

Bad Lands Pilot

Welcome to the Badlands: Part 1

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EXT. BADLANDS: LARGE CANYON - DAY (FLASHFORWARD)

GUNSHOTS, PLASMA CANNONS, and SHOUTING echoes through the canyon. A giant purple WORM, standing two stories high with rows and rows of sharp teeth, thick slimy skin, and yellowish gas leaking from wounds in its hide, gives a LOUD SHRILL SHRIEK at a group of smaller creatures surrounding it.

One of the creatures is a dark purple goblin named LYDIA. She looks like a sphinx cat with large ears, one of which has a hole adorned with a gold earring. She is short, with powerful legs that resemble a jerboa's. She leaps between the walls and surrounding boulders, dodging the worm's attempts to crush and bite her. In mid-air, she FIRES two pistols, both seemingly too big for her, at the worm.

One being, RU, who looks like a large shifting pink mass of flame with eyes and a mouth, shoots through the dirt toward the worm like a fiery bullet. The worm grabs her in its jaws and throws her away. She smashes against a rock wall, the impact snuffing out most of her flame. The being takes a moment to re-ignite her fire before returning to the fight.

TONE-E, an android, shoots the worm with a plasma cannon, to no effect. Tone-E has glowing blue eyes, with an elaborate metal frame that, if not for its fading luster, would've looked brand new. The cannon, however, is caked in rust and does nothing to the worm.

ISAL, who looks like a large, broad man with red skin and thick horns, one of which is partly broken off, holds two large ornate knives, one in each hand. He throws one at the worm in one arcing motion. It slices the worm's hide before circling back. The man catches it with one hand. The worm writhes as the cut begins to bubble and burn as if covered with acid.

The worm ROARS, and all four of the creatures wind up and strike simultaneously: the goblin leaps high into the air; the android FIRES the plasma cannon; the man leaps at the worm, both blades ready; the pink flame digs into the ground and surrounds the worm in a ring of fire.

Suddenly, FREEZE FRAME.

(CONTINUED)

MIRANDA (V.O.)
Well, this is a shitty place to be
in....Hey, I'm over here.

CUT TO:

Lydia frozen midair high above the worm.

MIRANDA (V.O.)
(increasingly agitated)
No.

CUT TO:

Isal brandishing knives, frozen mid-charge.

MIRANDA (V.O.)
Noooo.

CUT TO:

Tone-E firing the plasma cannon mid-blast.

MIRANDA (V.O.)
Oh my god, you dumb motherfu--!

CUT TO:

What appears to be a young woman crouching behind a large boulder. Her hair is dyed with blue streaks, and her body is covered in tattoos. Her ears are very long and pointed at the tips. It's MIRANDA. She clutches her side, eyes wide.

MIRANDA (V.O.)
There we go. So, how'd I end up
here? God, where do I even start.

END OF FLASHFORWARD

EXT. HECATE CITY STREETS - NIGHT

Tall elegant townhouses crowd smooth cobblestone streets. The air is filled with SCREAMS and SHOUTING as HUMANOID BEINGS with long pointed ears run about in panic. A SIREN rings out over the clamor.

EXT. CITY CENTER - CONTINUOUS

In the center of the city sits a gargantuan tree, old, with far reaching roots stretching beneath the city. A grand circular wooden building with tall pillars is built around the tree: The House of the Council of Hecate. The building and the tree are on fire, flames lighting the night sky like a sun.

Among the humanoids escaping the blaze is Miranda. Panting and exhausted, she weaves between bodies rushing all around her, occasionally glancing behind. A few yards away, tall humanoids in red robes search the crowd. Miranda spots THE RED GUARD, and hurries away. One of The Red Guard points and shouts to her.

RED GUARD #1
You! Stop right there!

She runs. The Red Guard follows behind.

She reaches a small bridge over a large eight foot tall sewer pipe filled with flowing, knee-height water. She jumps down and dashes inside.

INT. UNDERGROUND SEWER TUNNELS - CONTINUOUS

Miranda sloshes in flowing sewage through the underground network of tunnels. the siren can be heard in the distance. thick roots weave across the tunnel ceiling and walls.

She rounds a corner into a dead end and stops to catch her breath. As she reaches toward the wall for support, her hand phases through. Startled, she retracts it.

She steps closer, carefully examining the wall. It looks normal. She slowly reaches out again, and her hand phases through.

