

Symphony of Steam and Stone:
Quest of Neanderthal Island

Written by

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FADE IN:

EXT. CITY STREET - DAY

The clanking of gears and hissing of steam fill the afternoon air, composing a symphony of industrial sounds.

ALBERT "AL" DUKE (60s), rugged yet refined, walks anxiously through the busy street.

He checks his POCKET WATCH, urgency etched on his face. His LEATHER BOOTS echo against the cobblestones.

Al's tailored coat is a fusion of tweed and leather, and his WIDE-BRIMMED HAT is decorated with a PEACOCK PLUME. Al's attire reflects his adventurous spirit and appreciation for the antiquated.

FANCY CLOCK TOWERS appear above, intricate clockwork mechanisms visible in their shining dials reflecting sunlight.

Metallic pipes snake along walls. They hint at the unseen flow of steam inside.

Colorful BANNERS flutter in the breeze. Al absorbs the vibrant tapestry of the city.

STEAM-POWERED CARRIAGES of different sizes and designs pass by. They release gentle HISSES and billowing CLOUDS OF STEAM. Brass fittings catch the sunlight, they sparkle with brilliance.

TWO-FLOOR PADDLE BOAT-LOOKING TRAMS pass through the streets.

VEHICLES scoot from side to side, One A which is COMBINATION OF TWO BICYCLES with front and back SEATS, complete with a steering wheel.

Sleek MOTORCYCLES cross the road. One takes on the appearance of oversized and WHEELED GUITAR, effortlessly blending elegance and functionality.

Pedestrians, adorned in an eclectic mix of gears, goggles, and corsets, hurry along the sidewalk. Their attire reflects the fusion of technology and Victorian elegance that defines this world.

AL'S P.O.V - OTHER SIDE OF THE STREET

An impressive building with ornate architecture that combines elements of Victorian grandeur and intricate machinery.

The sign on the entrance reads: Rainbow Children's Hospital.

A Chinese man in TRADITIONAL CHINESE ATTIRE uses a STEAM-POWERED CANNON-LOOKING MACHINE to make POPCORN and a WHIRLING PYRAMID to make COTTON CANDY.

Parents, holding their children's hands, stand, waiting for the next batch to get made.

BACK TO SCENE

Al's mechanical PAGER, a PECULIAR-LOOKING DEVICE attached to his BELT, emits a RHYTHMIC BUZZING.

Al takes it off and glances at it.

The miniature matchbox-sized pager with a tiny button on it features a SMALL WRENCH on its side. The wrench spins, emitting a gentle GEAR-LIKE SOUND.

Al Presses the button, that halts the wrench's motion, causing the box to open vertically from the top and a screen emerges, displaying the message.

AL
(Mumbles)
Yeah, ok. I'm here. I'm right here.

Al crosses the street and enters the hospital.

INT. RAINBOW CHILDRENS HOSPITAL - DAY

INT. THE LOBBY

The hospital's interior combines steampunk aesthetics and medical precision. Polished brass fittings and intricate clockwork decorations adorn the space, accompanied by the gentle HISS of the unique STRETCHERS.

These steampunk-inspired stretchers GLIDE ON FOUR METAL BALLS, adding an unconventional flair to their design.

INT. THE CORRIDOR

Al walks through the corridors and notices his son, TOM DUKE, (40s), a mature man with a hint of desperation, pacing anxiously.

SOFIA DUKE (late 30s), a blond, well-dressed beautiful woman, cradles infant EMILY DUKE, trying to soothe her. Sofia is overcome with tears. Emily is CRYING.

Seated across from Sofia is a MYSTERIOUS GYPSY WOMAN, in vibrant SCARVES and JEWELRY.

Tom spots Al and rushes towards him. Tom runs his fingers through his brown hair, visibly distressed.

TOM

(Frustrated)

Hi, Dad. I don't know what else to do.

(anxious)

She stopped breathing again, turned yellow and her nails began glowing. She was...

Tom is on the verge of tears when Al places a firm hand on his shoulder.

AL

(Stern)

Hey. Hey. Look at me.

(shakes Tom gently)

Look at me. You're the rock of your family. Keep it together. We'll figure this out. Let me have a word with her doctor.

Al turns his attention to the Mysterious Gypsy Woman, who meets his gaze with a knowing smile. He nods to the gypsy woman.

AL (CONT'D)

(To Sofia)

We'll find a way. I promise.

INT. DOCTOR'S OFFICE

Dr. JEREMY HESS (middle-aged, slim) wears a white SCRUB and strange MEDICAL GOGGLES covering his eyes. He examines a MECHANICAL HUMAN SKELETON, the SOUND OF ITS MECHANISMS filling the room.

Each time Doctor Hess touches a different spot on the skeleton, that spot automatically unfolds to reveal intricate human organs made of metal clockwork and gears.

Al KNOCKS on the door.

DR. HESS

Come on in.

Al enters. Dr. Hess pushes his goggles up onto his head, switches off the mechanical skeleton, silencing its noise.

DR. HESS (CONT'D)
 (Welcoming)
 Come on in. How can I help you?

AL
 (Demure)
 I'm here to talk to you about my
 granddaughter, Emily Duke.

DR. HESS
 (Compassionate)
 Oh, yes. Yes, of course. Please,
 have a seat.

Dr. Hess sits at his desk and pulls a BOOK forward.

The LEATHER-BOUND BOOK with ALPHABET BUTTONS on it springs to life with a letter pressed. Pages turn autonomously to Emily's file.

DR. HESS (CONT'D)
 (Sad)
 Here's her file. Its unfortunate.
 Sadly, we haven't been able to
 identify the cause of her illness.
 Science offers no answers for her
 condition. We've held meetings,
 conducted tests, and performed
 examinations. Nothing seems to
 work. We've exhausted all our
 options. I prescribed some new
 medicines and administered an
 injection just minutes ago. But, to
 be honest, even if they work, it
 will be temporary.

Al lowers his head, overcome with despair.

AL
 We've taken her to every hospital,
 and they all say the same thing.
 What are we supposed to do? Just
 let her die?

DR. HESS
 There are many illnesses without a
 cure. Your case is not unique.
 You're not alone.

Dr. Hess's defeated tone hangs heavy in the room.

DR. HESS (CONT'D)
 I suggest you take her home. Be
 with her, and pray.

Al stands up, shaking his head in frustration, and leaves the office.

INT. THE CORRIDOR

Al exits Dr. Hess's office and finds Tom waiting for him.

TOM
(Impatient)
What did he say?

Al shakes his head and looks down, avoiding the question. They walk together down the corridor towards Sofia and Emily.

AL
Nothing new, son. Nothing significant.

<p>TOM The gypsy woman says there's a healer in the city who can do miracles. She claims to have cured many incurable diseases. What do you think? Should we...</p>	<p>AL (CONT'D) Of course. Let's go. Do you know where she's located?</p>
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TOM (CONT'D)
She said we can't miss it. The healer has a beautiful garden near the downtown train station.

INT. TAXI - DAY

A SINGLE STEAM-POWERED CATERPILLAR TRACK encircles the TAXI's cab, propelling it forward without spinning it.

Al sits in the passenger seat, while Tom and Sofia, holding baby Emily, sit in the back.

An INDIAN-THEMED MUSIC plays on the CAR RADIO.

AL
(To Tom)
By the way, where's Sam?

TOM
He had a session with his psychiatrist.

SOFIA

(To Al)

Poor boy has to deal with his own self-confidence issues and his baby sister's crying and sickness. But he never complains.

TOM

(To Al)

Sam is an insightful teenager. He doesn't want to burden us any further.

Al nods, acknowledging Sam's resilience.

EXT. DOWNTOWN - DAY

The taxi halts near the train station, and Al pays the cab driver.

The magnificent train station resembles a grand locomotive, with trains featuring MECHANICAL EAGLE PEAK HEADS visible through the station's WINDOWS.

Steam fills the air, accompanied by the RHYTHMIC CHUGGING reverberating through the platform.

Al, Tom, Sofia, and Emily exit the taxi, and it drives away, leaving them on the street. Tom scans the surroundings, searching for the artificial garden.

SOFIA

(Looking around)

She said we can't miss it.

As the Dukes walk down the street, Sofia spots something strange.

SOFIA'S P.O.V - THE GARDEN

Between a few small buildings, is a captivating garden. The air carries a delightful scent, and there's no doubt it emanates from the garden.

BACK TO SCENE

SOFIA (CONT'D)

(Excited)

There! I guess! It must be it!

Everyone approaches the garden. As we draw closer, we see an array of creatures: SHININS, butterflies with reflective mirror-like wings, shimmering as they gracefully fly; SKYTES, vibrant birds filled with an explosion of colors, CHIRPING and darting between trees; BEEMAGES, bees that form intricate images when they gather together, BUZZING and creating mesmerizing patterns.

SOFIA (CONT'D)

(mAazed)

There are so many Shinins, Beemages and skytes here. Its amazing.

Captivated by the sight, Dukes knock, step in and wait for someone to show up. Al makes their presence known.

AL

Hello!

A LADY'S VOICE (O.S.)

(Welcoming)

Please take a seat. I'll be with you in a moment.

Al, Tom, Sofia, and Emily sit on the BENCHES. The garden is a magical spectacle. MONA TIARA, an elderly yet radiant woman, emerges from behind a door, a wall of vibrant FLOWERS.

MONA

(Smiling)

Hello, welcome to my humble abode. How can I help you?

Emily begins to cry, and Sofia gives a sad look at Mona. Mona's expression changes, as if she figured the reason they're there. Mona approaches Sofia.

MONA (CONT'D)

(To Sofia)

May I?

Mona takes Emily, who is now CRYING LOUDLY, from Sofia's hands. She holds her up and gazes into her face and eyes with kindness.

MONA (CONT'D)

(Pitying)

Oh, you poor thing.

To everyone's surprise, Emily momentarily stops crying. Mona hands Emily back to Sofia and checks her fingers and toenails.

MONA (CONT'D)

She has Molook.

Before anyone can respond, Mona hurries inside her house and returns with a piece of a DRIED LEAF. She places the leaf in Emily's mouth, and suddenly she stops crying.

AL

(To Mona)

What is Molook?

MONA

Molook is the sickness of Neanderthal island, the island near the Southern continent. Many call it Gehennian island these days. The cure for island illnesses can only be found in the island.

AL

(Pondering)

We've all heard of mysteries of the island, at least in passing. What did you give her? How did you calm her down?

MONA

I gave her the petal of Zian, a rare flower found exclusively on the island. Zian is her remedy. Nothing else works. I can provide her with all the dried Zian petals I have, but it will only keep her calm for a few days. To cure her, you'll need a much larger quantity.

TOM

(To Al)

I'll go get it.

MONA

(Smirks)

Really? Going to the island is suicide.

(to Al)

You must know that, don't you?

Al nods and lowers his head.

AL

(To Tom)

I have a Sheikh friend in Sindar. I'll ask for his help to get the cure from the island.

SOFIA

(To Mona)

Why is Neanderthal or Gehennian
Island so dangerous?

AL

(To Sofia)

Because it is inhabited by
Gehennians. It is their homeland,
and they fiercely protect it.

MONA

(To Al)

Perhaps you should tell them about
these beings.

(to Tom and Sofia)

The island inhabitants are
Neanderthal-like creatures,
resembling humans but possessing an
otherworldly strength and
masculinity. They rely on their
physical prowess and survival
instincts to protect their land.

Al, Tom, and Sofia absorb Mona's words, their expressions
shifting from hope to concern.

TOM

(Earnestly)

But we are not going to destroy
their island or harm them. Why
can't we just go to the island and
simply ask them for these curing
flowers? They do speak our
language, don't they?

MONA

(Sighs)

Gehennians are savages, uncivilized
beings, like wild animals. They
don't know reason. Their way of
life is entirely different from
ours.

Al's eyes narrow as he ponders the situation, his mind racing
for a solution.

AL

(Pensive)

Yes, they don't simply allow any
outsider to step foot on the
island.

(MORE)

AL (CONT'D)

No one has ever had the courage to go there after some expedition went there and never came back.

Al, Tom, and Sofia thank Mona, their eyes reflecting a mixture of appreciation and concern.

Realizing their appreciation and concern, Mona reaches for a small MEDICINE BOTTLE and gently places it in Sofia's hands.

MONA

(Softly)

This is all the dried Zian I have. Give it to her when absolutely necessary. It will help for now.

Sofia hugs Mona with tearful eyes, overwhelmed by her generosity and kindness.

EXT. THE ISLAND - DAY

Gehennia Island, a timeless haven untouched by civilization, unfolds before us.

SUPER: Neanderthal/Gehennian Island

The island is a pristine paradise untouched by modernity. Lush vegetation covers the landscape, towering trees casting dappled shadows on the forest floor.

Exotic flowers bloom in vibrant colors, their fragrance filling the air. The SOUNDS OF WILDLIFE echo through the dense foliage.

A DARK SILHOUETTE swoops down through the dense canopies, capturing our attention. As the camera lingers, a BUZZING sound grows, heralding the approach of an unknown swarm. Its identity remains hidden for now.

NEANDERTHAL-LIKE FIGURES, with strength and masculinity, move in the terrain, draped in FUR CAPES, embellished with EAGLE TALON BRACELETS and MAZE-LIKE TATTOOS.

Accompanying them are women, their hair WOVEN into beautiful BRAIDS, wearing ANIMAL-SKIN TOPS. Together, they silently pursue a PECULIAR AND FORMIDABLE CREATURE as big as a bull, A FUSION OF AN OSTRICH AND A GOAT.

A deer's legs are tied to a sturdy WOODEN STICK, being transported by Gehennians. As we follow them, we arrive at a CLEARING that reveals a breathtaking sight, a beautiful natural waterfall pouring into a crystal-clear pool, surrounded by TALL AND PECULIAR HUTS.

Among them stands A LARGER, TOWERING WHITE HUT, indicating the residence of a authoritative Gehennian figure.

As the hunters reach the clearing's opening, the women initiate a peculiar CHANT, while the men break into a dance.

Gehennian men and women approach the hunters and help them carry the animal to the center of the clearing.

KING EVOL, (60s, tall and still formidable figure, displays signs of age through his thin gray hair, exits the white big hut. Covered in A VIBRANT, COLORFUL ROBE, he is escorted by tall and powerful warriors and accompanied by three Gehennian women who possess a striking resemblance to modern humans.

GANDOO, an old witch with a POINTED NOSE, YELLOWISH BROWN TEETH and CROSSED EYES, in A LONG AND EERIE BLACK FUR, presents a DAGGER to the king, bowing before him.

GANDOO

(Smirking)

The heart always belongs to my
king.

King Evol frowns, nods and raises his hand to silence the crowd. With a swift skillful motion, he cuts into the animal, taking its heart for himself.

Everyone awaits for the king's next move eagerly. King Evol takes a bite and his mouth turns to an eerie shade of blood red. He nods at his people, signaling them to unleash their ferocity.

Without hesitation, Gehennians attack the lifeless animal. They show their savage and untamed nature by tearing the animal apart with their bare teeth.

Their feast is almost finished when three guards riding CARAS approach. The ground trembles beneath their weight.

Caras are muscular and fast creatures, A MYTHICAL BLEND OF UNICORN and WILD RHINO with armor-like skins and TWO SHARP AND DEADLY HORNS that strike fear into enemy's hearts.

While guards steps down their Caras, the mountain makes a faint RUMBLING SOUND. King Evol turns his head towards the mountain immediately and then at the guards. He looks scared. He connects the mountain's rumbling sound to modern humans.

KING EVOL

It must be them.

Guards bow before the king, who is now washing his blood-stained hands and mouth.

THE GUARD

My king is right. Its them. We spotted three ships, two of which have passed through our territory, but one remains lingering. They seem to be fishing or something, Sir.

KING EVOL

(Squints at the mountain)
They're not fishing. Unleash destruction upon them, annihilate them if they make the mountain cry again. Bring me their treasures and women as spoils of victory.
(frowns)
Remember, destroy any non Gehennian who tries to approach our island.

EXT. TOM'S RESIDENCE - NIGHT

Al sits on the balcony alone, puffing on his PIPE, his gaze fixed on the city's midnight skyline, deep in his thoughts.

FAINT SOUNDS OF BUSTLING STREETS drift in the air. Tom, disheveled and drowsy, joins his father on the balcony.

AL

Can't sleep either?

TOM

Are you confident that your plan will work?

