower to the table.

(CONTINUED)

Dusk continues to play his jaxs.

Silvo appears and lands at the bar looking around urgently.

He races over to the table of Trae and Dusk.

Trae is now glossy eyed.

TRAE

Silvo.

SILVO

Trae, where's the things I gave you
of Sims?

Trae indicates her left arm, drunkenly, where we see the
purse gauntlet is strapped around her forearm.

TRAE

Here.

SILVO

The General Aureus came to my
living unit with his guards looking
for the galaxy tab. I told him I
didn't know what he was talking
about. The guards are going to come
for us.

The table top comes on revealing the image of the GG's with
the word

SUSPENDED

over their faces.

TRAE

What the fuck?

Silvo grabs Trae's arm.

SILVO

Trae you have to jump.

TRAE

Jump? Where?

SILVO

Earth. You have to get out of here
before they put you on suspension.

TRAE

I'm so tired Silvo.

(CONTINUED)

Silvo wipes the entire table off with rage. Raising his voice in absolute pleading anger.

SILVO

You have to go. You have to find a way to tell the Regulators about the forgotten planet Sim found. Otherwise she died for nothing and so will the humans.

TRAE

Why did she have to die? She was my best friend.

Silvo slams his fist on the table.

SILVO

Mine too. But she found a planet without Reapers. You have to get the info to the top.

TRAE

How am I supposed to contact the Regulators? It has never been done!

The silent Dusk speaks, nonchalant.

DUSK

Use the vortex.

TRAE

That's a myth and an Earthly myth at that.

DUSK

My father was the Buddha seed of this planet. He used the vortex to contact the consciousness directly. So can you.

TRAE

I am not the Buddha seed, nor the Shiva seed, or the Jesus seed, nor any Great Mystery. I am a nobody.

SILVO

Trae, Sim told me she saw your file.

Trae interrupts him.

TRAE

Don't! Look Silvo they never
suspend Reapers. I can tell the
Collective here.

The table top lights up again with the image of Dusk and the
word:

SUSPENDED

blinking over his image.

Dusk stands up aggressively from the table.

SILVO

We can't jump Trae but you can.

Two Samurai Reaper Guards appear midair at the other end of
the bar. Dressed with black capes and black Samurai face
masks, armor plated.

Dusk turns to Trae and hands her two small jaxs (the ones
that look like xxs, the childhood game where you throw jaxs
on the ground with marbles.)

DUSK

Take my weapons. You will need
them.

He turns towards the guards and starts walking over to them
aggressively.

SILVO

You must contact them before the
Reaping.

Silvo turns away from her and starts walking towards the
guards to buy her some time.

He makes the move with his hands at the guards to tell them,
lets get it on.

Trae gets up from the table, grabs the jaxs, takes another
look at her friends and walks into her shadow, disappearing.

54 INT. TRAES' SLEEPING UNIT - NIGHT

Trae arrives midair in her sleeping unit. As soon as she
hits the floor a message appears in the tiles. Her face.

IMMEDIATE SUSPENSION

Behind her a Samurai Reaper Guard appears midair, but before
he can land on the floor Trae turns around and round house
kicks him to the floor.

(CONTINUED)

He lays there unmoving.

Trae speaks out loud.

TRAE
Information. Earth vortex.

The floor tile light up with an answer:
UNKNOWN

Trae is now desperate.

She stutters as time is running.

TRAE
Uh, uh, Information. Origin.
Vortex. Myth location.

The floor tile slowly reveal the answers one at a time.
12 possibilities.

Earth Coordinates

37.24 N 110.10 W Monument Valley,
Hopi Territory

55.23 N - 6.51 E Giants Causeway,
Ireland

15.58 N 97.41 W Chinchen Itza,
Yucatan Mexico

29.59 N 86.55 E Mount Everest,
Tibet

TRAE
Stop. Download files.

Her gauntlet lights up for a moment.

TRAE
First coordinates. Monument Valley.
Earth.

The first coordinate enlarges on the floor as the others
disappear.

37.24 N 110.10 W Monument Valley,
Hopi Territory

Trae steps on the coordinates and walks into her shadow.

55 EXT. MONUMENT VALLEY - SUNSET

Trae hovers midair and lands in sand in a grand desert landscape.

The sun is disappearing beyond the horizon.

She stumbles.

She manages to take a few steps forward when suddenly a Samurai Reaper Guard arrives behind her.

The Guard kicks her feet out from under her.

She hits the sand hard.

She turns over and kicks him in his stomach before he can attack her again.

He falls back a few steps, but comes at her again.

They begin a hand to hand combat. He is beginning to push her back.

She jumps back.

She commands an element.

TRAE
Air. Gust!!

A fantastic current of wind picks her and the guard up into the air.

As they are lifted at a great height Trae commands the element again.

TRAE
Air! Release!

The wind stops immediately.

Trae, prepared, falls to the ground managing to land on her feet and roll with a grunt.

The Guard, unprepared and flailing, is slammed down onto some rocks.

He lays there unmoving, broken, dead.

His forearm gauntlet light goes out.

She lands, and turns away from him.

(CONTINUED)

She looks around desperate.

She turns and looks at the Monument Valley formations.

She commands her element.

TRAE

Air. Blow.

Trae jumps up into a massive breeze.

She lands at the crevice of a giant sandstone rising into the air. She slips and rocks tumble around her.

She climbs to the edge and looks over down onto the mesa.

She turns looking around.

She hunches down on the ground, like an animal, closing her eyes. When she opens them they are yellow and aglow.

TRAE (V.O)

I must find the vortex. But what I was looking for was unknown to me.

Trae looks around slowly and gets up.

Behind her and up a steep path there is a cave, barely discernible.

She rushes up and reaches the summit of the cave.

Walking inside to pitch darkness.

56 INT. MONUMENT VALLEY VORTEX CAVE - NIGHT

Switching to night vision, she sees the walls with energy streaming through them.

At the end is a painting with a figure on it. It is an exact replica of her necklace figure.

She moves forward towards it.

57 EXT. MONUMENT VALLEY MESA - NIGHT

Two Native American males sit on horses overlooking the mesa.

Beyond them is the formation, Mitten Butte, Trae is in.

(CONTINUED)

The Native men see a tiny glow coming from a point on the formation.

The older man with long gray hair, FATHER SHAMAN, watches intently.

The younger, handsome, Native male with braided hair, BEAR HEART, looks at his father.

BEAR HEART (IN HOPI)
Father, something is happening at
the Katsina opening.

FATHER SHAMAN
We must hurry.

They take off on the horses towards the formation.

58 INT. MONUMENT VALLEY VORTEX CAVE - NIGHT

Trae walks towards the figure on the wall.

Around the figure are red hand prints. Below it a rainbow bridge.

The star formation Orion is painted, alight in blue, above the figure.

She turns suddenly as she hears rocks tumbling outside the cave.

Bear Heart and Father Shaman enter.

They see her and the room filled with blue light.

FATHER SHAMAN
You have activated the bridge. Who
are you?

TRAE
I am death immortal. A hybrid
species sent to deliver death upon
entire civilizations.

Trae moves forward, seemingly growing stronger more aggressive. It is all she knows how to do amongst humans - scare them into submission.

TRAE
We are here to annihilate you,
unless I can travel through a
portal, to help.

BEAR HEART (IN HOPI TO HIS FATHER)
She is not of Earth we should be
careful.

FATHER SHAMAN (IN HOPI)
No, she is one with us. Look at her
face.

Bear Heart walks towards Trae, who reaches for her scythe
weapon. He touches her on her arm gently.

BEAR HEART
How can we help you?

Trae bows her head in anguish, as it has suddenly come over
her. The overwhelming nature of her struggle.

BEAR HEART
Here, drink.

