

A story that predates history, in a wild world, filled with tribes of Nomads and small trading camps.

EXT. FOREST - DAY

In a small opening near the river, a MOTHER and her 8-year-old daughter, SOLEH, pick berries from bushes.

Soleh holds a small but sharp blade, her mother guides her as she approaches the stem.

MOTHER

Now, this is very different from the hunt, Soleh. Here, you must be gentle. Feel where the berry stems from, be grateful for it's path to you, leave most for the beauty, and take only what you need. Now, slowly.

Mother guides Soleh's blade up to the edge of where the berry is being fed. She gently slices the fruit calmly and it falls into her basket.

MOTHER

It's a beautiful thing.

Soleh looks up into her mother's eyes.

MOTHER

Sometimes, we can't make a choice, we must use our aggressions. But true strength comes when we must be gentle, and guide a path to let all things survive. Both can work, but only one can be used at the right time.

SOLEH

Can I try?

MOTHER

Yes, go ahead.

Soleh grabs her small basket and scurries off a few plants over. She gets to a few full bushes and looks around each one.

She decides on the bush to put and leans down next to it.

Soleh guides the knife up to the berry, feels the warmth the plant exhasts, and slices the berry from the bush.

The family continues picking fruit as the sun begins to set.

EXT. RIVER - SUNSET

Just a few hundred feet from the opening, three small rafts row slowly, staying quiet, keeping their patience. These CREEK DWELLERS remain undetected.

EXT. FOREST - SUNSET

Soleh gains distance between her and her parents as she continues to pick.

FATHER and Mother continue picking berries in the open fields. Father grows in weary and moves closer to Mother.

FATHER
Where is Soleh?

Mother looks over to the forest of bushes where Soleh picks berries.

EXT. RIVER - SUNSET

The rafts are now on shore tied up to trees. The Dwellers prepare.

EXT. FOREST - SUNSET

Mother and Father continue to pick berries not knowing of-

Six DWELLERS approach the parents, staying low and hidden through the tall grass.

Mother picks out a few rotten berries that snuck their way in and looks over to Father-

Father looks out in worry over the fields towards the setting sun.

The Dwellers continue to surround the parents in both directions, remaining undetected. Their approach narrows.

Soleh, across the opening, nearly has a full basket. She looks back, thinking she should probably head back ("*one more bush...*")

She turns to pick a few more.

The Dwellers get within a few bushes, still staying hidden.

Father yells after his daughter-

FATHER
Soleh!

The Dwellers pounce.

Her parents YELL in fear.

Soleh hears this and turns around quickly.

She swiftly crawls to a bush and pokes her head above the opening to observe. Fear crosses over her.

Soleh ducks down under the bushes. She's scared but slows her breathing, trying to remain calm.

Then, she runs, disappearing into the forest.

The CAPTAIN DWELLER eats a few berries picked. His appearance is much cleaner than the others, and his language is sharp. Before he swallows, he commands-

CAPTAIN DWELLER

Back to the rafts.
Camp will be happy with this find.

The rest of the dwellers bound up the parents, alive, but unconscious. They begin carrying them back to the rafts.

The sun sets, and TWILIGHT looms over.

EXT. RIVER - NIGHT

The Dwellers approach their rafts. The first two tie the parents up against a post on their raft.

Soleh watches from behind the trees. The Dwellers are dirty, disgusting creatures with no remorse for human life, they're brutal and their being reflects it.

The Captain Dweller gets onto the first raft, slapping one of the other Dweller's across the head.

CAPTAIN DWELLER

Get us out of here.

The Dweller reluctantly follows the command. He gets off the boat and unties them-

The first boat sets sail, drifting off down the river.

Soleh watches from the trees, she hears footsteps from behind her, looking back, she sees two more Dwellers returning to the rafts.

Soleh jumps from branch to branch, getting a better view of the remaining Dwellers.

The second raft releases, setting down the river to follow. Soleh jumps out of view into the trees but we still watch-

Two Dwellers stay with the third raft, loading their weapons used in the attack.

As the Dwellers are about to get into the raft, Soleh JUMPS from the trees.

She SCREAMS in fury as she charges at the Dwellers.

Soleh glides swiftly across the forest floor. Her small proportions give her the accuracy and defense of a hawk in flight.

She approaches DWELLER 2. He turns around, DWELLER, in the boat, tosses a scythe to him.

He turns back but Soleh is already there, he swings but she ducks, sliding past the Dweller and slicing his leg clean open.

The Dweller yells out in pain-

-Soleh quickly jumps up to her feet. She faces the other Dweller who holds a long spear.

She charges toward the Dweller. He swings the spear around his head and rounds the momentum toward the ground, cutting out her legs and dropping her to the floor once again.

DWELLER
We have fighter!

He grabs some rope and swiftly grabs her, tying her arms together.

Dweller 2 with his leg cut feels the slice. He crawls to Dweller and Soleh.

DWELLER 2
Little SHIT. Kill...
KILL!

The Dweller holds her away from 2 and snarls at him.

DWELLER
You get chance at fire.

Dweller 2 upsetly shrugs it off and begins tying a cloth around the cut, but it isn't an effective tie, blood still pours out.

EXT. RAFT - CONTINUOUS

Dweller bounds Soleh up against the back of their raft. He then moves to the front of the boat organizing a few of the weapons.

Dweller 2 stumbles onto the raft, he walks over to Soleh. Saliva drips from its mouth.

DWELLER 2

Child... taste better than parent.

Soleh doesn't make eye contact, she stares straight ahead.

The Dweller pokes her in the forehead and smiles with his molding yellow teeth.

DWELLER 2

(lifts one finger)

First bite...

(points at Soleh)

Alive.

Soleh continues looking out over the water. The Dweller's smile fades and he moves away.

The Dwellers release themselves off the shore. One Dweller has a spear he uses to row them down stream.

Dweller 2 sits down in pain next to the other, falling unconscious quickly from loss of blood.

Soleh patiently sits, thinking and regaining her strength, unwatched by the two Dwellers who steer the raft at the helm.

Soleh is small, and she wiggles in her bounds which begins to loosen them.

She looks around the boat and the men. A lit torch sits in the middle of the raft, two closed wooden containers sit by her, and dry brush covers the floor below their feet.

Soleh slips from her loose bounds. She slowly and quietly moves through the brush to the lantern. On the ground, she sees a SCYTHE.

She quickly grabs the scythe on the ground, and knocks down the lantern, breaking it and illuminating the brush with the raft with the Dwellers soon to follow.

Soleh jumps into the water, slowly swimming to the second raft.

The DWELLER from the second raft looks back as the raft lights up the surrounding forest.

DWELLER

Idiots.

The other on the raft turn to look.

DWELLER

Slow.

DWELLER 2 approaches the captain-

DWELLER 2

Turn to get them?

The Dweller snarls-

DWELLER

They can swim.

Soleh glides under the water, swimming around the second raft to the front, knowing their attention is set behind.

As she approaches to the front, a stick floats down the river which she grabs.

She swims up to the raft and grabs the edge, lifting herself over the lip and taking a stand.

The raft has the same layout, but now the brush is only at her feet. She scans the dwellers, still focused behind their raft.

Quickly, Soleh begins tossing the brush to the center of the boat under the torch.

DWELLER 2

Can swim?

Dweller 2 looks out for a moment at the water, still nothing. He turns around to see the young girl holding a large stick with the lantern at the end.

SOLEH

Back in the Embers.

She swings the stick up to knock down the torch, falling down and lighting up the brush, torching the raft, separating the two parties.

Soleh readjusts her grip on the stick and throws it through the fire hoping to hit a target.

She then dives off the front of the raft and begins darting towards the last.

The two DWELLERS of the last raft see the beacons of flame floating down the river.

DWELLER
Great Waters!

The DWELLER falls to his knees and begins praying to a higher power.

SOLEH'S PARENTS look up from their bounds. Their mouths are covered, hands and feet strapped together, and their bodies tied to the center pole.

CAPTAIN DWELLER moves past the parents and to the front of the raft.

He sees the light coming from a camp about a quarter mile downriver.

CAPTAIN DWELLER
We're almost back.
Get up!

He moves to the back and tries moving the Dweller but he's stuck in his ways and continues to pray.

Dweller 2 shoves him to the raft floor. ("Useless...") He snarls.

He looks out across the water to try and see what's coming but there's only darkness,

water brushing against the boat,

the Dweller praying,

and the fire crackling in the distance.

Dweller 2 grows impatient, he looks back at the parents, then to the Dweller.

DWELLER 2
Get off the ground you insufferable
rat.

The Parents' eyes light up as they begin to see the light coming off the rafts in the distance.

Dweller 2 still fights to get the man up.

DWELLER 2
IMBISIL.

He looks to the parents and fiercely walks over to them. He drops to his hands and knees and crawls towards Mother. He speaks with a calm, yet authoritative voice.

DWELLER 2

What is coming for you? Tell me now.

Mother begins muttering words through her mouth bounds, we can't make out what she says but she mutters fast.

Dweller 2 rips the bounds from her mouth and she falls silent. Anger creeps in-

DWELLER 2

Tell me now or neither of us will live past its sight.

Mother smiles and lowers her head.

The Dweller is enraged. He moves to grab a spear off the deck.

Soleh glides through the water again to the front of the boat.

She quickly lifts her head over the boat but the Dweller is ready for her. He holds the same spear and throws it at her, but Soleh quickly dodges dropping back down under the boat.

She looks over the boat again and the Dweller grabs her, tossing her across the raft next to her parents.

She looks up to see holes in their chests.

DEVISTATION, CONFUSION, SADNESS, turn to ANGER.

Soleh looks back up at the Dweller and SCREAMS with a fury of rage.

The other Dweller continues to pray as Soleh takes control over the raft.

We hear her rage take the man over as we watch the Dweller pray...

She begins floating down the river, closer to the Dwellers' camp.

She stands at the helm of the raft, her parent's lifeless bodies sleeping behind her. The fire from the torch she holds illuminates her eyes with an unforgiving rage.

Soleh charges at the camp full steam ahead.

DARKNESS...

LOOMING MOUNTAINS COVERED BY FOG.

FIRE IN THE WOODS.

WATER GENTLY FLOATING.

A GRAND OPENING TO THE VALLEYS BEYOND THE FORESTS.

EXT. FOREST/VALLEY

Soleh grows in the following years learning to live on her own in this vast world of Forests and Valleys.

She travels a lot through these Forests, picking fruit, finding nuts, and trapping small animals.

From night to night, she sleeps in different places, sometimes in the trees, other times in caves.

