

A PROMISE OF LIGHT

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1 BLACK

1

WOMAN'S VOICE

(strained)

There is a cave... legend says it  
lies beyond the Great Waste... I  
had seen it many times in my  
dreams, I should have believed,  
should have followed...

2 INT. BED CHAMBER - NIGHT

2

Numerous candles throw light upon AUDETTE (50's), lying in bed. Her once beautiful facade is now stricken with illness. Black veins run over her grey skin. Her bloodshot eyes lock on to a figure at the end of her bed.

AUDETTE

But it's too late, for me at least.  
You must reach the doorway... the  
light has the power to save you.

Audette extends an arm towards the figure, her hand is tightly clenched around an object.

The figure moves towards Audette and grasps her hand.

AUDETTE (CONT'D)

Follow the path of the ancient  
suns... save yourself, Sareen.

HANDS

Both pairs of hands bear the black veins. Audette drops a pink CRYSTAL SHARD into the hands.

AUDETTE (O.C.) (CONT'D)

Promise me.

SUPER: A PROMISE OF LIGHT

FADE TO:

3 EXT. SURFACE LANDS - DAY

3

A dry, windswept horizon. Three suns hang in the sky.

Rocky outcroppings dot the desolate landscape. Leafless trees hang on for survival in small islands of fading life. Ancient ruins long toppled lay half-buried in the desolate earth.

A small figure walks across an impossible landscape.

FIRE

Two hands holding AUDETTE'S CRYSTAL enter into frame. One of the hands raises the crystal towards the night sky.

The crystal comes to rest, held in place in front of a bright CONSTELLATION. Slight imperfections in the crystal line up perfectly with the brightest stars.

4 EXT. SURFACE LANDS - NIGHT

4

A cloaked FIGURE holds the crystal up towards the sky, peering through it. This is SAREEN. Black veins run up her neck and along her hairline.

Sareen looks through the crystal shard, studying it.

SAREEN

(sotto)

The path of the ancient suns...

She rolls the crystal back up into the fabric and then pulls out a small water sac. Carefully gauging the amount inside, and is about to take a sip...

BOOM!

She freezes.

BOOM! BOOM! BOOM!

The water sac slips from Sareen's hands, spilling her precious water out over the ground as she looks over her shoulder to see...

Far in the distance behind her a MASSIVE CREATURE, lumbers across the sparse landscape. Half obscured by a rising mist, it slowly walks into the distance.

BOOM! BOOM! BOOM!

Sareen quickly turns and around and smothers her fire in sand, creating a small mound.

5 EXT. SURFACE LANDS - MORNING

5

The morning sun falls across a large, rocky hill.

A spec on the horizon, Sareen continues onward through the barren wasteland until...

She comes across a small TRICKLE of water running down along a rock face. She stops. Cupping her hands beneath the water she collects some and begins drinking it greedily...

She finally stops to catch her breath and reaches for her canteen when...

Beat.

Her eyes spot something...

Following the TRICKLE of water down the rocks and on to the ground Sareen sees the water is leaving behind a foul black residue in the soil.

She wipes her lips.

FINGERS

An oily residue is left behind on her fingertips. She rubs her fingers together spreading the filmy substance.

BACK TO SCENE

Sareen looks at her fingers, the black veins on her hands seem to grow darker and more pronounced.

Lowering her hand she turns and spews out a mouthful of dark spittle. She leans over and jams her fingers down her throat forcing herself to WRETCH.

Beat.

Straightening herself up, dark veins begin to grow upwards over her face. Fear wells up inside of her.

SNAP!

Sareen is started to attention as she scans the area for what caused the sound. Breathing heavy and panicked, she pushes herself to carry on.

Sareen sits with her back against a sheer rock-wall, ill... exhausted. Her sallow eyes glance longingly over at her water sac on the ground next to her. She COUGHS and spits up dark colored phlegm.

Wiping her mouth she turns to the stars, finding the constellation.

Pulling out the crystal, Sareen holds it in the air, looking through it at the stars which are still aligned with the small imperfections.

Clouds begins to drift over the stars, blocking them from view.