He hands her his water container from his pack.

She drinks from it and closes her eyes with the joy.

BEAR HEART
What is your name?

TRAE
I am number three twenty three of
the Element of Air.

FATHER SHAMAN
You are wearing a necklace sacred
to our people. Where do you get it?

TRAE
I have seen a vision. A female of
the unit of KNowledge Keepers meets
a man long ago, here in this
region. She became pregnant. The
child was sanctioned and raised as
a half breed, as a Grim Reaper.
That child I believe is me.

BEAR HEART (IN HOPI) TO FATHER SHAMAN
The light goddess of sand?

FATHER SHAMAN (IN HOPI) TO BEAR HEART
Yes. But that was over 2000 years
ago.

TRAE

I am

She hesitates.

She skaes it off.

TRAE

I must protect you from what is
about to happen. They will
annihilate the entire population.

FATHER SHAMAN

We have spoken of this moment
amongst us for generations. You
will have to use the power of the
ancients. Call them on the
battleground and they will assist.

BEAR HEART

The rainbow people.

Trae stares in wonderment at the two men before her.

FATHER SHAMAN

You must return to us so that we
can guide you.

Two Samurai Reaper Guards arrive behind them at the opening
of the cave.

Trae runs between Bear Heart and Father Shaman. Turning she
yells at them.

TRAE (IN HOPI)

Get to the back of the cave.

She runs towards the Samurai Reaper Guards and slides down
on her hip between them coming up on the other side.

Standing she whips out her scythe.

In the dim light we watch a scythe battle between the three
of them on a precipice.

She kills one by putting the end of her scythe staff through
his gut. He topples towards the cliff side.

Pulling her scythe out of his stomach she turns to the
other, but not in time.

He kicks her so hard she goes flying over the cliff side.

(CONTINUED)

Suddenly we hear two shots. The Samurai Reaper Guard is shot in the back. He turns and looks back as he falls over the side of the cliff.

Bear Heart stands outside the cave with a smoking shotgun.

He runs to the edge and looks over, where Trae is unconscious on a ledge below. The two Samurai reapers lay far below her on the ground.

Bear heart runs down the steep path to her.

He touches her hair and head checking for a pulse on her neck.

He picks her up and takes her in his arms back up the cliff towards the mouth of the cave.

Father Shaman stands there in front.

Bear Heart lays her gently down the ground in front of Father Shaman.

Father Shaman crouches down and looks at her. He sees her necklace.

He pulls it out gently from under her black armor.

He takes out a leather water pouch and puts it to her lips.

BEAR HEART (IN HOPI)
Father, what do we do?

Trae wakes.

Bear Heart holds her tight, as Trae looks at him.

TRAE (V.O)
His compassion. I am paralyzed by
it.

She eases up. Father Shaman comes near.

Trae slowly gets up.

TRAE (IN HOPI)
You are in horrific danger by my
presence. Please forgive me. I must
go.

Bear Heart helps her up.

Trae turns to Father Shaman.

TRAE (IN ENGLISH)
I'm so sorry. This should have
never happened.

FATHER SHAMAN (IN ENGLISH)
You are one of us. We are here for
you. Come back after your journey.

Trae looks back at them both, then walks into her shadow and disappears.

The cave light dims to darkness.

Bear Heart goes to the edge and looks over. The Reaper Samurai bodies are gone.

FATHER SHAMAN (IN HOPI)
We must tell the elders.

59 INT. GENERAL AUREUS'S COMMUNICATION ROOM - NIGHT

A massive red skull hovers above the General Aureus.

An exact image of his face but a massive holograph.

It speaks as he moves his mouth.

GENERAL AUREUS
Hunters appear.

A floor panel brings up six CHROME REAPER WARRIORS, head to toe in silver armor, shiny, horrifying. Instead of legs they have chrome bones with claw feet.

Completely hooded and with black eyes. They hold shiny swords at their ready.

GENERAL AUREUS
Kill her. Bring her back in pieces.

60 EXT. GIANTS CAUSEWAY, IRELAND - SUNSET

Trae lands in the middle of natural stone steps.

Thousands of black circular stones stand up through black sand on the edge of a green hill, overlooking a calm dark sea.

She looks around. The sun is setting a golden yellow on the horizon making these stones reflect in every puddle, a coming darkness.

(CONTINUED)

She puts her hand to her head.

TRAE (V.O)
Why did I want to return to
Monument Valley as if to go home?

One Chrome Reaper Warrior after another appears behind her.

Their dead eyes haunted with violence.

Trae turns towards them and rises a half foot off the ground. Hovering.

She pulls a stick out from behind her back which automatically snaps into a Grim Reaper scythe.

She takes a martial arts stance and readies her self.

The first Reaper Warrior jumps forward.

In mid air Trae cuts off his metal legs.

The thing is unphased as it lands on the ground sideways.

It slices through the air with its sword.

Trae cuts his sword arm off at the wrist with her scythe, turning she cuts off his head.

It bounces down the stone steps.

Another Reaper Warrior attacks.

Trae snaps her scythe stick in half and presses a button releasing another scythe.

Now she has two short scythe swords.

The Reaper Warrior brings his sword dangerously close to her face as she moves just in time.

Trae counters with power using the martial art method Escrima.

Bringing two scythe swords heavily down repeatedly on his sword driving him back towards the others.

As he raises his sword Trae goes down on one arm cutting his belly in half. As his body bleeds black blood she flips up and cuts off his head with her other scythe.

Without missing a beat she runs up the front of another Reaper Warrior.

She lands on top of his head.

She runs across the next head and the next like the stone steps.

When she lands at the end of their line she flips backward off.

We see all their heads have been sliced in half.

They remain standing though.

Trae walks to the front of them and opens her arms.

She closes them in front of her.

With a scythe sword in each hand she cuts all four in half at once.

Their bodies fall like potato sacks.

Trae turns to the sun over the sea with just a sliver of light on the horizon, she puts the two scythe swords stick to stick.

The stick merges automatically like liquid mercury.

She presses a button and both scythes collapse into the stick and are gone.

She shoves the stick into the pocket in her back and walks into her shadow.

We hear her say.

(V.O) TRAE

I cannot stay here. Third vortex
location. Chichen Itza.

She is gone, but hundreds of dark hands reach up from the stone steps and take hold of the Reaper Warrior remains.

The black blood and body parts melt and disappear into the stones.

61 EXT. CHICHEN ITZA, MEXICO - NIGHT

Trae lands in the tiny temple at the top of the pyramid.

She is disoriented.

There is only the hint of the moonlight over the jungle.

(CONTINUED)

She touches the walls feeling for the unknown. The floor of the temple begins to light up, showing a bright purple fractal pattern, with, at its center, a spinning vortex going down into nothingness.

Before she can begin to step into the vortex something steps out of the shadows.

A werewolf.

He is massive, black furred, with green eyes. He growls.

WEREWOLF

You are not welcome here
Deathbringer. Leave before I slay
you.

Werewolf eyes glow in every doorway. They begin to growl, and show their teeth.

Trae bows her head in respect, and obeys, walking down into her shadow.

62 EXT. HIMALAYAS - NIGHT

Trae hovers and lands in knee high snow.

As soon as she lands heavily in the snow, she looks around and sees the moonlit dark sky and astounding peaks of the mountains surrounding her.

She must get the gauntlet off.

TRAE (V.O)

I must stop running, but they will
find me if I do not get the
gauntlet off. It is a homing
device.

She looks down at her forearm and commands naturally.

TRAE

Gauntlet release.

It does nothing.

TRAE

Gauntlet release!

She rips at it with her left hand, trying to get underneath the edge.

(CONTINUED)

She screams in shocked pain as it tears her skin open and so begins to drip blood down her arm.

Leaving it for now she gets up and starts racing up towards a slope face nearby.

