

FADE IN:

1

EXT. THE PLANET MOBOS - DESERT - DAY

1

The sun blazes down on AVALIA (AVA) (23) as she lies in a coma-like state on the gritty, hot sand, her mess of blonde hair sprawled out under her head.

KYRIE, a horse-like creature with mottled blue-green skin and what seem to be fins in place of her mane and tail, suddenly walks up to Ava, stares down at her, snorts, then begins to nudge Ava's face.

When nudging doesn't seem to do anything, Kyrie resorts to licking Ava's face.

Ava twitches and groans sleepily in response to this.

AVA

Stop it.

Ava lifts her hand to try and swat away what's bugging her, but when she actually makes contact, her eyes fly open and she's suddenly wide awake. She squirms away in alarm with a yelp, ending up propped up on her elbows.

Kyrie takes a few startled steps back as well, her large ears back. The two stare at each other, Kyrie's four blue eyes blinking at Ava's two green ones.

AVA (CONT'D)

What are you?

Ava's chest rises and falls quickly as she asks, showing her surprise. She quickly becomes confused, however, as she begins to notice her surroundings, her head turning side to side.

AVA (CONT'D)

Wait, where am I?

Recovering from her initial shock, Ava slowly moves into a standing position. She doesn't even bother to brush off as she looks around perplexedly.

AVA (CONT'D)

(to herself)

How did I get here...?

Panic begins to set in as she rubs her forehead.

AVA (CONT'D)
(to herself)
I don't remember...

She tugs her hand through her hair in a distressed manner and takes a step back before turning to face Kyrie.

AVA (CONT'D)
(frantically)
I don't remember!

Kyrie snorts twice and shakes her head, conveying she doesn't know either.

AVA (CONT'D)
I don't know and you don't know...hell I can't remember anything!

Ava sinks to the ground again, already defeated.

AVA (CONT'D)
I only remember my name...

Kyrie grunts softly and takes a few steps forward. She nickers to get Ava's attention.

Ava looks up at her, her expression somber.

AVA (CONT'D)
You too, huh?

Kyrie nods her head.

AVA (CONT'D)
Well, my name's Avalia. Ava for short. I guess it's good I at least know that. What about you? Actually, wait, you have no way to tell me. This is ridiculous.

Ava shakes her head and turns away. Kyrie snorts disapprovingly in response. She takes a quick glance around, moves to Ava's side, and then takes her hoof and begins to paw at the sand.

Ava curiously watches her, and a few moments later, a name is written there.

AVA (CONT'D)
Kyrie, huh? So you *can* understand me.

Kyrie nickers and nods her head again.

Ava nods approvingly back.

AVA (CONT'D)

Alright, Kyrie, as seeing we are clearly stuck on this lifeless desert planet, I at least know that much, what do you propose we do?

Kyrie stomps her front hooves before turning around and trotting away.

AVA (CONT'D)

Wait, where are you going?

Ava turns around only to find Kyrie quickly trotting right back with a rather large backpack in her mouth. She drops it down in front of Ava.

Ava glares at the pack for a moment, and then glances between it and Kyrie.

AVA (CONT'D)

Where did you get this?

She sounds wary as Kyrie nickers and trots back to the spot she picked it up from, stomping her feet behind a very small dune that appears to have been kicked up.

AVA (CONT'D)

Was it just lying there?

Kyrie bobs her head. Ava looks back at the pack and lifts it slightly with her hand, giving it a quick inspection.

AVA (CONT'D)

It certainly seems to have a lot in it...
do you think it's meant for us?

She looks at Kyrie again, who nods once more. Ava lets out a decisive huff before getting a good hold of the pack and opening it up.

The backpack has indeed been stuffed to the gills; Ava pulls out enough meal bars to last a week if not more, four decently sized canteens filled with water, a large sheet that appears oddly reflective, a rope, a bag of oats, and a dagger covered by a leather sheath. Additionally, a bedroll is attached to the bottom of the bag.

Ava and Kyrie share somewhat surprised glances.

AVA (CONT'D)

Well, we'll be able to survive for a little while with all of this. Was there anything else?

Kyrie nickers and quickly grabs another object hidden behind the small dune, only this time coming up with a bow in her mouth. She walks over to Ava and drops it next to her.

Ava picks it up and studies it from all angles. It's sleek and light; it was designed well.

AVA (CONT'D)

No arrows?

Kyrie shakes her head.

Ava nods with an odd look on her face and sets the bow down. She then looks at the large sheet she pulled out and takes it in her hands, moving it around. It's clearly reflecting the sun's light, leading her to believe it can be used for coverage. There's enough for her and Kyrie.

It doesn't take her long to cut the sheet accordingly with the dagger. She covers herself first with her piece and then shows the larger piece to Kyrie, who sniffs it.

AVA (CONT'D)

It seems like it'll protect us from the sun. It's reflective, and oddly cool to the touch. Just better to be safe than sorry.

Kyrie bobs her head in agreement. Ava throws it over her back and ties it tightly at her chest.

Ava goes back to the pack, grabs the rope, and lets it unravel to see how much there is. There's at least six feet. She turns and show it to Kyrie.

AVA (CONT'D)

I know we've really only just met,
but...you going to throw me off if I ride
you?

Kyrie nickers amusedly and shakes her head. Ava smiles. The two have already connected.

It takes Ava a little while to wrap the rope properly around Kyrie's head - she had lain down to make it easier - to create a makeshift halter. Once Ava figures it out, she cuts off the excess and uses it for makeshift reins.

Ava places everything back into the backpack except a canteen and a meal bar. She opens the canteen and takes a long swig then squints up at the sky. The day is just dragging and it's not getting any cooler.

She holds the canteen out to Kyrie.

AVA (CONT'D)
You want any?

Kyrie shakes her head, then nods in the direction of a nearby and lone cactus. Ava looks at it.

AVA (CONT'D)
Cactus? What, you can eat them?

Kyrie shakes her head again and points her nose at the canteen.

AVA (CONT'D)
Water...? Ohh, can you store water in your body like a cactus?

Kyrie nods. Ava acknowledges this with interest, but when a strange thought crosses her mind she furrows her brows. She quickly dismisses it with a slight shake of her head.