AL

(Sighs)
To be honest, no.
(sighs)
But we have no other choice, son. Tomorrow, we'll fly to Sindar. We'll visit my Sheikh friend and ask for his help. We'll go to the island in peace. Let's hope they accept and let us enter the island.

TOM

(Anxiously)
And "IF" they refuse?

AL

(Determined)
We must get the flower, no matter what it takes.

(MORE)

AL (CONT'D)

If they won't give it willingly,
we'll take it by force.

(Pauses)

There's no "if," son. Prepare
yourself for any scenario.

Tom ponders for a moment, then heads back inside. But he stops.

TOM

Thank you, Dad. It's my
responsibility to take care of my
family, but I keep on burdening you
with my problems. I love you, Dad.
Good night.

AL

(Smiles)

I love you too, son. Good night.
Emily is your child, and I would do
anything for you. Sleep well, son.

Tom nods, smiles, and retreats inside.

EXT. OIL RIG GARDEN - DAY

An expansive DATE PALM GARDEN stretches across acres of land. The trees' green leaves stand in stark contrast to the SPORADIC METALLIC STRUCTURES rising within them.

STEAM-POWERED OIL RIGS dominate the landscape, their MECHANICAL ARMS and GEARS engaged in purposeful motion.

SHEIKH SAMIM, a distinguished figure in his 60s, walks through the garden, emanating an aura of authority and respect.

He's in TRADITIONAL ARABIAN ATTIRE with multiple thick GOLD CHAINS around his neck, adding to his commanding presence.

Sheikh Samim approaches his VEHICLE, a remarkable TWENTY-FOUR-LEGGED ROOFLESS STEAM-POWERED SCULPTURE, resembling a STRANDBEEST.

NAJEEB MURAD, a young man of African descent dressed in a CRISP UNIFORM, notices Sheikh Samim's arrival and ignites the engine and two UMBRELLAS unfurl, one smaller for the driver and a much larger one for Sheikh Samim, shielding them from the scorching sun's rays.

Sheikh Samim elegantly sits in and Najeeb operates the vehicle's controls. The vehicle's METALLIC LEGS move in perfect synchrony. It glides forward on the SANDY LAND.

Najeeb skillfully drives the vehicle around the huge STEAM-POWERED OIL RIGS.

Sheikh Samim looks at the rig and makes sure everything is working perfectly.

SHEIKH SAMIM

(Excited)

Ok then. Take me back and. You must go and pick my friend from the air field soon. But take the other car.

Najeeb lowers his head in respect and drives back. He stops the 24-legged vehicle in front of an ARTIFICIAL GARDEN and Sheikh Samim steps down.

The artificial garden is a green spot in the middle of sandy desert. UNIQUE DESERT FLOWERS bloom alongside the ARTIFICIAL ones, their VELVET-LIKE PETALS gleaming in shades of copper.

The petals are made of delicate clockwork gears. Soft vines twist around the METAL LATTICE and beautify the garden more.

MECHANICAL BIRDS dart between branches. They CHIRP as they perch on COPPER LEAVES.

As Sheikh Samim enters the garden, an UPBEAT LIVE ARABIC MUSIC fills the air. THREE CAPTIVATING BELLY DANCERS with elegant and seductive movements, appear in the middle.

The belly dancers sway and twirl gracefully. Their COSTUMES accentuate their every movement.

SERVANTS, in TRADITIONAL CLOTHING, emerge carrying TRAYS filled with an array of FRESH FRUITS and BOTTLES of fine WINE. They circulate around Sheikh Samim, ensuring that he is indulged and entertained.

INT. THE AIRSHIP - DAY

The airship's interior is a mixture of Victorian elegance and mechanical marvels. Polished brass fixtures decorate the walls, and COMPLEX GEARS AND COGS are visible through the transparent PANELS on the floor.

The soft glow of EDISON BULBS illuminates the cabin, casting a warm ambiance.

Waiters and waitresses in VICTORIAN UNIFORMS, carry TRAYS with steaming CUPS OF TEA AND COFFEE, and PLATES of delicate PASTRIES.

Al and Tom sit at a table in the airship's cafe. Tom runs his fingers through his brown hair. His gaze is fixed on the clouds outside the window. He seems pondering but worried.

As the airship moves forward, Al takes another sip of WHISKY. Al's eyes never leaving Tom.

AL
(Raising an eyebrow)
Lost in thoughts? Missing home
already?

TOM's attention shifts from the window to his father. A flicker of doubt can be seen in his eyes.

TOM
(Sighs)
No, Dad. Err... Just a bit... You
know?

AL
Nervous? I understand. This
is a foreign land and the
first time...

TOM (CONT'D)
No. No, Dad. It's not that.
I'm just not sure we made the
right decision bringing Sam
along. You know! With his
self-confidence issues and
all. Also, he's still a
teenager. Maybe it was too
early to involve him in this.

AL (CONT'D)
He needs to start gaining his self-
confidence and learn, son. The
sooner, the better. He must see the
world and experience life. Besides,
we're here to protect him.

Tom nods to express his reassurance by his father's words.

Al reaches down and grabs his MECHANICAL POCKET WATCH, suspended from a CHAIN at his waist. The curiously designed watch, emanates a faint RHYTHMIC TICKING.

He delicately presses a TINY BUTTON on the side of the watch, causing it to VIBRATE in his palm.

With a mechanical sound, the watch gracefully opens, revealing a mesmerizing display of NEON-LIKE NUMBERS, accurately indicating the current time.

AL (CONT'D)
(Confident)
We'll be there in eighteen minutes.
Where's my grandson?

Tom wants to respond, but he is interrupted by SAM DUKE, a 16-year-old with striking features. Sam's light brown hair is neatly combed, and his hazel eyes sparkle with excitement.

Sam adjusts his brown KNICKERBOCKER and straightens his CREAM-COLORED WAISTCOAT.

SAM
(Grinning)
Ready. Hi, guys. I am all set...

AL
(Notices Sam)
Oh. Hello, sir. I like punctuality.

Sam taps Tom on his shoulder, sits and orders a soft drink.

TOM
(To Al)
Ok, now tell us about the island.

AL
(Remembers)
Oh yeah.

Al reaches into his coat pocket and takes a SMALL, PECULIAR-LOOKING BOX about the size of a jewelry box out.

He places the box in the center of the table and presses his index finger vertically onto it.

SAM'S P.O.V - THE BOX

The box releases MECHANICAL CLICKING SOUNDS as it opens and expands. It transforms into a detailed WORLD MAP that covers the entire table.

BACK TO SCENE

SAM
(Astonished)
Wow. Look at that!

The map unfolds before Tom and Sam's eyes. It reveals the three distinct land masses. Each one is clearly labeled.

In the north, the land is marked BOLDLY with LARGE FONTS that read: POLARIA. It represents an area known as the Northern Lands.

Towards the center, the next landmass bears the prominent inscription: EDENIA, signifying the Middle Lands, a realm of diverse landscapes and cultures.

And finally, in the south, the map showcases the vast territory labeled with large, commanding fonts: FARICA, denoting the Southern Lands, a place of untamed beauty and natural wonders.

Near the northernmost part of the Farica, their gaze shifts to an isolated island, distinctive from the others. Its name is prominently displayed in LARGE RED FONTS: NEANDERTHAL ISLAND, a haunting reminder of the island's mysterious nature.

Below it, in smaller fonts, the map indicates its alternative name: GEHENNIA, invoking images of a primal past.

Each spot on the map Al touches, that spot SHINES and GLEAMS with a GLOW.

AL
(Serious)
We have three continents and an island. Right?

Al continues to speak as he shows on the map. Tom is captivated. Sam's eyes widen with curiosity and amazement.

TOM
(Nods)
Right.

AL
(Pointing at Polaria)
Here lies Polaria, the Northern continent, known for its frigid temperatures.
(Pointing at Edenia)
This is our beloved continent, Edenia, situated in the heart.
(Pointing at Farica)
And then we have Farica, the Southern Continent, which unfortunately suffers from a severe drought. But, the northernmost region of Farica, like Sindar city where Sheikh Samim resides, are still habitable unlike the rest.
(Pointing at the island)
We are going here, to the island.

SAM
(Mumbling)
The Island.

AL

Many Farican countries have tried to establish relationship with Gehennians to no avail. To reach the island, we must be at the nearest landmass, Sindar, where my friend lives.

EXT. SINDAR - DAY

The scorching Arabian sun casts an ethereal glow over the magnificent city.

Buildings decorated with BIZARRE-LOOKING BRASS and COPPER DESIGNS rise against the desert backdrop.

Elaborate ARCHES, DOMES, and MINARETS blend with harmonious mix of Arabian and mechanical aesthetics, creating a breathtaking tapestry of innovation and tradition.

CAMELS, COVERED IN VIBRANT TEXTILES and ornate SADDLES, symbolic of Arabic traditions, are stationed beneath the shade of street trees, presenting a picturesque display for visiting tourists.

SUPER: Sindar City - The Southern Continent

A few steam-powered AIRSHIPS of different sizes and designs glide through the sky.

Najeeb parks his ROOFLESS VEHICLE, a HYBRID OF AN ARABIAN GHARRY AND A STEAM ENGINE with intricate brass carvings and exposed gears near the arrivals. He takes his goggles off.

He steps out, grabs a SIGN, and fixes his HAT, which is embroidered with brass gears, on his head.

Najeeb stretches his muscles, removes a small SUN CLOCK from his pocket and checks it. The clock GLISTENS IN THE SUNLIGHT.

He takes a deep breath and enters the arrival lounge.

INT. THE ARRIVALS LOUNGE - DAY

The Arrivals Lounge is lit by soft glow of ARABIAN HANGING LANTERNS. The warm light casts on intricately woven PERSIAN CARPETS, intensifying their vibrant hues.

An eye-catching GIANT GENIE LAMP stands in the center.

GOLDEN CAMEL-BACK SIDE TABLES, polished to a shine, are interspersed among LOW-SLUNG ARABIAN STRIPED BENCHES, and in SMOKE from HOOKAH PIPES.

Najeeb is welcomed by a pretty YOUNG HOSTESS in a REVEALING UNIFORM. She speaks ENGLISH with a BRITISH ACCENT.

THE HOSTESS

(Humble)

Table for one, sir?

NAJEEB

(Arabic accent)

Yes. Well. Maybe. Not yet.

Najeeb's attention shifts towards the wide window overlooking the airfield.

NAJEEB'S P.O.V - THE AIRFIELD

Three SMALL and MEDIUM-SIZED AIRSHIPS hover on the airfield.

Two of them are in the process of boarding passengers, while the third is being loaded by a cargo crew.

A LARGER AIRSHIP approaching the airfield comes into sight. It is long and white, its PROPELLERS spinning with a barely visible release of steam.

BACK TO SCENE

The bottle-looking airship, has MEDIUM-LENGTH WINGS. It has propellers on the top and the back. As it approaches the ground, the wings slowly fold in and SMALL BALLS appear below the ship to cushion its landing.

The airship lands on the balls and a long HORIZONTAL DOOR detaches from beneath the ship.

Passengers emerge from the airship's long exit door and Najeeb who is now holding a sign up approaches the gate.

CLOSE-UP - THE SIGN

The sign, written in big, bold, black font reads: "Mr. Duke"

BACK TO SCENE

Al, Tom, and Sam, carrying colorful LUGGAGE, enter the scene. Sam is the first to spot the sign and directs his father and grandfather towards Najeeb.

Najeeb lowers the sign and addresses them with a heavy Arabic accent.

NAJEEB (CONT'D)

(Bowing slightly)

Welcome to Sindar. I hope you had a pleasant flight. My name is Najeeb, and I am here to take you to Sheikh Samim.

AL

(To Najeeb)

Hello, Mr. Najeeb. Thank you.

SAM

(To Al)

I thought we were going to stay at an Arabic-style hotel.

NAJEEB

I have arranged that as well. Sheikh Samim is eagerly waiting to see you. After you visit Sheikh Samim, I'll take you to your hotel.

EXT. NAJEEB'S VEHICLE - DAY

Al sits in the passenger seat. Tom and Sam occupy the back seat.

Najeeb's vehicle navigates a two-lane road between a variety of PECULIAR STEAM-POWERED MECHANICAL VEHICLES. The WIND WHISTLES loudly, making it hard to have a conversation.

AL

(Almost shouting)

How far is Sheikh Samim's garden?

NAJEEB

(Loud)

We'll be there in 15 minutes.

Tom and Sam are captivated by the unique scenery passing by. Caravans of CAMELS, flocks of GOATS, and FLAMINGOES grace their view, a departure from their everyday sights.

Al leans his head back and closes his eyes.

EXT. SHEIKH SAMIM'S OIL RIG GARDEN - DAY

Najeeb's vehicle approaches a massive WOODEN GATE. A guard in TRADITIONAL ARABIC UNIFORM blows a WHISTLE as soon as he notices the car, and servants rush out to open the gate.

Two rows of servants stand in formation and wait for the arrival of Sheikh Samim's guests.

Najeeb drives in and stops before the row of servants.

He rushes out of the car and opens the doors for the passengers. Al, Tom, and Sam step out.

<p>TOM (To Al) Should we take our luggage with us? Or...</p>	<p>NAJEEB No, sir. Let them remain in the car. I'll take you to your hotel in the same vehicle.</p>
--	---

Al retrieves a GIFT-WRAPPED BOX from his luggage, coinciding with Sheikh Samim's appearing from his artificial garden.

Al and Sheikh Samim exchange a warm and prolonged hug. It indicates their long-standing friendship.

SHEIKH SAMIM
(Laughing)
Long time, Al. How have you been?

AL
(Happy)
Oh, I've missed you my friend.

Al presents the gift-wrapped box to Sheikh Samim.

AL (CONT'D)
(Motioning to Tom)
This is Tom. He's married now, and
(Motioning to Sam)
This young man is Tom's smart son,
my grandson.

Tom and Sam say hello and shake hands with Sheikh Samim.

SHEIKH SAMIM
Welcome! Welcome! Come on in. You must be exhausted.
(to Tom)
Last time I saw you, you were as old as your son, remember?

TOM
 (Smiling)
 I remember bits and pieces.

Sheikh Samim leads them into the artificial garden. They find their seats and servants begin serving them with fresh EXOTIC FRUITS, SOFT DRINKS, and WINE.

A LIVE ARABIC BAND in the corner starts playing. They use MECHANICAL WEIRD-LOOKING MUSICAL INSTRUMENTS, as Al, Tom, and Sam relax.

Belly dancers gracefully enter the stage, captivating the attention of the guests, especially Sam who is taken aback by seeing them in their REVEALING COSTUMES.

SHEIKH SAMIM
 (Concerned)
 I was very happy when I found out you were coming, my dear friend. What brings you here?

AL
 (Becoming Somber)
 Well my friend, I need your help.

SHEIKH SAMIM
 (Sincere)
 Of course. Anything. Just tell me.

As Al opens up to Sheikh Samim about Emily, the island, and the Zian petals, the camera pans to Sam, completely entranced by the mesmerizing dance.

TOM
 (Sarcastic)
 Having a good time, Mr. Sam?

Sam remains oblivious to his father's comment, completely absorbed in the dancers' enchanting movements.

Tom smiles at his son, shaking his head in disbelief.

SHEIKH SAMIM (O.C.)
 (Loud and in disbelief)
 Are you out of your mind, Al?

Tom's attention shifts towards Sheikh Samim and his father upon hearing Sheikh Samim's voice.

Sheikh Samim appears serious and shocked, as if disapproving of something.

SHEIKH SAMIM (CONT'D)

(Serious)

I cannot let you do that. What are you even talking about? My God!

Sheikh Samim raises his hand. The musicians stop playing and dancers stop dancing. Musicians, dancers, guards, drivers, and servants rush out of the garden.

Sam looks disappointed as he watches the belly dancers stop performing and leave.

Tom leans closer to his dad and Sheikh Samim to hear better.

SHEIKH SAMIM (CONT'D)

(To Al)

Are you crazy, Al? The island? Have you lost your mind?

AL

I've explained it to you. I have
(Pauses)
We have no other choice.

SHEIKH SAMIM

Have you ever seen Gehennians? Do you know what they look like? Do you know what they do to intruders?

(Clears his throat)

They think us, modern humans, have destroyed our world and now want to destroy the island. They hate our guts. In their eyes, we are the cause of every natural disaster, floods, earthquakes, volcanoes, tornadoes, you name it.