She runs around the side of the slope and almost falls into a deep open cavern in the ground.

Some rocks slip over the edge and down.

She looks around and sees a couple of boulders large enough for her to feel hidden, perhaps momentarily safe.

Getting to the boulders she hunches down on her hind legs and pulls her scythe stick out from behind her back. It is still hand size.

She commands it.

TRAE

Dagger. Open.

A small lethal black blade pops forth from the end.

She takes a deep breath, and starts pushing the blade underneath the top edge of her yellow gauntlet.

She tries to hush her scream.

We see that when she turns over her arm the gauntlet is latched into the skin and deeper bone, like rivets, running along and up the wrist towards the inner elbow.

She uses the dagger again around the inner edge of the gauntlet to get it to loosen up, to make space for her fingers.

Blood is beginning to pool around each of the rivets.

She gets her left fingers under one of the rivets and pulls it out of her skin, leaving behind a hole and gushing blood.

There are nine more to go.

We watch as she desperately pulls every rivet out until her left hand is covered in blood and she is crying in unbelievable pain.

She gets the gauntlet completely off of her arm and the number 323 dies.

She is unable to lift up her right arm as it lay limp by her side when she stands up.

(CONTINUED)

She staggers half conscious to the edge of the deep groove in the earth, and with her left hand throws the gauntlet over the edge and into the unknown darkness.

Falling backwards she lands in the snow hard.

With the little strength she has left she takes off the forearm purse she had on her left arm and is barely able to get it on her right forearm in an attempt to bandage the open wound.

Blackness comes over her.

63

EXT. HIMALAYAS - SUNRISE

A very mild light is coming up with the dawn.

Among snowy rocks, a breeze picks up a piece of black fabric. The corner of Trae's cape.

We see the fantastic peaks of Mount Everest and Lhatso, with many more Himalayan mountains one after the other sprawling majestically behind.

We spot a caravan. A red carriage with ribbons flowing far behind is being shouldered by FOUR MYTHICAL MEN walking towards where Trae lays.

The men are heavily dressed for winter, their costuming of fur boots over bare legs, extremely decorated long loin cloth, jacket of fur, red dragon tattoos down their arms, long black hair, fur hat with tiny bells.

Coming closer, we can see there is a nearly sheer wall of energy that moves with them.

The wall moves forward as they draw closer to Trae.

They arrive at her side and slowly put the carriage down into the snow.

One MYTHICAL MAN, with fantastic red face paint, lifts her into his arms and sets her inside the box.

They turn and lift up the fantastically decorated carriage and begin to slowly trek up the mountain.

The carriage and men walk through an invisible gate on the slope and disappear.

64 INT. GENERAL AUREUS'S COMMUNICATION ROOM - NIGHT

The General Aureus looks out at the galactic night, as behind him the Trae number 323 disappears from the wall of numbers.

He gets a revengeful look in his eyes.

He looks to his left at a black wall of ornaments.

They are trophies of human kills.

He walks to his trophies and picks a native drum stick up.

He enters his memories.

GENERAL AUREUS

Too many thousands of years of work
have gone into this. Centuries of
killing the positive energy flow.

When he turn we see behind him golden shelves stretching the length of the room, covered in human "memorabilia."

65 EXT. RAVINDRAPURI, VARANASI, INDIA - NIGHT

Aghori Monks, covered in white ash, with ground length red dread locks, swing back and forth to no music.

Some sit on the ground surrounding a fire, drinking from a skull.

One AGORHI MONK SHAMAN is deep in trance. He is surrounded by blue energy.

A dark figure emerges out of shadow behind him.

The Aghori Monk opens his eyes and the palms of his hands.

A scythe appears and cuts him in half.

The other Agorhi Monks step back in shock.

Red energy begins to flow off the priest corpse.

66 EXT. MANGO FOREST, HAITI - MORNING

A beautiful BLACK VODOO WOMAN emerges walking in the forest, dressed in white and her hair is silver.

We see an object in her hand that resembles a crystal.

(CONTINUED)

Her eyes are glossy and she is walking in a dream state.

Blue mist surrounds her.

Behind her we see, just barely, a figure hover and land out of a shadow.

She is killed with the scythe through her back out the front of her stomach, her eyes enlarging with the knowledge of her death.

The blue mist turns to red.

The crystal drops on the ground.

67 EXT. CAVE - NIGHT

Inside a cave, sitting in front of a fire is an OLD WITHERED MAN and OLD WITHERED WOMAN.

They are naked, sitting across from each other.

She is humming and waving her arms overhead, as blue liquid rains against gravity up to the ceiling of the cave.

They look up, feeling a change in the air.

He makes a drawing in the dirt of the cave.

The figure of a hooded figure with a skull face.

The General Aureus walks behind the Old Withered Man and cuts off both their heads with his massive scythe.

Blue energy rain stops flying to the ceiling of the cave, and red rain falls on their now headless bodies.

68 EXT. BADLANDS NEW MEXICO, DESERT - NIGHT

A Native man sits before a fire surrounded by men in a circle beating on drums.

Their auras are blue.

In the darkness, nearby, red Grim Reaper eyes watch.

The drumming echoes, as five scythe blades fly out of the darkness, cutting off the heads of the men at the same time.

The scythe blades return to the dark figure.

Red energy rises in a mist as the General Aureus turns and walks into the dark night.

69 INT. GENERAL AUREUS'S COMMUNICATION ROOM - NIGHT

The General Aureus holds the native drumstick in his hand.
He commands.

GENERAL AUREUS
Coordinates of Reaper Three Twenty
Three.

The floor computer lights up with:
29.59 N 86.55 E Mount Everest,
Tibet

He turns and walks down into his shadow.

GENERAL AUREUS (V.O)
She cannot remain alive.

70 EXT. SHANGRI LA, MOUNT EVEREST - DAY

Trae wakes from her unconsciousness.

She is inside an open cabana with luxurious pillows and blankets. Curtains flow out into a small wind.

Looking out she sees below her a wide and beautiful valley full of winding mirrored roads, and odd shaped buildings.

The village itself is quaint and green, with trees and flowers of every color.

The blue sky above is dotted with puffy white cotton clouds, around high Himalayan cliffs.

The breeze, luscious.

She is alarmed, and jumps out of the cabana.

She lands on mirrored pavement.

Her arm is clean, but the rivet holes remain scarred. She rubs her arm, looking at her strange surroundings.

TRAE (V.O)
I had lost consciousness, but
someone had helped me. How much
time had I lost?

(CONTINUED)

A MALE SERVANT, barefoot, dressed in white flowy pants with a red belt, covered in red tattoos, walks forward.

Trae looks at him, unsure.

He says nothing but indicates for her to follow him.

71 EXT. HIMALAYAS - DAY

The General Aureus lands in the deep snow on a cliff.

He looks around.

He walks to the edge and looks over.

Below he sees something shiny in the snow.

He jumps over the cliff, landing 300 feet below on his feet.

There he picks up the shiny object. It is Trae's gauntlet, still bloody.

He is angry.

He turns and walks into his shadow.

72 INT. MONASTERY - DAY

Trae and the Male Servant enter the monastery.

Through old corridors, clean but ancient.

Past rooms with orange clad monks.

To the interior plaza with no roof. There, a giant statue of the Buddha sits. Buddhist monks sit on the floor in front of the statue.

At the center sits the oldest Buddhist monk ever, the INITIATOR.

He gets up from the floor and walks toward the Male Servant and Trae.

He is small and skinny. He acknowledges her as he passes.

The Male Servant and Trae follow him.

They walk through a space full of incense and flowers, statues and fountains, until they arrive at an old round wooden door.

73 INT. MONASTERY OFFICE - DAY

Trae is led into the office, in silence.