Sareen tucks the crystal away. She reaches over and grabs her water sac. Feeling what little is left inside, she undoes the cap.

She lifts the container to her mouth and pauses. There's not much water left. Sareen takes the final sip of water from the skein and then tosses the empty water sac aside.

She covers herself in her walking cape and lays on her side. A SHIVER runs through Sareen as she draws herself into a fetal position.

7 EXT. WASTELANDS - NIGHT - LATER

7

Sareen sleeps soundly. The world around her is deathly silent until...

ROCKS CLACK and TUMBLE in the distance. Sareen's eyes open wide. She tries to quickly stand, but her strength fails... she falls back unable to push herself into a sitting position.

Another CLACK and SHUFFLE, this time much closer.

Scanning her surroundings, Sareen, eye's blurred and unclear struggles with her vision, sees only rock formations standing out as silhouettes in the darkness. Slowly her eyes begin to focus when suddenly...

Beat.

A figure rushes towards her!

Sareen is thrown to the ground and pinned by a FIGURE in a dark cloak. She struggles against him, grabbing at his right hand and instead taking hold of a *scarred stump*.

The figure struggles back as he forces his hand into Sareen's cloak, vying for the crystal.

CLOAKED MAN  
(In an ancient language)  
*Val, shyth, tahk...*

A faint glow emerges from beneath Sareen's cloak.

CLOAKED MAN (CONT'D)  
(louder)  
*Val, shyth, tahk!*

The light continues to grow, illuminating the eyes of the Hooded Figure.

Seeing the light cast on his eyes, Sareen looks down to see the Crystal glowing brightly. The struggle lessens as both Sareen and the Man try and look at the light. Although blinding, they are completely taken by it's brilliance.

CLOAKED MAN (CONT'D)  
*Ahznyahakul!*

The light from the crystal quickly goes out. The two of them lock eyes for a brief moment. Sareen looks shocked, the cloaked man no longer fighting, is smiling back at her.

Beat.

Seizing her chance, Sareen quickly pushes back against the distracted Man and kicks him, sending him sprawling on to the rocky ground.

Sareen pulls herself to her feet. Struggling, she manages to unsheathe her sword. She musters all of her strength and attempts a large desperate swing of her blade towards the man  
...

With great calm, the man slowly sits up and draws back his hood revealing a scarred, weathered face. A tattoo marks his forehead in almost the exact same pattern that resides on the crystal. Beneath the pattern are two crescent moons, one slightly bigger than the other, resting right above his brow. The *dark veins* crawl web-like up his neck.

Sareen stops, her blade, now only inches from the man's throat. She looks down at the crystal, clasping it, and then slowly looks towards the man.

SAREEN  
Who are you?

CLOAKED MAN  
I mean no harm - I am unarmed.

The CLOAKED MAN raises his arms, opening his cloak and revealing the truth. He is unarmed.

SAREEN

Answer me.

CLOAKED MAN

Please... I mean you no harm.

SAREEN

Your actions say otherwise.

CLOAKED MAN

I could never do harm to another,  
my vows forbid it.

SAREEN

And yet you attacked me.

Sareen coughs.

CLOAKED MAN

I couldn't believe it was actually  
here...that you were here... it's  
destin-

Sareen nudges her sword tip ever closer. Fatigued and ailing,  
she struggles to keep it held up.

SAREEN

I won't ask again...Who are you?

Beat.

CLOAKED MAN

I am Gren. The last of my kind.  
Guided only by The Great Dream,  
I've been out here struggling to  
survive. I was beginning to lose  
hope -

SAREEN

How did you find me?  
(COUGHS)

Sareen coughs, spits black mucus aside.

GREN

In The Great Dream, I saw the  
crystal, here, in this place.

SAREEN

You saw... this?

Sareen holds out the crystal. Gren stares intently at it.

GREN

Yes. I come from a small clan of Dream Walkers. In this way we have always found the crystals. I knew you had one - knew you would be out here... And I know what it is you seek. Let me help you!

SAREEN

(wary)

It's too late. No one can help me now.

GREN

I can... please, let me show you.

Gren reaches out to her, pleading with his eyes.

She looks at Gren thoughtfully while sizing him up.