(rolls his eyes)

Oh, I forgot. Have you heard about Caras, or Zetties?

TOM

Zetties? What is Zetties?

SHEIKH SAMIM

Zetties, plural, are flying scorpions that live with the Gehennians on the island. They pose no harm to them for some unknown reason. But they swarm Sindar and other nearby cities and unleash chaos upon people. They destroy markets, consume food, and sting those who attempt to fight back.

(MORE)

SHEIKH SAMIM (CONT'D)

And you want to go to the island to obtain Zian petals? Heh!

AL

Well, not just like that! I want to bring them gifts, offerings, something to show our intentions. I believe in trying the diplomatic approach first. Has anyone attempted it before? It might just work, and...

THE SHEIKH

And it might not, and they could attack and harm all of you. And you expect me to send you into the devil's den!

AL (CONT'D)

But has anyone ever tried the peaceful way?

What Al says causes Sheikh Samim to pause and ponder. He stands up and begins pacing, looking deep in thought.

Sheikh Samim stops, looks away, and shakes his head.

AL (CONT'D)

It could work, my friend. We have to try. Please.

Sheikh Samim grapples with his decision. The weight of it is evident on his face. Moments pass and everyone waits for Sheikh Samim's response.

SHEIKH SAMIM

I will provide you with a boat, skilled seamen, trained soldiers and a captain.

(ponders)

So seamen can pull you back to safety if needed, while the soldiers can defend you if things go south. Ok?

Al stands up and hugs Sheikh Samim with gratitude.

AL

(Relieved)

That's even more help than I expected. Thank you, my friend.

SHEIKH SAMIM

Let me handle the arrangements. Najeeb will provide you with all the details, the time, place, and the names of the people involved.

Sheikh Samim changes his tone, smiles and nods.

SHEIKH SAMIM (CONT'D) AL
 Now I would like to open my present if you don't mind. I shall... Oh, speaking of present. What do you think I should take with me as a present or offering?

Al's question makes Sheikh Samim think. He narrows his eyes and looks away.

SHEIKH SAMIM (CONT'D)
 (Thoughtfully)
 Nobody knows. But rumors say the love spices and gold.

Tom chimes in, expressing his confusion about the Gehennians' interest in spices.

TOM
 Well, I can understand the allure of gold, but spices? That seems rather unusual.

Sam who does not even seem to care the ongoing discussion chimes in.

SAM
 Are those dancers coming back by any chance?

Silence fills the garden as everyone's eyes turn towards Sam, suppressing their laughter, they maintain their composure.

EXT. GEHENNIAN FOREST - DAY

PRINCE DAMUN, a medium-height chubby teenager and King Evol's son, walks with in the dense foliage of the island's forest, wearing only a PIECE OF BROWN LEATHER that barely covers his private area.

Gripping a BOW tightly in his hands, he appears visibly out of his element.

MERCILUS, a seasoned Gehennian soldier walks by his side.

Accompanying and escorting them in a distance are the formidable group of soldiers: CALOUS, OMINOUSS, SATEN, AGONEES, HARASSMAN, TORTUER, and PAYN. All masculine, ugly and strong warriors.

MERCILUS

(Awkwardly)

Prince Damun, perhaps we should discuss matters of importance. Have you considered your future wife?

Damun's facial expression subtly shifts, hinting that he may not be interested in women. Despite this, he hesitates before responding to Mercilus' question.

PRINCE DAMUN

(With hesitation)

If the time comes when I am compelled to wed, I shall choose a girl from the three lands and marry her.

Mercilus raises an eyebrow, curious about Damun's reasoning.

MERCILUS

(Leaning in)

Why not consider our own Gehennian girls, my prince?

Damun's reply carries a hint of mischief as he challenges the societal norms.

PRINCE DAMUN

(Smiles mischievously)

Tell me, Mercilus, do you prefer the fair-skinned blondes of the three lands or our Gehennian girls with their dark and boring beauty?

Everyone in the group smiles, their silence speaking volumes.

It is evident that they all secretly agree with the prince's perspective, finding a shared amusement in his statement.

EXT. HOTEL ARABIANA - DAY

Najeeb brings the vehicle to a halt at the hotel entrance, a grand and captivating sight.

The entrance is marked by a sizable neon sign, proudly displaying the name: "Hotel Arabiana"

A young bell boy, dressed in a smart uniform, swiftly approaches the vehicle. He has a friendly demeanor for sure.

THE BELL BOY

(Politely)

Welcome to Arabiana Hotel,
gentlemen. Allow me to assist you
with your luggage.

The bell boy skillfully loads the luggage onto a stylish
BAGGAGE CART and guides it towards the hotel's reception.

Al, Tom, and Sam thank Najeeb, the driver. Najeeb drives away
and they proceed to follow the bell boy into Arabiana hotel.

INT. HOTEL ARABIANA - THE RECEPTION - DAY

Elaborate architectural details adorn the façade, while a
vibrant display of LIGHTS illuminates the surroundings.

Inside the hotel, Al takes charge of the check-in process.

A polite female receptionist assigns each member of the group
to a different room.

THE FEMALE RECEPTIONIST

(To Al)

Your rooms are being prepared for
your stay. Please take a seat for
about fifteen minutes.

SAM

(To the receptionist)

Is there anything we can do during
the next fifteen minutes?

THE FEMALE RECEPTIONIST

(Smiling)

Well, There's a popular pastry shop
below the next building.

SAM

Oh, Arabic pastry it is then.

Sam says that and heads outside. Al and Tom have no other
choice but to follow him.

EXT. HOTEL ARABIANA - DAY

Sam is leading the way. He sees a WELL-DECORATED PASTERY SHOP
and figures it must be it.

Al and Tom follow him, but a sudden COMMOTION AND FEARFUL
CRIES fill the air.

The trio stop in their tracks, their faces tense as they notice parts of the sky growing ominously dark in the distance.

Sam runs back to Al and Tom.

Panic spreads through the crowd like wildfire. Shopkeepers and businesses scramble to close doors and windows and quickly hide their displayed goods inside.

Passersby seek refuge within shops and buildings, seeking safety from the impending threat.

Al's eyes narrow, he places his hand on his son and grandson's shoulder. His grip tightens as the BLACK SPOT IN THE SKY gets closer.

AL'S P.O.V - THE SKY

A terrifying swarm of flying "something".

BACK TO SCENE

A PEDESTRIAN

(shouting)

Its Zitties again. Take shelter.
Hide. Their venoms are potent and
deadly, causing excruciating pain
and paralysis.

Its too late for the tree to take shelter. They are new in this place.

Al swiftly takes a GOLDEN COLOR GADGET out of his pocket.

TOM'S P.O.V - THE GOLDEN OBJECT

The GOLDEN METAL GADGET's surface is designed with beautiful engravings.

BACK TO SCENE

Al pulls Tom and Sam closer. Their faces are flushed.

With a click, Al activates the device and the metal gadget releases a CLICK and A SOFT HUM, enveloping Al, Sam and Tom in a SHIMMERING ENERGY SHIELD, a barrier of protection against Zetties.

Sam clings tightly to his father's arm, his voice trembling. Tom too is scared and clings to his father.

SAM

(Murmuring)

Err... Dad, I... I don't like this.

I don't know if I can handle this.

Err... Dad, I'm afraid.

Al looks at them both, his expression filled with a mixture of concern and reassurance.

AL

Trust in yourself, gentlemen.

You're stronger than you think.

Tom takes a deep breath, his grip on his father's arm tightening. He nods, determination flickering in his eyes.

Sam tries to keep his eyes closed, but he can't.

SAM'S P.O.V - ZETTIES

Zetties try to penetrate the shield but they cannot.

Their transparent wings exceed the length of their BLACK OPAQUE BODIES.

The SOUND OF THEIR WINGS beating is deafening, striking terror into the hearts of onlookers.

The tip of their stings GLEAMS like polished steel—strong, METALLIC, and intimidating.

Zetties launch their attacks, venomous tails striking the protective shield relentlessly. Their desperation is evident. But the shield remains unyielding.

BACK TO SCENE

The swarm unleashes chaos upon nearby shops, their venomous stings causing damage and disorder. But unable to breach the shield, they finally retreat and fly away.

The shield fades away as the flying scorpions disappear into the distance.

Tom and Sam release their grip on their fathers' gradually. They are both embarrassed for showing fear.

TOM

(Embarrassed)

I mean, they are scary. Right?

SAM

Hell yeah. I thought we were going to die.

Al, understanding his son and grandson's embarrassment, nods and gestures toward the people around them.

AL

(Consoling)

Look around you. Everybody is scared of these creatures. Hell, I am scared of them myself. They are not your usual animals or insects.

Tom and Sam find comfort in Al's words. They walk back to the hotel, shaken. Al and Sam notice Tom lagging behind. They stop and turn.

TOM

(Worried)

How are we even going to get near the island with these creatures around? Going there is suicide.

AL

(ponders)

We are going to the island, and we'll be prepared. I'll make sure we are well-equipped before we set foot...

TOM (CONT'D)

(still worried)

But how can we possibly be prepared for those monstrous creatures, Dad? We barely escaped them here.

AL (CONT'D)

(assuringly)

I understand your concerns, son, and I share them too. But we can't let fear dictate our actions. We have a purpose. We must find Zian for Emily. Sheikh Salim will help. I have a few ideas of my own.

(Pauses)

Why don't you and Sam go ahead and settle in your rooms while I buy those Gehennians some presents?

Tom shakes his head and pats Sam on his shoulder.

TOM

(To Sam)

Let's go, buddy. We'll call home and check on your mom and Emily.

EXT. GEHENNIAN ISLAND - DAY

A swarm of flying something descends upon the island. We are familiar with their dark shadow soaring through dense foliage and familiar with the sound of them flying.

The camera follows the shadow, revealing them to be Zetties.

They approach a hidden dark corner, a cave nestled within the heart of the forested mountain near the waterfall.

Inside the cave, Gandoo sits behind a crackling fire with a MASSIVE BULL tied to a rock, helpless, in front of her.

Zetties fly into the cave and find peace in Gandoo's presence. She stands, opens her arms, and Zetties cover her.

She then sits down and gazes into the bull's eyes creepily. She raises and points her cain at the bull.

GANDOO
(Laughs devilishly)
Feast, my children.

Zetties fly off Gandoo and viciously attack the defenseless bull, tearing it apart within seconds.

INT. HOTEL ARABIANA - DAY

Guests bustle in and out of the hotel, while bellboys maneuver baggage carts across the busy reception area.

Tom and Sam enter the scene and make their way towards the reception desk.

TOM
Son, go and collect our keys while
I contact your mom.

Sam heads towards the reception desk while Tom's eyes scan the surroundings. He spots a CC SOCKET, a brass version of a normal electric socket, nearby.

He takes his CHRONOCOM out of his pocket, pulls a WIRE out of it and inserts it into the CC Socket.

TOM'S P.O.V - CHRONOCOM

The ChronoCom is a compact handheld device with a gleaming metallic surface, polished brass and a crystal-clear glass panel.

Carefully done engravings and delicate filigree decorate the device, giving it the appearance of a pocket watch but slightly bigger and more complex.

Moving gears and oscillating pendulums create a mesmerizing display on the glass panel.

BACK TO SCENE

Tom presses a button and speaks into the ChronoCom.

INT. TOM'S RESIDENCE - DAY

Sofia, dressed in a ROBE, is washing DISHES in the kitchen. She holds a conversation with her mother, SAVANNAH RIAND, a woman in her 60s with gray hair and a chubby physique.

Baby Emily sleeps peacefully in a peculiar MECHANICAL CRIB that moves automatically. SILVER AND GOLDEN COLOR DOLLS AND TOY AIRSHIPS spin above the baby.

A SOFT LULLABY-LIKE MUSIC emanates from a spinning MECHANICAL GRAMOPHONE, which has HORNS OF ALL SIZES AND LENGTH.

DING DANG. TTTTTT. DING DANG. The sound causes the COMMUDEVICE on the wall near the kitchen to VIBRATE.

Sofia quickly dries her hands with a KITCHEN TOWEL and grabs the COMMUDEVICE from the wall.

A ChronoCom is attached to COMMUDEVICE on one side and a SPEAKER on the other.

Sofia turns the gear until she hears her husband's voice.

TOM (V.O.)

(Filtered, over device)

Hi honey. I hope you and baby are well. We've arrived. We met Sheikh Samim. He's a good man. I just needed to know you and the baby are okay. It's been 48 hours, and I already miss you. I love you.

(beat)

I won't come back without the cure.

SAVANNAH

(To Sofia)

Aah...! So sweet.

SOFIA
(Into device)
Hi baby. I love you, too. Mum is
staying with us.

INT. HOTEL ARABIANA - DAY

Tom holds the device close to his ear.

SOFIA (V.O.)
(Filtered, over device)
We're doing fine. The baby is
mostly asleep. I know you'd do
anything for us. Take care and look
after Sam. Don't worry about us.
We're fine. Love you.

Tom listens intently. He removes the wire from the socket,
and the ChronoCom automatically retracts it.

Tom holds the device close to his heart, smiles, but a hint
of sadness lingers in his expression.

Sam approaches, holding three KEYCHAINS, snapping Tom out of
his thoughts.

SAM
(Excited)
Let go to our room. Did you know
there's a swimming pool?

EXT. SINDAR ARABIAN BAZAAR - DUSK

The crowded bazaar is alive with a vibrant mix of Arabs in
traditional attire and Victorian-clad tourists.

The air is filled with the intoxicating aroma of spices, and
the STALLS display an array of goods, from intricately
designed SLIPPERS to locally crafted JEWELRY.

Al meanders through the lively marketplace, weaving between
stands and stalls adorned with ornate LANTERNS and CARVED
WOODEN STRUCTURES.

He immerses himself in the vibrant shopping culture, looking
for spice and jewelry shops.

Al follows the enticing aroma of spices, which leads him to a
narrow alley. Intrigued, he walks into the alley and
discovers a small spice shop tucked away in the corner.

Stepping inside, Al is greeted by a captivating sight.

The spice shop is dimly lit, creating an atmosphere of mystery. Despite the darkness, the vibrant COLORS of VARIOUS SPICES can still be seen, arranged in BOTTLES and SCATTERED LOOSELY across SHELVES.

The air is filled with the intoxicating scent of the spices, enhanced by the wafting smoke of BURNING INCENSE.

Al stands in the spice shop, breathing in the rich aroma when an ELDERLY WOMAN with flowing white hair and a VINTAGE DRESS appears in the corner.

The Elderly Woman turns to face Al, her eyes filled with curiosity and wisdom.

THE ELDERLY WOMAN

How can I assist you, dear?

Al greets the elderly Woman with a friendly smile.

AL

Oh, hello. I'm actually looking for some spices.

THE ELDERLY WOMAN

There are hundreds of spices available. Do you have any idea what you're looking for?

AL

Well, to be honest, I'm not entirely sure. Could you perhaps create a package that includes the most popular ones?

The Elderly Woman nods understandingly and begins assembling a variety of spices. Al watches her with genuine curiosity.

While she works, Al can't contain his curiosity.

AL (CONT'D)

Are there really hundreds of different spices?

THE ELDERLY WOMAN

Oh, yes, my dear. I have spices for culinary delights, fragrant spices, medicinal spices, and even spices that have the power to induce sleep.

AL
I've heard of those sleep-inducing
spices before. But I've never
actually seen them.

As the Elderly Woman finishes packaging the spices, she reaches under the COUNTER and retrieves a SMALL BOTTLE of MELINGEH.

The bottle glistens with a mesmerizing array of BLUE HUES.

THE ELDERLY WOMAN
Here it is.

Al takes the bottle, his gaze fixated on its beauty.

AL
Its absolutely stunning.

The Elderly Woman's smile fades slightly as she utters a warning.

THE ELDERLY WOMAN
And dangerous.
(Smiles)
You can have it. Just remember, if
one accidentally inhales it, a
pinch of salt is the only way to be
woken back up.

Al thanks the Elderly Woman, pays her and takes a final glance at the spice shop and exits.

INT. HOTEL ARABIANA - NIGHT

INT. TOM'S HOTEL ROOM

Tom anxiously sits on the edge of his bed, repeatedly glancing at his pocket watch. He stands up and paces the room. He looks at his watch once more.

TOM
(Anxiously)
Where are you, Dad?

INT. SAM'S HOTEL ROOM

Sam is done unpacking. He sits on the ROCKING CHAIR near the window for a minute until he gets board and exits his room.