FOOTSTEPS and VOICES ECHO down the tunnel. She doubles back, but halts when shadows appear around the corner she'd come from. Seeing no way out, she returns to the dead end wall with the portal. She hesitates for a moment, then closes her eyes and runs through.

EXT. BADLANDS: FIELD OF ROCK SPIRES - NIGHT

Miranda falls face first into the dirt through a natural rock archway. She scrambles to her feet and hides behind a rock spire. After waiting a few moments, she peaks around back at the arch. Nobody there.

Taking a deep breath, she looks around her. In every direction, rock spires two stories high reach up from dusty terrain toward a night sky filled with millions of bright stars. She gazes up at them, eyes wide.

MIRANDA

(in awe to herself)

Wow.

She looks back around her.

MIRANDA

Where am I?

A shadow shifts in the dark, making a RUSTLING noise.

She gasps and turns to the sound. Nothing.

Another shift. Another RUSTLE.

She turns around toward it. Still, nothing. All she sees are tall spires.

She holds completely still and waits, listening. Suddenly, a long shadowy figure lunges at her, knocking her to the ground.

It pins her down as she struggles to throw its immense weight off her. Rows of teeth glisten as the tall shadow opens its large mouth and bites into her side.

Yelling, she grabs its head. Her hands glow with a faint green light and she pries the creature off her.

She scrambles up, but her knees give and she slumps to the ground, breathing heavily. Her eyes slowly close as her vision fades.

The muted sounds of GUNSHOTS ring out, followed by a distant LOUD SHRILL SHRIEK. FOOTSTEPS CRUNCH in the dirt as a pair of boots stop beside her. She blacks out.

INT. BADLANDS: ROCK CAVE - LATER

Miranda slowly comes to consciousness. Leaning against the wall near a cave entrance, she opens her eyes to see a small makeshift camp further in. A couple yards away, deeper into the cave, Tone-E paces muttering quickly and anxiously in front of a fire, slightly limping, while Lydia rummages excitedly through a large pack, occasionally responding to him.

Tone-E's accent is crisp and clear.

TONE-E

(rapid-fire)

We almost had it! By now we could've had it stunned, tied, and ready for drop-off in the morning, giving me enough time to go diving for new knee joints!

Lydia continues to search through her bag, unperturbed and barely paying attention to him.

LYDIA

Mm, hmm.

TONE-E

How am I supposed to work when my knee joint keeps jamming up? I can barely walk on it! See, look at this! Feel this here!

Tone-E limps over to Lydia attempting to show her his leg.

Lydia leans away.

LYDIA

Ew, no, I don't...no.

Tone-E sits down, worried, on the pack with a sigh. Lydia gives him a dirty look, but he doesn't notice.

TONE-E

(lamenting)

Why'd he have to do it? Why did he have to go and save one of them? What's the point? Now we have to

(MORE)

(CONTINUED)

(cont'd)

wipe its memory, find a populated area where its kind live, drop it off discreetly. Better to have just let the human die.

Lydia kicks him off with a powerful leg. Her grin is wide as she goes back into her bag.

LYDIA

No worries. I have a solution.

She pulls out an alarmingly big plasma cannon, way too large for her small size. She handles it with ease.

At the sight of the weapon, Miranda instinctive jolts upright. After a moment she winces.

Ru, kneeling beside her, gently pats her shoulder. Her voice is soft and gentle.

RU

Shh, shh, shh, hey.

Ru eases her back against the wall.

RU (CONT'D)

It's going to take a while for the meds to set in. Try not to move too much or too fast, or you'll pass out again.

She goes back to wrapping up Miranda's torso. A large chunk of her side bleeds through the bandages. Miranda, slightly dizzy and breathing labored, stares at it.

MIRANDA

What happened?

RU

Worm bite.

MIRANDA

Worm bite? How big are worms on this plane?

RU

Luckily for us, pretty small. This one was enhanced in a lab further north. Probably some kind of genetic modification, or really extreme form of doping.

Ru's wrapping has grown increasingly more excited during her tale, and Miranda winces.

RU (CONT'D)

Sorry, sorry.

Ru bandages more carefully.

RU (CONT'D)

A bounty was placed to catch it and bring it back alive. Probably so they can do more experiments on the poor thing. Those jerks.

MIRANDA

Yeah, cool. What plane am I on?

Meanwhile, Lydia and Tone-E argue in front of the fire, Lydia still holding the cannon.