After eating her meal bar, Ava stands up, brushes herself off, and begins to look around again, this time with a contemplative expression. Something in the distance eventually catches her attention; it's blurry, but there. Large rock formations, maybe signaling that a canyon lay ahead.

Kyrie notices Ava staring and gets up curiously. She comes to stand at Ava's side, her large ears perked forward.

The two suddenly look at each other; they silently agree that that's the way they need to go to find shelter and maybe even life.

CUT TO:

2

EXT. DESERT - NIGHT

2

Ava sits naturally on Kyrie's back as the mare practically floats over the dry terrain, not at all fazed by the fact she is galloping through sand. The cool air rushes by them, blowing back Ava's now-braided hair and her cloak, and energizing the pair as they race on towards the rocks.

3 EXT. DESERT - DAY

3

The sun blazes high in the sky as the pair walks side-by-side. Ava has adjusted her makeshift cloak so that it's also covering her head.

A few moments pass and Ava slowly sinks onto the ground from exhaustion. Kyrie stops next to her. Ava takes off the backpack, sets it in front of her, and then stretches before opening it and taking out one of the canteens and a meal bar. She's already rationed herself to only two a day.

Kyrie nickers; Ava pulls out the bag of oats in response and opens it, then places it down so Kyrie can stick her nose in and eat a little bit too. She still refuses water, however.

4 EXT. DESERT - NIGHT

4

The pair continues their long trek, finally stopping to get some much-needed sleep. Kyrie lies down and Ava sets up her bedroll at her side. Ava takes off her boots and shakes them out as best she can before climbing into her bedroll and snuggling into the crook of Kyrie's shoulder. Kyrie sighs contentedly. They drift to sleep.

5 EXT. DESERT - DAY

5

Kyrie trots on with Ava back on her back. They seem to slowly be making it closer to the rocks, though they're still in the distance.

6 EXT. DESERT - NIGHT

6

Ava is still on Kyrie's back as Kyrie makes her way up a dune. Despite the long, hot days they've had, they don't appear to be too fatigued.

As they climb to the top of the dune, Ava catches a flicker of light just passed the few more dunes they have to traverse over. She lightly pulls Kyrie to a stop.

Kyrie's ears flicker as she notices the light too, listening for sounds of voices. She nickers softly when she hears them.

Ava furrows her brows and frowns slightly. They could easily be hostiles; pirates, or maybe even bounty hunters staking out their next target.

She dismounts Kyrie and takes a few steps forward. There's definitely a small campfire.

Kyrie grunts, and Ava takes a deep breath, gathering her courage as she reaches back to unclip her bow from the backpack. It might be useless, but maybe she could at least hit something, or someone, with it.

The two start walking forward again.

Once the pair gets closer, they're able to spot two men sitting side-by-side at the campfire. The pair approaches slowly and carefully, Ava with her bow held out in front of her. She gulps.

AVA

Hello?

She calls out.

In lightning motions, both men are on their feet. Three blasters are suddenly cocked at the pair. The taller man, ORRIN (25), wields twin blaster pistols while the somewhat shorter one, MIROSH (22), wields a larger blaster rifle.

Utterly acting on instinct and reacting just as quickly, Ava raises her bow and pulls the string back. Much to everyone's surprise, it whirs to life; the string illuminates with orange magic as an arrow is formed.

Ava glances at it, both shocked that she's handling the bow almost naturally, and that it's enchanted.

Orrin and Mirosh are just as stunned; they share baffled looks before creeping a step forward.

ORRIN

Who are you?

AVA

Don't come any closer!

Ava aims her bow directly at Orrin. The men stop. Everyone is locked in a standstill again; Kyrie just cowers behind Ava.

MIROSH

(cautiously)

We have more fire power. You're out-gunned. Lower you weapon.

AVA

I realize that, but I can't trust you not to shoot us.

(a pause; she's stern now)

Look, how about we make a deal? You tell me what you're doing here, and I'll lower my weapon.

Orrin and Mirosh share glances again for a moment and then look back at Ava.

ORRIN

We've been stranded out here for a few days. Couldn't remember anything except our names and the fact that we were brothers.

MIROSH

We weren't stranded together, either. It took us two days just to reunite.

A confused look crosses Ava's face as she eases her bow down. The arrow vanishes.

AVA

Wait, how is that possible?

Orrin and Mirosh lower their blasters upon seeing Ava let up. They look confused too. Kyrie just peeks over Ava's shoulder.

ORRIN

How is what possible?

AVA

Well, my name is Avalia, and this is Kyrie. We've been traveling for three days trying to find any signs of life or civilization. We were stranded out here like you guys before then; neither of us know how we got here or why we're even here. I could only remember my name when I woke up, same for Kyrie.

ORRIN

That *is* really odd...we thought we were the only ones.

AVA

Yeah, so did we.

Ava looks back at Kyrie, who nods her head in agreement.

ORRIN

Well, if introductions are due, I'm Orrin, and this is my younger brother, Mirosh.

Orrin motions to Mirosh, who gives a quick wave.

AVA

It's nice to meet both of you, but I have to know...how were you able to find each other in a place like this? It's so vast!

MIROSH

We don't really know.

Mirosh admits, looking to Orrin.

ORRIN

We both seem to have innately had the same idea; find other life and find it fast. We both started going in the direction of what I can assume to be a canyon, and somehow met up along the way. This is our second night here.

Ava takes it in for a moment.

AVA

But how are we *all* in this situation? It doesn't make sense.

ORRIN

I don't really know, to be honest. We'd like to find answers.

AVA

Yeah, us too.

Ava looks back at Kyrie again who immediately nickers in agreement.

ORRIN

Here, come sit with us. I'm sure you're both exhausted.

Orrin motions for them to follow him and Mirosh slightly around the campfire to where their backpacks are. The brothers set their weapons down and sit on the packs. Ava soon follows and Kyrie lies down next to her.

They all take in the heat of the campfire for a moment.

AVA

I find it odd that a desert can get so cold at night, but I suppose it could be worse.

MIROSH

Well, it certainly makes traveling easier. Walking in the heat for hours on end has taxed us both.

AVA

Yeah, us too.

Ava looks at Kyrie, who's already closing her eyes.

AVA (CONT'D)

How'd you guys manage to start this anyway? There's nothing around here.

ORRIN

We managed to gather some dead brush that was rolling around nearby. Mirosh, oddly enough, had flint and steel in his pack as well so we just started it with that.