As she gets older, Soleh travels into the Valleys. In these Valleys, it's easy to trap small animals and the villages spread along the countryside are perfect for trading.

Soleh often visits the opening where she lost her parents, as it's the only place she can feel their presence again.

EXT. VILLAGE - day

Soleh, now 14, waits in front of a village trading outpost holding a few small pheasants. Soleh listens to an old SHEPARD, barely holding himself together, and a broad CRAFTSMAN, as large as a bear, talk next to her.

SHEPARD

Yes, south is still warm in todays.

CRAFTSMAN

So I've heard, I haven't been down south in many years.

SHEPARD

Open country, absolutely beautiful in this time. But don't go into deep Jungle.

The shepard falls into a trance, he begins to softly dance as he speaks-

SHEPARD

They enchant on outside, charming birds, flowing waters, peaceful... singing frogs.

He stops dancing.

But Paralyze on inside. Endless
trees, Minacias Rapids, merciless
tribes.
Open country however, you should
find time to spend down there.

The Shepard nods to himself in agreement.

CRAFTSMAN

Right...
Say, have you been up North to the
mountains recently?

SHEPARD

Mmm, yes.

A voice comes from behind.

LARKIN

What do you know of the North?

The voice belongs to a young man named LARKIN (16). He looks weathered, wearing fully covered clothing only his head and hands reveal skin. His outfit matches the natural world, tears rip down his pants but dirt and mud cover the skin, and on his left shoulder, a chromic shoulder pad.

The Shepard laughs and turns from Larkin's conversation.

SHEPARD

More than you would my boy.

Soleh continues to observe as Larkin approaches the two men.

SHEPARD

The North is unforgiving, brutal.
Anarchists with no sense, no care
of others.

LARKIN

It's also a glorious landscape
filled with creatures and plants of
all walks of life.

Larkin turns to see the mountains in the distance beyond the valleys. The Shepard and the Craftsman are now watching him.

LARKIN

Its endless peaks are beautiful.
 But you are right, it is
 unforgiving, and it is brutal.
 Power corrupts them because of the
 riches it produces for the eye, and
 for the pocket.

The Shepard and the Craftsman no longer care for the
 conversation and turn around.

SHEPARD

Eh, it's decent vacation.
 But south much better this time of
 year.

Soleh watches Larkin as he turns and walks away.

When he walks out of view, she moves to a tent to trade her
 pheasants.

At the tent, the TRADER stands at the window.

TRADER

Hey there, little one.

Soleh drops the pheasants at the window. She slightly scoffs
 at the Trader as he calls her a "*little one*".

TRADER

Must've been a good night.

Soleh turns around to look around the village.

The Trader drops money on the counter. Soleh grabs it and
 begins to walk out of the village.

Soleh walks past the tents of Traders and groups of people.
 She doesn't stop to talk or listen, only moving out.

As she passes the last tent, Larkin leans against it. He hops
 up it and runs up to her.

LARKIN

Hey stranger.

Soleh turns for a moment to see who it is but continues
 walking. Larkin continues to follow-

LARKIN

I saw you spying on me earlier
 outside the trader's depot.

SOLEH

If I were spying, you wouldn't know.

LARKIN
No hard feelings taken,

He catches up to her and they walk at the same pace.

LARKIN
and none given.

SOLEH
Who are you?

LARKIN
Larkin.

Soleh looks at his dirty clothes and greasy yet majestic hair.

SOLEH
Where are you from, Larkin?

LARKIN
You seem smart, where do you think I'm from?

SOLEH
I've heard stories from the Peaks, but I've never been there.

LARKIN
It's cold.

A smile cracks Soleh's face.

LARKIN
This land seems much nicer.

SOLEH
The Forest can be nice.

LARKIN
Then I'll stick to the forests.

Soleh turns to make eye contact. They hold for a brief moment as they grow near the forest. Soleh turns ahead.

Larkin begins lagging behind Soleh.

LARKIN
What was your name again?

Soleh slows after he does but doesn't turn around fully.

SOLEH
I never said.

LARKIN
Well.

Soleh pauses for a moment. She turns her head to him,

SOLEH
Soleh.

LARKIN
Maybe I'll see you around one of
these days, Soleh.

She turns ahead to the forests again.

SOLEH
See you around Northman.

Soleh continues into the forest as Larkin goes back to the village.

EXT. FOREST OPENING - DAY

Soleh walks past the trees and into the opening where her family once stood years before. She feels the bushes as she walks by them.

Soleh listens to the sounds of the forest, *birds chirping, trees speaking, water rushing nearby.*

She looks across the opening and begins hearing laughter from her childhood.

She sees her Mother, picking berries with a young Soleh.

She then looks behind her. She sees a game of tag, little Soleh weaving between the bushes and Mother jumping over top of them trying to catch up.

Soleh moves into the forest. She climbs and sits in the top of a tree, hidden from the ground levels above the opening.

She observes a WOMAN (70), walking through the bushes, wearing white drapes with golden strings around the sleeves, also holding a half woven blanket.

Soleh watches with a lost wonder in her eyes.

The birds begin to turn psycho as she walks into the opening, a beautiful harmony attacking her ears.

The Woman sits alone on a large log in the opening. She hums a lullaby to herself as her hands and fingers move delicately over the needles and fabrics stitching the blanket together.

The Woman looks up into the trees as the bird's chaotic whistles soothe to the forest around her lullaby.

She sees Soleh but doesn't say anything. The woman continues with her weaving, changing tunes to match the birds' symphony.

Soleh jumps down from the trees. She moves through the stumps and vegetation, around trees, staying behind the line of sight.

WOMAN

You hide well against the dangers
of the Forest.

Soleh perks up as she speaks but remains behind the treeline.

WOMAN

But there is no danger here my
dear.

Soleh comes out from behind the treeline.

The Woman motions for Soleh to sit. She moves over to her, sitting on the same dead log blanketed with moss.

They sit for a moment listening to the forest. The Woman continues to weave together her blanket.

Soleh looks down at the log covered in moss, a white flower in the sea of green grows next to her, blossoming out and showing its pedals to her.

WOMAN

I knew coming here would be the
right decision. It's common to meet
strangers who appreciate the
Forest..
But it's one sight to see a person
who the Forest appreciates.

The Woman smiles with gratitude as she weaves the strains around her blanket.

SOLEH

What brought you here?

The Woman looks around.

WOMAN

The beauty. How could one pass up a place such as this if they stumbled upon it. You're here are you not? What brought you?

Soleh doesn't answer. The Woman studies Soleh.

WOMAN

You were born in the forests?

SOLEH

My parents raised me here as long as they could.

Soleh looks into the eyes of the Woman with a deep sincerity.

The Woman looks down reflecting to herself.

WOMAN

You are brave facing the Forest on your own. How long have you lived here?

SOLEH

Since I was eight.

The Woman begins to pity Soleh.

WOMAN

That's no way for a child to grow.

(An optimism turns)

But, it seems circumstances have served you quite well.

...

Have you ever woven a blanket?

Soleh looks down again.

SOLEH

No.

WOMAN

Oh, it's great fun. Here, let me show you.

The Woman grabs some strain from her bag lying on the ground.

She hands it over to Soleh and begins showing her how to weave the strings together, tying them in a harmony that creates unison.

WOMAN

Have you ventured out?

SOLEH

The open world can be unforgiving.

WOMAN

The Forests are also unforgiving, and so are the Valleys. It takes a certain kinship with nature to survive on your own. Not just the *Abyss*, or the *Peaks*, but Nature is unforgiving.

And you seem to handle yourself fine.

Soleh ponders this for a moment. ("*Could I survive anywhere?*")

SOLEH

Have you ventured into the *Abyss*?

WOMAN

Oh yes, a few times. It's quite extraordinary.

The Rivers are easiest to travel by but once you're there, surrounded by the nothing but blankets of trees, it's complete chaos.

But surviving chaos is harmonic in it's own way.

The Woman continues weaving her blanket as she speaks.

WOMAN

You know, I was your age when my grandmother first taught me how to keep myself warm in times of need. She would always tell me, it's a balance, you must be delicate, but you must know when to tie the knot tight.

Everyone knows when the temperatures are dropping, but you must prepare for these challenges.

Soleh delicately slides her hands along the strains of soft string, weaving them together.

WOMAN

It's been my passion ever since. Each blanket has its own story, each its own life.

The Woman lifts up the blanket, filled with a wave of blue, interwoven between a forest of green.

WOMAN

A single wave. Flowing through its opposition. The Forest's trees spoke to one another, wondering where the wave originated.

When they decided to ask, they received no answer.

The wave wondered the same of them, how could the trees stand tall through it's crashing storms?

Both looked on one another with this deep curiosity yet deep insecurity.

Neither questions, and neither answers.

How could these two worlds mix together and work in unison?

The Woman lays her creation over her legs.

Soleh looks down at her own creation.

Two specs bleed on a green background and blue sky.

The blanket fades to-

EXT. VALLEY - DAY

Soleh and Larkin walk in the far distance, specs in an open sea of green grass and open skies.

CLOUDS UPDRAFTING.

WATER FALLING.

FROGS JUMPING.

A footstep through the mud.

EXT. RIVER - DAY

Soleh steps close to the flowing river.

She bends down and feels it bend around her hand, splicing the flow.

She releases her hand and the water flows in unison again.

She lifts her head and turns to look down the river flowing with the grain.

She then turns to look up the river, against the flow. She sees smoke popping above the trees in the distance moving closer.

Soleh moves off the rivers banks and into the trees. She watches the smoke as it approaches.

A boat passes by with DWELLERS on board.

Soleh watches the boat pass from behind the trees. A devious smile crosses over her face as it floats by.

EXT. VILLAGE - NIGHT

Soleh eats with Larkin at the Trader's Depot in the local village next to a campfire.

Larkin takes a bite of some berries and basks in the taste.

LARKIN

I don't think I'll ever get over
the food down here.

Soleh smiles.

SOLEH

Welcome to the good life.

LARKIN

There's a certain, eh...
Satisfaction to working for it.

Soleh's smile grows.

SOLEH

Wait til you taste the meat.

Soleh tosses over a small leg of meat to Larkin. He grabs it and lifts it up, berries still in his mouth-

LARKIN

Patience is not always my best
virtue.

Larkin takes a bite of the leg, berries still in his mouth, and is overwhelmed by the taste.

LARKIN

Oh, chrome.

He chews, finishing the bite quickly.

SOLEH

It's good ey?

LARKIN

Good? No. It's everything.

Soleh laughs.

SOLEH
The Taste of Surviving.

Soleh takes a bite of the meat without reaction. Larkin notices how she doesn't react.

LARKIN
You don't taste it?