TONE-E

No! You can't use untested equipment on a bystander!

LYDIA

It works fine! Want me to show ya?

She points the cannon at him. Tone-E raises his hands out to stop her.

TONE-E

That's not the point! We can't kill a human.

LYDIA

You said yourself she should've just died.

(CONTINUED)

TONE-E

I know! But Isal saved it and now it's alive, and soon its human brethren will come swarming out here looking for it. We should wipe its memory and send it home. If we kill it, we'll get involved with its entire family unit. Do you know how big and vengeful human colonies are? That would take weeks of damage control!

Miranda turns to them at the sound of their fighting.

MIRANDA

What's a 'hyu-mun?'

Tone-E and Lydia turn to see Miranda fully awake. They both scramble to her. Lydia braces herself and points the large cannon at Miranda. Tone-E and Ru block Miranda, panicked with their bodies spread protectively over her.

TONE-E/RU

(in unison)

No, no, no, no, no!

Eyes wide Miranda presses up against the wall, staring at the cannon pointed at her.

Lydia flips a switch and the cannon WHIRRS and CLANKS harshly. It looks about to burst into pieces from the pressure.

LYDIA

(to Miranda)

Don't worry, hun. You won't feel a thing.

TONE-E

This is a terrible, messy idea!

RU

I don't even think she's human!

Miranda glances between Ru and Lydia, listening carefully.

(CONTINUED)

LYDIA

Whaddaya mean, she's not human?
Look at her!

RU

She's not from this plane!

Ru turns back to Miranda.

RU (CONT'D)

Right?

Miranda fervently nods. Ru mirrors her, turning back to Lydia and Tone-E.

Lydia flips the 'off' switch and drops her cannon with a THUD. She rushes up to Miranda's face to inspect it carefully. She pushes her hair aside to reveal her long ears. She gives a hard yank on them.

MIRANDA

Ow!

LYDIA

Yup. They're real.

Tone-E and Ru stand over them.

TONE-E

What were you doing all the way out
here by yourself?

Suspicious, Lydia leans in, face inches from Miranda's, looking her in the eye.

LYDIA

Maybe she's a loner. Maybe she's
after our bounty.

MIRANDA

I--what? No! I'm--

LYDIA

Where you from?

Miranda studies the three of them for a quick second.

MIRANDA

I can't say.

Lydia chuckles bitterly.

LYDIA

'Course you can't.

She backs away from Miranda and goes to retrieve her cannon from the ground.

Miranda turns to Ru and Tone-E.

MIRANDA

I was hoping you could help me get to an outpost. Somewhere I can get my bearings.

TONE-E

Uh, no thank you.

Tone-E turns and walks toward the center of camp.

Lydia, shoving the cannon back into her bag, calls back without turning.

LYDIA

Find your own way, lady.

Ru glances between them, then floats up to Lydia.

RU

(whispering)

The worm took a pretty big bite out of her. It'll take a day or two for the serum to kick in and the wound heal.

Lydia zips the bag shut, disinterested.

LYDIA

Good for her.

Tone-E notices them whispering and moves toward them to partake in the impromptu huddle.

RU

Couldn't we at least take her with us to Belacci's Gorge?

TONE-E

No! She's not our problem! Don't take on more trouble than we need!

RU

(to Lydia)

Please? We can drop her off there and be on our way.

Lydia stares at Ru for a moment, her expression neutral.

LYDIA

Fine.

TONE-E

Come again?

Lydia turns back to Miranda, calling out.

LYDIA

We'll take you to Belacci's Gorge, but that's it.

Miranda calls back.

MIRANDA

Thank you.

Lydia grabs a pistol off the ground and turns to the other two.

LYDIA

Isal still ain't back yet. I'm gonna look for him.

Pistol in hand, she heads toward the mouth of the cave. She passes in front of Miranda on her way and stops.

LYDIA

Any more requests?

MIRANDA

No.

LYDIA

Good.

Pistol in hand, she hops out of the cave down to the ground far below.

Tone-E slumps down on top of Lydia's bag. He sighs and shakes his head.

TONE-E

This is why we keep getting into trouble. I don't know why I bother.

Miranda leans back against the wall and sighs.