A smile stretches slowly across Gren's face. He bursts into a laugh before regaining control.

GREN (CONT'D)

You have no idea how long I have waited out here alone. And now here we are together. Don't give up yet.

SAREEN

I didn't come out here for you.

GREN

Are you certain? Do you really even know what you're searching for?

SAREEN

(hesitant)

I was searching for a door.

(COUGHS)

A door that leads to --

GREN

Healing. Yes. The doorway of light, created and used by the First Fathers of time.

SAREEN

How do you know that?

GREN

I used to have a crystal once. Mine was actually blue. A marvelous *blue stone* - All of the clans men did.

(MORE)

GREN (CONT'D)

It was our life's work to seek out the doorway and complete the work of the Fathers and fulfill the prophecy.

SAREEN

What prophecy?

Sareen lowers her weapon.

GREN

To deliver the final healing. A gift to all people. But one by one as the same sickness that is in you took over the lands and spread to us, we ventured in all directions in a final rally to find the doorway of light. And I finally found it, deep in a hidden cave.

Beat.

Gren's eye's seems to go blank as he stares, motionless for a moment.

GREN (CONT'D)

But I was met by something... unexpected.

SAREEN

What was it?

GREN

A terrible beast that stands guard and feeds off those who bring their crystal as an offering... I barely escaped with my life.

Gren holds up his stump, showing off where his hand used to be.

SAREEN

And you've been out here ever since?

GREN

There seems to be no way out of this place. Just the cave. It's the only way home.

Beat.

GREN (CONT'D)

I can take you there. Show you for yourself. Tell you about the judgement.

SAREEN

Judgement?

She COUGHS.

GREN

You must present yourself... and your crystal. It's the only way to gain access.

SAREEN

If it's the only way then it's what I shall do.

Sareen becomes agitated and heartedly raises her sword.

GREN

Easier said than done, child. Trust me when I say, it *will* kill you.

SAREEN

Not if I kill it first \*COUGH\* I'm no \*COUGH\* child \*COUGH\* I come from a lineage of \*COUGH\* warriors \*COUGH\* \*COUGH\* \*COUGH\*

Sareen begins a coughing fit and falls to the ground. She is struggling to breathe....

Worry washes over Gren's face. He rushes to her aid, reaches inside his cloak and pulls out a small flask. He holds it to her face but she resists...

Sareen is barely wheezing now, kicking her feet...

GREN

Take it child! Drink!

Sareen surrenders her will and allows Gren to pour much of his canteen of water into her mouth.

She finishes the drink, her body savoring the hydration. The black veins on her skin seem to *lessen*.

With some regained strength she pushes him away.

GREN (CONT'D)

You won't do it alone, Audette. I'm afraid it seems there isn't much time left - for either of us.

Gren turns his canteen upside showing they are out of clean water.

Sareen then locks eyes with Gren.

SAREEN

That name!

GREN

Audette?

SAREEN

Audette is... was my mothers name.

GREN

Apologies. Sometimes the visions are not perfectly clear. What is *your* name?

SAREEN

... Sareen. You really saw me in a dream?

GREN

Yes.

Beat.

Please, let me guide you to the cave. It's not far from here, but we are running out of time. If I tell you how to overcome the judgement, it's possible you could kill it... then perhaps together...

SAREEN

We can access the doorway to the light.

Slowly, Gren spreads his arms and extends them forward so that Sareen can plainly see the black veins running over his skin.

GREN

And save each other.

Gren smiles as Sareen's eyes connect with his.

SAREEN

I can't trust you.

GREN

If I wanted to harm you I could've  
let you die and then just pried the  
crystal from your dead hand.

Sareen takes hold of her crystal, momentarily pondering. She  
looks back at Gren, studying his tattoos.

GREN (CONT'D)

Are you still certain that you did  
not come out here to find me?

8 EXT. WASTELANDS - SUNRISE 8

Two small figures walk up a steep, rocky incline. Ruins of an  
ancient world dot the landscape.

9 EXT. WASTELANDS - LATER 9

Gren leads Sareen forward through a veil of mist.

GREN (V.O.)

