

'FALLEN'

A STAR WARS prequel series

by Robert Kelly

Based on Star Wars by George Lucas

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FADE IN

1 CGI/MODEL SHOT - PRAXAS THE MOON OF TANGENINE

Praxas is the 3rd moon of Tangenine. This is an uninhabited desert planet, similar to Mars in looks and atmosphere. Tangenine itself is a populated but remote planet nearby.

PAN TOWARDS PRAXAS, to imply this is the location.

This is an ESTABLISHING SHOT only.

FADE TO

2 INT - SITH CAVERNS - DAY

The Sith Caverns are subterranean caves beneath the surface of Praxas. These are ancient tombs, containing crumbling sarcophagi and sinister wall-carvings. Being underground the caves are PITCH BLACK. JEDI MASTER KULBRIK and PADAWAN TERWYNNE are proceeding along, each holding their Light-Sabres up above their heads for light.

Master Kulbrik is male Human Jedi, about 50 years old and wearing flowing robes.

Terwynne is a blue-skinned humanoid CHISS, she is in her late teens and is dressed in robes.

MASTER KULBRIK

You sense it too, my young Padawan?

TERWYNNE

The deeper we go, the stronger it gets  
- that feeling of evil. As though  
something wicked is waiting down here?

Terwynne almost TRIPS over something in the darkness and she stumbles slightly.

MASTER KULBRIK

Careful! There may be all manner of  
ancient traps down here - and who  
knows what else?

Terwynne is a embarrassed but examines a nearby sarcophagus.

TERWYNNE

Master - perhaps we should have  
brought a whole survey team with us?  
We are not exactly equipped for this

(MORE)

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TERWYNNE (CONT'D)  
sort of thing?

MASTER KULBRIK  
We don't have long - we're needed back  
on Corusant soon. Besides - I believe  
there are dangers down here that Jedi  
are better equipped against.

TERWYNNE  
These runic symbols - they look like  
symbols I've seen in ancient Jedi  
temples, but somehow different?

Master Kulbrik moves to examine the sarcophagus.

MASTER KULBRIK  
As I feared... These markings are  
Sith!

There is a GRATING NOISE somewhere in the darkness. The two  
Jedi turn to investigate.

TERWYNNE  
What was that?

MASTER KULBRIK  
Whatever that was, I fear we are not  
alone?

Master Kulbrik proceeds along the cave, towards the source of  
the noise. Terwynne follows, looking nervous.

FADE TO

3 INT - SITH TOMB - DAY

An underground burial chamber, with a tunnel connecting to  
the Sith Caverns seen previously. This area is VAST and  
cavernous. Four large crumbling statues are set in the middle  
of the room, all facing a large stone sarcophagus. There is a  
DIM GLOW in the room, from glowing fungus and lichen.

Master Kulkbrik enters the chamber with Terwynne behind him,  
still carrying their sabres for light and looking around.

TERWYNNE  
That feeling of doom... It is much  
stronger now? And colder here too?

(CONTINUED)

CONTINUED:

MASTER KULBRIK

Yes, but it looks like nothing has  
been down here in centuries? Nothing  
living, at least?

Suddenly Terwynne begins to CONVULSE, her eyes widen in pain  
and terror. She staggers awkwardly towards Master Kulbrik.

TERWYNNE

(Stammering, afraid)

Master! I... I...I...

Master Kulbrik spins around to face Terwynne and is just in  
time to BLOCK a blow from her sabre.

MASTER KULBRIK

Terwynne?! What are you doing?!

TERWYNNE

My arm! I cannot control... Cannot...  
(trails off)

Terwynne pulls at her sword arm with her other, seeming to be  
losing control of her body. She now becomes rigid for a  
moment then adapts a combat stance and grits her teeth.

MASTER KULBRIK

Fight it! Whatever it is, resist!

Terwynne is now under an alien influence and she attacks  
Master Kulbrik, delivering a flurry of blows with her sabre.  
She snarls and rolls her eyes, as if trying to stop herself.  
Master Kulbrik skilfully parries each blow.

MASTER KULBRIK (CONT'D)

Something down here must be causing  
this?! Fight it Terwynne!!

Terwynne raises her PALM and Master Kulbrik is FLUNG  
BACKWARDS, pushed away by her unseen force-blast.

Master Kulbrik lands against one of the huge statues. Dazed  
and winded for a moment, he shakes his head to clear it.