INT. ATRIUM OF THE COUNCIL OF HECATE - NIGHT (DREAM SEQUENCE)

Miranda runs up a grand staircase made of a marble-like material. It seems endlessly long, running past an endless number of levels and floors, each held up by carved stone pillars made to look like the same figure: a tall AMAZONIAN WOMAN with long ears, wrapped in a sari-like garment, standing upright and regal.

Everywhere she turns, the building is engulfed in ROARING flames, the air coated with ash and smoke. Old supports and wooden beams collapse and fall to pieces. Miranda dodges falling debris and dashes up the stairs, BREATHING HEAVILY.

Suddenly, there is an EXPLOSION and the staircase crumbles. Miranda falls through it into darkness.

INT. COUNCIL HALL - CONTINUOUS

For a moment, there is nothing but her HEAVY BREATHING.

Gradually, the darkness reveals an infinitely large room with an infinitely high ceiling. Filling up the space, surrounding Miranda, are rows and rows of FEATURELESS FIGURES in black masks and flowing white robes. The masks have only three holes where two eyes and a mouth would be. The figures are all turned to face Miranda in the center of the room.

(CONTINUED)

Desperate, Miranda looks around at them. Then, under her breath, barely audible, she whispers.

MIRANDA

I'm sorry.

A distant EXPLOSION. Miranda looks around. SCREAMING wafts into the room from outside.

When Miranda looks back at their faces, a red viscous liquid pours out from the eye sockets of their masks.

Horrified, Miranda panics.

MIRANDA

I'm sorry!

The liquid flows slowly from their masks down their white robes to the floor. The SCREAMING outside continues.

Miranda hunches over, holding her head in her hands, trying to block her ears from the sound. She closes her eyes, almost sobbing.

MIRANDA

I'm sorry! I'm sorry!

An EXPLOSION rumbles the floor and knocks Miranda off her feet on her back.

She opens her eyes as the red liquid pools around her. She struggles to stand up, but the liquid pulls her down, slowly drowning her. She screams just as her head falls below the surface.

The SCREAMS and EXPLOSIONS sound muted as she struggles for air, growing weaker. The sounds around her fade out as she loses consciousness. Before she passes out, the silence is broken by a silky male whisper.

UNKNOWN MAN (V.O.)

Wake up.

Startled, Miranda gasps, deeply inhaling the red liquid.

END OF DREAM SEQUENCE

INT. BADLANDS: ROCK CAVE - CONTINUOUS

Miranda coughs and sputters awake, gasping for air. She's in the same spot leaning against the wall of the rock cave.

She looks up to see Isal standing a few feet away, a holographic screen emanating from a device in his palm. A large crack runs through one of the two horns on his head. He stands very still, intently trying to assess her state with his eyes, his brow furrowed.

Startled, Miranda lurches upright. The pain in her bandaged side makes her grimace.

Instinctively, Isal makes a small move towards her as if to help, but stops himself immediately before anyone has a chance to notice.

Miranda slumps back down, hand to her side, steadying her breathing.

Isal watches her for a moment. When she's settled back down, he goes back to typing on his holographic screen.

Lydia walks toward Miranda's spot, dragging a sleeping bag and calling out behind her.

LYDIA

And Ru! Patch up Isal's horns. He gets all cranky and annoying when they break off.

Lydia sets her sleeping bag a few feet from Miranda, who gazes wonderstruck at the night sky alight with millions of stars.

Lydia settles down on top of her sleeping bag and watches Miranda pointedly.

LYDIA

Don't go trying anything funny. You ain't the first to go about lying their way into people's camps and slitting their throats in their sleep.

Miranda doesn't hear.

(CONTINUED)

Lydia's eyes narrow.

LYDIA (CONT'D)
I'm watching you.

Lydia waits for a reaction, but Miranda just gazes at the sky.

LYDIA (CONT'D)
Hey--!

MIRANDA
(quietly to herself)
There's so many.

Lydia cocks an eyebrow.

LYDIA
What?

She leans over to see what Miranda's looking at.

LYDIA (CONT'D)
The stars?

Miranda doesn't reply. Her eyes are wide, taking in the light.

Lydia snorts.

LYDIA (CONT'D)
You're not actually gazing up at
the starry starry sky...

She clasps her hands together and makes wide puppy dog eyes, her voice pitching up in a mock dreamy tone.

LYDIA (CONT'D)
...dreaming of what might have
been.

Miranda doesn't notice. Her mind is far away as she seems to talk to herself.

MIRANDA
They're beautiful.