SOLEH
I wouldn't call this survival.

LARKIN
Comfort is easy.

Larkin looks down at the leg.

LARKIN
Pray I never seek comfort cause
this tastes way too good.

He takes another bite.

SOLEH
Stay in one place long enough and
you will.

LARKIN
-and how long have you been here?

SOLEH
My whole life.

LARKIN
Why stay?

Soleh pauses.

SOLEH
How long did you stay up North?

LARKIN
My whole life.

SOLEH
Why'd you leave?

LARKIN
To learn more.

Soleh looks down. She takes a handful of berries.

SOLEH

The emptiness wallows deeper every day.

LARKIN

It never stops.

SOLEH

Everything I've known has always been here.

LARKIN

And it will remain here.

She sets her plate down.

Soleh stands and walks into the darkness behind the village.

EXT. FOREST - NIGHT

A DARK CORRIDOR BETWEEN TREES.

Soleh moves through the Corridor. A light shines through darkness, at the end of the long tunnel. Soleh follows this light.

As she reaches the light, it's a camp of DWELLERS, huddling around a fire, eating. Their brutality shows in the way they eat, ripping the meat from the bones, drooling all over themselves.

Soleh watches on from behind the treelines.

An Anger grows in her as she watches them, the same feeling from when her parents were taken returns, the same fury.

She reaches down to her hip and feels a blade she uses for her hunts.

She calms her breath, finding composure in the situation. Then, she lunges out of the treeline-

EXT. TRADER DEPOT - DAY

Soleh is at the Trader Depot. She sells wagons of goods she got from the Dweller's camp.

She trades in her used weapons for stronger and sharper ones, as well as food and newer clothing. She now wears beautifully stitched purple drapes with a belt, hairband, and dark leggings.

EXT. EDGE OF TRADER DEPOT - MOMENTS LATER

Soleh sits at the edge of the depot, an apple in hand. She takes a bite.

She has new gear, but doesn't feel different. She feels even emptier.

EXT. FOREST OPENING - DAY

Soleh walks slowly into the opening she's lived with her entire life.

Great longing runs through Soleh as she feels this will be the last time she sees her parents.

She looks at the bushes, berries growing in all stages. She looks down to the ground where she ran into the forests.

Then, Soleh walks through into the field.

She feels the brush of the long grass, and listens to the wind blowing the leaves and grass around.

As she reaches the edge of the field, she turns to look out to the water.

She contemplates the past as we hear the water flowing.

Soleh turns to the field to look what could be her last time.

Then, Soleh walks into the forest.

EXT. FOREST - DAY/NIGHT

Soleh travels through the forest into the night.

She travels among trees, using the stars for navigation.

She crosses rivers,

Watches families of animals,

and eventually makes it to the Bluffs.

EXT. BELOW BLUFFS - PREDAWN

Soleh approaches the tall bluffs skying over the forest below.

Soleh calls into the forest, imitating that of an OWL. The call echoes through the forest, bouncing off trees. And eventually-

The call is returned. Larkin.

Soleh follows the call into the forest, up the Bluffs.

EXT. ABOVE BLUFFS - SUNRISE

On top, she ventures across, watching her steps as she nears the edge, admiring the beauty the Earth's created.

She approaches a perfect stone, resembling a throne for her to sit. Soleh takes a seat and patiently waits.

Soleh looks out to see the JUNGLE, stretching for eternity. A storm builds in the distance, growing in intensity and emitting charges with fury.

Then, Larkin appears in a tree next to her

LARKIN

Looks as if sense has finally struck itself into you.

Larkin jumps down from the tree.

SOLEH

You say that like I have none.

LARKIN

A self-diagnosis comes from desire, not truth.

He sits next to Soleh.

SOLEH

The forests treat you well.

Larkin looks down at himself and waves his hands around his new attire.

LARKIN

My heart calls for the trees.

Soleh laughs at his stupidity.

LARKIN

But only the daughter can know how the trees feel.

Larkin bows his head

SOLEH

Daughter?

Larkin stands from the log.

LARKIN

Have you not heard?
 Soleh, *Daughter of the Forest.*
Slayer of its Demons.
The Protector of the trees.

Soleh begins to look away, embarrassed by the myths spread about her.

SOLEH
 Where did you hear those things.

LARKIN
 You think I don't like to talk to people?

Soleh can't hide the embarrassment anymore.

SOLEH
 Stupid wisetales of the traders. I survive on my own, I protect myself from what attacks.

Larkin bows,

LARKIN
 Of course my Lady.

Soleh slaps him on the shoulder.

SOLEH
 Sit down.

Larkin sits next to her.

The scan the valley, beauty in this vast primitive world.

LARKIN
 Have you decided?

SOLEH
 Even the *Abyss* can be forgiving if you know how to survive.

Larkin pauses for a moment.

LARKIN
Can you?

SOLEH
 I don't know.

LARKIN
 Ah.

They both look out to see the vast Jungle.

LARKIN
Survival *could* be possible.

SOLEH
Easily.

Soleh looks over to him in confidence. Larkin smiles back and looks out again.

Soleh looks down to herself.

SOLEH
The emptiness still lingers.

They look to one another.

LARKIN
Solitary breaks the spirit.

Soleh thinks for a moment.

SOLEH
I've always survived on my own.

LARKIN
In territories you know. Like you said, the Jungle is forgiving if you know how to survive. Both of us know how. Seems the odds would be in our favor.

SOLEH
The *Abyss* does not play odds.

LARKIN
Then we must create our successes.

Soleh reluctantly agrees on his joining.

EXT. VILLAGE - DAY

Soleh and Larkin inspect a wooden raft, big enough to walk around yet light enough to row upstream.

Larkin checks the back while Soleh searches the front for cracks that may break in water.

LARKIN
Nothing broken back here, I think this should get us far.

SOLEH

We can't afford to bring much.

LARKIN

We only need our basics.

Their basics include rows, 2 spears, their blades they keep on person, some rope, and food to store for the journey.

Larkin moves to grab a large rope. He ties the rope around the front of the raft.

LARKIN

I think this Wolf's ready to hunt.
Grab on.

Soleh moves around and grabs onto the rope, both begin pulling the raft into the creek nearby.

The raft floats steadily.

LARKIN

Well, that wasn't so bad.

Soleh begins grabbing their basics and place them into the raft.

SOLEH

Let's hope the water stays calm.

Both jump into the raft and begin floating down stream...

EXT. RIVER - DAY

Soleh and Larkin float on their raft down the river through the valley.

They sit playing a game with sticks, crafting images to resemble the beauty their journey will hold. Larkin's image resembles the mountains in the distance with their raft floating away from them to paradise.

As they're crossing through the Valley's rivers, they eat some small berries.

Soleh's image is a single stick, resembling the raft. She grabs a few more sticks and dips them into the water, turning them dark, then she places them as trees in the far distance from their raft.

After a moment, she sets one of the raft's sticks on fire and holds it up, tossing it into the water.

Later, they cross through the valley into the forests both have inhabited. They admire the beauty for what may be the last time both see these forests.

As they float, the sun begins to set.

EXT. RIVER - NIGHT

Larkin sleeps on the raft, Soleh stays awake, keeping an eye on what's ahead.

All she hears are the wakes gently brushing against the side of the raft.

After a moment, she notices a light creeping over the trees in the distance. She watches this light for a moment as it begins moving closer-

Her head perks up, she looks over to Larkin, still sleeping. She quickly moves to him and shakes his body.

SOLEH

Larkin.

She shakes him again and he wakes.

LARKIN

Hm?

SOLEH

Dwellers.

Soleh points ahead and torch light brushes the treelines around a twist on the river.

SOLEH

We need to get off the river.

Soleh moves to the side to grab a row, she then quickly begins slicing the water for movement. Larkin shakes himself awake and moves to grab a row.

They swiftly get the boat to shore and pull it out of the water, hiding it behind the trees.

Larkin and Soleh hide behind the same trees watching as the light gets closer.

LARKIN

Scum of the Earth.

Soleh doesn't respond, she watches on intently.

The DWELLERS Boat creeps along the river, an eery, and quiet feeling passes over them as it floats by.

They see one DWELLER at the helm of the boat, looking onto the water.

Anger passes over Soleh; the same sense of revenge from the day her parents were taken. Larkin notices the emotions boiling up in her.

LARKIN

Soleh, they're not a part of this journey.

SOLEH

They're a group of savages who don't deserve the river or forests.

LARKIN

And they will get what comes to them. But that is for the forest to decide.

Soleh breaks the contact with the boat as it creeps around another twist in the river, falling out of view.

SOLEH

We've got a lot of water to cover.

Soleh jumps from behind the trees and moves back to the raft beginning to pull it into the water by herself.

Larkin watches on as the strength of anger flows through her body.

EXT. RIVER - DAY

Soleh and Larkin continue to float down the river. Both are awake as they feel the Forest transforming to become the Jungle.

The Trees begin flowing over the river, covering it in some spots, leaving large openings in others. Vines hang from the trees, the birds change tunes, and the water grows warmer.

LARKIN

Do people live in these Jungles?

SOLEH

Few and far between. But there are groups scattered.

Larkin looks over the water and tries to look to the sky but sees nothing but trees covering the view.

SOLEH

We must pray we see a village
before the sun sets, I don't know
the dangers in this area and
knowledge is the only way of
survival in the Jungle.

LARKIN

Help us, god.

They continue to float down the river.

Further along, Larkin has fallen asleep again. Soleh looks
ahead, scanning the Jungle around her.

Things are changing, and she doesn't know whether to fear or
be grateful.

She looks up to see a tree towering over top of them. In the
tree, a bird lands on a branch, looking down at her. She
admires the bird as it admires her.

A STORM BUILDS IN THE DISTANCE.

LIGHT CLOUDS UPDRAFT AS DARK ONES LOOM DOWN.

MONUMENTS OF WATER DUMP FROM THE SKIES.

Soleh notices a cloud of smoke dissipating in the distance
towering above the trees.

She's delighted by the sight of the smoke.

EXT. JUNGLE VILLAGE - DAY

Soleh and Larkin float closer to the village along the river.
The storm has hit, water pours from the skies and dumps on
them, but they don't seem too bothered.

They row the raft close to the docks of the Village and a
CRAZED MAN stands on the dock waving them down. He wears
natural colors that cover his body from head to toe with some
armor on his chest and a silver medieval helmet.

CRAZED MAN

OVER HERE!

Soleh and Larkin row the raft over to him.

CRAZED MAN

Throw me the rope.

Larkin tosses the rope across the water and the man catches it. He twists it around the dock and the raft slowly brushes against it.