INT. THE CORRIDOR

Sam walks to the next door and knocks. Tom opens the door quickly, thinking it's Al.

SAM

I'm hungry. Starving actually.

TOM

Ok come on in and sit. We'll wait for your grandpa five more minutes. We will go and grab something to eat if he is not here by then.

INT. TOM'S HOTEL ROOM

The closet doors are open. Tom's clothes can be seen hung inside. His luggage is open laying on his bed.

A KNOCKING SOUND makes Tom go to the door and open it. It's Najeeb.

NAJEEB

Hello and good evening. Sheikh has sent me with a message.

(Clears his throat)

Tomorrow, at noon, you must be at the dock. You must Look for Harrara boat and Captain Buno.

Al enters and catches everyone's attention. He's holding a BAG and an INTRICATELY CARVED ARABIC-STYLE WOODEN BOX decorated with exquisite animal motifs.

AL

(To Najeeb)

That's great.

TOM

(To Al)

Dad...! Where have you been?

AL

Well, I found what I was looking for, son. The bazaar is huge and I was not familiar with its geography.

(To Najeeb)

Thank Sheikh for me. We'll certainly be there.

Najeeb says goodbye and leaves and Al sits on the edge of the bed.

AL (CONT'D)

(Yawns)

Oh, dear god! I'm tired. Who has my key? I still need to unpack.

Sam reaches into his pocket, takes a single keychain out and hands it to his grandfather.

SAM

Here grandpa.

(Sarcastic)

So, tomorrow is going to be fun.

(Rolls his eyes)

Can we eat now? I'm starving!

INT. TOM'S RESIDENCE - NIGHT

Emily's PIERCING SCREAMS fills the air. Savannah, now in her PAJAMAS, is in the living room, cradling the baby and trying to calm her, but to no avail.

Baby Emily's yellowish hue has returned, and her little fingers and toenails GLOW faintly in the dark.

Sofia rushes into the room, holding the medicine bottle given to her by Mona earlier.

She takes out a piece quickly, opens Emily's mouth, and insert the medicine into her tiny mouth.

Savannah paces the room, gently rocking Emily, while Sofia places the bottle on the COFFEE TABLE and collapses onto the couch.

She desperately clutches her head in her hands, staring at the medicine bottle.

Emily calms down Gradually, and Savannah carefully places her in the CRIB.

She sits down next to Sofia and wraps her hand around her.

A moment of silence passes, and Sofia picks up the bottle from the table, opens it, and shows it to her mother.

SOFIA

I don't know how long this will last for her.

(Bursts into tears)

I just hope they come back before it's too late.

Otherwise...

SAVANNAH

Shh. They will. I'm sure they will. Don't think negatively.

SOFIA (CONT'D)

(Quietly)

Sometimes I wish I was still that happy, energetic young girl. I'm exhausted, Mom.

SAVANNAH

I know baby girl. I know.

SOFIA

Why are these things happening to our family, Mom? We were already struggling to help Sam with his self-confidence, and then...

SAVANNAH (CONT'D)

I thought he was undergoing therapy.

SOFIA (CONT'D)

He is, but it takes time, mom. He had a session right before he left for Sindar. And as if poor Tom wasn't busy enough, dealing with our children came on top of that. He started designing a new weapon for his company over a year ago, but he hasn't been able to finish it because he needs to dedicate more time to the children. And he loves his job and is great at it.

SAVANNAH

Everything is going to be alright. This is life, sweetheart. Everyone faces their share of ups and downs. You should go to bed and get some rest.

EXT. HOTEL ARABIANA - DAY

Al, Tom, and Sam stand outside the grand entrance of the Hotel. Their attire reveals their preparedness for an upcoming adventure.

In a synchronized fashion, three PECULIAR TRICYCLE TRUCKSS emerge before them, forming a neat row.

The tricycle trucks resemble horizontally sliced food cans that can transport boxes. They have OVERSIZED THICK REAR TIRES for strength and SMALLER FRONT TIRES for maneuverability.

The tricycle drivers quickly step down and load their BOXES AND PACKS into the rear bed.

Al, Tom, and Sam excitedly take their seats inside the tricycles. The drivers commence pedaling, propelling the unique vehicles forward.

EXT. SINDAR DOCK - DAY

The busy dock comes alive with an array of steam-powered ARABIC DHOWS and other MECHANICALLY-ADORNED PECULIAR-LOOKING VESSELS, each with its unique design.

Some Dhows display raised TRIANGLE-SHAPED SAILCLOTHS, while others let their sails hang loosely.

"HARRARA", An Arabic fishing boat, featuring a sleek and armored wooden hull, adorned with four paddle-wheels that propel it through the water is parked on the harbor. Guard rails encompass the deck, ensuring safety for its occupants. Sailcloths catch the wind, propelling the boat forward in required situations, with elegant grace. Atop the vessel, a spinning control room reminiscent of a tank provides a unique and striking focal point.

Among the maritime commotion and near Harrara, CAPTAIN BUNO, a middle-aged man with a friendly smile and a distinguished uniform, confidently instructs his crew.

Inside Harrara," fifteen men in BODY ARMOR, attentively listen to their female commander's guidance.

Commander SARA NAVEEN, a beautiful, sexy and sharp woman in uniform instructs them what to do.

Despite being a middle-aged woman, Sara's Arabic beauty is undeniable and her maintained body is appreciable.

Tens of peculiar RIFLES and PISTOLS are laid on the side of the deck.

In the background, the tricycles stop near the dock. Al, Tom, and Sam step down, their eyes fixed on the scene before them.

Al takes the lead, walks purposefully toward the dock, with Tom and Sam closely following suit. The tricycle drivers trail behind, carrying boxes and packages on their backs.

Al approaches a passing seaman and asks something. The seaman gestures, pointing towards Captain Buno's boat.

Al approaches Captain Buno, ready to speak, but before he can utter a word, Captain Buno outsmarts him.

CAPTAIN BUNO
 (Lighting his cigarette)
 And you must be Mr. Duke.

AL
 Indeed, I am. And you must be
 Captain Buno.
 (Extends his hand)
 Nice meeting you.

Tom and Sam greet Captain Buno while the tricycle drivers wait, boxes and packages in tow.

CAPTAIN BUNO
 (Points at the boat)
 Well, here's Harrara. The boat.
 (To the drivers)
 You can place those boxes and
 packages on the deck for now. My
 crew will attend to them later.
 (To Al)
 We set sail in 15 minutes. The
 journey to the Neanderthal island
 will take about 210 minutes. My
 crew will show you your cabins
 shortly.

While Captain Buno is speaking, the tricycle drivers carry the boxes and packages onto the deck and leave.

Tom and Sam observe their surroundings in amazement. They notice workers load a LARGE, FOLDED GLEAMING SHEET and BOXES OF GUNPOWDER and AMMUNITIONS onto Harrara.

Within the COMMOTION, a bald and slender seaman named MALIK ATTAR, sporting a GOATEE and A FUNNY HAT, steps onto the deck holding a CLIPBOARD.

Captain Buno spots him and waves his hand.

CAPTAIN BUNO (CONT'D)
 (Shouting to be heard)
 Malik.

Unaware of Captain Buno's attempts to get his attention, Malik remains oblivious.

CAPTAIN BUNO (CONT'D)
 (Shouting louser)
 Malik.

Startled, Malik swiftly exits the boat and rushes to Captain Buno.

CAPTAIN BUNO (CONT'D)
(To Malik)
Escort our guests to their cabins.
And have workers take their boxes
in for them.

INT. HARRARA - DAY

INT. THE CORRIDOR

Al, Tom, and Sam trail behind Malik as they navigate through a narrow corridor.

Young seamen dutifully carry their boxes and packages while following them closely from behind.

Malik opens a cabin door.

MALIK
(To Al)
This will be your cabin, sir.

Malik proceeds to open the door to the adjacent cabin.

MALIK (CONT'D)
(To Tom and Sam)
I apologize, small boat, limited
space, you'll have to share a
cabin. We need to accommodate many
men on this voyage. If you need
anything, I'll be on the deck.

Malik and the young seamen exit, leaving Al, Tom, and Sam to settle into their cabins.

INT. SAM'S CABIN

Sam appears disappointed. The cabins looks small to him. He sits by the small ROUND-SHAPED WINDOWS, looking out.

INT. AL'S CABIN

Al opens his bag and takes his MONOCULAR TELESCOPE out. The wooden monocular is decorated with GEMS and SEASHELLS.

INT. THE CORRIDOR

Al is headed towards the deck when he sees Sara.

Al's eyes meet Sara's, a spark ignites within him. He can't help but be captivated by her radiant smile and enchanting presence. Al is speechless.

He simply smiles, says hi, lowers his head and gives way for her to cross. Sara smiles and passes by Al.

EXT. HARRARA - MAIN DECK - DAY

Harrara is on its way to the island. Captain Buno stands at the edge of the wooden deck when Al approaches him holding his Monocular Telescope.

<p>AL (Eagerly) So, what's the plan? How do we...</p>	<p>CAPTAIN BUNO (interrupting) When it comes to those Gehennian savages, there can be no fixed plan. (Narrows his eyes) We will determine our approach once we encounter them. Sheikh Samim mentioned you wanted to establish diplomatic and friendly relations?</p>
---	--

AL (CONT'D)
(Confidently)
Yes, that's my intention. I even brought gifts for them.

Captain Buno bursts into laughter.

CAPTAIN BUNO
Well, good luck with that. Just a friendly piece of advice, don't expect a favorable response.

Al nods in understanding, then raises his Monocular Telescope to his eyes, scanning the surrounding sea.

Dolphins gracefully trail on the sides of the boat, playfully riding the waves.

Meanwhile, Sam strikes up a lively connection with a group of young seamen, one of whom presents Sam with a FISHING ROD, and he eagerly gets himself busy fishing.

Al walks around the deck. He notices RAMI NIECE, a young adult, handsome and confident soldier talking to Sara on the opposite side of the deck.

By the time Al reaches them, they're finished talking. Sara takes notice of Al's arrival and initiates the conversation.

SARA

(Smiling)

You must be Al. I've heard good things about you.

(stretches her hand)

Sara Naveen, Head of Security.

AL

(Charmed)

Pleasure to meet you, Sara.

(Shakes her hand)

I've been looking forward to getting to know the head of security better.

Al finds himself leaning in slightly, eager to hear every word that escapes Sara's lips. He's visibly engaged in their conversation, hanging onto her every word.

Tom is perched on the edge of the deck, busy reading a book. He notices his father and Sara engaged in conversation. A smile forms on his lips.

EXT. SHEIKH'S OIL RIG GARDEN - DAY

Sheikh Samim pulls the GOLDEN COLOR BOWSTRING and aims the arrow at a BOARD. He practices target shooting and misses a few times.

Najeeb approaches Sheikh Samim and he starts before Najeeb has a chance to say anything.

SHEIKH SAMIM

Did they sail?

NAJEEB

Yes, sir. They sailed on time.
Every thing went as you planned.

Sheikh Samim smiles. He looks satisfied.

EXT. HARRARA - THE MAIN DECK - DAY

Seamen and soldiers SING A SONG together.

The boisterous crowd falls silent as the LOUD VOICE of the chubby LOOKOUT stationed atop the BOAT'S MAST pierces through the air.

THE LOOK-OUT
Approaching the island! The island!

In response to the lookout's command, Captain Buno pulls a METAL WHISTLE NECKLACE off his neck and blows into it.

The boat becomes shrouded in an ominous atmosphere.

As if rehearsed, seamen bring forth the folded sheet quickly.

With careful precision, they unfold and stretch it, poised and awaiting the captain's orders.

Ordered by Sara, soldiers don their body armor, tightly grip their rifles, and stand at the ready.

Tom, feeling a growing sense of fear, approaches his father.

Seeking shelter, Sam retreats to the cabin.

Captain Buno guiding Al and Tom toward the control room.

The boat's steam engine emits a distinct SPUTTERING SOUND, indicating a more cautious and deliberate pace.

Al, equipped with his trusty monocular telescope, focuses his gaze on the island.

AL'S P.O.V - THE ISLAND (THROUGH MONOCULAR)

The island remains distant, yet there are no signs of Gehennians along its shores.

BACK TO SCENE

Sara orders her soldiers to take prone position, lying in a row along the deck, their rifles pointed towards the direction of the island.

EXT. GEHENNIAN ISLAND - THE FOREST - DAY

Commander JETTINN, a formidable figure draped in the GREY WOLF SKIN with the WOLF'S HEAD proudly displayed on his shoulder, his face covered in TATTOOS, and his muscular arms PAINTED IN WHITE, rides on a Cara beside Prince Damun.

Gehennian bodyguards trail closely behind them on foot, maintaining a respectful distance.

Suddenly, a Gehennian guard approaches them, rushing towards the group.

THE GEHENNIAN GUARD

(Panting)

My prince!

(Turns to Jettin)

Commander, a boat is approaching.

(Swallowing nervously)

Looks like a fishing boat but there are many on board. Suspicious, Sir.

Commander Jettinn glances back at one of the bodyguards, his expression furrowed in concern.

COMMANDER JETTINN

(Frowning)

Summon the arrow masters to the shore. They must strike just before the enemy draws too close. I will join them shortly.

(To prince Damun)

My prince, it would be wise for you to go back. I will handle this situation, and we can continue our conversation later.

Prince Damun heeds Jettinn's words and rides back to a safer location, while Commander Jettinn rushes towards the shore.

EXT. HARRARA - MAIN DECK - DAY

Captain Buno and Al stand side by side, peering through their monoculars, fixated on the island.

CAPTAIN BUNO'S P.O.V - THE ISLAND (THROUGH MONOCULAR)

The island looms closer, revealing a shoreline teeming with Gehennians. These neanderthal-looking inhabitants carry peculiar, primitive BOWS AND ARROWS.

BACK TO SCENE

EXT. GEHENNIAN ISLAND - BEACH - DAY

Gehennian bow masters, carrying bows and arrows, spears, line up on the beach.

EXT. HARRARA - MAIN DECK - DAY

Captain Buno's alarmed voice cuts through the tension.

CAPTAIN BUNO
 (Shouting)
 Prepare the shield!

Seamen, holding the gleaming sheet, exchange determined glances and nod in unison.

CAPTAIN BUNO (CONT'D)
 (Stern and Loud)
 Raise the white flag! Drop anchor
 in 5 minutes!

Every command uttered by the captain is echoed by Malik, positioned near the engine and cabin HORN.

Al goes to his cabin quickly, rushing back onto the deck with a MEGAPHONE and TWO PACKAGES in hand.

An arrow strikes the side of the boat, jolting Captain Buno into the realization that they have reached their limit. The boat can no longer proceed.

CAPTAIN BUNO (CONT'D)
 (Shouting)
 Cut the engine!

He turns to Al, a look of concern in his eyes.

CAPTAIN BUNO (CONT'D)
 I believe they can hear you just fine without the megaphone. We're close enough, and the water carries your voice further than you might think.

INTERCUT BETWEEN EXT. GEHENNIAN ISLAND - BEACH - DAY AND EXT. HARRARA - MAIN DECK - DAY

On the Gehennian island, Commander Jettinn makes his way to the beach, holding an ANIMAL HORN to his lips.

COMMANDER JETTINN
 (Into the horn)
 Do not approach any further, or you shall face the consequences.

AL raises the MEGAPHONE to his mouth on Harrara.

AL
 (Into megaphone)
 We come in peace, bearing gifts. We are not your enemies and pose no threat.

Al lifts the packages, displaying them as a symbol of goodwill.

AL (CONT'D)
 (Into megaphone)
 Allow me to approach and present
 these gifts to you.

Commander Jettinn responds, using the horn.

COMMANDER JETTINN
 (Into the horn)
 I will meet you halfway.

He waves his hand, signaling for Al to approach and motions at his ugly bow master captain who steps forward.

COMMANDER JETTINN (CONT'D)
 (Quietly)
 Attack when I blow into the horn.

The bow master captain nods, a devilish smile on his face.

On Harrara, seamen bring forward the TENDER and hold it steady, ready for Al to embark. Al sits in and places the presents securely next to him.

CAPTAIN BUNO
 (Quietly to Al)
 We have a rope attached to the
 tender. Just raise your hand, and
 we'll pull you back.