The room is covered in floor to ceiling books, scrolls, papyrus, small wooden boxes, glass displays of spectacular stones, and small statues.

INITIATOR

Please sit.

He dismisses the Male Servant.

She sits on a floor pillow uncomfortably.

INITIATOR

Welcome. I am the Initiator. This is your new home, destiny, and immortal sanctuary. You have been chosen by a pendulum over an area sucking anything under it into its dimension. That dimension ultimately ends here. The crash point.

The Initiator looks up.

INITIATOR

Once inside this bubble dimension one cannot leave or you die within hours. Our immortality is a consequence of the mystery walls and thereby defined by those boundaries. We welcome you. We can discuss more later, as we have plenty of time. I will have one my men show you to your quarters, as you came with none.

Trae argues, suddenly concerned.

TRAE

Sir, I was not chosen by the pendulum, or crash point. I chose it. And, I am not here to stay and await eternity. I must go into the vortex center. I have an urgent message for the Regulators of the Universe. Humans are in grave danger.

(CONTINUED)

INITIATOR

Humans are forever in danger. But now, your destiny is here. The vortex center you speak of is unknown.

TRAE

Sir, this opening must be found or we shall all die. There is a planned mass destruction of all beings on this planet. It can only be stopped by the Regulators.

The Initiator is calm and speaks slowly.

INITIATOR

I have been here eight hundred years. We have always been protected in Shangri La.

Trae stands suddenly and pulls a black stick from her back.

She presses a button and the scythe snaps out, with a ring sound.

TRAE

Not this time.

The Initiator is shocked.

INITIATOR

Your aggression is absurd. You will find yourself amongst other types here in Shangri La that resisted their karmic path. I do not care whom or what you are. You now belong to this community. Come back to me when you have calmed.

The Initiator dismisses her.

Trae closes her scythe and exits.

74 INT. MONASTERY CORRIDOR - EVENING

Trae exits the office of the Initiator.

A passing monk stares at her.

She ignores him very determined, as she walks down the hall and puts her scythe stick away.

(CONTINUED)

She exits from where she came, walking past the cabana and down a narrow path of rocks into the foggy village valley below.

A Mythical Male Servant begins to follow her.

75

EXT. SHANGRI LA - EVENING

She comes to a fork in the path.

In front of her, to her right, and to her left, the road is paved with mirrors.

She stops and looks at the buildings beginning to become clear in front of her.

The structures are made up of pieces of castles and airplanes, huts and towers, obelisks and glass.

Every building, two different architectures merged together without reason.

She turns and begins walking briskly down the mirrored road on her left, looking up in shock at the buildings around her.

Standing outside one doorway is a short older man seemingly from the Victorian era, smoking a pipe and wearing glasses.

He nods to her, very naturally, as if it is normal to see her.

She looks back at the Mythical Male Servant, ignoring him, and continues down the road.

When she turns down a little mirrored road on the right she sees two men sitting at a small card table playing dominoes.

One man, ALBERT, a chubby mid forties male, Miami real estate type, is casually dressed in modern white pants, and a polo shirt, flip flops, with sunglasses on, the other man, ANTONIO, is quiet obviously an 18th century pirate.

Behind them half of a pirate ship and half of a gigantic yacht are merged.

The pirate turns and says something in French and tips his fingers to his forehead in a salute to her.

ALBERT, remains seated but speaks to her.

He seems genuinely concerned.

(CONTINUED)

ALBERT

Oh man, you must be new.

He gets up from the table and turns to the pirate.

ALBERT

Avoir. Later I will beat you my friend.

He begins walking after Trae.

He catches up with her.

ALBERT

Hi. I imagine you just arrived.
Maybe I can help you. I'm Albert.

Trae gives him a dirty look and starts to walk faster looking over her shoulder at the guy still following her.

ALBERT

Ya, its a boring name. My parents were thinking about Albert Einstein but that obviously didn't happen. It means the noble one. I've thought about changing it to something cool like Fabio or Bodhi but I never got the chance.

Albert looks back at the Mythical Man following them.

Albert waves at him and kind of signals to him to go away.

ALBERT

Look if you let me explain this place you might be less upset. I like your costume, its very, like, Russian Goth or something.

Trae stops and turns to him. Her odd accent is obvious in this moment.

TRAE

We have very little time. Where is the vortex?

ALBERT

The vortex? Well, that's complicated. This entire town is the result of the vortex. Vortexes actually. The Bermuda Triangle, Sedona, not to mention possible Alien interference and.

(CONTINUED)

Trae interrupts him.

TRAE

Can you guide me around the village. I may be able to find it.

ALBERT

Sure. But finding this "vortex" seems very unlikely. Hey whats your name?

TRAE

I do not have a name. My number is 323. Therefore, I am sometimes called Trae.

They pass by half of an old Lockheed Vega 5B propeller plane which is morphed with half a stealth bomber.

Amelia Earhart turns from her picnic below it and nods at them. She is smoking a cigarette.

Trees shimmer translucent as ALBERT guides Trae through a small park.

On the other side of the park a skyscraper sits atop a Moroccan palace.

ALBERT takes her to a fountain of marble Cyclops.

TRAE

Why are all the buildings in half?

ALBERT

So, to start, the monastery was here before the vortex arrived, that is why it is complete.

He points to the monastery on the hill.

ALBERT (CONTINUED)

The other buildings are the result of energy attached to the person who is transferred.

He explains.

ALBERT (CONTINUED)

Wherever they are when the pendulum catches them, a transfer memory comes with them. Once arrived that memory building stacks or presses with another it feels is similar to

(MORE)

(CONTINUED)

ALBERT (CONTINUED) (cont'd)
itself. Its as if the memories
themselves want to be with a mate.
Trying to be whole again.

76 EXT. MIRRORED ROAD - EVENING

They walk through the small park and into the pathways
leading in ten directions.

This makes Trae hesitate. There is so much for her to do.

TRAE
I have not eaten in a long time,
and I lost a great deal of blood.
Do you have food here?

ALBERT
Yes of course. Allow me to show you
to our favorite place to eat.

She follows him through the park on a new path.

Passing JIMMY HOFFA and ARTHUR DUKE OF BRITTANY walking
together in the opposite direction.

They pass a Cherokee wooden structure merged with a Scottish
stone house.

They come to a French Chateau merged with a Viking Hall.

There is loud music coming from it.

"House of Pain" the rap group is playing loudly.

Albert opens the door to the half of the Viking Hall.

77 INT. VIKING HALL - NIGHT

The place is crawling with the long disappeared people of
fame.

It is decorated with a multitude of eras. From the long
Viking table and benches, to corners with couches.

It's basically a party.

RICKY EDWARDS, member of the Manic Street Preachers, Welsh
band from the 1990's, spins records in the corner.

(CONTINUED)

Antoine, the pirate, is sitting on a plush coach with a drink in his hand and AIMEE DU BUC DE RIVERY, a French novelist from 1788, on his lap.

A couple of YOUNG DEBUTANTES in Renaissance wigs giggle by the black grand piano where a BROODING PIANIST sits playing.

Around is a group of men arguing in Spanish and Italian, over a map, wearing a mishmash of clothing, but obviously one is a CONQUISTADOR, another being SPARTACUS - the famous gladiator from 71BC, and the other a beautiful MAORI WARRIOR with full face tattoos, his shirt off.

They stop yelling and look at Trae with desire.

CAESARION, son of Cleopatra and Caesar, sits on a bench eating a chicken drum.

They all look over at Trae.

ALBERT

Please sit. Let me see what they have cooked up tonight. I will be right back. I hope you eat meat.

Albert walks away towards the end of the room.

A young beautiful blond dressed in a skimpy 1910 dress, the famous DOROTHY ARNOLD, Manhattan socialite, sits next to Trae.