CRAZED MAN

HE HE! You two really chose a great time to go for a boat ride.

The man smacks himself in the face in a swift motion and continues-

CRAZED MAN

PLEASE! PLEASE!
 Welcome to our little, quaint village. HA!
 Yes, there's quite a few good things about us, but the rain is not one of them.
 PLEASE!
 Will you accompany me to hospitality? I welcome you strangers into my home during these...wet times. HE!

Larkin and Soleh agree but stay on their best guard while accompanying the man.

The Man begins skipping through the village.

CRAZED MAN

Come! Come! Stay in the rain long enough and it gets you sick. We don't want that for our esteemed travelers, do we? NO!
 HE!

The Man arrives at a tent where he opens the flap.

CRAZED MAN

Come in, come in!

LARKIN

After you.

The Crazy Man stares into Larkins soul for a moment.

CRAZED MAN

Outsiders never understand.

He turns to Soleh, she looks into the man's heart, then walks into the tent first. Larkin follows after her and the Crazy Man enters last.

The tent is small with a table (chabudai), bed, and some blankets.

CRAZED MAN
PLEASE! Sit.

The man moves to a corner that holds a kettle and some pots and pans.

CRAZED MAN
Welcome, welcome. Make yourself in my home.

He brings the kettle over to a small bucket of wood.

He tries to ignite it but continues to fail.

LARKIN
May I assist?

The Crazy Man looks up to him.

CRAZED MAN
Yes, yes.
mm...My hands don't work as well as they used to you see. Even fire is hard to create.

Larkin ignites the small fire and the man cheers in glee.

He sets the kettle over the fire. Then he sits across from the two, studying their faces with deep intent. He bursts into conversation-

CRAZED MAN
What brings the two travelers here?

Soleh and Larkin look at one another.

LARKIN
What brings a traveler anywhere?

CRAZED MAN
AH! YES, why I should've answered that myself. Traveling is... wonderFUL! FULL of wonder! HE!

He loses sight for a moment. Then returns-

CRAZED MAN
Wonder...
Have the travelers ever heard music?

Soleh looks over to Larkin confused but Larkin is intent toward the conversation-

LARKIN
You have music here?

CRAZED MAN
Oh yes! Yes, indeed I do. Wonderous
music! Delightful on the ears you
know.

LARKIN
May we hear it?

CRAZED MAN
Yes, yes! Of course! The Music...
hm... where did I place it?

The man begins walking around his tent in confusion.

CRAZED MAN
I know it must've been... APFF!
Place, place, place. HE! WHERE!

Larkin looks to Soleh as the man continues to search.

LARKIN
We had all kinds of music in the
North, it's really the only thing I
miss from there. It's quite
powerful.

The Kettle starts hissing.

CRAZED MAN
WATER! BOILING! HOT!

The man forgets what he is looking for and runs over to the kettle. He slowly grabs it off of the fire and pours out three cups of warm water.

The man slides the cups on the table in front of Soleh and Larkin.

CRAZED MAN
My treat. To the travelers.

LARKIN
May the Jungle deliver flavor and
strength to the hospitable.

Larkin and Soleh take a sip from their warm drinks.

The man watches as they drink.

CRAZED MAN
Do the Travelers have a
destination?

Larkin swallows his drink and is about to answer when-

SOLEH
Do you see it?

CRAZED MAN
WHOO AHH!

He looks over to Soleh.

CRAZED MAN
EEEEEE. She does talk. I wasn't
sure. HE!

The Crazy Man looks at Soleh, then looks over to Larkin. He admires her clothing, lightweight and thin, then admires her weaponry, which is minimal but that of a hunter, with small blades for throwing and one for hand combat.

He then looks to Larkin who wears heavier clothing, covering his body, then goes to admire his weaponry, nothing.

He looks back to Sohleh. His craze expires-

CRAZED MAN
Hmmm. You seek for a hunt but not
for a meal.

Larkin looks to Soleh. The man turns to Larkin.

CRAZED MAN
You seek a new life to explore.

Larkin looks back at the man who's looking in between the two.

CRAZED MAN
I know what you seek. My eyes work
quite well you know, even if
everything else doesn't.

The crazy man stands. He sets the kettle back over by the fire. Then, he walks to his bed. Underneath, he pulls out a small tape recorder with a small speaker on the side to project the sound.

He moves to the table and sets it in front of Soleh.

CRAZED MAN

Your companion is correct, it is powerful. You should take it for your journey, it will be long, and it will not come easy.

Soleh slides the small recorder to her side of the table and lifts it up. She admires it as the Man continues-

CRAZED MAN

Deep in this Jungle, an Evil so great lurks. I see this evil lying dormant inside you, it's haunted you since early childhood. You'll never be able to escape such a force, it lies dormant in all of us. But it harms some more than others. Has it still harmed you?

Soleh looks up to him.

CRAZED MAN

I feared so. You two have only scratched the surface of what the Jungle entails. Further along the river, you'll find the Gates of Euteck, forbidden to most. A tribal group protects these gates but if you befriend them they may let you face this dormant, or they may turn you away.

Larkin turns to Soleh who listens with intent studying her reactions.

CRAZED MAN

Stick to the guidance of the waters, go to these gates, face the dormant you've come here to fulfill yourself with. One can not live in peace without first extinguishing the pain.

His craze returns-

CRAZED MAN

HE! But, this storm is nasty. You must stay here first until it passes.
PLEASE! May I get you anything else?

Soleh looks down at the recorder once again.

LARKIN

Your hospitality is admired, my friend. May we repay you?

CRAZED MAN

Repay me? HA! Why no one ever offers to repay me? Why yes! What does the traveler offer?

LARKIN

We have pheasants, caught from the valleys North of here, have you ever tried one?

CRAZED MAN

Pheasants of the Valleys? EEE I haven't tasted of them in many years! Let me prepare the fire!
HE!

The crazed man moves to turn on the fire. Larkin moves out of the tent to go get the Pheasants they have stored.

Soleh sits at the table, admiring the record player. She clips it open, and a tape reveals itself. She pulls the tape out and also admires it.

She places it back in and it begins to play...

Beethoven, Symphony No. 3, OP 55. "Eroica" I. Allegro Con Brio

Soleh falls into a trance with the music.

EXT. JUNGLE/RIVER - DAY

The storm has passed. Soleh and Larkin are on their raft organizing the final things. Soleh moves towards the back of the raft where the Crazed Man unties the raft from the dock.

SOLEH

Thank you for your hospitality and kindness.

CRAZED MAN

It's only as welcome as the person who accepts.

The crazed man hands the rope over to Soleh and she places it on the raft.

CRAZED MAN

HE
One last word. LISTEN.

Larkin approaches Soleh and they both listen.

CRAZED MAN

Travel by the waters and never let them fall out of sight. But never drink from the waters, the Jungle owns those waters and anything that drinks from them.

LARKIN

Thank you.

Soleh and Larkin venture down the river.

The JUNGLE IS ALIVE.

GREAT WATERFALLS.

TREES SPEAKING TO ONE ANOTHER.

TRIBUTARIES FLOWING IN ALL DIRECTIONS.

Soleh stands at the front of the raft, watching forward as the music shapes around her mind.

She admires the trees as they pass, each different from the previous.

EXT. RIVER - NIGHT

They continue floating through the water at night. Now, Soleh sleeps, and Larkin is awake basking in the moonlight.

He watches the water crash against the boat. He then moves to the back where Soleh sleeps. He admires her for a moment, a sense of confusion overwhelms him as he watches over her. ("Who are you, Soleh?...")

The boat continues to float down the river. ("What are your intentions?...")

The Moon shines over the Jungle, breathing a louder life upon it.

Fireflies illuminate the surrounding river and spread into the Jungle.

Larkin captures one of the fireflies. He feels it flying around in his hand trying to escape. Then he releases it, and it rises into the sky.

EXT. JUNGLE/RIVER - DAY

The sun rises over the Jungle.

Soleh wakes as Larkin watches over the water.

On the shore, Soleh tends a small fire.

LARKIN

We're on our last stocked pheasant.
Do you think we're getting close to
that village?

Soleh focuses on the fire until it breathes on its own...

SOLEH

I wouldn't take any bets.

LARKIN

So we're going to starve.

SOLEH

We have an entire river of fish to
eat from.

LARKIN

With nothing to fish them out with.

Soleh ignores this remark. She moves to the raft where Larkin sits.

SOLEH

Do you have the pheasant?

Larkin lifts it to her. She bows to him before grabbing it and walking it back to the fire.

She begins cooking the pheasant as they sit.

LARKIN

So what happens when we find this
tribe?

SOLEH

We befriend them, as the man said.

Larkin nods.

LARKIN

Yes, I heard what he said. But what
happens when we befriend them?

Soleh looks over to him. She sees he knows everything the man said, it resonated with him as much as it did with her.

SOLEH

As he said, something has followed
me since my childhood.

LARKIN
Your parents?

Soleh's head drops back to the pheasant.

SOLEH
They were killed.

Larkin sympathizes with her.

SOLEH
They were killed because I tried to
save them.

FIRE. FLOATING DOWN THE RIVER AT NIGHT.

SOLEH
Their captives got what they
deserved.
But nothing can bring them back. I
wish something could, but they're
just as far as the day they were
captured.

Larkin listens in with intent.

SOLEH
I don't know if the man spoke the
truth. But I'm willing to search in
case he did.

A small strike of fear crosses Larkin. He sees the obsession
begin to grow because he's seen it a time before.

LARKIN
Don't let it obsess over you Soleh.
Obsession is a dangerous feeling.

Soleh continues cooking the Pheasant. She twists it around
the fire cooking all sides evenly.

EXT. RIVER - DAY

Soleh and Larkin travel along the river. They are visibly
tired and weak from a lack of food.

Soleh sits at the front of the raft, admiring the tape
recorder again. She presses play...

Mozart: Piano Concerto, NO. 21 in C Major II Andante

The Raft floats down the river.

Monkeys play in the trees along the river.

Birds sing through the Jungle.

Towering pillars appear in the distance.

WATERFALLS,

CRACKS SPANNING THE HEIGHT OF THE PILLARS,

BLANK PEAKS HOLD NOTHING TO SURVIVE.

Back on the raft, Soleh notices a creek tumbling into the river. A wave of excitement crosses over her-

SOLEH

Creek!

Larkin jumps up to look.

LARKIN

Huh?

SOLEH

Low currents, there should be loads
of fish traveling to the river.

Soleh grabs a row and frantically turns the raft, jolting Larkin, nearly making him fall off.

LARKIN

WOAH. Slow!

SOLEH

No time for slow!

Soleh charges towards the creek and slams the raft into the banks at the edges of the river.