Lydia wraps herself in a blanket and leans against the wall

(CONTINUED)

with a huff.

LYDIA
Who gives a shit?

Miranda's face is turned away, hiding a wet gleam in her eyes.

MIRANDA
We used to have stars like this
back home. The elders would tell us
stories about them. Myths about the
patterns they made in the sky.

Lydia's head turns toward her.

MIRANDA (CONT'D)
I've never seen a sky like this.

LYDIA
What, you don't have any stars?

Miranda shakes her head against the rock wall, giving a slow
trembling sigh.

Lydia frowns.

LYDIA (CONT'D)
How the fuck does that happen?

MIRANDA
The Council thought their energy
would make a good power source.

Lydia gives a whistle.

LYDIA
Damn right. That's a buttload of
fuel up there. Make tons of bank
off that.

Miranda curls up slightly.

LYDIA (CONT'D)
And what, you just ran out?

Miranda nods, still turned away.

LYDIA (CONT'D)
(under her breath)
Shit.

MIRANDA
They went after our sun last. After
that....

Miranda sighs and rubs her temples.

Lydia waits in silence for her to say more. She doesn't. She yawns loudly and stretches.

LYDIA
Well, your council sounds like
shit.

She stands up and points at her, eyes narrowed.

LYDIA (CONT'D)
Don't move. I'm still watching you.

Lydia turns and walks over to Tone-E, who sits pouring over Isal's data. She taps on his shoulder before leaning down to whisper.

LYDIA
Know any planes without any stars?

TONE-E
Not off the top of my head.

Lydia exhales in frustration.

TONE-E (CONT'D)
I could scan through my data
library if you want, but that would
take a few--

LYDIA
Do it.

Tone-E sighs. His eyes turn bright white as he sits upright and still.

Lydia walks back toward her spot next to Miranda, muttering under her breath.

LYDIA

Of all the scraps of metal I
could've fished out of the
dumpster....

Tone-E, unchanging, calls out to her from his meditating
position.

TONE-E

I can still hear you.

Lydia walks past Ru applying a salve to Isal's cracked horn,
Isal still focused on the holographic screen from his
device. He frowns at the data. His voice is deep, and often
sounds as if he's talking to himself.

ISAL

Something's not right.

Lydia stops and turns to him.

LYDIA

What's wrong?

Isal tosses his device to Lydia, who catches it easily and
examines the data. From her spot, Ru cranes her neck to see
the screen.

ISAL

I took scans of the marks the worm
left behind. They should yield a
consistent estimate of its actual
size, but the estimates keep
changing.

Lydia frowns at the screen.

LYDIA

They're getting bigger. So either
you tracked down some other
motherfucker, or--

ISAL

It's growing.

LYDIA

Shit.

Lydia tosses the device back to him.

LYDIA (CONT'D)

Gonna go make some adjustments.

She walks to her bag, pulls out her plasma cannon, and begins fidgeting with the settings.

From her spot by the wall, Miranda warily eyes her fiddling with her weapon, curling further into herself.

Head hanging low, staring into the dirt, she sighs and whispers to herself.

MIRANDA

I can't go back.

She glances back up at the stars. After a moment, her face hardens, and with resolve, she whispers.

MIRANDA (CONT'D)

I won't go back.

EXT. BADLANDS: LARGE CANYON - DAY

The day is bright and sunny. Miranda, Lydia, Ru, Tone-E, and Isal weave through a large canyon on two large weather-beaten speeders, loaded with packs and equipment. The speeders resemble large motorcycles that hover off the ground.

Isal drives one with Tone-E riding behind him, expression blank in meditation as he continues to scan his data library.

Lydia drives the other, with Ru and Miranda squished on behind her, talking. The ROAR OF AIR rushing by and the HUM of the vehicle forces them to yell over the din.

MIRANDA

Earth?

(CONTINUED)

RU

Yup.

MIRANDA

Never heard of it.

RU

You probably wouldn't've. It's not really a place people know about. The head species on this plane-- humans--live separate from the rest of the dimensions. They don't really know we exist.

Lydia shouts over her shoulder, never taking her eyes from the front.

LYDIA

And it's better for us if we keep it that way. We're not exactly upstanding inter-dimensional citizens.

RU

The seclusion of this location from other worlds makes it easy for criminals and, uh...

Ru adjusts her seat.

RU (CONT'D)

...'unsavory elements' to hide from law enforcement.