<p>TOM (nervously) Should I accompany you, Dad? It might be safer if I come along. I can...</p>	<p>AL (to Tom) Son, they see an old man as no threat. I will do it myself. (nods) I'll come back.</p>
---	---

END INTERCUT

INT. THE TENDER - DAY

Al paddles towards the island, his hope for understanding driving him forward.

Meanwhile, Captain Buno anxiously peers through his monocular.

CAPTAIN BUNO'S P.O.V - THE ISLAND (THROUGH MONOCULAR)

Gehennian soldiers emerge from the bushes and trees, carrying a small boat to the sea, running.

Commander Jettinn steps down his Cara and follows them.

BACK TO SCENE

Tom is soaked in sweat, fearful for his father's safety.

Sam stands at the cabin entrance, torn between staying indoors and joining the others.

He nervously peeks at his father and grandfather, biting his nails. It is clear that Sam is frightened, battling with his own lack of self-confidence.

After a moment of contemplation, Sam decides to step out and join the others, but his resolve wavers. His self-doubt becomes evident as he struggles with his inner turmoil.

EXT. THE TENDER - DAY

As Al paddles the tender closer to Commander Jettinn's boat, they both become increasingly aware of a LOW RUMBLING SOUND in the distance.

It's the SOUND OF A VOLCANO on Gehennian Island, growing louder and more ominous with each stroke of the paddle.

INSERT SHOT - THE MOUNTAIN

The mountain stands tall, seemingly serene, with its peak shrouded in mist.

A faint, barely noticeable white smoke gently exudes from its summit, almost blending with the cloudy atmosphere.

BACK TO SCENE

Unbeknownst to Al, the volcano is nearing a critical point of eruption. The closer Al gets to Jettinn, the more the volcanic activity intensifies.

EXT. THE SEA - HALFWAY - DAY

Determined to complete the mission, Al and Jettinn's boats touch.

Al stretches out his hand, offering the presents to Jettinn.

Jettinn snatches the packages from Al's hand, eyeing them with suspicion.

COMMANDER JETTINN
(Sniffing the package)
Why are you here? What do you want?

<p>AL (pleading) Zian is why I'm here. I just need some Zian petals. That's all I...</p>	<p>COMMANDER JETTINN (CONT'D) (disbelief) The yellow flowers on the west hills? Why? Why?</p>
--	---

AL (CONT'D)
That's it I guess. My granddaughter is ill and needs them. This flower can cure a baby girl. Please.

EXT. HARRARA - MAIN DECK - SAME TIME

Using his monocular, Captain Buno nervously watches Al and Jettinn.

Tom can't wait any longer and snatches the monocular from the captain's hand.

TOM'S P.O.V - AL AND COMMANDER JETTINN (THROUGH MONOCULAR)

Jettinn faces Harrara, while Al has his back to Tom. They continue talking.

BACK TO SCENE

TOM
(Nervous)
Come on, come on , come on. Come back, Dad.

EXT. THE SEA - HALFWAY - SAME TIME

Commander Jettinn contemplates, seemingly on the verge of agreeing with Al's demand. But suddenly, A DEEP, OMINOUS RUMBLE fills the air.

GRROOOOMMMM

The volcano reaches its breaking point. With a loud BOOM, it erupts in a spectacular display of fire and molten rock.

Jettinn's gaze shifts between the erupting volcano and Al, suspicion etched on his face.

The sudden eruption happening at the exact time of their meeting leads Commander Jettinn to believe that Al's unknown powers has triggered the volcano to destroy them.

Caught off guard by the situation, Al desperately tries to explain his innocence, but his words are lost in chaos of the eruption.

Commander Jettinn holds his animal horn up to blow into it and give signal for bow masters to attack. But a quake shakes both boats and Commander Jettinn drops his animal horn.

Commander Jettinn has no doubt now Al and others with him are causing the eruption.

EXT. GEHENNIAN ISLAND - BEACH - SAME TIME

Bow masters' captain notices Jettinn's distress and orders bow masters to load their bows.

BOW MASTER CAPTAIN
(Shouting)
Aim.

EXT. HARRARA - MAIN DECK - SAME TIME

Tom returns Captain Buno's monocular. His hands are shaking.

<p>TOM (Trembling) There's something wrong. I think...</p>	<p>CAPTAIN BUNO (Shouting) Tender rope.</p>
--	---

A MALE VOICE (V.O.)
(Shouting back)
Going.

The SOUND OF A SMALL ENGINE IGNITING can be heard.

Sam squats down, trembling with fear, on the verge of tears.

CAPTAIN BUNO'S P.O.V - THE ISLAND (THROUGH MONOCULAR)

Gehennian bow masters aim their ARROWS at Al and Harrara.

CAPTAIN BUNO
(Hurriedly shouting)
Pull back. Sheet the boat.

EXT. THE SEA - HALFWAY - SAME TIME

Al begins paddling back towards Harrara hurriedly as he notices Jettinn reaching for his DAGGER.

Jettinn pounces at Al, but just then, the ROPE suddenly pulls the tender back towards Harrara, leaving Jettinn in shock.

EXT. GEHENNIAN ISLAND - BEACH - SAME TIME

Gehennian bow masters release their ARROWS, shooting at Al and Harrara after their captain brings down his hand.

EXT. HARRARA - MAIN DECK - SAME TIME

Seamen raise the gleaming sheet, and the wind fills it, creating a huge protective umbrella.

Arrowheads rain down on Harrara, but they collide with the gleaming sheet and fall harmlessly into the sea and on deck.

Sara, a fearless woman, marches over her soldiers, her gaze fixed on the arrows rapidly approaching the boat.

SARA
(Yelling)
Aim gentlemen.

Soldiers grip their rifles tightly, fingers poised on the triggers, ready to unleash their firepower.

SARA (CONT'D)
(Loud and firm)
Fire.

Suddenly, the deck ignites with a symphony of GUNSHOTS, accompanied by billowing smoke and the acrid scent of discharged gunpowder.

Soldiers on Harrara unleash a relentless barrage of BULLETS and PROJECTILES, their rifles spitting fire as they aim to intercept the oncoming arrows

The scene transforms into a whirlwind of rapid gunfire, swirling smoke, and soldiers locked in a fierce battle.

EXT. THE TENDER - CONTINUOUS

The tender is almost back at Harrara. Arrows are coming and Al has no time to climb back onto the boat for shelter.

He quickly takes his shielding gadget out and presses it. A CLICK and A SOFT HUM, and it envelops Al in an energy shield.

Arrows strike the shield but bounce off harmlessly.

EXT. GEHENNIAN ISLAND - BEACH - CONTINUOUS

Commander Jettinn returns to the beach and joins the bow master captain. They both stare in disbelief at their useless arrows.

Gehennian bow masters continue shooting arrows, but they too find no success.

EXT. HARRARA - MAIN DECK - CONTINUOUS

Al climbs back onto Harrara. Tom embraces his father tightly and helps him towards his cabin.

But their moment is shattered as a sharp and agonizing pain shoots through Al's shoulder.

His face contorts in pain as he realizes an arrow has found its mark. Blood splashes out of Al's wound.

Without a moment's hesitation, Al reaches for the SHAFT of the arrow, grits his teeth and pulls it out quickly.

Blood gushes out and splatters the deck.

Captain Buno has his worried eyes at Al as he steers the boat away.

Tom urgently helps his father inside the cabin, seeking safety, but Al stops, takes out his monocular and looks back at Captain Buno.

AL

(Loud)

Are we heading towards west?

Captain Buno nods yes. Al looks at the island's west side through his monocular as Commander Jettinn's voice echoes in his head.

COMMANDER JETTINN (V.O.)

(Echoing)

The yellow flowers on the west hills? Why? Why?

AL'S P.O.V - THE ISLAND'S WEST HILLS

YELLOW FLOWERS cover a hill on the west side of the island

BACK TO SCENE

TOM	AL
(concerned)	(in pain)
What is it, dad? Why...	I figured where Zian flowers are.

Despite his pain, Al smiles as Tom helps him inside, but they hear the occasional OMINOUS RUMBLING of the volcano.

EXT. GEHENNIAN ISLAND - BEACH - DAY

Defeated and angry, Commander Jettinn and bow masters' captain stare in distance at Harrara.

Gandoo, the powerful Gehennian witch emerges on the beach, her eyes burning with anger.

As if summoned by her fury, the sky darkens, engulfed by the swirling presence of Zetties.

With a raised cane, Gandoo directs her malevolent gaze towards Harrara.

Zetties advance menacingly towards Harrara, ready to unleash their wrath.

EXT. HARRARA - MAIN DECK - DAY

Soldiers are getting up when Rami, Sara and Captain Buno notice swarm of Zetties.

RAMI
(fearful)
Zetties! Find cover!

SARA
(raising her voice)
Aim upward! Prepare to fire!

As Zetties draw near Harrara, a DEAFENING RUMBLE reverberates through the air, emanating from the awakened volcano.

Steam rises from the summit, dark plumes of ash billow into the sky.

The sheer force of the sound startles Zetties. Their formation breaks apart in an instant as they hastily retreat.

EXT. GEHENNIAN ISLAND - BEACH - DAY

Gandoo, witnessing the Zetties' hasty retreat and hears the thunderous rumble. She gazes up at the sky and lets out a PIERCING, CHILLING SCREAM.

COMMANDER JETTINN

(To Gandoo)

We have been defeated. Even your Zetties, your children, your eyes, ears, and protectors, have been defeated.

A bitter smile creeps across Jettinn's face, a silent acknowledgment of their diminishing power.

INT. HARRARA - AL'S CABIN - DAY

Sam stands at the corner of the cabin quietly. Al lays on the bed while Tom presses his wound to stop the bleeding.

Sara enters with her BACKPACK and offers assistance. She rummages through it and retrieves a PECULIAR-LOOKING FIRST AID BOX.

Captain Buno arrives and stands by the door for a moment. He and Sara exchange a glance. Captain Buno motions for everyone to exit the cabin, granting Al some much-needed rest.

Everyone exits and Al looks at Sara treating his wound.

Sara opens the first aid box and reveals a SMALL BOTTLE containing a swarm of ANT-LIKE BUGS with bigger heads and strong stings known as "CLIPHEADS."

SARA

I have something that will help. These are ClipHeads. They can do magic in battlefields.

Sara carefully selects a few ClipHeads from the bottle.

She places the ClipHeads on either side of the wound, their tiny jaws clamping onto the skin. With a gentle tug, he separates the heads from the bodies, leaving the heads embedded in the skin, effectively closing the wound.

As Sara tends to Al's wound, her fingers brush against his skin with delicate care. She notices his slight flinch and offers a reassuring smile, her eyes filled with genuine worry.

Sara deftly repeats the process. She places more ClipHeads along the wound. Gradually, the wound seals shut, and the bleeding stops.

Once satisfied, Sara retrieves a SMALL VIAL OF BLACK POWDER from the first aid box and sprinkles it over the closed wound. The powder reacts, causing the wound to FOAM slightly.

AL

(Staring at Sara)

You are a very beautiful woman. You are stunning. Thank you.

SARA

(Nods and smiles)

The foam will help alleviate the pain and prevent infection. You'll feel relief soon.

Al observes as the foam works, easing his discomfort. Sam and Tom knock on the door. They're worried. Sara lets them in and leaves the cabin.

Al requests some whisky. Tom leaves to see Captain Buno to ask for it. Al is left alone with Sam. Sam seems to have something to say. Moments pass and

SAM

(Curiously)

Were you also scared, grandpa?

AL

(Admitting)

Yes, son, I was scared too. Fear is a natural part of being human.

Sam takes a deep breath, opening up about his own fears.

SAM

(Softly)

I'm always scared, grandpa. I constantly think about the what-ifs and the consequences, which stops me from doing things I want to do.

Al listens attentively, sensing Sam's struggle.

AL

(Gently)

Fear can hold us back, Son. But sometimes, we have to take a leap of faith, despite our worries. You're not alone in feeling scared. Come here.

Sam approaches Al and sits on the edge of his grandpa's bed.

AL (CONT'D)

From now on, instead of thinking about what-ifs, just ask yourself this question: What's the worst thing that can happen? It helps. Trust me. I know.

Sam nods. He smiles and seems shy to ask his next question. He finally asks.

SAM

(Lowering his head)
Was my dad like me? Scared?

AL

(closing his eyes)
To be honest, I think this runs in the family. Yes. Your father was just like you. But then, one day, I gave him the same advice, he listened, and he changed. Fear is natural, son, but to a degree. More than that, I believe it's what we as individuals create for ourselves. Just remember what I told you to do, and you'll be just fine.

Sam looks at Al with gratitude and newfound hope.

SAM

Thank you, grandpa. I guess I better let you take some rest.

Sam stands up and leaves the cabin.

Al gazes at the ceiling for an extended moment. It is apparent that he is getting more agitated by seconds.

His conversation with his grandson seems to have triggered something in him again.

Al's hands tremble uncontrollably as he wipes the sweat off his forehead. He takes a deep breath and tries to calm himself.

CLOSE-UP - AL'S FACE

Al's eyes fill with fear and uncertainty. The room seems to close in on him, suffocating him with his own insecurities.

A QUICK FLASHBACK:

INT. PARKING AREA - DAY

Al stands at the edge of a sinkhole, his grip tight on the railing. ELIZABETH, trapped below, reaches out to him with pleading eyes.

ELIZABETH
Al, please! Help me!

Al's trembling hands betray his inner struggle. He hesitates, paralyzed by his lack of confidence and fear of failure.

TOM (V.O.)
(Echoing)
Dad...! Dad...!

END FLASHBACK

Al's eyes flutter open, his heart pounding in his chest. Tom stands next to his bed, a BOTTLE OF WHISKY and a SHOT GLASS in his hands.

Tom places the bottle and the glass on the SMALL SIDE TABLE next to Al's bed and assists him in sitting up.

TOM
Elizabeth again?

Al sighs, his gaze falling to the floor.

TOM (CONT'D)
Dad, you weren't supposed to dwell
on that anymore. You know it wasn't
your fault. Please, just rest.

Tom pours some Whisky into the glass and hands it to his father.

Al nods and takes a sip of the Whisky.

Tom receives no response from his father and feels he needs to rest. He quietly leaves the cabin, closing the door behind him.

INT. SINDAR HOSPITAL - EMERGENCY ROOM - NIGHT

The hospital is a unique Arabic design building, with intricate columns and domes.

A nurse, wearing an ARABIC VERSION OF A NURSE'S UNIFORM, finishes treating Al's wound.

THE NURSE

They did a good job with the stitches, but I had to redo them more discreetly to minimize the marks.

Al smiles gratefully and nods, expressing his appreciation to the nurse.

He spots Sheikh Samim and Tom approaching in the corridor and stands up, putting on his SHIRT. Sheikh Samim reaches him.

SHEIKH SAMIM

(relieved)

Oh, I'm so glad you're alright.

(Angry)

I warned you it was a bad idea. Those wild beasts can't be reasoned with.

AL

(Smiling)

Calm down, my friend. Thankfully, everyone is safe.

(Pauses)

But you were right. They lack sympathy and empathy.

(Pondering)

But still, we must go back.

SHEIKH SAMIM

What? Don't be foolish, Al. You need to rest. Tom and I have already checked you out of your hotel. I can't let you stay there in your condition. You'll be staying at my mansion.

AL

Where's Sam.

TOM

He is in the car with Najeeb.

The trio exits the hospital.

INT. SHEIKH SAMIM'S LIMOUSINE - NIGHT (MOVING)

Sheikh Samim's LIMOUSINE resembles an old-fashioned carriage but with powerful SUPERCAR TIRES. Step inside and you'll find yourself in a lavish living room with DIM LIGHTING, VICTORIAN CURTAINS, PLUSH SOFAS, and a ROUND TABLE in the center.

Sheikh Samim, Al, Tom, and Sam sit around the table.

SHEIKH SAMIM

I'm truly relieved you made it back safely.

Sheikh Samim presses a button on the side of the table, causing a BOTTLE OF CHAMPAGNE surrounded by CHAMPAGNE GLASSES to emerge from the center.

AL

(to Sheikh Samim)

We need to go back, my friend. You know that.

SHEIKH SAMIM

You're not going anywhere. Tonight, at least, you'll rest.

Sheikh Samim opens the Champagne bottle and pours it into the glasses.

SAM

Can I have some?

AL

(To Sam)

No.

TOM

(To Sam)

No.

EXT. SHEIKH SAMIM'S MANSION - NIGHT

Sheikh Samim's mansion is located on the outskirts of Sindar, with the distant lights of the city's skyline visible.