Terwynne leaps forward at Kulbrik, spanning a large distance  
and lands immediately before him. Before he can recover she  
raises her sabre and cuts him down. His headless body FLOPS  
to the ground.

A SHADOWY FIGURE EMERGES from behind a concealed doorway,  
stepping towards Terwynne. The figure is male, dressed in a  
hooded cloak. This is VORTAG BHRAAL, a Sith Lord.

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Brhaal is not seen clearly here but he is about 50, of the 'Yuuzhan Vong' race - so grey wrinkled skin, pointed ears, nostrils instead of a nose - facially very bat-like.

NOTE: Bhraal is not fully seen until a later episode - so he has his back to the camera and is in the shadows.

BHRAAL  
(evilly)  
Good... Good...

Terwynne - moving like a manikin - robotically turns to Bhraal and lowers her sabre. She is under his control.

TERWYNNE  
(Through gritted teeth)  
What... What have you done to me?!

Bhraal CHUCKLES evilly and steps closer towards Terwynne. Her sword deactivates and the cave is plunged into darkness.

FADE TO

#### 4 EXT - THE STREETS OF PLANET TANGENINE - EVENING

The Streets are within a sprawling futuristic city, in a run-down neighbourhood. There are crates overflowing with rubbish and rat-like creatures scurrying about. In the background are sprawling city blocks with neon lights, overlooking the filthy streets. Poor quality SPEEDER BIKES nip along the road, zipping along in the blink of an eye. In the sky the equivalent of FLING CARS zoom along.

A STREET GANG of about 10 X Human (Non Speaking) are chasing their victim. They are teenagers with cybernetic implants (eg, robotic eyes and bits of tech grafted into them). They carry primitive weapons made from junk.

The STREET GANG LEADER is the oldest, he has a shaved head with robotic implants attached to his skull and his teeth are replaced by metal canines. They are chasing MAUL.

Maul is a horned Zabrak alien with red skin, black tattoos and horns (first seen in "Episode 1 : A Phantom Menace"). Here however he is about 17 and is not yet trained as a fighter. He is skinny and dressed in ragged clothing, as though he has been living rough in the streets. As he flees Maul pulls over piles of rubbish that he passes, creating obstacles for his pursuers.

Maul dashes across the street, just missed by the passing

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SPEEDERS and seemingly able to anticipate their movements. A couple of the Street Gang are not so fortunate and are KNOCKED DOWN, where they lay stunned and injured.

Maul runs around a street corner into a narrow courtyard and finds this to be a dead end. The Gang have him cornered and fan out around him as they advance.

STREET GANG LEADER

Get him! Get the outlander!!

The Street Gang attack Maul and begin hitting him with their various weapons. Although knocked-down and injured Maul raises his palm and PUSHES BACK one of his attackers with an unseen FORCE BLAST (as seen with Terwynne previously). His attacker though is only pushed away a short distance and is able to scramble up and resume attacking.

MAUL

Cowards! I hate you!

Unseen by all DARVIN VANDROSS is approaching at the mouth of the alleyway. He has been watching.

Vandross is an Arkanian - with white hair and white eyes. He wears a cloak and hood similar to those of the Jedi seen previously. Vandross steps quietly closer towards the Street Gang, as they continue to beat Maul.

VANDROSS

I think he has had enough?

STREET GANG LEADER

(turning to Vandross)

What do you want? Push off!

The Street Gang turn towards Vandross.

By now Maul is only semi-conscious, with ripped clothing. With effort he looks questioningly towards Vandross.

Vandross raises his hand and makes a fist.

The Street Gang Leader FLOATS UP IN THE AIR, choking and flailing about helplessly.

Vandross sweeps his hand to the side, causing The Street Gang Leader to FLY SIDEWAYS and collide with the wall. He lays now unconscious and injured.

The Gang members look at each other uncertainly.

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VANDROSS

I suggest you all be on your way?

Vandross adopts a fighting pose with his fists.

The gang scatters and flees, leaving Vandross and Maul alone (but with The Street Gang Leader laying nearby).

Vandross steps towards Maul and extends his hand.

VANDROSS (CONT'D)

I think they won't be bothering you again?

Maul takes Vandross's hand and is pulled up to his feet.

VANDROSS (CONT'D)

No bones broken? Did they hurt you ?

MAUL

(spitting out blood)

I've had worse. Who are you? Why did you help me?

VANDROSS

I am Darvin Vandross - something of a stranger here too. I am here to offer you a choice. A choice that I never had...