She jumps out and runs over to the creek.

Larkin gathers a few of his things together in the boat.

He then ties the string around a large tree to tie down the raft and begins making his way over to Soleh.

Soleh has her shoes off. She steps carefully through the water.

Larkin admires as she gracefully moves across the water, step by step.

She bends down, admiring a loose stone with water rushing around it.

She carefully lifts the stone and a fish hides underneath. It doesn't move.

Soleh very slowly with minimal movements reaches her hands out and begins bringing them together. She moves slower and slower the closer she gets to the fish then-

BAM! She snatches it out of the water with her bare hands. The fish wiggles and squirms but she holds tight.

Larkin is shocked. He jolts in excitement and places his hands over his head in astonishment.

LARKIN

HUH?!

Soleh looks over to him and lets out a laugh.

SOLEH

Who needs fishing supplies?

She dances around the water to the music with the life she's caught.

Moments later, Soleh shows Larkin the way to catch the fish. They both walk through the water slowly and gracefully.

SOLEH

They love to hide under stones. You have to be quiet and make no movement outside your arms. Watch.

Soleh bends down, she begins moving her arms to grab the rock and nothing else moves. She slowly lifts the rock and a fish is there, hiding from the surface.

She very slowly again reaches down.

Larkin watches in astonishment as she's about to perform a miracle twice.

She then grabs the fish. Dancing around once again in excitement.

LARKIN

Holy Chrome!

He dances around with her.

SOLEH

Okay, you try.

LARKIN

Me?

SOLEH

It isn't that hard, come on.

Soleh grabs his hand and walks him down the stream to another group of rocks.

SOLEH

There has to be one here somewhere.
Remember, slow, and only move your
arms. Once you're about to touch
the water, snatch it.

Larkin walks over to a stone. He slowly bends down and begins lifting the rock. A fish twice the size of either one Soleh caught freezes under the surface.

Larkin takes a deep breath, he begins lowering his hands down slowly to the fish. As he's about to reach the surface, he hesitates for a moment and the fish senses it-

-It quickly begins darting away and Larkin dives after it. The fish gets away, leaving Soleh laughing at Larkin.

SOLEH

Hey for that being your first try,
that was rather impressive.

Larkin laughs.

Later, the two feast on the fish they have caught, saving the others for future meals.

EXT. RIVER - DAY

Soleh and Larkin float down the river. Both stare directly ahead, their energy has grown but still aren't strong.

As they float along the twists and turns, the tribal village comes into view. Small tents along the water in an opening carved out by the tribe.

Soleh and Larkin are at a distance and they hear a single horn blare once from the village.

When they get closer, they see walls of NATIVES holding spears and bows but do not point them at the travelers.

Soleh and Larkin observe the tribe. They look ahead down the river to see a narrow passage leading to darkness covered completely by trees. They look back to the tribe as they observe the travelers.

Soleh slowly moves to row the boat to the side, bringing them ashore in front of the village. Soleh and Larkin get off the raft and Soleh holds a basket with a small blanket covering the top.

The wall of natives opens, and the CHIEF walks through. He stands in front of the travelers, observing them for a moment.

Soleh holds out the basket and lifts the blanket revealing berries and fish they had caught from the creek.

One of the MEN with the Chief takes the basket from Soleh.

CHIEF

What brings you here?

Soleh looks further down the river into the dark cavern the trees create around it.

LARKIN

We seek the knowledge and devotion
your people cherish for the Jungle.

Soleh looks to Larkin who bows his head to the Chief. She then looks to the Chief who stares at her with deep intent.

Soleh also bows to the Chief. The Chief continues watching Soleh for a moment, studying her.

CHIEF

Come, looks as if you've had a
challenging journey. We will speak
of this tonight.

The Chief walks over to a few of the men holding the wall. He speaks to them in his language and they walk up to Soleh and Larkin.

They show their respect.

NATIVE

Welcome foreigners, to Euteck.
Come, follow us.

Larkin and Soleh follow the Natives into their village.

EXT. NATIVE VILLAGE - NIGHT

The Natives perform a nightly ceremony for the travelers and for the Native people.

INT. CHIEF'S TENT - NIGHT

Soleh, Larkin, the Chief, an ELDER, and a WARRIOR sit in the Chief's tent.

The Warrior pours drinks and passes them around to the four.

The Chief drinks and looks intently at the two travelers. After a moment he speaks-

CHIEF

You are not of the Jungle.

LARKIN

No.

CHIEF

Hm.

He takes another drink. Studying them some more...

CHIEF

You are not of the same tribe.

LARKIN

No. I am from the Mountains, she is from the Forests.

CHIEF

Hm.

ELDER

What do they call you?

LARKIN

I am Larkin, this is-

CHIEF

-This does not speak for herself?

SOLEH

I am Soleh.

CHIEF

Why are you here Soleh?

LARKIN

We are here-

CHIEF

We know why you are here Larkin of the Mountains, you seek knowledge. Soleh of the Forests, why has your journey brought you here?

Soleh thinks for a moment.

The Elder studies her intently.

ELDER
She is here for herself.

Soleh looks up to her.

ELDER
But you're not usual for someone
who comes for themselves.

CHIEF
Hm.
Tell me Soleh, what are you
searching for?

Larkin turns to Soleh, curious to hear an answer.

SOLEH
It's a cold world. I seek something
to keep me warm.

The Chief and Elder look at one another speaking in
telepathy.

ELDER
You're young, but you've seen much
more than any of us could know.
You know the seasons change?

SOLEH
I do.

ELDER
And you know they always come back
around.

SOLEH
On the outside, yes.
But once one experiences winter, it
lingers with them until its
eventual return.

ELDER
mm.

The Elder agrees with Soleh. She looks sympathetically over
to the Chief.

The Chief thinks for a moment...

CHIEF
You wish to travel through the
gates.

SOLEH

Yes.

CHIEF

No one ventures through the gates.

SOLEH

I've heard of a dark, evil spirit
that resides in the jungle.

The Chief looks over to the Elder again, but her eyes
remained fixed on Soleh.

SOLEH

I don't wish to harm this spirit. I
know its significance to the world.

The Elder agrees.

SOLEH

But I feel something drawing me to
it. Something that can fill this
winter inside me.

The Chief visibly doesn't like this. But the Elder remains
intent.

ELDER

Their death is not upon your
shoulders.

Soleh locks eyes with her.

SOLEH

I know.

ELDER

Then why do you seek answers?

SOLEH

Because there must be a reason.

The Chief barrels into the conversation, commanding the
space.

CHIEF

The Jungle's spirits do not have
reason.

The Elder's eyes remained locked with Soleh's.

A tear falls down the Elder's cheek.

CHIEF

No one ventures through the gates,
it's a treacherous journey no one
can wish upon their worst enemy.
The gates only remain open to the
spirits.

LARKIN

Your people's devotion to the
Jungle is unmatched. Will you at
least teach us-

CHIEF

Devotion can not be taught, it must
be believed.

The Chief and Elder lock hands, they reach out to lock with
Soleh and Larkin.

ELDER

Larkin of the Mountains, Soleh of
the Forests. We give you our
hospitality; stay as long as you
need, take as much as you need,
it's a long voyage back.

CHIEF

The Jungle is unaware and does not
care for the ignorance or existence
of Woman or Man. It treats all the
same, the Jungle shows no mercy.
We can not permit you to venture
through the gates, it's sacred to
our people.

ELDER

We protect these gates from those
choosing to disrupt the forces.
They must not be trifled with.
Deception creates life for one, but
death for all else.
You must understand.

Larkin bows his head to the Chief and Elder.

SOLEH

If I may-

Larkin turns to Soleh in a bit of shock-

SOLEH

My life... has been in absolute shatters since the day my parents were stripped of me. I felt the grasp of my mother's hand the last day we were together, she taught me a very powerful lesson that day. One must have the strength to be brutal, but what makes that person strong is their knowledge of when to be gentle. I feel I understand the strength of this Jungle, I've only been in it for a few weeks, yes, and the power is much stronger than me, but the forests were too. I told myself a long time ago I wouldn't let the forest take me because it chose me to live that day. Today, I venture into the Jungles with the same feeling. If she decides to take me, then it has been destined. I ask you both, as strong leaders, to be gentle. I won't harm anything, and if it harms me so be it.

...

I also remember the last time I saw her. I had committed a sin so very terrible. The ones who captured my parents kept them alive, but I killed them first. I wanted them back, so I took it into my own hands. By the time I had reached my parents again, my actions had gotten them killed. I saw my mother's eyes one final time with a hole through her chest, lying dead next to my father.

...

I don't want this to haunt me any longer. And for a long time, the answer has been in the forests. But now, I believe they're in the jungle.

The Chief and the Elder look at one another.

The Elder reaches out her hand to meet with Soleh's.

The Elder smiles as Soleh surrenders her hand.

ELDER

I understand your pain child. But the answer you seek is not in our Jungle. You're welcome to stay here as long as you need, but we can not permit you to pass through the gates.

Soleh stands. She looks at the Chief who watches her.

She then looks over to Larkin who watches the floor.

Then, Soleh storms out of the tent.

EXT. DOCKS - NIGHT

A storm erupts over the village, dumping water over the deep jungle. Soleh gets the Raft ready to sail back upstream.

Moments later, Larkin comes to the dock.

LARKIN

Soleh!

She doesn't answer, the storm is loud and she continues to set the raft up.

The same crazed lunacy as the man who gave the tape recorder flows through her.

LARKIN

Where are you going?

Soleh finishing setting the sail and rows. She jumps off the raft and begins untying the boat from the dock.

LARKIN

Soleh?

She stops.

SOLEH

Are you coming or are you staying?

He pauses for a moment.

LARKIN

Can we just-

Soleh takes the rope and jumps back on the raft.

LARKIN

Guess not.

Larkin jumps onto the raft with her and they head back upstream.

As they float, Larkin keeps an eye on Soleh but also keeps his distance. She sits at the front of the raft, rowing the raft against the currents, the pit has reached its emptiest point.

EXT. JUNGLE - NIGHT

Soleh and Larkin sit by a campfire they made off the shore of the river. The raft is docked and tied around a tree. They seek shelter under dense trees as the storm continues to roar.

They just sit, staring at the campfire...

SOLEH

I am lost.

Larkin looks up to her.

LARKIN

You are not lost.
The Lunatic said it would not be
easy right? Maybe it's not meant to
be.

A twitch appears in Soleh but it's not noticed by Larkin.

But it sparks something else in Soleh.

SOLEH

Nothing in this life is handed
over.

LARKIN

Right?