The mansion's enormous STEAM-POWERED GATE begins to open as a uniformed doorman pulls a HANDSPIKE near the entrance.

Sheikh Samim's limousine enters the expansive yard and comes to a stop on the gravel outside the grand mansion.

The architecture of the mansion is a striking fusion of Victorian and Arabic styles.

Male and female servants burst out of the grand mansion, their footsteps quickening as Najeeb HONKS THE HORN deliberately.

They efficiently unload the luggage, extending warm greetings to their arriving guests. Everyone enters the mansion.

INT. TOM'S RESIDENCE - NIGHT

Sofia's gaze fixates on the baby Emily's medicine bottle. Inside, a mere trace of dried Zian petals remains.

She positions herself near the Commudevice, leaning against the adjacent wall, contemplating whether to send Tom a message or not.

Baby Emily rests quietly in Savanna's arms, her attentive eyes following Sofia's every move.

<p>SAVANNAH (Encouraging) You must find out if they made it to that island. We need to know if they got the petals. He must understand the urgency...</p>	<p>SOFIA I know, Mom. I understand the importance of contacting Tom, but I can't help but worry about how frantic he'll become.</p>
---	---

Savannah averts her gaze, and Sofia, gathering her resolve, grabs the device.

She attempts to send a message, but it stubbornly refuses to transmit.

SOFIA (CONT'D)
(Disbelief)
Why won't this work? I'm getting worried now.

SAVANNAH
Send it to his father then. We must make sure they're alright and tell them about the petals.

INT. SHEIKH SAMIM'S MANSION - NIGHT

Al, Sheikh Samim, Tom, and Sam gather around an opulent OVAL-SHAPED DINING TABLE.

The room is filled with a relaxing INSTRUMENTAL MUSIC coming from a VINTAGE GRAMOPHONE.

Attentive servants attend to the needs of the guests.

Al sits quietly, lost in thought as he eats, struggling with his wounded left hand.

Suddenly, his pager emits the rhythmic BUZZING sound, startling him and catching everyone's attention.

Al swiftly retrieves the pager from his belt and glances at it. His expression changes.

TOM
(Concerned)
Whats wrong, Dad?

Al shakes his head and frowns, indicating that it's nothing important.

SHEIKH SAMIM
(Teasingly)
Perhaps his girlfriend.

Tom, Sam and Sheikh Samim burst into laughter, lightening the mood.

Al is the first to finish his meal.

AL
I'll enjoy my pipe on the balcony
if you don't mind.

The Sheikh nods, motioning for one of the servants to guide Al to the balcony.

Al leaves the dining room, following the servant toward the balcony door.

AL (CONT'D)
Where's the CC socket?

The servant points out the location of the CC socket.

AL (CONT'D)
(to the servant)
I'll take it from here. You can go
back. Thank you.

The servant smiles, bows politely to Al, then turns and leaves.

Al retrieves his ChronoCom and connects it to the socket. He speaks into his device.

AL (CONT'D)
Hi, Sofia. Thanks for letting me
know the remaining amount. We'll
handle it. Don't worry, Tom and Sam
are both doing well. We're getting
ready to head to the island
tomorrow.
(Remembering)
(MORE)

AL (CONT'D)

Oh, by the way, we've moved to my friend's mansion, and our luggage is in our rooms. That's probably why you couldn't send Tom a message. Nothing to worry about.

(Pauses)

We'll be there with the Zian petals very soon. Take care. Bye.

INT. GEHENNIAN ISLAND - KING EVOL'S HUT - NIGHT

The king's hut is adorned with an array of ANIMAL HEADS, showcasing a variety of species and sizes.

A crackling fire burns at the center of the room, casting an eerie glow.

LANTERNS, CRAFTED FROM RODENTS' SKULLS, provide dim illumination.

King Evol occupies A LARGE WOODEN CHAIR ADORNED WITH FEATHERS OF VARIOUS COLORS and sizes.

Prince Damun sits on a LOWER CHAIR beside his father, while Gandoo the witch occupies a SEAT on the opposite side.

Guards stand by the door, and high-ranking soldiers surround the interior of the hut.

Commander Jettinn stands before the king, holding the package presented by Al. His countenance reflects defeat and disappointment.

He steps forward and extends the package toward the king.

Gandoo quickly rises from her seat and snatches the package.

GANDOO

(Sniffing the package)

Herbs and spices.

(Sniffs)

And quite possibly poison.

Gandoo glances at the king, and they exchange a nod. She tosses the package into the fire.

KING EVOL

(To Jettinn)

So, they arrived, delivered the poison, made the mountain wail, and departed.

Jettinn lowers his head in acknowledgment.

KING EVOL (CONT'D)

(Shouting)

They've left! Every single one of them!

(Raising his voice louder)

Alive!

COMMANDER JETTINN

My king, they had...

KING EVOL (CONT'D)

(Furious)

Silence.

(To prince Damun)

Slay any man from their lands who dares to set foot on our territory. They covet our land? Kill them all on sight.

(Yelling)

Annihilate them all.

EXT. SHEIKH SAMIM'S MANSION - BALCONY - NIGHT

Al sits deep in thought, puffing on his pipe, his eyes fixed with intensity.

Sheikh Samim, holding a PECULIAR BOTTLE OF ALCOHOLIC DRINKS, opens the balcony door and joins him.

SHEIKH SAMIM

Sam and Tom have retired to their rooms. They were completely exhausted.

(Pauses)

That pager buzzing seemed to have completely changed your mood, my friend. What troubles you?

AL

The baby is running out of medicine. Time is running short.

SHEIKH SAMIM

(Opening the bottle)

That's unfortunate. I'll have the crew of Seabird, a bigger boat ready. When do you need...

AL (CONT'D)

Samim, I can't justify putting all those people's lives at risk for a baby who isn't even theirs.

(Shaking his head)

If I had known how ruthless and savage the Gehennians truly are, I would never have endangered all those innocent lives.

SHEIKH SAMIM (CONT'D)

What do you propose then? What is your plan? How can "I" be of assistance?

AL

(Serous)

I need to attack covertly under the cover of darkness. I must divert their attention elsewhere while I gather the Zian petals. There's no viable way to approach the island by sea. I need to find a way from above.

SHEIKH SAMIM

(Impressed)

An airship.

AL

(Pensive)

Something along those lines.

(Looks at Samim)

I need certain items. And I need Najeeb's assistance tomorrow. I'm not sure where to get what I need, but Najeeb does.

SHEIKH SAMIM

Anything you need, my friend. Najeeb will be at your service with a vehicle after breakfast. Make a list of everything you require, and let me know when you need...

AL (CONT'D)

(Determined)

Tomorrow night, I will head to the island and get the flowers for Emily. I need a workshop and an empty lot. I will tell you what else I need from you my dear friend, tonight itself.

SHEIKH SAMIM (CONT'D)

(pats Al on the shoulder)

Done. Anything you need. And good luck, my friend. Shall we have a drink and reminisce about our shared memories now?

EXT. SUBURBAN INDUSTRIAL UNIT - THE EMPTY LOT - DAY

Energetic music plays as we arrive at a bustling workshop adjacent to an open lot.

The tranquil pool nearby adds a touch of natural beauty to the scene.

Carrying DUFFLE BAGS, Tom and Sam emerge from a sleek steam-powered TRICYCLE-LIKE VEHICLE.

They stretch their limbs and take in the sights around them.

ZUBIN TIMAR, a heavy weight middle-aged man, the workshop supervisor, approaches them with a warm smile and guides them inside the workshop.

INT. SUBURBAN INDUSTRIAL UNIT - THE WORKSHOP - DAY

The interior is spacious, with a multitude of PECULIAR TOOLS AND CONTRAPTIONS attached to the walls. A LENGTHY WORK TABLE occupies one side of the workshop's interior.

EXT. SUBURBAN INDUSTRIAL UNIT - THE EMPTY LOT - DAY

Sam and Tom reappear from the workshop, now clad in sharp BLUE UNIFORMS that denote their affiliation.

A group of workers, dressed in GREY AND YELLOW UNIFORMS, get off a bus-like engine.

Tom, Sam, and the hired workers exchange introductions, forming a camaraderie that will fuel their collaboration.

A steam-powered CRANE TRUCK, looking like a sitting robot and a BIGGER TRUCK that looks like a box with an engine, pulls up to the lot.

The CRANE ARMS unload UNASSEMBLED PARTS of a magnificent HOT AIR BALLOON.

Tom, Sam, and the hired workers stand together, overseeing the intricate process with unwavering focus.

EXT. SINDAR ARABIAN BAZAAR - DAY

The bustling bazaar is familiar to Al. Al and Najeeb meander through the lively marketplace, weaving between stands and stalls to purchase the items Al needs.

SERIES OF SHOTS - AL AND NAJEEB SHOP IN THE BAZAAR

- A) Al and Najeeb bargain with a Chinese merchant.
- B) The merchant packs AERIAL FIREWORKS for Al and Najeeb.
- C) Najeeb follows Al into shops, carrying TWO SHOPPING BAGS.
- D) A vendor pours small METAL PROJECTILES into Al's hands.
- E) Al purchases a roll of BURLAP, accompanied by Najeeb.
- F) Al buys TEN RAKES and WATER SPRAYERS with Najeeb.
- G) Al buys TWELVE UMBRELLAS, accompanied by Najeeb.

END SERIES OF SHOTS

The montage captures Al's resourcefulness and meticulous preparations for the challenges they will face on the island.

EXT. SUBURBAN INDUSTRIAL UNIT - THE EMPTY LOT - DAY

Tom, Sam, and the hired workers diligently apply BLACK PAINT to some parts of the hot air balloon, synchronized with the captivating BACKGROUND MUSIC.

The atmosphere is lively as they work.

The heavysset man, their supervisor, arrives with a TRAY OF DELECTABLE DOUGHNUTS AND STEAMING CUPS OF COFFEE, delighting everyone with this unexpected treat.

INT. NAJEEB'S VEHICLE - DAY (MOVING)

The music still resonating, Al sits by the car window, lost in his thoughts.

Unbeknownst to Al, Najeeb steals a glance at him, his eyes filled with concern.

EXT. SUBURBAN INDUSTRIAL UNIT - THE POOL - DAY

The painting job nears completion, and A few of the workers gathers by the nearby pool, their LAUGHTER AND JOKES filling the air.

A few workers attempt to push each other into the inviting water playfully.

Three workers, including NADER MALI, a youthful and spirited individual about Sam's age, boldly strip down.

NADER

(To Sam)

Come on. Join us. Its refreshing.

Sam hesitates, his self-confidence issue holding him back.

SAM

(uncertain)

What if there are snakes? It might be risky. What if there are...

Nader is visibly disappointed by Sam's lack of confidence. He rolls his eyes, smiles at Sam and splashing into the water.

EXT. SUBURBAN INDUSTRIAL UNIT - THE EMPTY LOT - DAY

Tom and Sam walk back towards the lot. As they approach, Najeeb's vehicle pulls in, coming to a halt.

Al and Najeeb step out of the car and are greeted by Zubin's warm welcomes. Tom and Sam are overjoyed to see Al and eagerly wait for his instructions.

Al walks towards the freshly painted parts of the hot air balloon, inspecting them carefully and walks around the lot for a moment checking everything.

Two workers and Zubin carry Al's shopping bag inside the workshop building.

INT. SUBURBAN INDUSTRIAL UNIT - THE WORKSHOP - DAY

Al steps into the workshop, filled with an impressive array of tools and equipment. He examines them with a sense of awe and satisfaction.

Meanwhile, all the workers gather on the lot. Their eyes fixed on Al, they wait for his next command.

AL

(to Tom)

Have the workers start clearing the lot. Then have them assemble the balloon when the paint is dried enough. Let me know when it's done.

(to Sam)

You'll stay here to help me.

Al heads towards a changing room and briefly disappears.

EXT. SUBURBAN INDUSTRIAL UNIT - THE EMPTY LOT - DAY

Tom exits the workshop building and gathers all the workers around him, their attention focused on his words.

INT. SUBURBAN INDUSTRIAL UNIT - THE WORKSHOP - DAY

Al emerges from the changing room, now wearing a MATCHING BLUE UNIFORM, ready to start inventing.

SERIES OF SHOTS - AL INVENTS TOOLS AND SAM ASSISTS HIM

A) Al and Sam lay the rake heads next to each other on the worktable, studying them with intent.

B) Using his welding skills, Al carefully joins the rake heads together, creating A LONG, STURDY RAKE HEAD.

C) Al attaches long wires to both sides and the middle of the extended rake head, ensuring stability and functionality.

D) Sam and Al unfurl the roll of burlap, measuring it against the length of the modified rake head.

E) Al pauses and contemplates, his expression says he doubts whether his inventions and plan will work.

F) With precision and skill, Al fashions burlap bags and securely attaches them to the back of the extended rake head.

G) Al and Sam carefully extract the contents of the big and small aerial fireworks from their CYLINDRICAL CASING.

H) Al loads the explosives back into the modified cylindrical casings, followed by the small metal projectiles, each piece carefully placed.

I) Al constructs a round panel, attaching the ten umbrellas around its perimeter, forming a unique apparatus.

END SERIES OF SHOTS

Tom enters the workshop, looking like someone who has achieved a task.

TOM
(Confidently)
All done, Dad. The balloon is ready
to fly.

AERIAL SHOT - THE EMPTY LOT

The hot air balloon's components lie neatly arranged, ready to be assembled.

The workshop is busy with activity. Workers transport Al's intricate inventions from the workshop to the empty lot.

BACK TO SCENE

INT. SHEIKH SAMIM'S MANSION - DAY

INT. STUDY ROOM

The study room is beyond elegant. It is furnished with VICTORIAN-STYLE FURNITURE and RICHLY DRAPED CURTAINS.

Al, Sheikh Samim, Sam, Tom, and Captain Buno gather around the GRAND TABLE.

SARDAR KAMIL, an elderly and robust Indian SIKH, enters the room, his ROSE-COLORED TURBAN and LIGHT BLUE CHOLA adding a vibrant touch.

SHEIKH SAMIM

Oh, there you are.

(To everybody)

Gentlemen, allow me to introduce Sardar, our esteemed hot air balloon operator.

Handshakes are exchanged as Sardar joins the others at the table. Sardar's experience is evident in his confident mood.

SHEIKH SAMIM (CONT'D)

Sardar brings four decades of unmatched expertise in operating hot air balloons.

(To Al)

Apologies for the interruption, Al. Please proceed.

Al places a HAND-DRAWN MAP with a collection of HAND-DRAWN IMAGES.

Sardar is carefully looking at the map.

SARDAR'S P.O.V - THE MAP

The map unfolds, revealing the three lands and the island situated near the South Lands or Farica.

Near the three lands a wondrous object is illustrated. A hot air balloon.

On the west side of the island, hills with intricate flower illustrations come into view.

BACK TO SCENE

Al clears his throat, capturing everyone's attention.

AL

First of all, I want to express my deepest gratitude to each one of you for bravely joining us on this mission. My son, grandson, and I genuinely appreciate your unwavering support. It is through the kindness of our dearest friend, Samim, that our paths have crossed.

Al smiles at Sheikh Samim and points at the map.

AL (CONT'D)

Now, we've deliberately painted parts of balloon in black. Tonight, under the cover of darkness, we will start our journey to the island. But, I must remind you, if any of you have a change of heart and wish to return home, there will be no hard feelings. Your safety is of utmost importance.

Al looks around the room. No one moves. Al and Sam are very happy deep inside.

AL (CONT'D)

The mission, in its essence, appears deceptively simple. Sardar, our esteemed operator, will navigate the balloon above the hills on the island's western side. From there, I will release the tool I've made, allowing it to gather the flower petals and deposit them into these burlap cases as we progress. That's it. But, let us not underestimate the potential challenges that lie ahead. We might encounter unexpected problems, be discovered, chased, or face unknown dangers.

Al scans the room, his gaze landing on each individual, searching for any signs of fear or hesitation.

To his surprise, he notices the unmistakable look of fear in his own son's eyes, Tom.

Meanwhile, Sam appears distant and disengaged from the entire endeavor and both Al and Tom know it because he's scared.

AL (CONT'D)

(Trying to reassure)

I have meticulously considered the potential challenges that may arise and have devised a range of weapons to defend ourselves. Sardar will go to the lot and ensure the balloon is ready when we join him later in the afternoon. Then we shall embark on our journey. We anticipate reaching the island at night time. The individuals on the balloon will be Tom, on the lower dhow, Sardar, and myself on the upper basket.