AVA

I think the strangest thing we were left with was my bow.

Ava picks up her bow and studies it.

MIROSH

Um, clearly, because the blasted thing is enchanted.

An amused smile breaks out on Ava's face, Orrin's too.

AVA

Okay, yeah, but...I knew how to use it just now. I thought it was useless since I didn't have arrows, but even despite that, my reflex was to draw it. My *instinct* was to draw it.

ORRIN

Just like us with our blasters.

Orrin nods in understanding. Mirosh suddenly picks up a shoulder plate that was sitting next to him.

MIROSH

We were left with armor too.

Ava looks at him, a little surprised. She puts two and two together.

AVA
Are you soldiers?

MIROSH
That's what we think.

ORRIN
But we really don't know. We can't remember.

Ava turns her attention to the campfire, but she's not looking at it. Her hands fiddle with her bow. The thought she had those couple days before comes back.

AVA
Don't you think all of this is strange?

MIROSH
(sarcastically, scoffing)
This? Strange? Nah, this isn't strange at all.

Orrin shoots Mirosh a glance that says "oh shut up." Ava ignores him.

AVA
This crossed my mind the other day, but it seemed silly...now it doesn't. I think someone left us here. And on purpose.

ORRIN
That honestly doesn't sound farfetched, but how do you know?

AVA
Well, what first tipped me off was Kyrie.

Ava looks at her companion, who is now sound asleep.

AVA (CONT'D)
When I offered her water the other day, she refused it. She told me--

MIROSH
Wait, she *told* you?

Ava rolls her eyes in Mirosh's direction.

AVA
Yes, she told me in her own equine, non-speaking way.

Mirosh slightly puts his hands up in apology.

AVA (CONT'D)

Anyway, she told me that she could store water in her body and that she didn't need it. It immediately struck me as odd because I knew she wouldn't have been able to get to the canteens in the pack herself. That could only mean that she had gotten it from an outside source.

Orrin nods in understanding, leaning on his elbows and placing his chin on his hand.

ORRIN

It makes sense. I mean there aren't any water sources around here.

AVA

Right. And what about our packs? How did they get here? Why was I specifically left with a bow to defend myself? Why were you two left with blasters? Armor? Someone knew who we were, and they just abandoned us here. I don't know why, but there must be a way for us to find out.

MIROSH

You're right.

Mirosh drops all sarcasm. Orrin and Ava look at him.

MIROSH (CONT'D)

What if there's more to this than we thought? We should try to find a town as soon as possible. Maybe the locals will know something.

Ava and Orrin quickly share glances and agree.

The trio, however, decides to turn in for the night and get some rest first.

The next morning, as the sun still rises in the sky, Mirosh is awakened by a low droning sound. He groggily sits up in his bedroll and rubs his eyes. When he looks up, he is shocked wide awake to see a ship drifting by overhead, its three large thrusters pushing it towards the canyon.

MIROSH (CONT'D)

Guys!

His sudden exclamation jolts Ava, Orrin, and Kyrie all awake. Ava is about to ask what's going on; Orrin had reflexively grabbed his blaster pistols and is holding them at the ready. He falters when he sees the ship and Ava practically scurries out of her bedroll.

AVA

It's a supply ship!

MIROSH

Yeah, I think you're right. I recognize the design.

ORRIN

And it's headed straight for the canyon.

Orrin gets up and watches the ship as it makes its way.

ORRIN (CONT'D)

There *has* to be a town over there.
Otherwise it wouldn't come out this far.

AVA

Then we follow it, right?

Ava looks between him and Mirosh. The brothers nod.

The trio begins to pack everything up as the ship continues towards the canyon.

7

EXT. THE TOWN OF OETH - DAY

7

The sun is starting to sink as the trio approaches the opening to the canyon. Ava is sitting on top of Kyrie; Orrin and Mirosh walk on either side of the pair, donning their shoulder and chest plates.

The group stops as they see the town that populates the massive opening. Locals of different species bustle about everywhere.

Ava hops off of Kyrie and lands beside Mirosh. She, Mirosh, and Orrin all share looks before they step into the town. Kyrie obediently starts following along behind Ava.

The group is met with odd and distrustful stares from the locals as they make their way down the main path. Whispers go around and some locals even move a bit skittishly out of the way.

Ava steals a couple of glances around; Orrin and Mirosh continue to look ahead as if not fazed.

AVA

(quietly)

I'm sure you two have noticed, but I don't think we're very welcome here. I doubt anyone is going to give us anything.

ORRIN

(just as quiet)

And you're not wrong. Our best course of action would be to find a pub or a tavern. Bartenders tend to have information and have seen just about everything.

AVA

Don't they normally require payment to talk? Information never comes free, especially in a backwater place like this.

MIROSH

(also quietly)

Don't worry.

Mirosh subtly motions to his pack.

MIROSH (CONT'D)

We were left with some credits. I guess whoever left us here assumed we'd stumble across some civilization. Seriously though, how would you know that?

AVA

If I had my memories, I could tell you.

MIROSH

Alright, fair enough.

The three all smile despite themselves.

They continue to walk along, passing by vendors and shops and homes, some of which have been built into the sides of the canyon. Oddly enough, for a town in the middle of nowhere, it seems prosperous. Yet, no tavern or pub is in sight yet.

When Orrin spots a small cutout in between two homes, he motions for everyone to gather in it.

AVA

What is it?

ORRIN

We're not going to find anything at the rate we're going, and we're starting to lose daylight. Mirosh.

Mirosh suddenly stands at attention.

ORRIN (CONT'D)

I need you to go on and scout ahead. Be quick about it, but don't draw attention to yourself. Avalia, Kyrie, and I will wait here.

Mirosh gives a brisk nod before turning and trotting away. Orrin and Ava watch him go. Ava then looks at Orrin.

AVA

You guys can call me Ava, you know.

ORRIN

Oh, right, sorry. Guess I'm just not used to hearing nicknames.

Orrin rubs the back of his neck, a bit embarrassed. Ava smiles.

AVA

It's okay.

She pauses, looking back out at the town.

AVA (CONT'D)

Why send Mirosh and not go yourself?

Orrin follows her gaze.

ORRIN

I don't know. Something just tells me that he's more cut out for reconnaissance work, even if it's as simple as finding a tavern.