SOLEH

Maybe it is meant to be. There's no
shame in following one's self
right?

Larkin doesn't fully follow.

SOLEH

If they don't know we entered, how
could it hurt them?

LARKIN

Oh, I don't know if that's the
right thing to do.

SOLEH
-them denying us is?

LARKIN
It's sacred to them.

SOLEH
What if it's sacred to me.

LARKIN
Is it?

SOLEH
It could be.

Larkin sits for a moment contemplating what to say.

LARKIN
Is that what you really want?

...

Soleh stands and walks to the raft.

She reaches for her tape recorder and presses play.

Prokofiev, "Dance of the Knights" Op. 64 No. 13

THE STORM PASSES.

STEAM RISES OFF THE WATER.

Soleh listens to the music, feeling the power and intensity
obsess itself into her.

THE STORM MOVES IN THE DISTANCE.

LARKIN
What will you do?

Soleh looks over the dark river now reflecting the moon's
light.

SOLEH
I will Thrive, or I will Die
fighting the evils who created me.
They decided who I became, but I
will decide my own Destiny. I know
you won't understand.
Join me if you like, but do not get
in my way.

A cloud passes over the moon, bringing darkness back to the
world.

FALLEN TREES.

A DORMANT GYSER ERUPTS.

THE STORM PASSES VERY FAR IN THE DISTANCE.

EXT. RIVER/NATIVE VILLAGE - NIGHT

Soleh and Larkin slowly float to the village at the far end of the river. No light shines on their boat and they wait for the moon to cross behind the clouds once again.

They pass by the Village slowly, not making a sound or a wake.

The Village sleeps, not a single native in sight.

They get close to the gates, the moon returns shining a beam on the entrance to the Jungle.

They float into the abyss.

I. LIMBO

EXT. JUNGLE ABYSS - DAY

Soleh and Larkin float along the river through the Abyss.

The river has narrowed, and trees feel as if they are collapsing over top of them.

Both look at the Jungle around them, nothing but trunks and chaos of leaves and branches.

Logs float on the river upstream to the sides of their raft. The logs resemble dead bodies, floating in purgatory. Soleh and Larkin watch the logs pass with a longing feeling of an almost painful and confused state.

They continue to float down the river, continuing into the ever-expanding nature this corridor presents.

Entrancing,

Long,

Lulling over the same sights,

Over and over again...

...An endless drift into the unknown...

DAYS LATER - DAY

Soleh and Larkin continue to float down this same corridor. The trees look the same; fewer numbers of logs continue to float upstream.

Soleh sits at the front of the raft, looking ahead over the water.

Larkin lays at the back of the raft, staring up at the cover of trees blocking the sky.

LARKIN

Do you think this will ever end?

Soleh doesn't answer. She's intent on something ahead.

Larkin sits up and looks over to Soleh staring ahead.

LARKIN

What is it?

SOLEH

The further we move, the more it remains the same.

LARKIN

Traveling through Jungles will do that to you.

Soleh stares ahead, discontent.

She looks to the trees at the shores, but they stay in the same place, floating along with the boat.

SOLEH

(to herself)

Only on the cusp of evolution does everything glow with the same sight.

The boat moves as the same four trees appear over and over, blanketing this vast Abyss.

Larkin lays back down, staring up at the Abyss' trees.

LARKIN

At least the birds still sing...

WEEKS LATER - DAY

Larkin sleeps at the back of the raft. Soleh wakes him.

Both Soleh and Larkin are very tired, they ran out of food days ago and lose significant energy daily.

Larkin jerks awake, he rubs his eyes and looks around to see the same trees.

LARKIN
It never ends.

He slams his head back on the raft and a splash of water splashes on board hitting him.

SOLEH
I feel we're getting close.

LARKIN
Didn't you say that a few weeks ago?

SOLEH
Hm.

Soleh turns and looks back ahead.

SOLEH
I think the trees are beginning to change.

She looks out, the trees remain the same. Logs still float past, one every 50 meters.

Larkin looks over to her-

LARKIN
When was the last time you slept?

Soleh snaps-

SOLEH
I'll sleep when we get out of this dreadful place.

Larkin remains in a calm state-

LARKIN
Soleh.

She turns to him.

LARKIN
Do you feel the atmosphere changing?

Soleh looks back out.

SOLEH

I feel something... deep in the
Abyss.

She continues staring ahead into the dark abyss in front.

LARKIN

I know what's out there, I've seen
this feeling before you know...
an Obsession.

SOLEH

I am not obsessed. What do you know
of obsession?

Larkin pauses for a moment...

LARKIN

In the North, I lived in a mining
town.

Soleh turns as Larkin begins to open up.

LARKIN

My father was the ruler of my
kinship and tribe. Before I was
born, he took control. He murdered
every leader the tribe had seen
before him. He felt they were
unfit, luckily for him, the rest of
the tribe also felt the same.
I was born into the peak of my
father's obsession. He became more
and more rich, growing his
obsession for the riches and for
power. You don't seek power...I can
see that...but there is no
separation between power and
obsession.

SOLEH

Baff

She turns to look back out.

Larkin looks down-

LARKIN

Do you want to know why I left?

Soleh looks down at the water-

LARKIN

As I grew, I saw this faithless,
blind power my father obsessed
 over. The more his people mined,
 the richer he became, and the less
 he cared for them. Everything in my
 life has been given to me, I
 haven't earned a single thing in
 this life. Even now, these clothes
 were given to me on my 16th
 birthday. Every day, my tribe would
 tell me my destiny. I would be
 their next ruler, and I had to do
 it in the same vein as my father. I
 got tired of it, and I wanted to
 create my own destiny...So I left.

SOLEH

So you understand?

Larkin looks up to her as she still turns away.

SOLEH

Our destinies are not told to us,
 cause we can choose to create our
 own.

LARKIN

That's not exactly what I'm trying
 to say.

SOLEH

Look.

Larkin looks ahead, the abyss begins to open.

SOLEH

We've made it.

II. LUST

Soleh and Larkin continue floating down the river. They watch
 as the trees change and the river begins to open.

The last log floats past their raft.

LARKIN

Don't forget why you left the
 forests Soleh.

The sun appears once again from above the trees and shines
 down onto the river.

SOLEH

I know why I left the forest.

LARKIN

Do you?

SOLEH

Do you know why you left the mountains?

Larkin thinks for a moment.

LARKIN

I needed something different. I needed something for myself.

SOLEH

I need something new. And now that I've found it, you want me to go back?

LARKIN

That's not what I'm saying.

SOLEH

That's what it sounds like.

LARKIN

What I'm trying to say is you can't leave your past behind without thought.

Soleh grows tired of the contradictions.

SOLEH

Not everyone needs to hold onto their past...
You wanted to leave, I wanted to leave. You wanted something new, I want something new. Don't tell me what I can and cannot do when you've made the same decisions.

Soleh stands.

LARKIN

-And what if I'm warning you?

SOLEH

If you want to go back home so bad, then give up and go back but don't drag me with you.

Soleh walks away from Larkin and the conversation.

EXT. RIVER - NIGHT

Soleh sits alone on the raft. Larkin sleeps in the back, unaware of the surroundings, out cold.

Soleh reflects on the previous conversation. Anger and confusion fill her as she isn't sure why Larkin says these things.

She looks out over the river and surrounding trees. The anger changes to admiration, she smiles at the completion of the first task.

SOLEH

Beginnings are the hardest.
Bring me your next challenge.

She looks in the distance down the river. A small spec in the distance creeps closer into view.

A STRANGER on a Canoe, rows closer to the raft occupied by Soleh and Larkin.

Soleh continues watching the stranger as they slowly rows closer.

The water brushes against the Stranger's canoe as they get closer to viewing distance. It's a younger boy (16) with blonde hair and bright blue eyes, sticking out in the Jungle's environment.

The boy approaches the raft without saying anything or gesturing towards Soleh.

Soleh looks over to see Larkin still sleeping. She moves to the edge of the raft where the boy approaches and bends down as the canoe inches closer.

She grabs the front of the canoe and guides it to connect to the raft.

STRANGER

I figured I'd probably run into
someone eventually down here.

Soleh wraps a string around the raft and canoe and looks up to the stranger.

STRANGER

I am Pepctus, free flower and part-
time guide to the River Euteck.
Whom do I have the pleasure of
speaking with?

SOLEH

A couple of travelers.

Soleh looks over to Larkin still sleeping. The stranger looks over at him.

STRANGER
No sleep for you?

SOLEH
I tend not to sleep.

The stranger looks back to Soleh.

STRANGER
Sleep is for the weak-minded.

SOLEH
Lack of sleep leads to a weak mind.
I tend not to sleep because I can't
close my eyes anymore.

The Stranger dwells on this for a moment.

STRANGER
Are you a weak mind?

Soleh doesn't answer.

He begins to walk around the raft, he walks to the back of the raft, and sees their lack of food.

Soleh follows behind the stranger.

He passes the food and takes a few more steps to see their few weapons: a spear, small daggers, and some rope.

STRANGER
I have a feeling... This is the
longest you've been away from home?

SOLEH
Yes, and furthest.

The stranger walks over to the edge of the raft.

STRANGER
Do you miss it?

He reaches into his pocket and pulls out a small metal cup.

SOLEH
I can see it, in my mind. It feels
as if I haven't left.

The stranger bends down and fills the cup with river water. He takes a drink from the cup.

STRANGER

You can't find what you're looking
for if you never leave.

Soleh thinks on this for a moment. She sits down at the edge
of the raft and looks over the moon's reflection on the
water.

SOLEH

It'd be easy to forget without the
constant reminder.

She motions her head backward to where Larkin sleeps.

The Stranger looks back at him, he turns to look back at
Soleh with a pleased expression.

STRANGER

Rid yourself of his company.

SOLEH

No.
His company I enjoy.
His constant need to return home is
his bane.

The stranger slightly scoffs to himself at the mention of
'enjoy'.

STRANGER

The hero never has a companion to
complete their journey for them.

Soleh's expression builds a wall, she now listens to the
Stranger with deep intent.

STRANGER

Only you can change your destiny,
others can not.

Soleh turns away. She looks back out over the water.

The Stranger turns back to Larkin.

STRANGER

If he keeps feeding you these
wishes eventually you'll give in to
them.

He looks back to Soleh.

STRANGER

The decision will come, and you
will have to choose.

But don't forget what you've come here for.

The stranger stands.

STRANGER

Tonight is a safe night, you can rest in peace, nothing will come to harm you.
So please do rest, Soleh.

Soleh slightly jumps at her name. The stranger begins walking back to his canoe.

SOLEH

Where are you going?