The creature that awaits us is one  
born of darkness. It will try to  
trick you. Manipulate you.

10 EXT. WASTELANDS - MOUNTAIN TOP - LATER 10

Gren stops and turns to face Sareen. Both are exhausted and  
dripping perspiration.

GREN

You must not let that happen.

SAREEN

How will it manipulate me?

GREN

My people are not the only beings  
who know how to use the dreaming  
world to our advantage. When you  
present yourself for judgment, this  
creature will bring you there, to  
the dream world, show you  
visions... false promises of what  
you could become. Then if you are  
deemed less than holy, which you  
will, IT will destroy you.

Worry washes over Sareen. Gren sees this and steps towards  
her.

GREN (CONT'D)

But you are different... your  
crystal... the light it brings...

(beat)

You must break free from that dream-  
world. Ignore It's words and use  
your will to break free and kill It  
-- without hesitation.

Gren takes a step closer to Sareen.

GREN (CONT'D)

That *thing* is the final insult the  
First Fathers gave us... the  
doorway is a promise that we can  
achieve something much more than  
what this diseased world has to  
offer. We can heal ourselves... we  
can *become* something miraculous.  
And standing between us and that  
miracle is death itself. But it's  
the only way.

Gren turns and walks forwards across the rocky landscape.

Sareen watches him thoughtfully before continuing onwards.

11

EXT. WASTELANDS - SUNRISE

11

A blood red sun creeps above the horizon casting the rocky  
landscape in a crimson glow.

Gren and Sareen navigate their way through a rocky hill-  
scape. Rounding a giant boulder Gren stops. Sareen saddles up  
next to him, her eyes wide.

Sareen studies the scene in front of her. She steps forward  
towards what appears to be...

GIANT FACES!

EXT. WASTELANDS - STONE WALL

A series of *tortured* faces, carved into the sheer face of an  
enormous stone wall. The faces stand twice the size of Sareen  
and are bathed in the light of the rising sun.

Gren looks upon the faces, troubled.

The haunted eyes of the GIANT FACES seem to follow Sareen as  
she moves. Sareen looks around. The wall extends endlessly in  
each direction. Beat.

A BREATH of air gently tosses around a loose strand of Sareen's hair. The coolness calms her, soothes her. She closes her eyes as she welcomes the gentle air.

AUDETTE (V.O.)  
Promise me. Promise you'll go.

12      FLASHBACK: INT. BED CHAMBER - NIGHT      12

With tears in her eyes, Sareen kneels down and leans in towards Audette.

SAREEN  
I'm not ready for you to die.

A sympathetic smile stretches across Audette's face.

AUDETTE  
Our actions, whatever they may be,  
sow the seeds of our fate. With  
what time you have left, have  
courage to make the right decisions  
and fate may yet surprise you.

Fighting back her tears, Sareen nods her head "yes".

13      EXT. STONEWALL      13

Sareen turns her keen eyes towards the direction of the breeze to see...

A hidden opening in the wall!

Sareen turns back to Gren.

SAREEN  
This is the entrance.

Gren walks towards her.

GREN  
Are you ready?

Sareen pulls out her crystal sword. A worried look washes over Sareen's face as she turns towards Gren. She holds out her sword offering it to Gren.

SAREEN  
Keep this with you.

GREN  
But how -

Sareen pulls back her cloak to reveal her concealed dagger. Gren nods in approval.

GREN (CONT'D)

Resist the dream world. Break free from it before he figures out your plan.

SAREEN

I'm not sure I know how.

He smiles.

GREN

Have courage. I believe in you. And when you are finished with him you'll come back for me. Promise?

She nods "yes" slightly before turning to face the cave entrance. Standing in the opening, her cloak ripples in the morning breeze. She takes a BREATH and enters into:

14 INT. THE CAVE - CONTINUOUS 14

Sareen's senses are fully alert. She moves slowly and deliberately down the LONG DARK CORRIDOR.

Wonder washes over Sareen as she continues on through the tunnel. A light catches her eye further up the tunnel causing her to pause.

Compelled forward she walks into...

15 INT. HOLLOW - CONTINUOUS 15

A shaft of light from far above illuminates a circular stone table standing in the middle of a circular room.