Lydia grins.

LYDIA

Which makes it prime hunting grounds for people looking to cash in. You want a body guard? You can find it here. Want smugglers, mercenaries, drug dealers? You can find it here.

Her voice picks up a dark edge.

LYDIA (CONT'D)

You want to find a hitman? You can find them here.

A moment passes before Ru turns back to Miranda.

RU

Anyway, we're pretty strict about keeping our existence here a secret.

Miranda leans against one of the packs set up between her and Lydia up front. Her tone is deceptively nonchalant.

MIRANDA

That why you tried to murder me?

Ru tenses up.

RU

Uh, w-well--

Lydia calls back, unperturbed.

LYDIA

You look a lot like the humans. I was playing it safe.

Miranda and Ru watch Lydia drive in silence for a few moments. Lydia ignores them, never taking her focus up front.

LYDIA

(unexpressive)

...Sorry.

On the other speeder, Tone-E stirs and comes to, his eyes flashing blue again. He calls out to Lydia over the ROAR OF RUSHING AIR and the RUMBLE of the speeders.

TONE-E

Hey!

Lydia turns her head to look at him. The speeders are a few yards apart, too far for them to hear each other properly.

(CONTINUED)

LYDIA

What?

TONE-E

I found it!

Lydia cranes her neck to hear him.

LYDIA

What?

Tone-E tries to lean closer.

TONE-E

The planet with no stars! I found
it!

LYDIA

I can't hear you!

Tone-E climbs up to a kneeling position to lean and stretch out closer to the other speeder, holding a pack for support. He over-enunciates as he shouts.

TONE-E

The pla-net! With! No stars! I
found it!

LYDIA

Sit down! You're gonna fall off!

TONE-E

What?

LYDIA

I said you're gonna--!

Just then, the ground begins to rumble and a giant worm breaks through the earth right in front of them. Its mouth, full of rows upon rows of sharp teeth, is aimed toward Isal and Tone-E's speeder.

Isal jumps off and rolls to the side. The worm clamps down on the speeder with its jaws. Tone-E flies forward off the bike screaming, inertia carrying him through the air. He lands very far away, skipping and skidding to a halt in the dust.

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Lydia veers out of the worm's way with a sharp turn. The speeder spins, flipping upside down and knocking RU and Miranda and all the equipment off. Ru and Miranda hit the ground and roll across the dirt, Ru's flame flickering.

Lydia brings the speeder to a hard stop a dozen meters away.

Turning her attention back to the worm, she hops off, pulling out two pistols fastened into two holsters on the side of the bike.

The worm chomps and consumes the first speeder enthusiastically, seemingly distracted.

Isal pushes to his feet. His cracked horn is now broken in two, the sharp end dangling by a few fibers. He feels it with his hand, rolls his eyes, then reaches up and breaks the loose end off, his face grimacing in pain.

He dashes toward the worm, and with a flourish, tosses the sharp broken end at it like a dagger. It embeds into the side of its head, causing it to reel back and YELP, dropping the remaining scraps of the hover bike.

Lydia CLICKS the safety back on the pistols, shouting at Ru and Miranda.

LYDIA
GET YOUR LAZY ASSES UP, NOW!

Lydia bounds toward the worm in a zig-zag pattern, her legs like springs carrying her across the dirt, FIRING her pistols.

As the bullets penetrate the worm's hide, a small amount of a faint yellowish gaseous substance is released.

Ru and Miranda scramble up, Miranda holding her side in pain. Ru turns to Miranda.

RU
Get the cannon.

Ru digs into the dirt and, like a bullet of fire, zips past the worm, cutting its side as she passes. The yellowish gas leaks from the wound. She then turns around and does it again, just avoiding its snapping jaws.

(CONTINUED)

Miranda searches through the bags, tossing out all kinds of small mechanical parts and hardware, but doesn't find the cannon.

Miranda limps toward Tone-E, whose half buried face-first in the dirt, his legs and hands his only visible parts.

MIRANDA

Where's the plasma cannon?

One of his hands points toward the worm, surrounded by fallen debris. The cannon lies under its tail, buried under scrap metal.

MIRANDA (CONT'D)

Shit!

She limps back toward the fight, leaving him there.

Lydia continues to dodge the worm's attacks, leaping around it while SHOOTING her pistols. Ru continues her dash-by attack strategy. Miranda watches from the side, waiting for an opportunity to grab the cannon from under the worm.