STRANGER

I will return tomorrow morning as the sun rises over the trees. Sleep now, for you'll need a strong mind for what comes next.

The stranger unties the knot on his canoe and rows away from the raft.

III. GLUTTONY

EXT. RIVER - DAWN

Soleh sleeps as the sun begins to rise over the horizon.

Larkin is already awake, he hums a lullaby to himself as he sits at the front of the raft, playing with the rope.

Soleh's eyes begin to open. The gentle water brushes against the raft.

She sits herself up and looks out into the distance but sees nothing.

Larkin continues playing with the rope.

After a moment, Soleh comes to sit next to him.

LARKIN

Finally got some sleep?

SOLEH

Well needed.

Larkin smiles.

SOLEH

Last night, a man visited us.

LARKIN

Who would be all the way out here?

SOLEH

I'm not sure. He looked young but didn't feel like it.

LARKIN

What did he say?

Soleh thinks for a moment.

SOLEH

He said he was a guide.
And he also said he would be back
this morning when the sun rises
over the trees.

Soleh and Larkin look out to the East over the trees.

The sun peaks out from behind the leaves and starts rising slowly over them.

The light crosses over the river. Soleh stands, she walks to the back of the raft and looks out, seeing the same spec in the far distance.

Larkin approaches from behind Soleh and looks out to see the man too.

LARKIN

I hope he brings food.

The canoe approaches the raft. The boy is now older, 30s, with dark hair and a heavily pocketed vest. Soleh and Larkin pull it into place and tie it up against their raft. In the canoe sits a closed black box.

STRANGER

Both are awake! Good morning to you.

The Stranger gets out of the canoe and greets the two.

STRANGER

I'm assuming you're both pretty hungry.

LARKIN

That's without saying.

STRANGER

Ha.

The stranger continues staring at Larkin for a moment.

STRANGER

I've brought you both some, but...

The Stranger walks back to the canoe and grabs the box.

STRANGER

-it comes with a price.

Soleh listens intently. Larkin focuses on the mention of food and his eyes stay on the box. The Stranger starts to walk it over.

STRANGER

Hunger is a great suffering, but those who are not willing to suffer will not earn what they search for. Take my offering, and you will receive pleasure and relief. Refuse, and you will suffer but learn your true intentions.

Soleh and Larkin stare at the stranger. He sets the box below at their feet.

STRANGER

The choice is yours.

LARKIN

Suffer or pleasure. Seems like a tough choice.

A wave of fear passes over Soleh as she eyes Larkin.

Larkin looks at the box, his hunger clouds his objectivity.

He opens up the box and beautiful green vegetables fill the right side, meats of all sorts from Lamb to Steak to Bison and chicken legs, and juicy fruits fill the left side.

LARKIN

Holy chrome.

The sight of the delicious food enchants Soleh and Larkin. Larkin can't seem to fight the urge and falls to his knees, grabbing a handful of fruit and throwing it into his mouth.

LARKIN

Oh god.

Larkin dives in further. Soleh stays standing, watching as he eats.

She looks up to the Stranger who watches her intently. After a moment, she turns away and goes to sit down at the edge of the raft.

Larkin's tunnel vision focuses deeper on the food he engulfs.

A moment later, the Stranger comes to sit next to Soleh.

STRANGER

Decisions, decisions, decisions...

Soleh looks beside her to see the Stranger.

STRANGER

They say a lot about what we are.
Right or wrong, dumb or strong.

Soleh looks back to the water.

STRANGER

The storm's above. Pay it no
attention and the thunder will
follow. Chase it away, and the
rainbow shines.

SOLEH

I cannot leave him.

The stranger growls in contempt.

STRANGER

Right or Wrong.

The stranger leans over and whispers into her ear.

STRANGER

Dumb or Strong.

Soleh looks away, she studies the water as it brushes against the raft.

The stranger reaches into his vest and pulls out the cup. He dips it into the river and takes a drink.

STRANGER

You know why he keeps pushing you
to return?

SOLEH

He doesn't get it.

The stranger finishes the cup.

STRANGER
Quite the opposite.

Soleh's attention turns over but she keeps looking out.

STRANGER
He wants the Jungle for himself.

Soleh flips around to look at Larkin. An animal, its only thought is fuel to stay alive.

STRANGER
He knows the secret of the Jungle.
And he knows you quite well.
How much do you know of him?

Soleh turns to the stranger.

SOLEH
Who are you to tell me what I know?

STRANGER
I tell what the Jungle shows...
And the Jungle has shown me you
two.

The Stranger lifts his cup to Soleh.

STRANGER
Drink, and learn the secrets of the
Jungle.

Soleh contemplates for a moment. She turns back to Larkin, passed out next to the black box.

She looks back at the cup and grabs it. Soleh dips the cup in the river water and takes a drink.

STRANGER
Now your journey may continue.

The stranger stands and walks over to the black box. He lifts it and puts it back on his canoe.

Larkin continues to sleep as the stranger unties his canoe.

STRANGER
You are no weak mind, Soleh. Trust
in your strength.

The stranger rows away upstream.

IV. Greed

EXT. RIVER/JUNGLE - DAY

Larkin still sleeps while Soleh looks out on the river. She notices an opening ahead-

SOLEH
Beach!

Larkin jumps away.

LARKIN
Huh?

Soleh walks over to him.

SOLEH
We're stopping here.

She grabs a row and moves to the side of the raft.

Larkin tries to wake himself up but is very low on energy.

Soleh rows the raft to the shore in the sand.

They quickly jump off and tie the raft down, energy has been restored in the eyes of adrenaline.

Larkin falls into the sand and embarrasses the Earth once again.

LARKIN
Never thought I'd despise the sight
of water, and love the feeling of
sand.

He rolls around in the sand.

Soleh sits, calms the adrenaline for now, and looks toward the river.

The water sits completely still, the current non-existent.

She studies this intently as Larkin's inner child continues to come out.

Soleh stands and walks into the Jungle, leaving Larkin behind at the beach.

LARKIN
Soleh?

SOLEH

I'll be back, I'm going to have a
little look around.

Larkin lays back down in the sand, enjoying the warmth the
earth breathes onto him.

Soleh walks through the trees, her hand on the blade tied to
her hip.

SOLEH
The storm stays still.

She continues walking through the trees, finding a path.

SOLEH
Stay in the storm and it makes you
sick.

She comes to a small opening between four trees that surround
her.

SOLEH
Chase it away...

She looks up as the trees sway around her, speeding up as she
looks around them.

SOLEH
I will find what I seek.

The trees stop.

Soleh looks around for a moment. The obsession continues to
build in her-

SOLEH
Your torture across these waters
does not sway me...
I will bask in your embers if you
see me as unfit...
Continue to fuel me, and I will
only grow stronger.
Beware of my depths.

The wind begins picking up again, blowing the trees in a
raging fury.

The ground begins to shake at her feet but Soleh is unmoved.

SOLEH
STRIKE ME DOWN!

A great anger builds behind the trees in the jungle.

SOLEH
PROVE I MEAN NOTHING TO THIS WORLD!

The anger begins roaring. The ground shakes harder. Her eyes remain fixed.

SOLEH
LET ME REJOIN MY KIN!

The Jungle stops.

A small anteater crawls across the roots of these great trees.

Soleh observes the anteater as it scavenges across the jungle floor.

She slowly pulls her blade, eyes remaining fixed on the target.

EXT. JUNGLE - NIGHT

Soleh walks back out of the jungle onto the beach. She carries the dead anteater.

LARKIN
You were gone a while.
Oh, and she has food! Thank the
Maker!

Soleh tosses the animal on the ground and begins collecting firewood.

Soleh and Larkin sit at the campfire, eating the cooked animal.

LARKIN
Well, if there's life out here,
must mean we're not entirely
screwed.

Soleh doesn't answer.

LARKIN
With what we've seen I'm surprised
there's anything other than trees
and dead logs.

Soleh still doesn't answer, her eyes venture back to the water, remaining at a standstill.

Larkin continues to eat as she looks unto the water-

LARKIN

I think I'd still rather be closer to the forests but hey, at least-

SOLEH

Have you looked at the river since we've landed?

Larkin pauses for a moment.

LARKIN

The thought of that river makes me want to puke.

SOLEH

It's still.

LARKIN

Still? I wish it was still then we'd still be in the forest.

Soleh points to the water. Larkin turns to observe and she's right, the water doesn't move, it sits completely still.

Soleh picks up a small stone, she tosses it at the water and it sinks but doesn't ripple.

Larkin looks back to Soleh who studies the water.

LARKIN

What does it mean?

Soleh doesn't answer, her eyes remain on the water. Then, she looks to Larkin-

SOLEH

I feel what you say now, Larkin.

LARKIN

Hm?

SOLEH

I feel the obsession...

LARKIN

And what will you do of it?

Soleh has thought about this while she was in the woods. She looks back out to the water.

SOLEH

Nothing.

LARKIN

Nothing?

SOLEH

Those without obsession lie to themselves. You don't deserve the gift if you have no purpose. You must obsess something. Otherwise, what's the point?

LARKIN

-and if that something is out of your control?

SOLEH

Nothing is in our control.

Larkin doesn't like the way this conversation is going.

LARKIN

You're delusional Soleh. I think we should camp here for the night to think before moving on.

Soleh does think. She continues staring at the water.

Then, it begins moving again. The water gains life once again and flows downstream slowly.

SOLEH

We cannot wait. The Jungle is ready for us to continue.

Larkin looks back to the water, then to Soleh.

LARKIN

It's never too late to return, Soleh.

The water changes direction, swinging back to float upstream back to where they came.

A strike of anger crosses into Soleh, she observes the water as it changes.

SOLEH

Surrendering is no longer an option.

The water begins flowing downstream again. She looks back to Larkin.

SOLEH

I must find this spirit, or I will die by its graceful hand.

Larkin looks to Soleh, a contemplating of fears dwell in his eyes.

SOLEH
We must go.

V. ANGER

*Handel/Orch. Hale: Keyboard Suite No. 4 in D Minor, HWV 437
III. Sarabande*

EXT. RIVER - NIGHT

Soleh and Larkin float down the river once again.

Larkin watches Soleh with deep intent from here on out. He begins to fear Soleh, she's no longer a friend to him, she's an enemy, and must watch her closer.

Soleh's anger grows within. She feels the greed of finding this Fiend in the Abyss.

She watches the water, the trees, and the world as it passes by her.

EXT. RIVER - DAY

Soleh sits at the helm of the raft, she watches ahead.

After a moment, she stands. She begins walking around the raft, scanning the Jungle around.

Larkin watches Soleh as she moves around the boat. She begins speaking to herself.