DOROTHY ARNOLD

Hello darling. You look famished. When did you get here?

TRAE

I have been here a few hours.

DOROTHY ARNOLD

Oh, well that's the reason you seem so strange. Here, want a cigarette? Also, Jimmy Hoffa makes an amazing martini if you desire.

Dorothy offers Trae a cigarette. She declines

Dorothy looks around for Jimmy Hoffa.

Albert returns with a plate of food in one hand and RASPUTIN.

ALBERT

Trae I have brought someone who might know some about the vortex subject. This is Rasputin. Rasputin - Trae.

DOROTHY ARNOLD

Ew, yuck.

Dorothy gets up and leaves, disgusted by Rasputin, who is dressed in a tangled white shirt and brown pants. He looks like a homeless man. His beard long and gray. He has a round scar in the middle of his forehead.

ALBERT puts the food down in front of Trae.

Trae begins to immediately eat.

Albert sits on one side of her and Rasputin the other.

Rasputin's crazy eyes twinkle when he looks at Trae.

RASPUTIN (HEAVY RUSSIAN ACCENT)

I see you are working in the dark arts.

TRAE

If you mean death, then yes, that's my job.

RASPUTIN

May I ask for whom you worked for exactly? Satan?

TRAE

Satan? That's a joke. He is merely a rogue Reaper who decided to stay on Earth. No, I work for the Regulators of the Universe and for the Queen of All.

Rasputin rubs his beard, extremely curious.

RASPUTIN

Hmm. Interesting. Tell me about the vortex you search for.

TRAE

This planet is scheduled for complete human extinction. The Reapers will descend and annihilate all humanoid life. If I can find a vortex, I may be able to get to the Regulators, who can stop it.

(CONTINUED)

RASPUTIN

I told the Czarina a theory of destruction, such as this, not long ago.

Rasputin thinks for a moment.

He speaks to Albert.

RASPUTIN

I do not have an answer, but I believe there is one here that would have knowledge of this portal she seeks. The Princess Iana. You must take her immediately.

Albert nods.

Trae licks her fingers and gets up from the bench.

TRAE

Thank you Rasputin.

RASPUTIN

It is my pleasure.

He bows.

As Trae begins to walk away, Rasputin grabs Trae's arm.

She is shocked by him touching her. He is oblivious.

RASPUTIN

And Jesus. What about Jesus Christ?

TRAE

He is simply a myth program, planted to control the population.

She takes her arm out of his grasp and walks away, as Rasputin grabs his heart, stumbling backwards in disturbed awe.

78

EXT. MIRRORED ROAD - NIGHT

Albert and Trae stand outside a large wooden door with an ancient bee knocker on it.

The building is a quarter of an old castle with a barn attached to it, one side off kilter.

A little old peasant woman, LYDIA, answers the door.

(CONTINUED)

ALBERT

Hello Lydia. Is Iana available?

LYDIA

She is just having her tea. Come in.

79 INT. CASTLE - NIGHT

Lydia lets them in and bids them follow her down the hallway.

It is decorated with oriental rugs and candlestick holders attached to the stones. Cozy but ancient.

Lydia moves to the left and into a parlor.

A fire is roaring in a large fireplace and a lady stands sipping her tea and painting on an easel.

The parlor is decorated with black and blue rugs and settees.

Paintings of odd looking people with pointy ears hang on the walls.

Iana turns towards them, smiling.

She is maybe early 40's, dark curly hair up in a cascade, wearing a delicate dress of pin stripes, and a brooch of a bee pinned to her dress.

As if in slow motion, Trae sees the bee brooch on Iana's lapel. She is about to say something but, Iana speaks first, in a hiss.

IANA

Reaper.

Iana moves across the room faster than humanly possible, grabbing Trae by the throat ferociously.

Iana's throat and face are suddenly covered in angry black veins shaped like ivy vine. Her teeth elongate like a vampire's. Her pointy ears become longer.

IANA

You are addo nexus, bringer of death. I know your kind.

Iana looks at Albert, and then back to Trae.

(CONTINUED)

IANA
How is it you have come to Shangri
La?

TRAE
Release me.

Iana refuses.

IANA
No. You tell me why you are here.

TRAE (COLDY)
I came here to find the vortex. If
you do not release me I will kill
you.

IANA
I am an Elf, you cannot kill me.

Iana releases Trae to the floor with aggression.

IANA
You have only seconds to explain
this.

TRAE
I escaped our station and retreated
to these coordinates. I am trying
to stop the complete reset, which
has been scheduled for this planet.

IANA
Reset of whom?

TRAE
Humans.

IANA
Good.

TRAE
No. There is a mistake.

IANA
A mistake this planet would find of
value.

TRAE
There is more to the story than you
know.

IANA

MMhhmm. Well, what is it YOU intend to do Reaper?

TRAE

To access the Universe center via the vortex portal. It is a legend only, spoken of only in whispers, but the only way I know to get information to the Regulators.

IANA

You want to ENTER the vortex portal?

TRAE

Yes.

IANA

It is suicide.

TRAE

I care little for my life, madam.

IANA

The Regulators, are on the bridge between plains. You will not find them.

TRAE

I have no other path.

That statement impresses Iana who raises her eyebrows at the words.

Iana turns.

IANA

Sit Assassin.

They all sit on luxurious chairs around the settee.

Iana's vine veins recede as do her teeth.

ALBERT

Wow. I am kinda freaked out right now.

Iana calls for Lydia.

IANA

Lydia.

Lydia enters from the other room.

(CONTINUED)

IANA (CONTINUED)
Will you bring me the map from
upstairs? Thank you.

Iana begins.

IANA (CONTINUED)
When I was dropped here by a freak
vortex, I was ripped out of an
existence both joyful and dark.

Her paintings show Elvish warriors, and golden ladies.

IANA (CONTINUED)
Elves must remain invisible or die
at the hands of the humans. We
inhabit this same planet but, now,
as always, hunted.

There are massive scars running from her wrist to elbow.

IANA (CONTINUED)
The Reapers never knew of us, and
we tolerated their seeding and
meddling until, through our
ignorance, we became outnumbered by
the humans.

Elf swords, daggers, bows, and arrows line her walls.

IANA (CONTINUED)
We were all at once in danger by
them, and felt like we should
protect them from extinction.

Iana gets up and begins to pace.

IANA (CONTINUED)
The Elvish went into deep hiding
many hundreds of centuries ago.
Resting in the standing stones
sprinkled around the planet. Thus,
leaving humans defenseless against
the very group who planted them.

Iana points to Trae.

TRAE
You were not planted?

IANA
Ha! Our origin is lost, but we are
not such cattle as they. Better rid
of them.

(CONTINUED)

TRAE

I have risked everything to find
the vortex, to save them.

IANA

You do not know what you will find,
AND whom you are saving.

Lydia enters with the rolled up map, and hands it to Iana.

Iana unravels the map in front of Trae. It is silver at
first, turning to a deep blue.

A golden honeycomb is revealed. It is a map of the universe.

Trae gasps.

IANA

Here we are.

She points to our galaxy and our solar system, which is
turning on her map, alive.

She waves her hand over the map and tiny pathways are
illuminated between solar systems and galaxies, turning the
universe into a web.

IANA

All of the vortexes in the
universe. The Regulators, as you
call them, probably here, on the
edge of the known. I doubt you can
even get close.

TRAE

I must try, and quickly. Please,
where is the vortex opening?

Trae stands up quickly, irritated. Her arm hurting her.

She rubs it.

IANA

What exactly will you tell the
Regulators, IF you find them?

TRAE

Reapers are unnecessary. The
planted can find their own way to
enlightenment, without
interference.

(CONTINUED)

IANA

How?