AVA

I see. You seem like you could be more of a leader yourself.

ORRIN

(laughing a little)

Ha, maybe.

The two stand watching the crowds go by.

Mirosh returns fifteen minutes later with the news that he's found the local tavern at a point where the canyon forks. Ava, Kyrie, and Orrin all follow him to it immediately.

8

EXT. THE BOILING TUSK - DAY

8

The group stops outside of the tavern. It is pretty large considering; a full three stories of wood and stone speckled with windows. Different pack animals are tied to the rails along the outside of the covered porch.

Ava, Orrin, and Mirosh all stare up at the sign dangling over the front steps. It reads: THE BOILING TUSK.

MIROSH

Sounds friendly doesn't it?

AVA

If I die, you're paying for my funeral.

ORRIN

Yeah, mine too.

MIROSH

Oh, come on, it's a *tavern*. It can't be that bad.

AVA

You do realize we're probably in the middle of pirate and bounty hunter central, right?

ORRIN

(sighing)

Let's just go.

Orrin starts to head up the steps and Mirosh follows. Ava tells Kyrie to wait outside for them before hurrying after the brothers.

Kyrie watches the trio as they disappear inside, then turns her gaze to the pack animals at the rail, blinking her four eyes curiously. She walks over to the first one tied to the rail, ears perked hopefully. It's smaller than her height wise, but much stockier and built with a shorter neck, pudgy face, and oddly long, trunk-like snout.

Kyrie lets out a friendly nicker as she approaches, catching the other creature's attention. As soon as it sees her, however, an angry look crosses it's face and it starts snorting, warning her to back off.

Kyrie stops dead in her tracks, pulling back a little in surprise with her ears back. She looks completely offended.

The creature snorts again and Kyrie relents, backing away a step and then turning around to go wait by the stairs instead. She plops down on her hindquarters and huffs, ears drooping. No new friends today.

9

INT. THE BOILING TUSK - DAY

9

The trio wades through a sea of odd and suspicious stares as they make their way up to the bar. Races of all kinds sit around, human and alien alike. The BARTENDER himself is a four-armed humanoid with rich blue skin that's dotted with patches of scales.

The trio slide their packs in front of their chairs before sitting at the bar; Mirosh and Orrin purposely put Ava in between them. The bartender turns around from cleaning glasses and places his lower two arms on the counter.

BARTENDER

What can I get for you all today?

He seems jovial enough and isn't at all fazed by the trio's outlandish appearance, confirming Orrin's earlier statement.

ORRIN

We'll just have water, thank you.

The bartender nods and turns to grab three clean glasses before filling them water.

BARTENDER

We don't get many offworlders these days.

He says this as he turns to set the waters down in front of the trio.

MIROSH

That definitely explains all of the odd stares.

Mirosh picks up his glass to take a swig of water.

MIROSH (CONT'D)

Damn, that's good.

BARTENDER
(placing his hands back on
the counter)
Outsiders don't normally come around
these parts anymore. The locals aren't
used to it.

He crosses his upper two arms.

BARTENDER (CONT'D)
Where are you coming from anyway? The
three of you look like you've been
through a lot.

AVA
Well, that's the thing.

Ava shares looks with the brothers before looking back at
the bartender.

AVA (CONT'D)
We don't know why we're here. We can't
remember anything prior to being stranded
in the desert.

A flicker of surprise registers on the bartender's face.

ORRIN
We actually came here looking for
information.

Orrin suddenly slides a few credits across the counter.

ORRIN (CONT'D)
We know we were left here by someone who
knew who we were. We just want to know
who it was and why.

The bartender glances down at the credits then looks
around warily before bending down to get closer to the
trio. They all listen in intently.

BARTENDER
Listen, I can't tell you who left you
here or why, but I can tell you that
there was another group that came through
here in the exact same position as you.

AVA
What? When?

BARTENDER

It was about three days ago. They couldn't remember a thing about who they were or why they were here. I was shocked. All I could tell them was that they were in Oeth and this is the planet Mobos. You're in the Outer Edge right now.

The trio all sits thinking for a moment. Mirosh puts his arm up on the counter.

MIROSH

Where is the other group now?

BARTENDER

They were able to stowaway on the last supply ship that left here. All they wanted was to get off the planet.

The trio expresses a collective look of defeat.

ORRIN

Do you happen to know where the ship was headed?

BARTENDER

It was headed back for Tuanus. Tuanus is our main supplier for exotic fruits.

AVA

Don't suppose it's coming back any time soon?

BARTENDER

(shaking his head)

Unfortunately not. We only get shipments from Tuanus every two weeks. The supply ship that came in today is from Banafar. They supply us with most of our alcohol and occasionally certain building materials.

AVA

Well, I certainly don't see us needing to go there then...are you sure you can't tell us anything else?

BARTENDER

Sorry, Miss, but that's all I know. We have a holonet station on the side over there if you want to try to find out more.

The bartender points to his right and the trio glances over to see another group sifting through holoprojections on it.

ORRIN

Thank you for giving us what you could, sir.

Orrin slides an extra credit across the counter.

ORRIN (CONT'D)

We appreciate you going through the trouble.

BARTENDER

Not a problem, young man. I'm sorry I couldn't help you more.

Orrin nods to say it's alright as the bartender swipes up the credits and sticks them in a pocket. He walks further down the bar when another guest flags him.

AVA

Well, what do we do now?

MIROSH

We'll just have to use our other resources. We're lucky we have access to the holonet. I'm sure we'll be able to find something there.

Orrin and Ava agree. The trio drinks their water and make small talk as they wait for the other group to leave the holonet.

Once the other group walks away from the holonet, the trio gets up and goes to take their place. Ava begins searching through the net, looking up the first thing she can think of: missing persons reports. Much to the trio's shock, numerous hits come back. They begin swiping through all of the reports.

AVA

Guys...is this normal?

Ava's sounds slightly frightened as she asks the question, still swiping. The reports seem endless.

MIROSH

I don't know, this seems a little outrageous.

Mirosh bends slightly to look over her shoulder at the screen better. Orrin follows, pointing out the occupation section on the documents.

ORRIN

What's even stranger is the fact that they all seem to be ranking officials or senators. It's like they've been targeted.

AVA

You don't think...

Ava trails off, looking uneasy. She pauses her swiping.