Maul does not reply, he eyes Vandross suspiciously.

FADE TO

OPENING CREDITS AND THEME TUNE

FADE TO

5 INT - VANDROSS'S HALL - DAY

Vandross's Hall is airy, with oval windows that show part of the sprawling city outside. Sliding doors include access to a LIFT. On the wall is a computer console and in the middle of the room is a SPARRING MAT - for people to practice martial arts. There is a bench and table and a bird-perch. Instead of a bird however sits WINDBAG - a ZAWAKIAN MONKEY LIZARD.

Windbag is an alien pet, which occasionally mischievously cackles to itself. Its species appeared in 'Return of the Jedi'. Windbag is dark red in colour, with yellow eyes.

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Maul and Vandross are sparring in the sparing area, using 'training sabres' with an electric crackling energy around the blades. Maul is now cleaner, any injuries healed and he wears a fresh loose-fitting outfit.

Vandross has a similar weapon to Maul.

NOTE: Vandross is training Maul the LAO STYLE Japanese sword technique, where the blade points downward or side-ways. This allows for much faster movement and strikes under the guard of most opponents, but sacrifices power.

Maul delivers a series of blows on Vandross, who skilfully blocks them all and is clearly the more skilled.

VANDROSS

You make too much use of your anger  
and over-exert yourself!

MAUL

I have been taught to use my anger?

VANDROSS

Yes - but at the right moment - do not  
let it cloud your judgement.

Vandross spins his blade in a version of a semi-circular parry and stabs Mauls exposed chest. There is a CRACKLING from the blade as Maul receives an ELECTRIC SHOCK.

Maul SNARLS in pain and anger.

Windbag the Monkey-Lizard CACKLES loudly.

Vandross steps away as Maul rubs his minor injury.

VANDROSS (CONT'D)

This style I can teach you is not  
commonly used among the Jedi, it  
offers greater speed but sacrifices  
strength and power.

MAUL

Is the lack of power a weakness?

VANDROSS

Not at all. The force guides our  
reflexes faster than the eye can see,  
furthermore a light-sabre can cut  
through anything - regardless of the  
strength applied.

(CONTINUED)



CONTINUED:

Maul adopts a fighting stance and the sparring continues.

FADE TO

6 EXT - RUBBISH DUMP, OUTSKIRTS OF CITY - DAY

A rubbish-tip on the outskirts of the futuristic city seen previously. There are piles of rubbish, broken equipment, wrecked vehicles and broken droids. The rooftops of distant buildings are seen in the background, with a few flying cars nipping about. Vandross and Maul are present, now unarmed.

There is a LARGE BROKEN ROBOT hovering above the ground, suspended in the air by an unseen force. Vandross has his hand outstretched, able to move the floating robot.

Maul looks at the robot, seemingly very impressed.

Vandross relaxes and the robot CLATTERS to the floor.

VANDROSS

Now you try?

Maul adopts a similar movement to Vandross and stretches his hand out towards the robot. Nothing happens.

VANDROSS (CONT'D)

Don't try to will it to happen... Just know that it IS happening. The force must be coaxed - used almost subconsciously, instinctively.

Maul strains and becomes annoyed - nothing happens.

MAUL

Useless! This will never work?!

Maul abandons his efforts and looks angry.

VANDROSS

Remember how you felt when that gang were attacking you? How you were able to move faster than them - how you pushed them back without thinking?

Maul nods and stretches his hand towards the robot.

VANDROSS (CONT'D)

Go back to that moment in your mind, remember how you followed your instinct? Feel - do not think! Your  
(MORE)

(CONTINUED)

CONTINUED:

VANDROSS (CONT'D)  
sub-conscious knows what to do.

The robot begins to WOBBLE for a moment. Then remains still again and Maul looks annoyed.

VANDROSS (CONT'D)  
Time and practice - you will get there soon enough, my new apprentice.

The broken robot topples over. For a moment it regains power and its eye-lights flicker on - then it looks around and seems to sigh and these lights fade off again.

MAUL  
Vandross - you never did tell me what you meant about having the choice that you were not given? When we first met?

VANDROSS  
I didn't? Well Maul that is no secret... I'm surprised you even remember it?

Vandross and Maul begin to move on, talking as they walk through the piles of rubbish and waste.

VANDROSS (CONT'D)  
Your choice was to be trained - accept me as your master and learn what I can teach, perhaps helping me in my work. Or not - you may follow your own path?