Al's appreciative gaze falls upon Captain Buno, acknowledging his unwavering determination.

AL (CONT'D)

(Earnestly)

Despite my insistence on not endangering anyone else's lives, Captain Buno insists on assisting us. He and the rest of the crew will sail towards the island, maintaining a safe distance. In the event that anything goes wrong, they will be prepared to bring us back to safety.

Al pauses and looks at the group.

AL (CONT'D)

Any questions?

CAPTAIN BUNO

No questions from me. However, I would like to add that Sara will provide you with a personal weapon as a precautionary measure. She'll drop the weapons before you leave. She volunteered to be with us in this mission.

Al can't help to smile. He nods at Captain Buno's input.

EXT. THE BALCONY

Al stands on the balcony, lighting his pipe and enjoying the view. He glances down and notices Tom and Sam engaged in a heated discussion in the garden below.

EXT. THE GARDEN

Al exits the mansion and approaches Tom. Sam, visibly frustrated, storms off passing him.

Al finds Tom sitting on the edge of the garden, playing with plant leaves.

AL

What's the matter with him? He seemed quite angry.

Tom turns to his father, his expression filled with sadness.

TOM

He's angry at himself, Dad. Angry because he was too afraid to offer to come with us.

AL

(sighs)

Fear is something everyone experiences, son. Some are just better at hiding it than others. That's all.

TOM

Do you really think so?

AL

I don't just think it, I know it. With age comes wisdom. Now, go and get some rest. We have a long night ahead of us.

INT. AL'S ROOM

Al enters his room, carefully placing his pipe in its CASE.

He sits on the edge of the bed, deep in thought, his fingers interlaced.

Suddenly, he is startled and overwhelmed by exhaustion. He lays down, pressing his head into the PILLOW.

As he closes his eyes, a quick flashback interrupts his thoughts.

A QUICK FLASHBACK

The image of a sinkhole appears, accompanied by ELIZABETH'S VOICE pleading.

ELIZABETH (V.O.)
(Begging)
Please, Al!

END FLASHBACK

A knocking sound at his door startles him out of the flashback. He opens his eyes. He's sweating.

Tom opens the door.

TOM
Dad, its time to go.

Al can't believe how quickly time has passed.

He sits up, checks his pocket watch, takes a deep breath, and prepares himself for what lies ahead.

EXT. SUBURBAN INDUSTRIAL UNIT - THE EMPTY LOT - DAY

An OVAL-SHAPED HOT AIR BALLOON is held down by a thick rope, preventing it from ascending any further.

The balloon's design, with two eyes resembling a watchful fish, captures the attention. A BLACK FABRIC partly covers the balloon, which gives it an air of mystery.

Suspended below the balloon, we see a POINTED BASKET known as 'THE UPPER BASKET,' resembling a sleek canoe.

Connected below 'THE UPPER BASKET' is a magnificent Arabic Dhow, aptly named 'THE LOWER DHOW.' This larger vessel has exquisite carvings and aged brass accents, adding a touch of elegance to the scene.

As we observe the balloon closely, we notice its WING-LIKE REAR PANELS, sturdy PROPELLERS, and resilient CABLES hint at the balloon's hidden potential for daring maneuvers.

The balloon is capable of unleashing BAT-LIKE WINGS when the need arises.

From the lower basket, a long, BRUSH-LIKE PECTINATED OBJECT, RAKES AL WELDED TOGETHER hangs, with BURLAP BAGS attached to the long rake structure.

PIPE-LIKE OBJECTS affixed to the edges of the lower Dhow are Al's invented BOMB FIREWORKS.

A ROUND PANEL holds Al's invention with UMBRELLAS we will know about later.

The burner roars, supplying the balloon with intense heat, while Sardar carefully controls the temperature and pressure.

The lower dhow and the upper basket, modified and mechanical in appearance, exude strength and reliability.

Sheikh Samim's limousine pulls up and stops on the side of the lot. Al, Tom, Sam, Sheikh Samim, and Najeeb step out of the limo.

Al and Tom take their BAGS from the limo and place them near the lower Dhow.

TOM
(To sardar)
Is everything ready.

SARDAR
(Confidently)
Yes, ready like a soldier. Give us
5 minutes, and we'll be airborne.

Captain Buno arrives in a peculiar steam-powered vehicle, resembling a large bug, and parks next to Sheikh Samim's limousine.

Sara emerges from the vehicle. She looks stunning. She's carrying several LEATHER BAGS filled with WEAPONS.

She approaches Al, Tom, and Sardar, opening two of the bags to reveal a strange BRASS SHINE RIFLE and a CHROME-FINISHED PISTOL.

Al cannot take her eyes off Sara.

Sara also displays a few METAL BOXES OF AMMUNITION to Al and Sardar.

SARA
(To Al)
These are the best and most
reliable weapons this city can
offer. I personally handpicked them
all.

Sara distributes the rifles and pistols among Al, Sardar, and Tom, who begin inspecting them.

SARA (CONT'D)
I hope you won't need to use them.
(Pauses)
Captain and I will make our way to
the dock as soon as you depart.
(MORE)

SARA (CONT'D)

(To Al)

Be careful.

Sheikh Samim notices Sam standing in the corner, appearing quiet and sad.

SHEIKH SAMIM

(To Tom and Al)

I'll take Sam with me to my garden.

There's a party there tonight.

(Walks toward Sam)

He can enjoy the company of my belly dancers.

Despite his worry for his dad, granddad and sister, Sam tries hard to contain his excitement, staring at his father.

TOM

Thats fine with me.

(To Sam)

Have fun, son. Just remember to behave.

As the time comes, they bid farewell to Sheikh Samim, Najeeb, Sara and Sam.

Al and Sardar settle into the upper basket. Sardar begins to lift the balloon.

Tom takes his place in the lower Dhow when the upper basket is lifted.

SHEIKH SAMIM

(Shouting)

Good luck, my friend.

The balloon ascends higher, revealing its true magnificence.

The gaze between Al and Sara locks

INT. THE UPPER BASKET - NIGHT

Al and Sardar look down, watching as Sheikh Samim, Najeeb, Sam, and Sara, the cars, and everything else shrink in size.

INT. THE LOWER DHOW - NIGHT

Tom looks afraid, but he puts on a brave face. As he looks down, everything gradually appears smaller and smaller.

Sardar flies the balloon over the sea and Sindar's magnificent night-view comes to sight.

EXT. SINDAR DOCK - NIGHT

A VESSEL among a myriad of other ships and Arabic Dhows, is bustling with activity.

A big text on the vessel reads: "SEABIRD".

Seabird resembles a straight-bodied centipede with propeller-like paddles. Its doors and windows seamlessly seal waterproof, transforming it into a submarine.

The crew and soldiers, previously seen during Harrara's sail to the island, are present on this vessel now, on its deck and around the dock, eagerly awaiting their captain's arrival.

Captain Buno and Sara rush towards Seabird, making their way along the dock.

CAPTAIN BUNO

(Shouting)

Fire up the engine! Crew, prepare
to set sail!

Captain Buno looks at the sky. It is cloudy and windy.

Malik, spotting the captain, echoes his words, amplifying them through the shiny golden voice tube and ringing the bell simultaneously.

SARA

(shouting)

Prepare for sailing!

Captain Buno and Sara step aboard Seabird, joining the rest of the crew.

EXT. SEABIRD - MAIN DECK - DAY

A few deck lights flicker to life as the anchor is automatically hoisted.

Seabird separates itself from the dock, gliding sideways before setting a direct course once it reaches a safe distance from the other ships and dhows.

INT. THE HOT AIR BALLOON - DAY

INT. THE LOWER DHOW

Tom holds on tight to the cable near him.

INT. THE UPPER BASKET

Sardar stands near the burner, controlling the balloon.

INTERCUT - INT. THE LOWER DHOW AND INT. THE UPPER BASKET

Tom looks at the cloudy sky from the lower dhow, a mixture of fear and confusion etched across his face. He gazes at the modifications his father has made to the balloon.

TOM

(Worried)

Dad, are you sure these additions
are enough to protect us from the
Gehennians and Zetties?

In the upper basket, Al, pipe in hand, gazes out into the distance.

AL

Of course, they're not foolproof.
But they're enough to stop and
distract them until we take our
Zian petals we desperately need.

Tom's expression softens as he absorbs his father's reassurances. He releases a deep sigh, placing his hands firmly on the edge of the lower dhow. He lowers his head.

Al clears his throat and presses his lips together.

AL (CONT'D)

You have nothing to worry about,
son. We've taken every precaution.
By the time we reach the island,
darkness will provide us with
camouflage. Parts of the balloon
are painted black for this reason.
If Zetties attack, you'll activate
the fireworks. They not only create
a dazzling display but also release
metal projectiles to deter them.
And if they still manage to get
close, you'll activate the
shielding device I gave you. It
will envelop you in a protective
shield, just like it did in the
city.

TOM (O.S.)

(Concerned)

But what about you, Dad?

(MORE)

TOM (O.S.) (CONT'D)

What happens when they realize they can't reach me but they can reach you?

AL

Well, when you activate the shielding device, the energy shield will also be transferred upward via a wire I've devised for this purpose, and envelopes us in a shield of our own, which I've invented using umbrellas. We'll be safe up here. Don't worry, son. I've thought of everything...

(Pauses)

I guess!

Al's voice trails off, a hint of uncertainty lacing his words.

END INTERCUT

EXT. SEABIRD - MAIN DECK - DAY

Captain Buno stands on the deck, his clothes flapping in the wind.

Malik approaches Captain Buno, holding his clipboard.

MALIK

Captain, there's a sign of rain.

CAPTAIN BUNO

That's what I was thinking. Prepare to submerge.

They exchange a determined look, and Captain Buno heads towards the interior of the boat.

The Seabird gradually submerges, disappearing beneath the sea's surface.

Suddenly, a lightning flashes within the dark clouds and a faint crackling sound in the distance.

EXT. THE HOT AIR BALLOON - DUSK

The hot air balloon hovers in the dimming light of dusk, suspended in the vast sky.

INT. HOT AIR BALLOON - THE UPPER BASKET - DUSK

Al notices drops of rain falling on him.

INT. HOT AIR BALLOON - THE LOWER DHOW - DUSK

Tom notices the rain and looks for something to shelter him.

INTERCUT - INT. THE UPPER BASKET AND INT. THE LOWER DHOW

Al peers through his monocular, his expression gradually shifting to disappointment in the upper basket.

Sardar gazes up at the darkening sky, a sense of curiosity evident in his eyes.

SARDAR

I fear tonight's task will be a challenging one. Rain is on the horizon.

(Shakes his head)

Let's hope we won't encounter strong winds, thunder, or lightning.

Al's worry deepens, and his face reflects the growing unease.

AL

(Anxiously)

That's exactly what I was afraid might happen. We must be prepared for the worst.

Just as Al finishes speaking, raindrops intensify.

Tom takes shelter beneath a designated BLANKET in the lower dhow, shielding himself from the onset of rain.

Tom's face contorts with a mix of anxiety, discomfort, fear, and determination. Suddenly, his father's excited shouting breaks through the tense atmosphere.

AL (O.S.) (CONT'D)

There. There's the island.

Al gazes through his monocular in the upper basket again.

AL (CONT'D)

(Hurried)

Prepare to descend gradually. We need to be around ten meters above the hill.

(MORE)

AL (CONT'D)
(To Sardar)
You know what to do.

Sardar nods, his brows furrowing with a serious expression etched on his face.

In the lower dhow, Tom pushes away the blanket, his demeanor instantly becoming animated. He is ready to fulfill his responsibility in the mission.

AL (O.S.) (CONT'D)
Everybody, remain calm and
collected. Avoid unnecessary
actions.

END INTERCUT

EXT. GEHENNIAN ISLAND - NIGHT

EXT. THE CLEARING

The rain intensifies, pouring down in heavy torrents. Gehennians scramble into their huts, seeking shelter from the downpour.

A DEAFENING THUNDERCLAP reverberates through the island, shaking everyone to their core.

INT. THE CAVE

Gandoo stands at the entrance of the cave, the flickering fire casting eerie shadows on her face.

She turns back, her expression filled with displeasure.

Inside the cave, the walls are covered with Zetties, emitting a chilling WHIZZING SOUND.

EXT. THE BEACH

Three guards ride their Caras swiftly, maneuvering under the cover of trees to shield themselves from the pouring rain.

INT. SEABIRD - CONTROL ROOM - NIGHT

Malik stands next to Captain Buno in the control room.

Sara seats on a metal chair nearby, awaits news from Al.

Captain Buno peeks through the BRASS PERISCOPE, a smile playing on his lips.

CAPTAIN BUNO

(To Malik)

We've arrived. Stop the engine.
We'll maintain our submerged
position and hold our depth.

Captain Buno's attention turns to Sara, his voice conveying a sense of urgency.

CAPTAIN BUNO (CONT'D)

(to Sara)

Prepare your fighters for a
potential confrontation.

(To Malik)

Get to the other periscope, use the
night vision and watch the west
side hills.

The tension in the room heightens as the anticipation of a battle looms.

EXT. THE HOT AIR BALLOON - NIGHT

The rain intensifies, accompanied by booming thunder and gusts of strong wind as the hot air balloon draws nearer to the island.

The balloon's descent becomes increasingly challenging, with Sardar struggling to keep it under control.

It makes erratic movements, but Sardar skillfully maneuvers it back on track.

Al unties the ROPES that secure his long rake, its burlap cases soaked from the rain. He shakes the rain off vigorously, also to keep them open, all while talking to Tom.

EXT. THE LOWER DHOW

Tom's gaze fixates on the island. His face is getting pale.

AL (O.S.)

(Yelling)

Do whatever it takes to keep those
cylindrical casings dry!

(Curses)

I never thought I'd be this damn
unlucky.

Tom starts covering the fireworks with the blanket, ensuring their protection.

EXT. GEHENNIAN ISLAND - WEST SIDE HILLS - NIGHT

The hot air balloon continues its descent, approaching the hills on the west side of the island.

Suddenly, the long rake detaches from the upper basket and falls down. But it stops short of reaching the earth.

The wind catches the burlap cases attached to the rake, causing them to fill and float like miniature balloons.

Despite the adverse weather conditions, the balloon descends further under Sardar's control until the long rake makes contact with the ground and flowers.

The hot air balloon pulls the rake, its teeth carefully navigating through the Zian flowers, separating their delicate petals.

The movement of the balloon causes the petals to be deposited into the burlap cases.

The long rake leaves a trail mark on the hill.

INT. THE HOT AIR BALLOON - UPPER BASKET - NIGHT

Sardar struggles to regain control of the balloon, his face filled with concern. He glances at Al, who is deeply engrossed in the process.

SARDAR

(Loud)

I can't maintain this altitude for much longer. We've gathered enough. Pull them up, please.

AL

Just a little more.

INT. GEHENNIAN ISLAND - THE CAVE - NIGHT

Gandoo stands at the entrance of the cave, her expression filled with discontent and anger.

A thunderclap further distorts her features, making her look even more sinister.

Suddenly, Gandoo's gaze fixes on something, transforming her facial expression entirely.

GANDOO'S P.O.V - WEST SIDE HILLS

A bolt of lightning illuminates the sky, revealing the hot air balloon clearer, near the volcanic mountain. Modern humans are aboard.

BACK TO SCENE

Gandoo's anger intensifies, causing the flames behind her to grow taller. In her eyes, the presence of modern humans can only mean trouble.

She opens her arms wide and looks up, emitting a CHILLING AND DEAFENING SCREAM that ECHOES throughout the island, alerting all Gehennians of the impending danger.

Gandoo glances back at the Zetties and forcefully blows in their direction.

EXT. GEHENNIAN ISLAND - THE CAVE - NIGHT

Under the flickering light of the lightning and fire, the swarm of Zetties bursts out of the cave in a frenzy.

INT. THE HOT AIR BALLOON - NIGHT

INT. THE LOWER DHOW

Upon hearing Gandoo's piercing scream, Tom is overcome with a sense of dread.

He turns his head toward the source of the sound.

TOM
(Scared)
Dad!

INT. THE UPPER BASKET

Al and Sardar, too, are looking at Gandoo's direction.

AL
Yeah. We heard it, too.