ORRIN

What is it?

Ava looks at him and then Mirosh with big eyes.

AVA

What if this really *is* bigger than we think it is? The bartender said it himself that another group was in our same position.

The brothers shoot each other worried glances before looking back at Ava, who looks between them again. None of them say anything, but they don't need to. Ava goes back to swiping through the reports again.

A few silent moments pass before Ava finally lands on a report that makes them all go rigid. It's a report about Orrin and Mirosh; their pictures are side-by-side at the top of the page, just underneath the headline.

INSERT REPORT:

URGENT: Renowned Army Brothers Orrin and Mirosh Berisaj Missing in Action

The three don't say anything for about a minute. Then Mirosh breaks the silence.

MIROSH

Well, at least we were right about being soldiers.

ORRIN

Wait, how long ago was this posted?

They hold their breath as Ava locates the date.

AVA

Oh stars...

She swallows.

AVA (CONT'D)

This was posted six months ago.

Shock registers on the brother's faces.

MIROSH

We've...we've been missing for *that* long?

ORRIN

Something must've happened between then and now...there's no way we've been stranded here for that long.

MIROSH

(slightly irritated)

Did we not just establish yesterday that someone left us here? We were probably being held hostage up until then!

A few curious tavern-goers turn their heads in the direction of the trio at the sound of Mirosh's raised voice. Orrin spies them out of the corner of his eye and shoots a glare at his brother.

ORRIN

Say that any louder and we're going to be become subjects of *too much* interest. I am well aware we discussed this yesterday; I was just making a statement.

AVA

Will the both of you *please* just close your mouths?

Ava slightly snaps, barely even needing to raise her voice for the brothers to stop and listen.

AVA (CONT'D)

I know we're all scared and confused, but stop acting like children. We found your identities, so we have at least one piece of the puzzle. We do, however, still need to find me.

Both Orrin and Mirosh sheepishly apologize as Ava drags their article to the side so it's still visible and continues to swipe through the other reports. Despite her tough tone, she still appears to be a little frightened as she sifts through them.

It takes another couple minutes before Ava lands on a report that catches everyone's eye.

INSERT REPORT:

URGENT: Avalia Sovna, the Beloved Princess of Rinvora, Still Missing After Initial Search Turns Up Nothing

The three stare. Ava looks like she's seen a ghost.

ORRIN

Ava, that's...that's definitely you.

The woman in the photograph under the headline is wearing a gorgeous dress and her hair is done up to perfection. Makeup clearly highlights her features, but even despite it all, it's still visibly Ava.

AVA

This can't be...

Ava suddenly seems very small.

AVA (CONT'D)

I'm no princess...

Orrin and Mirosh share sympathetic looks before each placing their hands on Ava's shoulders.

ORRIN

Hey, listen...none of us were expecting to find out any of this today. It's a lot to take in. But think of it this way: the three of us really are in the same boat. We all have people that we were taking care of before this, and we all need to get back to them. You're not alone.

Ava is silent for a moment before she starts to nod slowly.

AVA

Yeah, you're right.

She looks at Orrin with a small smile.

AVA (CONT'D)

Thanks.

Orrin returns the smile and squeezes her shoulder. Mirosh does too, adding:

MIROSH

We'll get through this together, don't worry. I think it's safe to say we're practically a team now.

Ava looks to Mirosh and gives him a smile too.

AVA

Sounds good to me...just as long as the two of you don't get under each other's skin all the time.

MIROSH

Ha! No promises.

The three of them share a laugh before turning back to Ava's report. Orrin motions to it.

ORRIN

The date about the same on there as ours?

Ava scans the report quickly.

AVA

Yeah, six months.

Mirosh squints at it, trying to read the article.

MIROSH

You might want to skim through this, too. It looks like someone upset the balance of power.

Ava slides the article up, allowing all three of them to see more of what's written. They all skim through it. Ava's brows furrow as she reads, and then her expression starts to get angrier.

AVA

Wait, wait, *who* actually thinks they can just waltz in and grab *my* position, stars that sounds weird, and have the king and queen arrested for no reason?

MIROSH

This prime minister apparently.

ORRIN

It looks like the people have been suffering under his rule too...and that he's somehow been profiting off of it.

Ava clenches her fists, blood suddenly boiling.

AVA
That son of a --

MIROSH
So, what was that you were saying about
not being a princess?

Ava immediately relaxes, looking down at her hands and
unclenching them.

AVA
I guess that tells me all I need to know.

ORRIN
And it tells us exactly where we need to
go first.

AVA
What?

Ava looks at Orrin, surprised.

ORRIN
You *need* to go back. For all we know,
your kingdom could be worse off than it
is here in the article.

AVA
But what about you guys?

ORRIN
We'll be fine. I'm more worried about
helping you get your kingdom back than
anything else right now.

MIROSH
Yeah, I agree.

ORRIN
Besides, your planet might have the
answers we need. The article said
authorities were aware of how you
disappeared, so it'd be crazy not to jump
at the opportunity.

AVA
Okay, but how do you propose we get off
this dustbowl?

MIROSH
The shipping docks. Those supply ships
can't land that far from here.

(MORE)

MIROSH (CONT'D)

I saw building materials being transported to some locals when I was scouting out this place earlier.

AVA

The only ship that's there is from Banafar though. We can't stowaway like the last group.

MIROSH

Right, but there may be another ship we can bargain for. Shipping docks will, more often than not, have miscellaneous ships laying around.

Ava thinks it over for a moment, then looks between the brothers with an eyebrow cocked.

AVA

So, who's the better pilot?

Orrin and Mirosh both crack a smile again.

ORRIN

Guess we'll find out tomorrow. You're putting a lot of faith in us thinking we can fly a ship though.

AVA

(pointedly)

Hey, you're the ones that came up with the idea. Besides, you're soldiers. I'm sure you've been trained to fly ships.

MIROSH

Let's hope so. Otherwise we could crash before we even got in the air.

AVA

Oh, stop!

Ava slaps Mirosh's arm playfully with a giggle. Mirosh fakes being hurt. Orrin just rolls his eyes with a slight grin and moves to swipe away all of the articles.

ORRIN

Now that we have all of *that* figured out, how about we get some food and call it a night? I'd like to actually sleep in a bed.