TRAE

They simply need to know they are not alone in the universe, and their energy will run blue. A bee unit can hover for seconds and be seen. That is all that is needed.

Iana caresses the bee pin on her shoulder. She is shocked.

IANA

The bee unit?

TRAE

Yes. Our pollinators.

Iana's bee pin glows for a split second. She turns away as if to compose herself, confused.

She turns back to Trae.

IANA

I will help you.

TRAE

Is the vortex near?

IANA

It lives at the bottom of the lake.

ALBERT

Lives?

80 EXT. LAKE - NIGHT

The tiny lake is placid, blue, with a slight fog over the top of its mirrored surface. The moonlight strong and faerie white.

Trae stands at its edge.

Iana and Albert stand away from her.

Iana looking very regal.

Trae steps into the water, striding slowly but determined towards the center.

Her cape floating behind her.

She descends into depth.

(CONTINUED)

The voice of Iana descends with her.

IANA (V.O)

If you become stuck in the void you must kill yourself, or be forever tormented. Take this tiny device of poison, put it into your vein to die.

FLASH TO:

Iana handing Trae a tiny device.

IANA (V.O)

Only one has returned from the vortex. Merlin.

END FLASH:

Trae does not fight the drowning.

She closes her eyes.

The water turns into vapor.

A single white female hand, THE WHITE HAND, decorated with a full silver ring to wrist bracelet, reaches up out of white sand and vapor to grab her leg.

She is ripped through the watery vapor and down into the sand.

81 EXT. DREAMWORLD - FOREVER NIGHT

Trae is dropped on a grid stretching into infinity.

At every cross point stands a faceless being.

One Being appears out of nothing in front of her. Faceless.

He is HELOC KING OF THE DREAMKEEPERS. Terrifying in his blankness.

HELOC

You dare trespass on the Dreamkeepers!

His voice is that of many.

Trae is disoriented.

(CONTINUED)

TRAE

I seek one that knows access to
the,

He interrupts.

HELOC

You seek, you will not find.

TRAE

An entire species is at risk of
extinction.

HELOC

As millions before them, they must
come to an end.

TRAE

No! It is unjustified and at a
corrupt hand.

HELOC

What species?

TRAE

Human.

Heloc reveals his face now, shielded by a sheer like scarf.

He is made of electricity.

HELOC

Impossible.

TRAE

Within a human day they will be
eliminated.

HELOC

They are protected as one of the
First Planted.

TRAE

Their development has been deemed
non-evolving and will be reset.

Heloc turns to an appearing GROUP OF DREAMKEEPERS such as
himself, all alike. They murmur.

Their murmur becoming an enormous roar.

He turns back to her.

(CONTINUED)

HELOC

We have worked thousands of millennia on their consciousness through dreams. Who desires their destruction?

TRAE

The Reaper General Aureus, with the permission of the Regulators.

Heloc vibrates with rage. There is a reverberation, like a wave, that passes through all the infinite grid and beings.

HELOC

The universal light and dark matter is made of dreams. They hold up the universe. These few humans carry it with their subconscious.

The dream matrix tremors.

HELOC

Without their pedestal we will have to rebuild the entire grid.

He turns 360 degrees and back to her.

HELOC

Kill the General Aureus and you kill the directive. Do it quickly. If it is not stopped the honeycomb of the universe starves. The Queen is in great danger.

A golden bumble bee appears in his hand.

He lets it fly.

Millions of bees split off from it and dive downward disappearing.

HELOC

We send word through the dreams to the Queen. It may reach her mind in time. We do not trust those leeches, the Regulators.

Heloc falls backward into the others, into a smoke, who all fall backward into smoke, and into the grid that reaches into infinity as they disappear.

Trae is ripped down, by The White Hand, into darkness.

(CONTINUED)

HELOC (V.O)

That is all we can do. Check the
blood. His weakness is there. We
send you back. Do not fail.

82 EXT. BLACK HOLE - GALAXY

Blue rivers of energy funnel down into a small black hole in
the center of a galaxy.

Following the light down into the black hole and out the
other side, its light funnels across the universe into a
more massive black hole.

The mother of all black holes.

Following the light down that black hole and down through a
tinier and tinier hole, until on the other side are millions
of other universes, throughout which a giant maw of darkness
breathes in and out.

Lifting up and above see that every universe is in fact a
cell of a honeycomb.

Queens at each entrance.

83 DARK SIDE OF THE MOON. REAPER BASE - NIGHT

Shot of the dark side of the moon.

A blue beam of light appears and disappears above a crater.

84 INT. BLOOD LIBRARY - NIGHT

Frozen in time, Trae hovers between states of dream world
and entry to the room.

Her body in mid air is covered in electricity. Her face
shows excruciating pain.

She is released.

She falls on the floor of the dark Blood Library.

Not only pale, but barely able to stand. She breathes
heavily.

The Blood Desk light is blinking.

Trae manages to stand and walk to the desk.

(CONTINUED)

TRAE
Revealer. On.

The screen comes on.

She opens her left forearm gauntlet, she puts the poison pen of Iana into it and takes out the vial of blood that says:

Eelii

TRAE
Open.

The Blood Desk has a little drawer that comes out. She opens the vial and drops a spot of blood on the glass.

TRAE
Read.

The screen begins reading the blood and lifts up and out so that Trae can view the memory the blood has formulated for her review.

The screen becomes convex.

The screen flashes these words:

MEMORIES FOUND: Eelii

INDEX: Origin

TRAE
View. Origin.

85 EXT. NORDIC LANDSCAPE - DAY

Heavy breathing, as though someone is being chased.

UNKNOWN
No!

We see now, as the person turns, a field full of dead bodies in beautiful garments.

He bends down to an unmoving man.

The almost dead man is a beautiful dark elf, with golden eyes. FERIX.

UNKNOWN
Why? No. Ferix.

He holds the elf man close to him.

(CONTINUED)

In the distance Viking types hold decapitated elf heads in their hands as they scream.

A mound in the distance is on fire.

UNKNOWN

I will kill them all Ferix. No human will be left. I promise.

(Exit POV)

We see the bloody tear on the face of the young elf, Eelii.

It is the General Aureus.

The nearly dead Ferix nods his approval of the death promise, grabbing Eelii's arm in a warrior grip.

86 INT. BLOOD LIBRARY - NIGHT

Trae holds her hand to her mouth in shock.

TRAE (V.O)

It is both a revelation and a tragedy. A motive wrought by revenge.

87 INT. SLEEPING UNIT - NIGHT

Knowledge Planter One Twelve lies sleeping in his unit, as Trae stands looking down at him.

Female Speaker announcement.
Prepare for Reaping.

One Twelve wakes and sees the very serene and darkly dangerous Trae over him.

TRAE

I will spare your death if you give me your power gauntlet.

ONE TWELVE

Fuck you halfling!

TRAE

What did you say?

One Twelves sits up.

(CONTINUED)

ONE TWELVE

We all know about you now three twenty three. Your noble mother mated with a human male and had you. The General Aureus found you himself, feral. Wild, he said. He had to rip you from your dead mother's side.

TRAE

Your hate makes you a parasite One Twelve.

She grabs her scythe stick from behind her back.

TRAE

Prepare to die.

The scythe opens completely.

88 INT. HER EYE

Trae's eyes glow golden now, like a panther.

The interior pupil is a rainbow star.

89 INT. SLEEPING UNIT - NIGHT

She impales him, cutting up from the belly through his heart.

His blood splatters the wall.

She swings her scythe in a circle and cuts off his gauntlet arm.

She puts her black hood up. Looking like the Grim Reaper.

TRAE

Rest in peace.

90 INT. BATHING ROOM - NIGHT

Trae stands in the bathing room.

She wears the traditional black cape of the Grim Reaper, with the glowing eyes from the skullish mask she wears over her eyes.