MAUL  
But you had no choice?

VANDROSS  
When I was very young, no more than six or seven, it was discovered that I was 'force sensitive'. Being on a Republic world I was taken away for testing, which led to me becoming a Padawan and then trained as a Jedi.

MAUL  
That was not your preference?

VANDROSS  
To be taken away by strangers, away from my friends and family? Never allowed to see them again?? Hardly!

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CONTINUED:

MAUL

It is said the Jedi are compassionate  
- did they not feel your unhappiness?

VANDROSS

All 'younglings' are unhappy at first.  
But I never felt I belonged there. It  
seems I was better at hiding my  
unhappiness than they were at sensing  
it?

Maul nods, to show he is listening.

VANDROSS (CONT'D)

A child cannot be expected to make  
life-changing decisions or understand  
what it might mean to become a Jedi -  
to live a life of celibacy and  
dedication to others... To lose ones  
family and never have one of your own.

MAUL

You left the order though? I thought  
many would gladly become a Jedi?

VANDROSS

I found it too restrictive. I have  
achieved much more since coming here  
than I ever could have had I remained.  
The Jedi are content to be peace-  
keepers, but sometimes peaceful ways  
will not always work.

FADE TO

7 EXT - THE FURTHER STREETS OF TANGENINE - DAY

The further streets of Tangenine are like those seen  
previously, but this is a more affluent and commercial area.  
Several LOCALS (ns) are wandering the streets, more affluent  
than any seen previously. Those passing Vandross recognise  
and bow or nod - from either respect or perhaps nervousness.

THE STOREKEEPER is outside one of the shops, sweeping the  
pavement. The Storekeeper is an alien called a Besalisk, with  
four arms - he is wearing flip-flops and an apron.

A few doors down is a CUSTOMER, emerging from another store.  
The Customer is an elderly human lady with goggle-like  
spectacles and sitting on a hovering mobility scooter.

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CONTINUED:

Vandross and Maul are walking along the pavement, towards the Store Keeper and The Customer.

MAUL

You have a fine 'speeder' but you seem not to use it to get about?

VANDROSS

Oh I have several - chauffeur droids too. But I like to see the streets up-close and personal whenever the opportunity arises. Aside from the exercise I enjoy the sights, sounds and smells and all they have to offer.

MAUL

I was keen to get off them - out of the filth, away from the stench, the squalor... And the gangs.

VANDROSS

Just months ago this was one of the many 'no-go' areas around the city. Now commerce has returned and the streets are safe once more.

Vandross and Maul pass The Shop Keeper, who pauses sweeping and bows to Vandross.

THE SHOP KEEPER

Good day Vandross! Good day sir!!

Vandross smiles and nods to The Shop Keeper and continues. A few steps on and the Customer is next to be passed.

THE CUSTOMER

(Smiling and bowing)

Good day, Mr Vandross Sir!

MAUL

(to Vandross)

They all seem to know you around here?

VANDROSS

And well they might! Before I arrived there was anarchy, gang warfare, overwhelmed police - now I have brought order. In less than a year little old ladies can wander safely again at night, all thanks to me.

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CONTINUED:

Vandross and Maul continue walking.

FADE TO

8 INT - VANDROSS'S HALL - DAY

Vandross's Hall as before. Windbag the Monkey-Lizard is seated next to Maul. Maul cannot help sneering at the Monkey Lizard and he seems annoyed at having to sit so close to it. Vandross stands nearby, looking amused.

VANDROSS

Don't worry - Windbag won't bite you.

MAUL

I make no promises to him on that account though! Might I ask though - why do you call this creature 'Windbag'?

VANDROSS

Named after a Jedi Master I once knew - old 'Mace Windbag' we called him... Or 'Windu' - as was his true name.

Vandross extends his open hand towards Windbag and Maul. This has a alien NUT in the palm. Windbag licks his beak.

VANDROSS (CONT'D)

Both of you try and take the nut from my hand, before I close my fist.

Windbag and Maul move to snatch the nut, as Vandross closes his palm. Vandross then opens his hand - the nut is gone. Maul opens his fist - but it is empty.

Windbag has the nut in his paw and he begins to eat it noisily, crunching it with great relish.

VANDROSS (CONT'D)

When you can out-fox a Zawakian Monkey Lizard, your training will be complete!!

Maul snarls at Windbag, who CHUCKLES at him.