AVA

(waving her hand
dismissively)

(MORE)

AVA (CONT'D)

Oh come on, the desert sand wasn't that bad.

ORRIN

I'm sorry, what planet were you on?

Orrin's somewhat sassy remark just causes Ava to start laughing and soon the three of them are walking back to their seats at the bar and messing with each other. Orrin flags down the bartender again to order food and soon the three of them are scarfing down a hearty meal.

After finishing their meal, the trio asks for rooms for the night, all next to each other of course. Ava also inquires about a place for Kyrie to stay, to which the bartender says she can stay in one of the stalls outside of the tavern.

ORRIN (CONT'D)

Do you want us to go out with you?

Orrin's tone is laced with worry as Ava grabs her pack and hefts it onto her shoulder.

AVA

No, it's alright, I'll be okay.

She gives him and Mirosh a reassuring smile.

AVA (CONT'D)

The stalls aren't that far, and I'll have Kyrie with me. Plus, I have my bow.

MIROSH

Just be really careful.

AVA

I know, I will be. I'll see you guys in a bit.

Ava sends them a smile again before heading for the front doors of the tavern. Orrin and Mirosh watch her go through them, then share glances, grab their packs, and head for the second floor.

Before they reach the stairs, they pass a booth in the corner that has one lone occupant. The brothers don't even spare him a second glance, but he watches after them as they head up the stairs.

10

EXT. THE BOILING TUSK - NIGHT

10

Ava and Kyrie walk around the side of the tavern towards the covered stalls that extend off of the building. There are about fifteen of them total, some of which have their backs facing toward the road.

AVA

So, I found out I was a princess earlier.

Ava tells her companion, breaking the silence. Kyrie looks at her and nickers softly, her ears perked in interest.

AVA (CONT'D)

Yeah, I know, crazy right? I'm still having a hard time believing it.

Kyrie nickers again.

AVA (CONT'D)

Orrin and Mirosh? Well, it turns out they are soldiers. I guess they're pretty well-respected in the army. Oh, and get this, we've all been missing for six months.

Kyrie's ears flick slightly back in alarm as she snorts.

AVA (CONT'D)

It shocked us too. Honestly, this whole thing has been hard to process. We might be getting more answers soon though.

Kyrie let's out a hopeful little neigh.

AVA (CONT'D)

Yeah, it's definitely exciting. You'll have to get well-rested for the trip tomorrow.

Kyrie nods her agreement as the two come up to the first stall in the row. It's eerily quiet and empty; no other animals rustle around. Kyrie's ears flick and she lets out an apprehensive huff.

AVA (CONT'D)

You can say that again. It's like a ghost town out here.

Ava looks around before opening the stall to let Kyrie in. She walks in and turns around to face Ava. Ava removes her makeshift bridle, then unties the sheet that's still around her and slides it off, hanging it and the bridle on the stall door.

Ava then takes off her pack and digs the bag of oats out, placing them out for Kyrie to munch on. She offers Kyrie water again, and when Kyrie finally says yes, Ava starts dumping her canteens into the single bucket that has been left in the stall.

A sudden rustling noise makes Ava stop. The hair on the back of her neck goes up. Kyrie huffs softly, standing very still with her ears pinned back. Ava slowly reaches to grab her bow and straightens up, holding her bow at the ready as she creeps out of the stall and looks around. Nobody is there.

After a moment, Ava goes back to dumping her canteens into the bucket, but leaves her bow at her side. She packs all of the canteens back up after emptying them, and gives Kyrie loving and reassuring pats before taking up her pack and bow and bidding Kyrie goodnight. Kyrie whinnies her goodnight after Ava.

As Ava heads back around to the front of the tavern, a figure slightly moves out of the shadows and watches her.

11

EXT. THE BOILING TUSK - THE NEXT DAY

11

Orrin and Mirosh stand outside the tavern, backpacks on. Orrin is standing with his arms crossed, Mirosh with his hands on his hips. They wait for a minute.

Ava and Kyrie come around the side of the tavern, Ava with her pack on and still in the middle of braiding her hair. She has a hair tie in her mouth.

AVA

Sorry, guys.

Ava says through the hair tie. She takes it out of her mouth as she finishes her braid.

AVA (CONT'D)

I had to make sure Kyrie got a good breakfast in.

ORRIN

It's alright, we weren't waiting too long. We should probably get going though.

Ava nods.

AVA

You going to lead the way, Mirosh?

MIROSH

Yep. Fair warning though, this is all based off of what I remember seeing yesterday.

AVA

Well, you got us to the tavern didn't you?

MIROSH

Point taken. C'mon.

Mirosh motions with his head for the group to move out and the four of them leave the tavern behind.

12

EXT. OETH - MOMENTS LATER

12

Ava, Kyrie, and Orrin follow behind Mirosh as he leads them through the bustling town. Despite it still being earlier in the day, everyone seems to be out.

The group had gone down the left side of the fork that the tavern sat before, and it, surprisingly, keeps widening as they go. As the canyon walls continue to draw away from each other, more shops, vendors, and homes pop up, making the four look around as they trek on. Much farther down the path, the ground dips and gives way to a wide, rushing river that cuts the canyon in half where it bends.

Kyrie nickers excitedly and swishes her tail when she sees it.

AVA

No, silly girl, we can't go play in it. I doubt the shipping docks are all the way on the other side.

Orrin shoots Ava a strange glance and Mirosh looks over his shoulder.

MIROSH

How on a thousand moons can you understand her?

ORRIN

Seriously! All I hear are nickers.

Ava shrugs.

AVA

I don't know, I just do. Guess we just have a special connection.

Ava smiles at Kyrie and Kyrie nickers her agreement, affectionally nuzzling the side of Ava's face. Ava rubs her nose.

Orrin and Mirosh share glances and just roll with it.

The group continues on down the road for what seems like another ten minutes before Mirosh spots a break in the canyon wall. A local walks out hauling a cart of wood.

MIROSH

That should be it right there.

He picks up his pace. Orrin, Ava, and Kyrie quickly follow after him. When they reach the break, they see that it's a break in the entire canyon; the path before them leads down to a large, somewhat circular clearing harboring a few hangars and the large supply ship that the group had seen the day before. A much smaller, run down ship hangs off to the side.

A rush of excitement suddenly fills Ava.

AVA

What are we waiting for? Come on!