SARDAR
 (Terrified)
 I guess we are in trouble.

AL
 Pull it up! Get us out of here!

Sardar, anticipating this critical moment, ignites the burner and begins ascending the balloon.

Al swiftly spins a WRENCH, retracting the long rake and burlap cases.

EXT. GEHENNIAN ISLAND - WEST SIDE HILLS - NIGHT

The long rake is pulled upward along the hillside, ascending slowly. However, it gets stuck when it collides with a large rock.

Suddenly, the balloon comes to a halt in its ascent, suspended in the air.

INT. THE LOWER DHOW

Tom startles, his gaze focused downward through his night vision lens. He becomes enraged and deeply disappointed.

TOM	AL (O.S.)
(Shouting)	(Loud)
God damn it! Shit! Goddam...	Whats wrong?

TOM (CONT'D)
 We're stuck, Dad.

INT. SEABIRD - CONTROL ROOM - NIGHT

Captain Buno sips his COFFEE when Malik rushes in, panting.

MALIK
 Captain, they're in trouble.

Captain Buno becomes frantic, causing the cup to slip from his hand. He quickly looks through the periscope.

CAPTAIN BUNO'S P.O.V - THROUGH NIGHT VISION PERISCOPE

The balloon is wedged, and in the background, Zetties attempt to attack it and its occupants.

However, they scatter and appear hesitant to proceed with each thunder and lightning.

BACK TO SCENE

CAPTAIN BUNO

(Shouts)

Head to the west side hills. Remain submerged and get as close to the island as possible.

Sara enters the room. She looks extremely worried.

CAPTAIN BUNO (CONT'D)

(To Sara)

They need help.

Sara Nods.

INT. THE HOT AIR BALLOON - NIGHT

INT. THE LOWER DHOW

Tom leans against the vertical rope, feeling desperate, frustrated, and hopeless.

INT. THE UPPER BASKET

Al is desperately trying to free the rake.

EXT. GEHENNIAN ISLAND - WEST SIDE HILLS - NIGHT

The rake keeps on getting pulled, but the weight of the rock proves too formidable, resisting Al's persistent spinning.

INTERCUT - INT. THE UPPER BASKET/INT. THE LOWER DHOW/EXT. GEHENNIAN ISLAND - WESTSIDE HILLS

Al uses all his strength in the upper basket to spin the wrench to pull the burlap bags and the long rake up,.

AL

(Shouting)

I'm trying to pull it up, son. Just wait a second.

SARDAR

(Shouting and terrified)

I can hear Zetties. Hurry up for gods sake!

Standing in the lower dhow, Tom is on the verge of crying when he hears EMILY'S CRIES MINGLED WITH THE SOUND OF THUNDER.

Tom's expression changes, his brows furrowing, lips pressing together, and his fingers clenching into a fist.

TOM
(Determined)
I'm going down.

Tom says it and throws the ROPE LADDER down.

Al and Sardar gaze down the upper basket at Tom in disbelief as they witness him descending without hesitation.

Al's expression reflects a mixture of pride and worry. They are both speechless.

Tom reaches the ground on the Gehennian Island's Westside Hills and runs towards the rock. He initially attempts to push it aside but fails.

Finally, he manages to release the rake.

As Tom climbs back up towards the lower dhow, the balloon begins to rise.

Just a few steps away from reaching the lower dhow, a spear pierces Tom's leg.

Tom lets out a PIERCING CRY and falls from the ladder. His body hits the ground and he loses consciousness.

AL
(Crying loud)
No...!

Al scans the surroundings using his night vision monocular to see the threats.

AL'S P.O.V - THROUGH NIGHT VISION MONOCULAR

The three Gehennian guards, riding Caras, are approaching the balloon.

BACK TO SCENE

Al throws the rope ladder off the upper basket immediately and holds Sardar's arms.

AL (CONT'D)

(Pleading)

Bring it down quickly. Tom is down
and Gehennians are coming.

Al climbs up the basket despite his injured arm. He grips the rope ladder. He positions himself on the edge of the upper basket and looks down.

Al closes his eyes, taking a deep breath. His hands shake, on the verge of a flashback, when he hears Sardar.

SARDAR

(Yelling)

It's descending. Hurry!

Al startles back. He has no time for fear or flashback. Despite his trembling, injury and remembering his bitter experience, he quickly climbs down the ladder.

Al reaches Gehennian Island's Westside Hills. He slaps Tom a few times to revive him. Tom opens his eyes.

Al assists Tom in getting up and climbing the ladder. He notices the balloon is taking a while to gain altitude.

Al and Tom struggle to go back up. They are almost at the lower dhow when several ARROWS AND SPEARS hit and lodge into the dhow.

Al glances back and sees the Gehennian guards dangerously close, aiming at them.

The guards begin launching arrows and spears toward Al, Tom, and the balloon.

One of the guards brandishes a long sword. Al and Tom have little doubt it's the end.

But just as the Gehennian guard approaches within meters of them, a gunshot rings out, and the guard collapses to the ground.

Al looks and sees Sara with Rami and two other soldiers. He becomes elated and energized, carrying Tom up into the lower dhow despite his injured arm.

The thunder suddenly quiets, replaced by the WHIZZING SOUND of approaching Zetties. The whizzing intensifies, indicating Zetties are rapidly closing in. Al, now in the lower dhow gets quite worried for Sara.

AL
(To Sara)
Run. Zetties.

Al gives Sara a grateful look.

AL (CONT'D)
I'll hold them up so you can
escape.

Sara nods.

Al says this and IGNITES the firework bombs. He has one eye towards fireworks and the other at Sara to make sure she'll escape on time.

Sardar watches from the upper basket as Sara and the other soldiers flee. He maximizes the burner, producing more heat.

Tom lies on the lower dhow's floor, bleeding.

AL (CONT'D)
(Loud to Sardar)
Pull in our Zian petals, my friend.

Al grabs Tom's night vision lens and scans the direction from which the Zetties' whizzing sound emanates.

The Zetties draw nearer and nearer.

But suddenly, BOOM BOOM BOOM BOOM BOOM BOOM.

The fireworks Al ignited explode one by one, creating a spectacle that is both beautiful and terrifying.

In the burst of light, Zetties can be seen fleeing, getting struck, and falling to the ground.

The balloon continues to ascend rapidly.

The rain and wind persist. The thunder resumes, increasing Zetties' fear.

END INTERCUT

EXT. GEHENNIAN ISLAND - THE CAVE - NIGHT

Gandoo is in disbelief as her army of Zetties suffers defeat. She emits another BLOOD-CURDLING SCREAM.

An unusually LARGE AND GROTESQUE EAGLE soars over Gandoo. She and the eagle lock eyes for a moment.

Gandoo points her TWISTED CANE toward the balloon, and the eagle flies toward it.

The wind reaches its peak intensity. The eagle reaches the balloon and perches on top.

Its TALONS DIG INTO THE FABRIC, tearing holes in the balloon like a knife through butter.

INT. THE HOT AIR BALLOON - NIGHT

INT. THE UPPER BASKET

Sardar spins the wrench and pulls all burlap cases into the upper basket.

But he appears perplexed as he notices the descending balloon and the holes in its fabric.

SARDAR

(As loud as he can)

We're going down! The balloon has been punctured!

Sardar frantically tries to control the descent, adjusting the burner and pulling on the ropes, but, the damage to the balloon is significant, and their efforts seem futile.

INT. THE LOWER DHOW

In pain and exhausted, Al struggles to carry Tom to the upper basket, exerting all his strength.

AL

(Shouts)

Sardar!

(Panting)

Open the wings and let the wind lift us up.

(Pauses)

Help us up, then release the balloon, the burner and the lower dhow.

INT. THE UPPER BASKET

Sardar pulls a rod, and two BAT-LIKE BLACK WINGS extend from the upper basket.

The balloon gains altitude but veers toward the volcanic mountain.

Sardar goes down the rope ladder and joins Al and Tom. He helps Al carrying Tom to the upper basket.

AL
(To Sardar)
Release the lower dhow, now.

Sardar pulls another rod and the lower dhow separates from the balloon, crashing in the island moments later.

AL (CONT'D)
Now, sit with us, hold onto these rods and release the balloon.

Sardar quickly takes a seat next to Al and Tom, gripping the rod tightly and releases the balloon, which soars away.

The wind carries the winged canoe-like basket, flying higher and higher. The flying basket resembles a airplane now.

EXT. GEHENNIAN ISLAND - KING EVOL'S HUT - NIGHT

With Gehennian guards and their Caras surrounding the king's hut, King Evol and Prince Damun step outside, their attention drawn to where the guards are pointing.

Gandoo's scream can be faintly heard.

KING EVOL'S P.O.V - THE VOLCANIC MOUNTAIN

A massive winged bat-like thing flies over the volcanic mountain when a lightning bolt strikes the peak, resulting in a thunderous roar and triggering the volcano.

BACK TO SCENE

King Evol and his son are consumed by fury.

KING EVOL
(Screaming furiously)
They'll pay for this! They'll suffer a painful death!

INT. THE FLYING UPPER BASKET - NIGHT

To the surprise of Al, Tom, and Sardar, lightning strikes the center of the mountain peak with a deafening BOOM.

Unable to witness what follows, they are carried away by the wind.

EXT. THE SEA - NIGHT

The raging sea churns with fury.

The winged basket cashes into the ocean's surface, floating for a while.

The wings are the first to submerge in the water.

Al and Sardar cling tightly to Tom and burlap bags, bracing themselves.

They're paddling with their hands, struggling to stay afloat.

SARDAR

(Panting)

We're going down. Where are they.

AL

Captain said they were...

Before Al can finish his sentence, Seabird suddenly emerges from the depths, cradling the basket and preventing it from sinking.

EXT. GEHENNIAN ISLAND - NIGHT

The island is plunged into chaos, devastated by the erupting volcano, earthquakes, landslides, and floods.

EXT. THE MOUNTAIN

The volcano erupts in its entirety. Violent gases escape, and the mountain roars with DEAFENING EXPLOSIONS. Smoke, rocks, earth, fire, and magma are hurled into the air.

EXT. THE CLEARING

All Gehennians gather at the clearing. As the earthquake rumbles, they sit, holding each other's hands.

Their huts, including King Evol's hut, crumble into ruins.

The once-tranquil waterfall transforms into a raging flood.

EXT. THE CAVE

Gandoo stands outside her cave, performing a ritual.

The quake shakes the cave walls, dust cascades down, and Zetties escape. Finally, the cave collapses.

EXT. THE FOREST

Landslides cascade through the forest, uprooting trees and transforming the landscape.

The flood adds to the destruction, sweeping away everything in its path.

EXT. THE CLEARING

Prince Damun trembles in fear, clutching his father's hand.

King Evol seethes with anger, scanning his surroundings as he struggles to maintain his grip.

PRINCE DAMUN

(Shouting to be heard)

Father. Why are they doing this to us?

KING EVOL

(Growling)

They will pay for this. I promise.

King Evol contemplates the question, his anger intensifying.

His furrowed brow creates an air of mystery surrounding his planned retaliation.

INT. SEABIRD - NIGHT

INT. CONTROL ROOM

The interior of Seabird is illuminated by soft, blue lights.

Water droplets cling to the walls as evidence of the recent submersion.

Malik takes control of Seabird's operations, while Captain Buno exits the room.

We follow Captain Buno as he makes his way to the medical room.

INT. MEDICAL ROOM

Sardar stands by, watching intently as Sara tends to Tom's injuries.

Tom drifts in and out of consciousness, his condition causing great concern for Al.

Al holds onto Tom's hand tightly and helps Sara as she carefully stitches Tom's wounds.

AL

(To Tom)

Son, wake up. Stay with me.

(To Sara)

Why isn't he responding? I'm getting worried.

CAPTAIN BUNO

(Calming)

He has lost some blood, but he will be fine. He just needs rest.

SARA

The injury is not life-threatening. Captain is right.

Sara's eyes meet Al's more frequently than necessary. There's a lingering connection between Al and Sara, a shared understanding that extends beyond the physical wound.

CAPTAIN BUNO

(To Al and Sardar)

Why don't you two go and change while Sara finishes up here? I'll give you some dry clothes.

Sardar nods and glances at Al. They follow Captain Buno out of the room.

Sara continues stitching Tom's wound. She then applies the same black powder to the wound, which reacts and forms a foamy substance.

While changing Tom's wet clothes, Tom suddenly regains consciousness.

TOM

(Panicked and mumbling)

Burlap cases. Emily. Zian petals.

SARA

(happy)

You did it.

(MORE)

SARA (CONT'D)

You obtained the cure for your daughter. You're a brave man, Tom.

Despite the pain and dizziness, Tom seems to comprehend Sara's words. A faint smile appears on his lips before he once again slips into unconsciousness.

INSERT SHOT - BURLAP CASES

Zian flowers, with their radiant yellow petals, are in burlap cases on the corner of the medical room.

BACK TO SCENE

EXT. GEHENNIAN ISLAND - NIGHT

As the geological disasters continue, Gehennian Island becomes a perilous battleground of quakes, landslides, floods, and an erupting volcano.

The desperate Gehennians are compelled to abandon the clearing and seek refuge on the beach, their only hope for survival in the ongoing chaos.

This is a long, loud and busy scene.

INT. SINDAR AIRFIELD - THE DEPARTURE LOUNGE - DAY

Its calm compared to the previous scene.

Passengers from various nationalities wait in the departure lounge, each wearing different outfits.

Al stands near a large window, observing the diverse airships of various sizes and shapes.

He appears content, reflecting on their successful mission.

SHEIKH SAMIM (O.C.)

(Emotional)

I'm happy that you achieved what you came to Sindar for.

(Pauses)

But I'm sad to see you leave.

Al turns around and finds Sheikh Samim standing behind him, just over his right shoulder.

AL

(Sincere)

I came here seeking Zian petals,
but I'm not leaving with just them.
I have gained new friends, acquired
knowledge, and realized that my son
is not as weak as I believed.

(Hugs Samim)

I couldn't have done it without
your help, my friend. Not in a
hundred years. You've been a great
friend, and I will never forget
your assistance. Never.

SHEIKH SAMIM

Oh stop it. You're making me cry.

Al retrieves his golden-colored shielding gadget from his pocket and presents it to Sheikh Samim.

AL

Here. This will protect you against
Zetties. I invented it to shield
myself from hornets during an
expedition, and it turns out it can
shield us from Zetties too. I want
you to have it. It might save your
life one day.

Sheikh Samim accepts the gadget from Al and embraces him. In the background, a young lady in a gray uniform announces the flight through a long megaphone made of Elephant's tusk.

Sam assists Tom, who limps due to his bandaged leg, as they make their way towards Al and Sheikh Samim.

TOM

(To Samim)

I just wanted to say thank you.
Please visit us when you come to
Edenia. Remember, you have a family
there.

Sheikh Samim and Tom share a heartfelt hug, while Captain Buno, Najeeb, Sara and Sardar can be seen in the distance.

The group bids their emotional farewells.

Al and Sara's gaze lock for an extended moment.

Al's lip can be read as he says "thank you" and "call me" to Sara.

Sheikh Samim, Captain Buno, Najeeb, Sara and Sardar stand together, watching as Al, Tom, and Sam board an airship.

The airship consists of three oval-shaped compartments connected in a line, with two smaller wings on the first and last compartments, and two longer wings on the middle one.

Three large propellers are located at the back of the airship and two on the longer wings, providing lift like a helicopter during ascent.

Before entering the airship, Al pauses, looks back at his friends, and waves. Moments later, the airship takes off vertically.

EXT. GEHENNIAN ISLAND - DAY

The island lies in absolute ruins, unrecognizable compared to its previous state.

Several dead Gehennians are laid on a row by the beach.

Prince Damun and Jettinn stand on the beach, surrounded by other displaced Gehennians who appear weary and defeated.

Zetties swoop and swirl in the sky above the beach, forming shapes and landing near Gandoo, who is performing a solitary ritual away from the crowd.

Several Caras are tied to broken trees and rocks along the beach, separated from the group.

King Evol sits on a broken tree, a distance away from the others. He is covered in mud, dirt, and exhaustion.

King Evol gazes angrily towards the three lands, his expression indicating he is planning something ominous.

He stands, walks towards the sea and nods, indicating that he has devised a plan for revenge.

INT. THE AIRSHIP - DAY

We see Al at a window seat. Tom and Sam are sharing a magazine.

Al is looking out the window. He smiles.

FADE OUT.