FADE TO

9 INT - DINING ROOM - PM

The Dining Room is a long hall with equally long dining table

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and rows of high-backed chairs. PALLADORA has just served a meal of ALIEN STEW to Maul and Vandross, who are seated opposite each other.

Palladora is a Cathar - a female feline 'cat' alien. She is a slave and wears an electronic SHOCK COLLAR around her neck.

NOTE: Palladora usually puts on a 'silly voice' and she acts foolish and non-threatening. Her real voice is authoritarian and confident - she hides that she is really intelligent.

VANDROSS

Thank you Palladora, if this tastes as good as it smells you have really surpassed yourself?

Palladora makes a slight PURRING NOISE and Vandross absentmindedly strokes her furry arm, like a cat.

PALLADORA

Master is too kind!

Maul catches Palladora's eye and sneers at her. He then tries a mouthful of stew and doesn't seem impressed.

MAUL

Passable - just.

Seemingly offended Palladora stops purring and slinks away, the door slides open and closes automatically behind her.

VANDROSS

Come now Maul - why be so aggressive all the time? I'm sure you've had far worse than this on the streets?

Maul shrugs.

MAUL

Why even talk to her Master? She is just a slave. Where I come from slaves are not permitted to speak.

VANDROSS

I have my own way of doing things... Besides, in time I plan to set Palladora free.

MAUL

Free? Aren't Cathar valuable?

(CONTINUED)

CONTINUED:

VANDROSS

They are - but she is largely for show... To impress rival bosses. And perhaps it's a hangover from my days in the Republic that I've never felt comfortable owning a slave.

MAUL

Back on Dathomir I was like a slave myself, all male Zabraks must obey the whims of the Night Sisters who rule over us.

VANDROSS

Yes - you mentioned them before? You said that you were travelling with them, having been 'chosen'?

Maul takes another mouthful of stew and nods.

FADE TO

FLASHBACK BEGINS

All sound in the Flashback, other than the Voice Over, is MUTED. The colour is perhaps more sepia in tone to suggest things are remembered. Camera angles should be more unusual and stark - to add a surreal feel.

10 EXT - VILLAGE IN DATHOMIR - DAY

Dathomir is planet consisting mainly of mountainous areas and rolling swamps. There are few 'permanent structures' due to chiasmic activity and attacks from indigenous Rancor beasts - as a result the village is like a shanty town in appearance. The VILLAGERS(ns) here are Zabraks - horned humanoids with facial tattoos, similar in looks to YOUNG MAUL (ns).

Young Maul is just 15 here and is much shorter, with smaller horns. He is playing a BALL-GAME with other younger Zabrak.

MAUL VO

My village on Dathomir was a simple place, peaceful and relaxed. We males live apart from the females - who rule us from afar and are known as The Night Sisters. We men are mostly farmers, serfs - we grow the crops, keep the cattle, hunt and fish. We provide tribute to The Sisters who from time-to-time would visit us.

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The ball is KICKED and knocked afar, it rolls near some rocks and Young Maul rushes to collect it. As he reaches for the ball A FEMALE HAND grabs his shoulder, belonging to YARNNA who was hidden behind the rocks.

Yarnna is a female Zabrak - the females have paler skin and no horns. Her attire is a blend of black and red robes, with a futuristic BOW strung upon her shoulder.

Young Maul spins round and looks at Yarnna, he cowers away - nervous of females. Yarnna smiles unnervingly back at him.

FADE TO

11 INT - TESTING HALL AT DATHOMIR - DAY

A wooden hall with a medieval look to it - like a Viking drinking hall - more decorated than the buildings previously seen on Dathomir. Several NIGHT SISTERS(ns) are present, watching events. They are similar in looks and attire to Yarnna (who is absent). A few SLAVES (ns) - all male Zabraks - are loitering in the background, looking miserable. Young Maul is being 'tested' by MOTHER TALZIN (ns).

Mother Talzin is similar in looks to other Night Sisters but is older and has dark tattoos around her eyes rather like a panda. Her attire is more elaborate and regal-looking and she carries a long wand-like CATTLE-PROD.

Young Maul is balancing as he crosses a raised series of wooden planks, spanning across a wide shallow INDOOR POND. In the pond are alien LEACH-FISH, trying to get at him. Whenever Young Maul pauses Mother Talzin gives him a prod with her cattle-prod, much to the amusement of the Night Sisters.