SOLEH
Dark and Deterrent,
Lost in the current.
Hiding in the trees,
Watching as if to freeze.

Larkin continues to watch, he begins moving towards her-

SOLEH
WATCH US
SEE THE WATER QUAKE
AND MOVE WITH OUR STAKE-

Larkin grabs Soleh.

LARKIN
SOLEH!

She tries to free herself from him.

SOLEH
DON'T BLOCK THE PATH.

LARKIN
What are you saying?

Soleh frees herself and falls, looking down at the water.
She reaches out, feeling the current frozen once again.
She looks up to Larkin.

SOLEH
Let us go on.

LARKIN
I'm not doing anything?

Soleh's eyes are lost, she stares intently into Larkin.

SOLEH
Believe we must keep pushing.

Larkin sees the fear and obsession.

LARKIN
Why should I?

Soleh's eyes turn from lost to found, but they're no longer
Soleh's eyes, a treacherous beast now takes form.

SOLEH
Sit still and beg for death. Move
on and will yourself to live...

LARKIN
Okay, we can keep going.

Soleh quickly looks down at the water again and reaches out,
she feels it moving and sighs with relief.

She crawls to the front of the raft, looking out at what's
ahead.

Larkin falls, he sits and breathes deeply, truly fearing what
he's gotten himself into now.

LARKIN
Can you be saved?

SOLEH
Saved? SAVED?

Larkin looks up at Soleh as she's now turned towards him, no blinks, just the endless void of the beast's iris staring.

SOLEH

We are not here to be saved. Did you come here to be saved?

LARKIN

I came here to help you.

SOLEH

BAH. I do not need to be helped.

She looks back out to the water.

LARKIN

Help is needed most in times of solidarity.

SOLEH

Help is needed for the weak who can not face their own beliefs. Maybe it is you who needs the help. Do you even know your own beliefs? Or do you just follow others to steal theirs?

LARKIN

I do not ask for your help.

SOLEH

Right! And I did not ask for yours.

Larkin turns away from her now.

A moment passes of silence.

LARKIN

We will find what you're looking for, and you will see it's not what you need. I do not ask forgiveness, or for your help, or to help you. But I will stay as your friend, Soleh, because there's nothing worse than facing the world on your own.

Soleh does not answer. Inside, her blood boils, everything he has said begins to infuriate her but she hides it from him.

She stares ahead, watching the raft as it continues to float along the river.

Soleh begins speaking quietly to herself again-

SOLEH

-Watching as if to freeze.
Open your world to us.
You want our attention, a must.

Larkin continues to watch Soleh.

The JUNGLE looms for ages, no humans or conscious thought surrounds them for hundreds of miles.

It's just two, floating down the endless flowing river.

VI. Hersey

EXT. RIVER - DAY

Soleh and Larkin continue down the river.

They stay separated at either end of the raft. Weeks have past, and their energy begins to lower once again.

Soleh barely moves, she just continues staring ahead, murmuring softly to herself.

Larkin sits, studying the trees they pass. His hunger grows and delusion sets in, he sees the trees turning to waves, growing closer and closer to the river.

He stares in awe as the mountain of a wave approaches. He stands and continues to watch as it gets closer. Then, it crashes onto Larkin.

Larkin ducks to prepare for the weight and nothing happens. He turns to see the trees once again.

His head and stomach burn in a crashing fright shoving Larkin to the ground in agony.

LARKIN

We have to stop to find food soon.

Soleh looks around them, in the far distance, she sees an opening where they can dock the raft.

SOLEH

We can stop there.

She points to the opening. Larkin looks ahead for a moment but after wasting energy leans back against the back of the raft and closes his eyes.

Soleh listens to the trees as they float by.

SOLEH

You can only hide it for so long...

The raft continues floating...

The raft comes to a halt on the shore abruptly. Larkin jumps awake and looks ahead to the helm.

Soleh is already off the boat, she ties up the raft, and then runs into the forest, leaving Larkin behind. ("Okay...")

Larkin expends the little energy he has getting up and begins collecting sticks.

EXT. JUNGLE - DAY

Soleh runs through the jungle. She reaches a dense environment where she can no longer run. Soleh looks around, studying what's around her.

SOLEH

When will you come out?

She continues scavenging, searching for bushes with berries and nuts on trees.

SOLEH

You cannot hide forever. Soon, you too will grow tired of punishing me.

She continues through the Jungle.

She stumbles upon a boulder protruding from the ground. The stone is grey and weathered greatly.

She approaches slowly and feels the boulder. Soleh twists and leans against it, losing the strength in her legs as she falls to the ground.

Her head leans down as if unconscious.

Then, she looks up-

SOLEH

I am the being you fear.
You are only here because I allow you to be. Now, in my search, you try pushing me away so I cannot find you.

...

It's impossible to find what's needed if you search, one must bring the need to her.

...

I am the god of this world, and I will banish you from the realms you possess, fear me great power as I will exterminate everything in my path to destroy you...

Her head drops.

EXT. RIVER SHORE - DAY

Larkin puts sticks and wood near each other to start a fire. He's tired, but it must be done.

Soleh comes out of the Jungle with berries and nuts. She places them at Larkin's feet.

Larkin begins eating the berries, too tired to speak.

The fire is set up and ready, but they do not light it until the sun begins setting.

LARKIN

The River...
Fish?

Soleh looks to the water. She pauses for a moment to see the current gone once again.

She moves closer to the water to look out.

After a moment, fish begin swimming around the shores, scavenging for vegetation.

Then, a fish jumps out of the water and lands a little ways along the beach. Soleh and Larkin turn to look at the fish flopping around the sand. They look to one another, then back to the water.

Lots of fish begin jumping out of the water and onto the beach.

LARKIN

WATCH OUT!

Soleh turns quickly and sees one darting right for her head, she ducks down quickly to dodge it. She runs up the beach back to Larkin.

SOLEH

Survival is its own form of
torture.

Larkin turns to Soleh, he sighs then grabs a bucket and begins filling it with fish. Soleh follows...

EXT. RIVER SHORE - NIGHT

Soleh sits next to the dying fire and watches Larkin as he sleeps. Carcasses of fish lay around the two.

She looks back out to the water.

Soleh looks over to the raft, she then looks to the fire that's not dying but still breathing.

SOLEH

You don't want to be found...

She looks out to the raft again.

SOLEH

But I will bring you to me.

Soleh begins throwing the wood onto the raft, a crazed fire in her eyes.

She jumps onto the raft and begins spreading the wood in all directions.

Then, she ignites the fire.

It starts small but quickly finds its breath.

Soleh jumps off the raft and unties it from the tree. She pushes the raft onto the water and lets it float on its own.

The fire begins roaring on its own, growing, illuminating the forest around.

Soleh falls to her knees on the shore and watches as the raft roars back at her.

She stands and begins dancing around.

SOLEH

YOU MUST COME NOW!
SEE THE ENERGY WE EXPEND,
COME!
SEE US!
PUNISH US!

Larkin wakes up to the screaming and looks to the river as Soleh dances around.

LARKIN

What the?-

She continues dancing-

LARKIN

SOLEH?!

She does not answer, her attention is directed only towards the flame passing over the river.

VII. Violence

He runs to her and grabs onto her shoulder, the flame covers her eyes.

LARKIN

WHAT DID YOU DO?

Soleh turns to Larkin.

SOLEH

If we cannot find it, we have to call it to us.

Larkin looks out at the raft in flames, he steps towards it into the water.

LARKIN

What have you done? How will we get back?

SOLEH

If you want to go back all you have to do is ask, isn't that obvious by now?

Larkin slaps Soleh. She falls to the ground-

LARKIN

SOLEH. You can't fight whatever it is you think you're fighting.

Soleh feels her boiling cheek.

LARKIN

What's the purpose of this? You can't stop the spirits, they've existed much longer than any of us have. It's time we must go back.

Soleh's rage completely takes over, the crazed lunatic looks up to Larkin and lifts Soleh off the ground.

SOLEH

There is no stopping them.

She runs up to Larkin and shoves him to the ground.

They wrestle around but Larkin fears to use his full strength.

LARKIN

STOP!

Soleh doesn't stop, she continues trying to throw his head into the sand.

Then, Larkin throws Soleh off of him with all his strength, sending her flying across the shore.

She looks around her and sees a lot of fish, and a large dead branch.

Soleh grabs the stick and a rotting fish and charges after Larkin, SCREAMING.

She throws the fish at Larkin, he ducks as the fish hits him in the shoulder.

In the next instant, she SMASHES the stick against his head and Larkin falls to the ground.

Blood pours from his hair as he feels it, looking back up to Soleh-

LARKIN

What has become of you?

Soleh blunges the stick against his head a few more times, each time harder, each time with a louder scream.

After Larkin is unconscious, she grabs him by the legs and drags him into the still water. She leaves him to float and then walks back to the shore.

As she reaches the shore, the river takes over, turning downstream, drowning in the river that's taken her over as he drifts endlessly into nowhere.

Soleh turns, then passes out on the shore.

VIII. Fraud

EXT. RIVER/JUNGLE - DAY

Soleh wakes on the beach.

She looks around the area and sees the surroundings have changed. The raft is long gone, the silence is deadly.

She stands and looks around in confusion. She watches the water as it sits still. She turns to the forest and walks towards the treeline.

SOLEH
I've called, will you answer?

She continues to walk into the forest.

SOLEH
The storm passes, and you still
hide.
What must it take for you to see?
How long must I search...
how long must I call...

IX. Treachery

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EXT. JUNGLE TREE - DAY

Soleh sits at a tree. She twitches and shakes as she contemplates what's around her.

Then, a squirrel falls from the tree dying in front of her.

She turns to the sky, anger builds quickly and explodes just as fast-

SOLEH
I DIDN'T ASK!

She moves for the squirrel and lifts it, throwing it far into the Jungle's Abyss.

She screams, echoing through the jungle...

EXT. JUNGLE OPENING - DAY

Soleh walks through a jungle opening, depraved and white as a ghost.

SOLEH
HE! The spirits are awake this
morning, time has passed and the
ever-growing Jungle remains my
domain.
HE! HE!

EXT. FOREST - DAY

Soleh sits at a small fire, eating. She twitches and mumbles to herself as she eats...

EXT. RIVER - DAY

Soleh walks along the still river.

SOLEH

You haven't flown for weeks.
No direction, no sight.
How come?

She continues walking along the river.

EXT. JUNGLE - DAY

Soleh walks into the deep Jungle, following deeper and deeper until she becomes one with the trees, searching for eternity for a power that will never be found.

THE JUNGLE LIVES ON AS IT ALWAYS HAS