Sareen walks towards the stone table. As she approaches it she can see etched into the table top are markings of planets in orbit across a sea of stars. In the centre of it all is THE CONSTELLATION, that matches up with her crystal.

TABLE

In the center of the constellation, a white crystal is buried into the stone table. Around the circumference of the table are an array of seven colored crystals all equally spaced apart and half-buried into the stone.

16 BACK TO SCENE

16

Sareen shifts closer to the table, her foot inadvertently nudging a mummified hand holding a dark blue crystal on the dusty floor.

Above her, the shaft of light slowly closes off throwing the cave into COMPLETE and TOTAL darkness.

17 BLACK

17

Panic wells up inside of Sareen. Her BREATH echoes off the cave walls.

Something HUGE moves in the darkness. Sareen reacts, turning in the direction of the noise.

Beat.

A SLOW, HEAVY SHUFFLE approaches.

Sareen attempts to peer through the darkness to no avail.

SAREEN  
Show yourself!

CREATURE (O.C.)  
I am here, before you.

SAREEN  
Coward! Come face me!

A DEEP LAUGH rumbles out from the black.

Several tiny lights, all in the same pattern as the star constellation, fade in from the dark, and hang in the air.

Beat.

Two more points of light, (the Creature's eyes), appear beneath the other lights.

CREATURE  
*Val, shyth, tahk...*

The crystal begins to shine as it did when Gren uttered the same words. The floating constellation pattern shifts to form an archway. The archway fills with light. This is THE DOORWAY.

CREATURE (CONT'D)  
Why have you come here?

SAREEN  
I've come for the promise of light.  
(beat)  
I have a crystal to offer...

CREATURE  
Ahhhhh... Few are worthy of the  
stone. Are you prepared for your  
judgement and the consequences that  
lay ahead?

SAREEN  
I am.

CREATURE  
Your courage is admirable but this  
is your last chance. Drop the  
crystal and leave and perhaps  
you'll live long enough to see one  
more sunset.

SAREEN  
I'm not leaving.

An enormous claw-like hand unfurls from the pitch black,  
right in front of Sareen.

Sareen looks at the hand.

Beat.

She removes the crystal from her cloak and places into the  
palm of the giant claw. The clawed hand SNAPS shut and  
instantly Sareen is transported into:

18 THE LIGHT

18

The cave is now awash in brilliant light. Sareen, with her  
black veins no longer present, squints, blinded by the  
drastic change in luminance. The DOORWAY sits in the  
background and is now black.

As she blinks her vision back into clarity, Sareen lays her  
eyes upon:

UILEPHIEST... a creature of the ancient world standing before  
her.

Uilephiest dwarves Sareen easily, his enormous frame buried beneath aeons worth of wrappings and cloth, each one marking its time spent as a GUARDIAN of the DOORWAY of LIGHT.

Two scaly arms with long claws hang out from beneath Uilephiest's robes, one claw still clutching Sareen's hand holding the crystal. A frightening, insectile face with one large black eye and one large white eye, stares directly at Sareen.

Sareen GASPS at his appearance as Uilephiest's brings his face closer to her, pushing in on Sareen as she warily stands her ground.

She looks to reach for her *hidden dagger* but it is not there.

UILEPHIEST

Oh no, there are no weapons here.

Beat.

Looking deep into Uilephiest's white eye, she eases up and relaxes her grip.

Uilephiest closes his eyes, the constellation pattern on his forehead glows brighter as he takes a GREAT BREATH.

A gentle breeze swirls around Sareen.

Beat.

UILEPHIEST (CONT'D)

Eons have passed since I last held a crystal of such... pure... light.

SAREEN

Where are we?

UILEPHIEST

*Val, shyth, tahk.*

The crystal begins to glow with incredible brightness.

Beat.

UILEPHIEST (CONT'D)

Every crystal, different possibilities. You have a choice to make now. The crystal grants it.

SAREEN

WHERE AM I!?

UILEPHIEST

You are almost home, Sareen. And  
your mother, she is there - still  
hanging on, waiting for you.

She stops. Her eyes grow wide as she tries to pull her hand  
away.