Isal pulls out two knives, throwing one of them in an arcing motion at the worm. It slices the worm's side and, like a boomerang, flies back into his open hand. The wound bubbles and festers, and yellowish gas escapes. The worm SHRIEKS, writhing in pain.

Seeing her chance, Miranda dives for the cannon and digs it out of the debris. Just as she grabs onto it, the worm snaps at her. Miranda rolls out of the way. She scrambles up to run, but its large tail smacks her, sending her and the cannon flying into the canyon wall.

Teeth gritted, Miranda drops the cannon, suppressing a YELP as she clutches her torso. Tone-E, his top half completely coated in dirt, walks up to her, reaches down, and picks up the cannon with a huff.

TONE-E

Let the *professionals* handle this.

Back straight, chest out, he holds the cannon high, aiming it at the worm. He FIRES it. The plasma shot knocks against the worm, barely nudging it. It takes no notice.

(CONTINUED)

MIRANDA

Something wrong with your cannon?

She chuckles, which quickly turns to coughing up blood.

Flustered and angry, he calls over his shoulder.

TONE-E

I hope you choke!

He advances toward the worm, still FIRING THE CANNON, which continues to be ineffective.

Miranda crawls behind a large boulder by the rock wall and lifts her shirt to check her bandages. They've partially torn off, and her wound is bleeding through.

As Ru makes another pass at the worm, its jaws clamp down on her and lift her up out of the dirt. It shakes her viciously, then throws her against the rock wall. The impact snuffs out most of her flame.

She re-ignites, digs back into the dirt and shoots toward the worm. She surrounds it in a ring of pink flame, trapping it in place.

Isal, Lydia, and Tone-E close in around the worm, Isal throwing his daggers, and Lydia and Tone-E FIRING their weapons. Yellowish gas leaks out of the worm's cuts and gashes. Before they can knock it out, however, the worm digs into the earth and disappears.

Everyone halts and stops firing. Miranda pokes her head out from behind the rock.

LYDIA

Shit!

ISAL

Shh!

Isal holds up a hand, head tilted slightly, silent and listening carefully, his daggers in hand.

The others look around in different directions. Lydia and Tone-E hold their weapons up and at the ready. Ru spreads out across the ground, as if feeling around for something.

(CONTINUED)

Miranda sits and looks around. There is a RUMBLE from the canyon wall behind her. Before she can fully turn around, the worm bursts through the wall, aiming for her.

The canyon wall crumbles, immediately burying Miranda and the worm together. The others attempt to dodge as much of the falling rock as they can.

After a few moments, the dust settles. Lydia, being small, slips through the gaps in the rock and climbs to the surface. Ru adjusts her form to fit through the gaps as well. Isal shoves large debris aside. All three are out of breath.

Lydia rests against a boulder, looking toward the place where Miranda was hiding.

LYDIA

Welp. She's dead.

The worm rears up out of the debris and SHRIEKS. A large tear RIPS through its midsection, yellow gas leaking from the hole, and Miranda falls out to the ground.

Miranda is a foot larger than before, and her skin glows a sickly green. She yells in rage, her voice warped. She lunges for the worm and grabs it at the midsection. As the worm writhes to escape, she grabs the edge of the tear, and rips the monster in two. Its last SHRIEK fades as the last of the yellow aura leaks out from its corpse.

Miranda shrinks back to her normal size as the green glow fades from her skin. She collapses to the ground unconscious.

Lydia laughs.

LYDIA

That was awesome!

Ru floats over to Miranda and reaches an arm out an inch from her body.

Isal pipes up.

ISAL

She alright?

Ru thinks for a moment.

RU

She has an energy, but it's weak.

ISAL

Probably used most of it in that
stunt.

Lydia hops over to the worm's broken corpse. She stands
examining it, hands on hips.

LYDIA

Welp. Our reward just went down.

She exhales.

LYDIA (CONT'D)

At least we get something if we
bring a body back. Isal!

She snaps her fingers at Isal.

LYDIA (CONT'D)

Help me tie this to the speeder.
Ru!

She turns back to Ru. After looking at her with Miranda for
a moment, she sighs.

LYDIA (CONT'D)

Take care of her and go collect
Tone-E.

She gestures to the debris field around her.

LYDIA (CONT'D)

He's probably in pieces.

CUT TO BLACK