MAUL VO

Having met Yarnna - a member of the Night Sisters - I was taken away to meet The Sisterhood and undergo tests and receive some initial training. I had no say in the matter.

VANDROSS VO

That is something I can relate to, only too well my young friend?

Despite being zapped Young Maul reaches the far side of the pond, hopping past the snapping fish and he glares angrily at Mother Talzin. So she zaps him regardless.

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CONTINUED:

MAUL VO

Although cruel in their testing, they confirmed what they already suspected - that I was 'force sensitive' and had great potential.

FADE TO

## 12 INT - SHUTTLE CONTROL ROOM - NIGHT

The Shuttle Control Room is filled with controls, instruments and panels. There are two padded chairs, in which are seated Young Maul and Yarnna. There is darkness and stars seen through a very thick window - suggesting they are moving through space. Yarnna is piloting, Young Maul looks bored.

MAUL VO

It was decided that Sister Yarnna would escort me to Mustafar, where I would be presented to a powerful Sith Lord for consideration as his new apprentice. We set off together in a shuttle and I was never to see my homeworld again.

VANDROSS VO

A Sith Lord?? But there are no Sith - the last one perished centuries ago?

MAUL VO

Not so Master - they continue in secret. Always two in number - a master and an apprentice. The Sisterhood have co-operated with the Sith since it was founded many centuries ago - they work together against mutual enemies, both are practitioners of the Dark Side.

FADE TO

## 13 EXT - THE STREETS OF TANGENINE - EVENING

The Streets are as before - the same area that older Maul was first encountered by Vandross. Yarnna and Young Maul are being followed by another GANG OF THUGS(ns).

The Thugs are mostly human and are more 'punk rock' looking than the gang seen previously. Yarnna and Young Maul turn into an enclosure - the same older Maul fled into previously. The Gang follow and fan out around them - pulling-out a

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CONTINUED:

variety of home-made weapons.

Realising they are trapped Yarnna pulls out her BOW. As she 'draws' the string CRACKLES WITH ENERGY and an arrow consisting of GLOWING ENERGY appears.

Yarnna fires at Three of the Gang of Thugs - pinning them each with BOLTS OF ENERGY to the walls nearby.

The other Thugs charge at Yarnna and Young Maul. Maul is no match for them and is overwhelmed and knocked to the ground.

Thugs lunge at Yarnna with knives but she deflects these with her bow. In an impressive display of acrobatics she then CART-WHEELS backwards and KICKS over the Thugs. She disarms another Thug, snatching a CHAIN WHIP from him and then uses this on him and his companions - driving them back.

Laying on the ground stunned, Young Maul observes these events as the Voice Over narration continues.

VANDROSS VO

Did you meet this new Master? This Sith Lord?

MAUL VO

No - our ship developed a fault and we stopped here to arrange repairs. Within an hour of landing though we were set upon, ambushed by thugs!

The Thugs are now defeated and lay injured or dying.

VANDROSS VO

There were many gangs of undesirables still roaming the streets back then, but surely a 'Night Sister' could fight-off a few cut-purses and petty thieves?

MAUL VO

At first, but there were not just robbers. One of them was something else - something that even the 'Night Sister' feared...

Bhraal emerges into view from the darkness, as if he controls the shadows. His features are obscured by his hood - but from her angle Yarnna sees his face and she recoils away in fear.

Bhraal clenches his fist up in the air.

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Yarnna is CHOKED by an unseen force and she FLOATS UP into the air, helplessly.

Young Maul stares up in horror for a moment then passes-out.

FADE TO

FLASHBACK ENDS

Sound and colours return to normal.

14 INT - DINING ROOM - PM

Maul is concluding his remembrances and narrative. Vandross is finishing his stew, but nods attentively at Maul.

MAUL

When I awoke I was alone - left on this world with no means and no help. I tried speaking to officials here but no-one was interested... I found myself living in the streets, fending for myself as the weeks and months passed. The rest you know?

VANDROSS

The Night Sister Yarnna and the person that attacked you, was there any sign of either of them?

MAUL

None. I searched, did what little I could... But nothing. I was alone.

VANDROSS

I have many contacts on this world - I can make enquiries, see if I can trace this missing Night Sister of yours? Someone will know something?

MAUL

I never wanted to leave Dathomir - nor was it my desire to train as a Sith, as they intended. I just wanted to be a farmer and remain with my brothers... But I have come to believe my destiny lays here - with you?