She is putting the bloody purple One Twelve power gauntlet on her right forearm.

(CONTINUED)

TRAE

Attach.

The gauntlet releases needle sharp rivets which descend into her arm immediately.

She shudders in unbelievable pain as it attaches to the bone.

The purple gauntlet glows again. It reads 112.

She walks over to the wall and speaks to it.

TRAE

Open. Cocktail. Sleep Rejection,
Appetite Suppressor, Pain
Management, Stamina.

She places her arm in the hole and her face to the wall face plate.

She receives the shots and the vapor.

Trae turns and walks into her shadow, with a bloody hand, dripping from the gauntlet.

91 INT. STASIS HOLDING ROOM - NIGHT

Trae lands in front of a holding encasement glass box.

Inside is Silvo in a hogtied position, held by invisible bonds, his skin darkened.

Below Silvo in another glass box is Dusk, similarly.

Behind them are the GG's back to back holding hands, in a glass box.

Trae goes to Silvo, putting her hands on the glass.

Silvo's voice echoes in her head.

SILVO (V.O)

Trae. Come back for us. You mustn't
waste time here. It takes too long
for our exit from this state. Go.
The General Aureus is at the
epicenter. Kill him.

As Trae turns into her shadow we hear the voice of Dusk.

Dusk opens his eyes inside of the glass prison.

(CONTINUED)

DUSK (V.O)
Don't forget the jaxs.

92 EXT. STANDING STONES - DAY

Trae lands outside the Callanish standing stones, Isle of Lewis, Scotland. Dark skies overhead.

The wind blows her Grim Reaper cape around, whipping it.

She looks into the wind.

The clouds overhead gather, rolling and boiling with darkness.

As the clouds grow near, the low sun glows under them.

Through the mist a pale horse with a rider draws near.

In golden armor with a golden crown atop a golden skull mask, sits the General Aureus.

The pale horse snorts with aggression.

The light surrounding the animal and him is a greenish glow.

TRAE (V.O)
And I looked, and behold, a pale
horse. And its rider's name was
Death. And He was given authority
over the earth, to kill with sword
and with famine and with pestilence
and by wild beasts of the earth.

His golden cape sits calmly on the horse. His scythe is out.

As he enters the standing stone circle, each of the stones around him reveal golden Elvin warriors standing, glowing inside each.

They blink, awakening.

He turns and his tree of life glows red on his chest armor. Trae walks around the stone circle into the center before the altar.

The General Aureus speaks.

GENERAL AUREUS
Do you believe you can stop me,
Three Twenty Three?

(CONTINUED)

TRAE

I have no choice.

GENERAL AUREUS

You're mother betrayed the directive. I found her living in a cave with a beast. He tried to defend you both. I cut him down like the humanoid animal he was.

His horse paws the Earth, otherworldly.

GENERAL AUREUS

You are but a half clone of DNA and half of lower life form. Your death will be but one of thousands for me. Nothing but a small splatter of blood.

Trae doesn't flinch.

There is a cold steel emotion there, something mysterious, as you wonder how she feels in this instance. Sometimes the one who rests in the darkness, quiet, is the dangerous one.

She moves her scythe from her left to her right hand, readying herself.

He laughs.

GENERAL AUREUS

Do you know what I am Trae? I am the Reaper that will cleanse this planet. My kind will rise out of these places to live again. We were here first. This is our rock.

TRAE

Your rebellion will die with you, Eelii.

GENERAL AUREUS

I've worked for five thousand years for this. You WILL NOT STOP ME halfling.

Trae lowers herself to the ground, as in a crouch. Her eyes closed.

The pale horse and General Aureus gallop into the mist, gone for the moment.

(CONTINUED)

Fantastic sounds of ripping and wind tear through the air as his metal scythe clashes and make sparks against the standing stones.

A pale horse hoof here.

A golden cape there.

Flash of the General Aureus's red eyes, as he plays with her.

Trae continues to listen rather than watch.

GENERAL AUREUS

Why, daughter of a human give chase to an immortal? Have you not found out it is a god whom you pursue so furiously?

TRAE

If you are a god you are most malicious of all.

GENERAL AUREUS

Children pay for the sins of their fathers.

The General Aureus rides by her, invisible, only a shallow reflection of light.

He attempts to cut down her scythe with his own.

He misses, as she moves just an inch, her eyes still closed.

Feet behind her he halts the pale horse as it rises up to paw the air in anger.

He turns. The horse disappears below him.

Trae opens her eyes and rises.

He appears in front of her and behind her, as a mirror.

GENERAL AUREUS

I am vengeance.

His golden grim reaper mask flashes.

The sound of his scythe whispers through the air, suddenly falling upon Trae's upraised scythe.

The strike causes sparks.

Again he attacks.

(CONTINUED)

GENERAL AUREUS

You did not beseech the humans when
you slaughtered them.

Trae defends, basically blind.

From the the left and right, furious attacks fall upon her
as she moves and thrusts.

Their scythe edges catch on one another and hold.

TRAE

I know very well how to kill men,
but I am no longer the bringer of
death.

He pulls her towards him and stabs her in the breast with a
golden dagger and releases her.

GENERAL AUREUS

No. Now you are my blood sacrifice.

She inhales the pain leaving the dagger inside her rib cage
and tarries by bringing her scythe up and slashing the front
of his breast plate.

He staggers back shocked, but not for long.

Jumping, landing, grasping her scythe between his feet, and
flipping backwards, the General Aureus takes her scythe from
her.

It flies across the circle clashes on the largest standing
stone and falls to the wet grass below.

Trae rolls on the ground giving her time to reach the small
jaxs in her forearm pouch.

TRAE

Jaxs! Open!

The jaxs opens from one inch play things into large jaxs
that land perfectly into her hands, becoming deadly weapons
of impact.

The General Aureus doesn't hesitate, he attacks her with the
scythe which comes into direct contact with her right jax.

The scythe slides down through the opening between the arms
of the jaxs and out.

Trae turns and kicks into the air rising up and around the
scythe kicking it with her foot.

(CONTINUED)

The General Aureus holds strong to the scythe.

He presses a button on it and releases a gas of blue into the air, covering his body.

She cannot see him. Trae holds her jaxs steady and out.

Turning them this way and that, ready in all directions.

The scythe comes out of nowhere and descends upon her left jax, throwing her arm down.

Trae stays alert as the blue smoke rests suddenly with no air and he appears again.

His scythe descends on her again.

Just scythe on jaxs.

A blaze of scythe and jaxs is created.

A fire is created around her of light fire in the grass.

The General Aureus appears above her.

He hovers, turns, creating a starry sky of darkness with his Grim Reaper cape.

Trae is stunned by the sudden darkness.

She jumps, nearly suspended, horizontal in midair, as the scythe moves across the air beneath her, missing her by a hair.

She hovers for split moment in this state.

The gauntlet burns her suddenly. She cries out, and falls to the ground.

From nowhere, the General Aureus speaks.

GENERAL AUREUS

It knows you have the wrong blood.
It will torture you.

Trae rises with a bloody gauntlet arm.

General Aureus stands on a standing stone.

He laughs.

Trae slams her single jax into the ground causing the stones to shudder and force him off.

(CONTINUED)

The Elvin warriors inside the stones are angry.

As he descends Trae goes after him.

His scythe is continuously caught in the jaxs arms.

TRAE
Jaxs. Extend!

The jaxs extend and become swords from all their arms.

She manages to cut through air and smoke to flesh.

His scythe falls upon a stone.

She kicks his armor, but he defends, so much stronger then her. Taller. Lithe.

He kicks and hits her from a hundred places, invisible, until she falls, nearly unmoving on the ground.

He stays in the darkness to watch her die.

She rises up like the dead, a shadow, behind what she knows is him.