She starts down the path at a brisk pace and Kyrie follows right after her. Somewhat surprised by her reaction, Orrin and Mirosh take a moment before following after her.

When they get down to the bottom, they're immediately intercepted by the rough-looking PORTMASTER and his APPRENTICE, both of who are of an alien species. The portmaster is short and stocky, with green-gray skin and a reptilian face, while the apprentice is taller, lanky, and somewhat hunched over with a tail and wide-eyed face.

PORTMASTER

(roughly)

Hold it right there! Where do you youngsters and that giant seahorse think you're going?

A shocked look immediately crosses Kyrie's face before her expression turns menacing. Her ears go flat back, and her four eyes narrow to slits. She starts growling, which startles everyone. Ava quickly tries to calm her.

AVA

Easy, girl, easy! Don't pay him any mind, he's just a grumpy old man.

PORTMASTER

Excuse me?

The portmaster goes to take a step forward, face furious, but Orrin protectively throws an arm out in front of Ava and Kyrie, slightly moving his body to block them from the portmaster.

ORRIN

Please excuse our friend and her equine, they can be temperamental.

Ava and Kyrie both make a face at Orrin, but he ignores them.

PORTMASTER

(grumbling)

You can say that again.

The portmaster takes a step back upon surveying Orrin's build and eyeing his blasters.

PORTMASTER (CONT'D)

What do you want?

ORRIN

(in an even tone)

We're looking for passage to another planet, and it appears you have an extra ship on hand.

Orrin motions to the smaller ship.

PORTMASTER

And, what, you think I'll just give it to you?

ORRIN

We have credits on hand and are willing to pay for it. How much do you want?

The portmaster looks back at the ship, then glances at his apprentice, asking him something in another language. The apprentice responds, and the portmaster turns back to Orrin.

PORTMASTER

You're looking at seven thousand.

Surprise registers on Orrin's face, and Mirosh rubs his forehead next to him, then points at the ship.

MIROSH

Seven thousand? For *that* bucket of bolts?
Sir, I don't know a lot about selling
ships, but that's ludicrous.

PORTMASTER

Sorry, deal's a deal. You can't pay it,
you're out of luck.

The group all looks at each other for a moment, and then
Ava pushes Orrin's arm down and moves slightly in front
of him, a determined look on her face.

AVA

Sir, listen, it's imperative that we get
to my home planet as soon as possible. We
have important business to take care of.

PORTMASTER

(scoffing)

What importance could any of you possibly
hold?

AVA

If you'd really like to know, I'm the
Princess of Rinvora.

The portmaster just starts laughing, taking everyone by
surprise.

AVA (CONT'D)

What's so funny?

PORTMASTER

Sweetheart, everyone is the Princess of
Rinvora these days.

Ava stays silent for a moment, but then blatant annoyance
crosses her face. She puts a hand on her hip.

AVA

Well, it's too bad you're looking at the
real deal this time. I was willing to
offer you a bargain that'll have you set
for life considering I have the
capability to wire you however many
credits you want once I'm back on
Rinvora, but now I'm not so sure it's
such a good idea. You're not giving us
very good service.

That remark visibly makes the portmaster start to sweat
and his demeanor changes almost instantly. Ava suddenly
has a domineering presence over him.

PORTMASTER

W-wait, did I say seven thousand? I meant that I'll take whatever you have on hand.

AVA

Are you sure? Because it's definitely a few thousand short of what you want.

PORTMASTER

I-I mean I need that money to get by...

AVA

Oh, I'm well aware. That's why we're making a bargain, right?

The portmaster seems very small as he replies.

PORTMASTER

Y-yes, Your Highness.

Ava smiles, but there's a bit of a scary edge to it.

AVA

There, that wasn't so hard was it?

The portmaster shrinks back a little as Ava holds her right hand out to the side, motioning for Mirosh to give her the bag of credits they do have. Mirosh doesn't hesitate to dig it out of his pack and set it in her hand, also seeming to be at the mercy of her presence.

Ava holds the bag out to the portmaster.

AVA (CONT'D)

There should be about two thousand in here. I'll wire the rest, and a little extra, to you after we make it back to Rinvora.

The portmaster takes the bag with shaking hands, then bows his head.

PORTMASTER

Th-thank you, Your Highness. The ship's all yours.

AVA

Lovely. Thank you, portmaster. Expect your payment soon.

Ava sends him another scarily pleasant smile before walking around him and towards the ship. Orrin, Mirosh, and Kyrie all shake off the trance they seem to be in and scurry after her.

MIROSH

Damn girl!

Mirosh exclaims as they catch up. Ava looks at him.

MIROSH (CONT'D)

Not saying this to be weird, but that was
hot.

Ava laughs and flips her braid over her shoulder.

AVA

Thank you. I even surprised myself.

ORRIN

Where did that even come from?

AVA

Well, when you're dealing with hard-ass
politicians, you always have to act like
the bigger person and maximize your
presence around them. Make them feel
small. That was no different.

After Ava says this, she blinks a few times in confusion
and lightly shakes her head.

ORRIN

Looks like your inner princess is really
coming out.

Orrin chuckles.

ORRIN (CONT'D)

You must be quite the force in a debate.

Ava looks up at him to see his amused expression, and
when she suddenly feels her face beginning to turn red,
she quickly looks away.

The group reaches the ship a few moments later and goes
around to the back where the ramp is already down. They
all stare into the ship for a minute.

MIROSH

We ready for this?

AVA

It's now or never. Besides, I still want
to know who the better pilot is.

ORRIN

I'm not usually very competitive, but...
pilot seat is mine.

Orrin declares before running up the ramp.

MIROSH

Hey!

Mirosh darts after him, leaving Ava and Kyrie shaking their heads and laughing/nickering before running up after the brothers. The ramp automatically closes behind them.

In the hangar that yawns off to the side of the ship, two figures dressed in what look to be bounty hunting gear creep out of the shadows of the entrance and share glances. The one figure nods, and they both spare another look at the ship before fading back into the depths of the hangar.

13

INT. JUNO (SUPPLY SHIP) - ABOUT 10 MINUTES AFTER

13

Orrin is in the pilot seat flipping some of the ship's switches as Mirosh stands over his shoulder. Ava and Kyrie poke around the large cockpit curiously. All of their packs have been cast off to the side.