SAREEN

You're a liar! Let go of my  
hand....

His eyes open, looking deep into Sareen.

Sareen is showing restraint, prying at the claw...

UILEPHIEST

Tell me - Why have you come here?

SAREEN

Just let me go! I want to be back  
in the cave!

19 INT. HOLLOW - CONTINUOUS

19

Sareen is startled momentarily as she realizes she is back in  
the cave! She suddenly hears a familiar voice echo from  
nowhere...

AUDETTE (V.O.)

The doorway... the light, it has  
the power to save you.

She looks at Uilephiest's physical body standing there in  
front her. His eyes are void and seemingly cannot see her.

She reaches for her concealed knife...

AUDETTE (V.O.)

(louder)  
The doorway...

Sareen is distracted by the voice and looks up. She winces  
suddenly -

20 THE LIGHT - CONTINUOUS

20

Sareen is wincing and cries out as Uilephiest has tightened  
his grip causing Sareen pain.

UILEPHIEST  
Why have you come!?

SAREEN  
To kill you!

Sareen continues to pry at her entrapped hand.

UILEPHIEST  
No, Sareen. Why have you really  
come here.

Beat.

Sareen finally settles as she realizes there is no escape.  
Overcome with emotion, Sareen stares at him while tears well  
up in her eyes.

SAREEN  
I just want to be with my mother  
again.

UILEPHIEST  
You must now choose; you can heal  
yourself and be among the few who  
will survive this plague or; bring  
healing to all those affected...  
except yourself. The doorway will  
lead you back to your mother.

SAREEN  
What are you saying?

UILEPHIEST  
You are worthy. But you must  
choose; Heal yourself, or heal all  
others.  
(beat)  
Holding your crystal, only set your  
intention and repeat the sacred  
words *Val, shyth, tahk*.

Looking beyond Uilephiest, Sareen can see THE DOORWAY now  
beginning to emit particles of light.

SAREEN  
(wary)  
How do I know you aren't lying?  
That you wont kill me just to have  
the crystal for yourself?

Uilephiest opens his hand and releases Sareen from his grip.  
Sareen lets go leaving the crystal in his palm. In  
Uilephiest's hand the stone is yellow.

Beat.

He gestures to Sareen to put out her hand. Sareen puts both hands out to receive the crystal. Uilephiest places the crystal in her hands and immediately it turns white.

UILEPHIEST

All is told by the color of your stone. The color reflects the intention of those who carry them.

SAREEN

This is why I must choose death? What has my crystal shown to have you serve me this punishment?

UILEPHIEST

Only truth. You have shown determination. Compassion. And most importantly, love. It has granted you healing and gifted you life - not death.

Beat.

UILEPHIEST (CONT'D)

I am privileged to honor this gift. For too often has Evil found it's way to me. Seeking the doorway and looking to use the power of the crystals to do great harm. And Evil will find it's way here again. This is my eternal duty; to be the judge and grant passage or be executioner of those who must be stopped. Always told by the color of the stone.

Sareen takes a moment and ponders.

UILEPHIEST (CONT'D)

Do you believe in the light, Sareen?

SAREEN

I must know something.

Beat.

SAREEN (CONT'D)

Which is the color of evil?

UILEPHIEST

Blue.

Sareen's eyes stall in horror. And just then so do Uilephiest's. In that same instant they are transported back to...

21

INT. HOLLOW

21

A shaft of light once again rains down from above. Sareen and Uilephiest's eyes are still locked together in shock. The great creature slowly looks down towards his chest.

UILEPHIEST'S POV

A blade protrudes from the middle of Uilephiest's chest. His hands curl inwards towards the blade, touching the tip.

BACK TO SCENE

He looks up at Sareen, whose eyes are now brimming with tears. Uilephiest stumbles forward into Sareen. She plants her feet into the ground, doing the best she can to steady herself and support his weight.

Behind Uilephiest, Gren stands holding a blood-streaked blade in his hand.

SAREEN  
(in disbelief)  
No.

Gren's emotionless eyes glare back at Sareen.

SAREEN (CONT'D)  
What are you doing?