She stabs him from his Achilles all the way up the spine, even through his Grim Reaper skull, in a rolling motion up his body, with the jax daggers.

She pulls the dagger jaxs out of his head and lands on the other side of him.

Thirty blood holes begin to seep out the back of him.

He wavers and attempts to pass into his shadow.

She punches into the darkness, pulling him out of the shadow.

A waterfall effect occurs as his drips of life are pulled from the Other back into this.

She cannot keep a hold of him.

He moves quickly with one last bit of strength.

He passes in high speed from in front of her to a nearby standing stone.

Pressing his bloody hand to the stone, he leaves a print.

GENERAL AUREUS
My blood promise.

The ELF WARRIOR inside the stone becomes golden bright.

The General Aureus turns in time to see Trae's scythe fall upon his neck, severing his head from his body.

As his headless body falls his razor sharp metal Reaper cape lifts up in a haunting wind and cuts off her gauntlet arm at the elbow.

She screams in pain, and falls into the grass and yellow flowers near him.

His life force, red, floats upward out of his body, into the mist.

The Elvin warriors caught in the stones stretch at the stones.

93 EXT. PLANET - DAY & NIGHT

There is an energy ripple effect across the planet, like an atom bomb, from standing stone circle to mounds to pyramids to stone structures that reveal beneath them glass like structures, hidden cities.

It wakes the Elves.

A thousand eyes open at once.

94 INT. IANA'S CHAMBERS - NIGHT

Iana, in Shangri La, stands up suddenly dropping her tea cup on the floor, alarmed.

Her bee pin glows. She touches it with her long elf fingers.

95 EXT. DREAMWORLD - FOREVER NIGHT

Heloc King of the Dreamkeepers looks down from his matrix to Earth and sees the head of the General Aureus.

Heloc draws his fists together in front of his face and disappears.

96

EXT. CALLANISH STANDING STONES - SUNSET

Trae lays on the ground gripping her bloody stump. Blood is oozing out.

Her rib rib still has the golden dagger stuck inside.

She removes her Reaper mask, and is pale, close to death. Blood streaks her face. Death is closing in.

She reaches into her boot, with her only hand, and pulls out the poison stinger Iana had given her.

She is ready to plunge it into her leg, when...

Around her rise out of the ground three dark shapes, hands first. The SHADOW PEOPLE, the kind that run across the room when you are half asleep.

Ancient things, undefinable and indestructible.

As they become nearly solid they reveal themselves as massive shadows.

Darker then dark. Their bodies like mercury wind captured.

One drifts close to her.

It lifts her into its arms.

She drops the poison pen almost unconscious.

These beings of dark wind and earth stand in a tight triangle facing each other.

They begin to hum and sway.

The earth beneath them cracks and fizzles as tiny veins of metal and water form and flow quickly towards them.

The metal and water flows up through the three beings.

Filling them, making them solid with silver for a single moment before it begins leaving them from the bottom, until it moves over to the bloody stump of Trae.

The dagger is pushed out and falls upon the grass.

The metal river forms claws that grip her bicep, causing her to scream in pain.

The metal slowly forms a forearm and fingers.

(CONTINUED)

They have given her the metal of the earth as a replacement arm.

Trae opens her eyes in fear and alarm. Whispering.

TRAE
The reaping.

THE SHADOW PEOPLE
We have eliminated them all.

TRAE
How?

THE SHADOW PEOPLE
We have used their power against them.

TRAE
Why now?

THE SHADOW PEOPLE
We needed a sacrifice. You gave us the elf Eelii. We will use his flesh to make a great weapon.

TRAE
Who are you?

THE SHADOW PEOPLE
The Shadow People. Born with the Earth.

97 EXT. GLACIER - DAY

100 Water Reapers in blue capes and hoods stand along a glaciers edge awaiting their flood orders.

Shadow People rise out of the ice behind them and walk into the Reapers bodies.

The Reapers life force is eliminated.

Their bodies turn into water and fall as one hundred small waterfalls into the ice water below.

98 EXT. VOLCANO - NIGHT

100 Fire Reapers in red capes and hood stand around the lip of a volcano.

Their red Grim Reaper capes fiery as they await their volcanic eruption orders.

Shadow People rise up out of the ground and take their life force.

Fire Reapers bodies turn into fire and molten lava.

99 EXT. FAULT LINE - SUNSET

100 Earth Reapers in green capes and hood stand along the fault line awaiting their orders for massive earthquakes to begin.

Shadow People rise up and through them, in and out, eliminating their life force.

The Reapers turn to dust.

100 EXT. GREAT PLAINS - SUNSET

100 Air Reapers stand in a circle on a great empty plain. Their yellow capes flap in a light breeze. They hold their scythes up, awaiting their orders to release deadly pollutants and gasses into the air.

Shadow People rise up out of the center of the circle and swiftly walk into the Reapers.

Reapers turn into yellow smoke and dissipate into the breeze.

The Shadow People sink into the ground.

101 EXT. CALLANISH STANDING STONES - EVENING

THE SHADOW PEOPLE (V.O)
Your life is not a favor. Expect a
request in the future.

Trae lays on the ground, alone.

She gets up, holding her new metal right arm in seeming pain.

Stumbling, she moves away from the now empty, standing stone circle, in the direction of the sea in the near distance.

102 EXT. SEASIDE BEACH - EVENING

Trae stands knee deep in ocean water looking at the horizon of the sea.

She lays back into the water allowing herself to float upon it, closing her eyes.

She touches the necklace around her neck.

The figure symbol there, glows.

Her silver hand, in the water, stretches and then becomes a fist.

We go beneath the water to see that her silver forearm bears a glowing inscription of a bee.

103 EXT. CALLANISH STANDING STONES - EVENING

The face of the silver elf, CAI, appears in the main standing stone.

The eyes open. Green eyes, greenman/pan like, stunning, alive. Frightening.

He begins to stretch against the stone barrier.

104 EXT. SOLAR SYSTEM - NIGHT

We travel up and out, seeing the solar system normally.

As if there was a switch of off/on the viewer switches over to a sort of infrared.

We see the blue energy flowing off all the planets, and the red energy coming off the Earth.

It flows steadily towards the center galaxy black hole.

A bee drone flies by and heads in the direction of Earth.

105 EXT. SEASIDE BEACH - EVENING

Trae lays in the calm sea. The blood slowly washing off of her armor, creating a red halo around her body.

Her eyes open sensing something.

106 INT. HER EYE

Trae's pupils dilate, becoming stars surrounded by a rainbow pattern.

107 EXT. SEASIDE BEACH - CONTINUED

The White Hand hand reaches up through the sand and water grabbing Trae's leg.

Trae is pulled beneath and is gone.

The sea water returns to small lapping waves like she was never there.

The full moon begins to rise above the sea.

Turning, standing on the beach is a silver ELF WARRIOR CAI.

The stone beyond him broken.

108 EXT. CELESTIAL SPHERE - NIGHT

Bee wings are fluttering. These wings have a rainbow translucent like finish on them. Otherworldly. Cosmic bee wings.

Golden liquid. A rich sinuous flow, glowing. A fractal pattern rests inside of it, barely viewable to the naked-eye.

The beautiful Queen Bee sits among the universal honey.

She turns suddenly and looks at the Phantoms surrounding her.

She flutters her wings, blowing them all back into darkness.

109 EXT. MONUMENT VALLEY - SUNSET

The cave suddenly lights up, revealing a rainbow bridge flowing out and into the desert. A being steps through.

FADE OUT

THE END

Credits rolling:

110 INT. STASIS HOLDING ROOM

Behinds the credits.

The prison glass boxes of Dusk, Silvo, and the GG's are broken. And empty.

Dusk, Silvo and the GG's step into their shadows.