MIROSH

(to Orrin)

Does the ship have a name?

Orrin taps the screen in front of him twice and an image of the ship comes up with the name over head.

ORRIN

Yeah, it's called Juno. Seems fitting given it's this squat little supply ship.

MIROSH

Did you run a diagnostic check before we take off?

ORRIN

The old girl's definitely in shape to fly. Thrusters are in perfect condition and so is the hyperdrive. Main and auxiliary power is at 100%. The landing gear also seems fully functional.

MIROSH

Alright, cool.

Mirosh looks back at Ava and Kyrie.

MIROSH (CONT'D)

You girls good to go?

Ava gives him a thumbs up.

AVA

Ready when you are!

Mirosh nods and Orrin fires up the engines. He grabs hold of the control on the panel and eases it forward slowly. The thrusters increase to half power and soon the ship is rising off of the ground. Ava and Kyrie come to the front to watch out the windows.

Once the ship is completely clear of the loading docks, Orrin turns the ship to the sky and increases the thrusters to full power. It eases forward and then quickly gains speed, traveling at it's max speed in less than a minute.

It isn't long before they pass through Mobos' atmosphere and into the vast world of space. They all marvel at the sight as the ship cruises forward and away from the planet.

AVA (CONT'D)

It's beautiful!

MIROSH

I know this isn't the first time any of us have seen this, but yeah, it definitely is.

ORRIN

Enjoy it while you can because as soon as I locate Rinvora's coordinates, we're jumping to lightspeed.

Orrin says this while scrolling through the list of destinations in Juno's database. When he finally locates Rinvora, he chooses it and locks in the coordinates. Everything is peaceful for those few moments.

Suddenly, a warning goes off on the ship's scanner. Everyone looks at it. Kyrie nickers nervously. Two red dots are quickly approaching the ship.

AVA

Don't tell me that someone is following--

She's quickly cut off by a volley of blaster fire streaking by and the ship shuddering violently from being hit. Both her and Mirosh grab a hold of the empty seats to prevent falling over and Kyrie stumbles to the side with a startled squeak.

ORRIN

Dammit!

Orrin swears under his breath, quickly scanning the control panel for the damage report.

ORRIN (CONT'D)

Does this thing even have shields?

MIROSH

I really hope so because we're clearly screwed otherwise!

ORRIN

You think I didn't notice?

AVA

(slightly panicked)

Who would even want to come after us?

ORRIN

(while flipping a few switches)

It's probably bounty hunters. Luckily that blast only managed to scathe one of the thrusters. This bucket of bolts just didn't take it well.

AVA

Can you try to out-maneuver them?

ORRIN

I don't have much of a choice. You might want to get strapped in for this. Uh, Kyrie too.

Orrin quickly glances at Kyrie who is standing rigidly with her ears pinned back. She eyeballs the seat next to her, hesitates a moment, then shuffles over and plops her butt into it, somehow managing to fit all four hooves.

Orrin glances at Mirosh.

ORRIN (CONT'D)

Mirosh, see if you can figure out how to activate the shields. It must have them.

MIROSH

(mumbling more to himself)

Right, because it's protocol that all ships have them.

He starts searching the control panel and the switches on the sides of the cockpit.

Ava is about to sit down when she spies a button in the very top left corner of the control panel. It's larger and red and has an odd star-shaped marking on it. She points to it.

AVA
(a little frantically)
Wait, what about that?

Mirosh turns from searching over the side of the cockpit and follows Ava's finger.

MIROSH
The red button?

AVA
Yes! Maybe the marking on it means something!

MIROSH
You do know that pushing a red button is the last thing we should probably do, right?

AVA
Why?

MIROSH
It's a red button!

AVA
So what?! It could be our saving grace!

MIROSH
Or it could blow us up!

ORRIN
Will both of you, *please* just--

Before Orrin can finish, Kyrie suddenly shoves herself up to the front, takes her hoof, and stomps it right on the button.

MIROSH AND AVA
Oh stars.

The ship shutters again slightly, but not from blaster fire. The group watches as something shimmers over the front window.

JUNO (V.O.)
Shields activated.

Everyone jumps. Something sounds like it shifts into place at the top of the ship.

JUNO (V.O.)

Guns ready.

Everyone is silent for a moment.

ORRIN

So it's not just a bucket of bolts.

MIROSH

Well, what are you waiting for? Turn around and shoot those hunters down!

Orrin quickly scans over the panel.

ORRIN

I can't...the guns are manual.

MIROSH

I'll go man them then. If you can pilot this thing I'll more than likely be able to handle them. Muscle memory, right?

ORRIN

Right...but there's a set on each side.

Mirosh, Orrin, and Kyrie all turn to look at Ava.

AVA

Guys, no. You seriously think I can handle manning a ship's *guns*?

ORRIN

I have to stay here to outwit this guy. Autopilot can't do it, and I know you can't fly. Mirosh will walk you through it.

MIROSH

I promise it's not as intimidating as it sounds. It's just going to be a lot of firepower.

Ava hesitates, rocking from one foot to the other.

MIROSH (CONT'D)

If we're both up there, it doubles our chances of getting these guys before they get us. And we'll finally be able to get out of here.

Squeezing her eyes shut, Ava nods.

AVA
 Alright, I'll do it.

Mirosh smiles encouragingly. Even Kyrie nickers her encouragement. A moment later, Mirosh and Ava are out of the cockpit. They hustle into the ship's corridor and spot a hatch that has opened, leading up to the guns. Mirosh climbs up first, Ava following after him. At the top, Mirosh slides into the pod on the right and Ava goes to the left.

Both of them slide into the seats in front of the gun controls and put their headsets on. Mirosh makes sure Ava and Orrin can hear him; Ava does the same. Mirosh then begins to walk Ava through what to do; she picks it up quickly and gradually becomes more confident as she handles the gun.

In just a short amount of time, both she and Mirosh are volleying fire back at the bounty hunters ships as Orrin expertly flies Juno in difficult patterns to throw the bounty hunters off. Any return fire that the bounty hunters do manage to land on Juno is miraculously absorbed by its shield; it has become an impenetrable force.

The game of chase doesn't last much longer when Mirosh and Ava are finally able to zero in on the bounty hunters ships. With a few quick, relentless blasts, the rival ships explode with a good BANG.

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