Without hesitation, Gren moves toward Sareen and stabs her in the side. Her BREATH escapes in a ragged EXHALE as her eyes grow wide.

Sareen lets Uilephiest slip, his body falling limp to the floor.

Gren pulls the sword from Sareen's side, blood flowing from the wound. She takes a shaky step backwards, her eyes locked with Gren... and then collapses.

Raising the sword, Gren calmly and *carefully* wipes the blood from the blade on his robes. He looks down at Sareen on the floor. He slowly crouches down, looking deeply into her pain-filled eyes.

GREN

I will finish what the first fathers started and ensure this plague completes it's will. All of those left behind by the First Fathers will perish with these cursed lands. And I shall join them in the higher realms.

Gren stands and looks around the cave. His eyes fall upon the mummified hand with the blue crystal. He walks over and picks it up.

Sareen looks to Uilephiest. His breath is slowly winding down.

SAREEN

I'm sorry... I didn't know.

UILEPHIEST

The... crystal...

Uilephiest's eyes look over towards Sareen's crystal.

UILEPHIEST (CONT'D)

It... can... heal you.

Realization washes over her face. Sareen looks back to Uilephiest, who slowly nods his head "yes".

Sareen reaches for the crystal.

Gren looks fondly at his blue crystal. He pries it from the mummified hand, tossing the hand aside. He holds the blue crystal up towards the shaft of light.

He turns to face Uilephiest who is laying next to Sareen, now curled in a fetal position.

GREN

You thought you could stop me? That I would've died out there before ever finding another crystal, another way? I almost lost faith. But I survived long enough to find her.

Methodically he walks towards Sareen, tucking the blue crystal in his cloak. Gren pauses. He notices Sareen fighting to get to her feet.

GREN (CONT'D)  
Your work is done, Sareen. Accept  
the darkness...

Sareen's hands are clutched tightly against her chest, right over her heart. Gren looks at her, confused.

SAREEN  
(almost inaudible)  
*Val, shyth, tahk...*

He reaches down towards Sareen's hands but before he can reach her, she unclasps them sending a brilliant, blinding light outwards into the cave.

Her crystal's radiance momentarily blinds Gren, who shields his eyes.

Quickly unsheathing her dagger, Sareen thrusts it deep into Gren's heart. The force of her strike drives him backwards and to the ground, the knife still buried in him.

Shock turns to horror in Gren's eyes as his life-force fades.

Sareen stands over Gren. She reaches in to his cloak and takes his crystal. He gives a feeble attempt to stop her and BREATHES his last.

GREN  
*Ahznyahakul.*

The blue crystal transforms to a pure white in Sareen's hand. She watches as an ephemeral light emanates from the crystal. The light falls upon Uilephiest on the floor, struggling to BREATHE.

She rushes over to him and sets both crystals on the ground.

SAREEN  
Here! Take the crystal!

The great creature shakes his head "no".

UILEPHIEST  
It's too late for me.

SAREEN  
No! Please I need your help.

Uilephiest relaxes his body. He gazes peacefully at Sareen. Slowly, Uilephiest's eyes close as he dies.

Tears runs down Sareen's cheeks as she falls to her knees.

Beat.

Sareen raises her head and looks at both crystals on the ground before her.

She takes hold of both crystals and rises to her feet. Sareen looks towards the doorway.

AUDETTE (V.O.)  
The doorway... the light, it has  
the power to save you.

The doorway stands before Sareen. She looks into the depths of the doorway, tears in her eyes.

AUDETTE (V.O.)  
Promise me, you'll save yourself.

She clutches tightly on one of the crystals... And then throws it through the doorway.

CRYSTAL

The brilliant white crystal flies through the air into the darkness of the doorway, disappearing into the other side.

BACK TO SCENE

Sareen turns her back on the doorway. She lifts up the other crystal and looks deeply into it.

Setting her intention she watches as the crystal turns from white to yellow.

She closes her eyes.

Beat.

Sareen takes a DEEP BREATH. On her forehead the mark of the guardian, the same as the constellation and the mark on the crystal, appears.

Opening her eyes, one eye is now white and the other is black.

Her gaze pierces the camera.

Beat.

FADE TO BLACK.