Maul takes a bite of his stew.

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CONTINUED:

VANDROSS

This 'Sith Lord' you were to be meeting - did you get a name or location??

MAUL

No, but we were to meet on Mustafa. I would be told more upon acceptance. Or be killed - if not up to standard.

VANDROSS

In truth I am surprised the Sith and The Night Sisters still exist? They must be powerful, to remain hidden from the Jedi?

MAUL

Powerful yes - and wicked. I was with the Sisters for a few weeks, but I will never forget how they mistreated me! They... Did things... to me before the journey. Terrible things - hoping to encourage my hatred and anger to grow.

There is a BEEPING noise - the door slides open and Palladora enters and approaches.

PALLADORA

Sorry master - but the young lieutenants are assembled and waiting. They grow restless...

VANDROSS

Ah yes - very good. I think we are about finished here anyway?

Palladora NODS and she begins to take the plates.

VANDROSS (CONT'D)

(to Maul)

Ready to meet the rest of the family??

FADE TO

15 INT - PAMPERING ROOM - DAY

The 'Pampering Room' is made for relaxation and comfort. There is a massage-bed, a large 3d holographic screen, a giant sofa, a hookah-style pipe (like that of Jabba) and a tray of strange snacks and alien narcotics. Present are AURRA

(CONTINUED)

CONTINUED:

SING, BOSSK'WASSAK'CRADOSSK and OOLA DE'ARNNE.

Sing is a tall slender humanoid female with pale skin and noticeably long fingers. She appeared briefly in The Phantom Menace. Here she is much younger, she has not yet had a cybernetic aerial implant in her head and instead has dreadlocked dark red hair.

Bossk is a Trandoshan reptilian humanoid who appears in the Clone Wars series and The Empire Strikes Back - here he is younger and slightly shorter. Usually he HISSES when he pronounces words with the letter 'S' in them.

Oola is a Twi'lek with green skin and two tentacles on her head. (Ultimately she becomes a slave of Jabba in 'Return of the Jedi'). Here she is dressed in dark baggy overalls and has a tech-headband around her head - she is a 'Slicer' or computer hacker - this is hinted at in her attire.

Bossk wears no footwear and is polishing his clawed toes with what looks like an electric-sander that HUMS noisily.

OOLA  
(to Bossk)  
Must you do that in here?

Sing waves a large reptile SCALE accusingly at Bossk.

SING  
What's this, Bossk? You're shedding again?

Bossk stops his sanding and turns-off his machine to talk.

BOSSK  
It is the time of 'taal-marsh' - it cannot be helped.

The door slides open and Vandross steps into the room - followed by Maul.

OOLA  
(noticing Vandross approaching)  
Cool it guys, the boss is here!

Bossk, Sing and Oola clamber to their feet.

VANDROSS  
Hello everyone - allow me to introduce our newest member - Maul. I feel he has great potential and will be an  
(MORE)

(CONTINUED)

CONTINUED:

VANDROSS (CONT'D)  
excellent addition to the team.  
(points to Oola.)  
Maul - this is Oola, our lead 'slicer'  
and resident tech expert.

OOLA  
Hello there Maul.

Maul sneers.

SING  
(to Vandross)  
This is the new guy you mentioned  
boss? Another 'force sensitive'?

Bossk steps around Maul in a menacing fashion - at though  
trying to intimidate him. Maul simply stares back at him.

BOSSK  
He s-s-s-s-seems a bit scrawny to me?

VANDROSS  
Bossk here is our 'muscle'.  
(points to Sing)  
And this young lady - who narrowly  
escaped becoming a Jedi Padawan - is  
Aura Sing. She now works for me.

Sing smiles coldly at Maul and flicks a strand of dreadlocks  
from her face.

Disappointed by Mauls lack of reaction Bossk steps away and  
begins to pack away his claw-sander.

BOSSK  
As long as the newbie doesn't get in  
my way?

MAUL  
(to Vandross)  
You're not coming along too?

VANDROSS  
I'm getting too old to go on heists -  
besides, this is partly intended as a  
test for you, as much as anything  
else.  
(to Sing)  
Are you all ready to proceed with the  
mission?

(CONTINUED)

CONTINUED:

SING

We were - but there's a development.

OOLA

Since our original scans they have added ray-shield around all main exits, plus additional guards.

SING

The Malandro cartel seem paranoid about guarding their last remaining asset on this world?

MAUL

Why not just blast our way in - kill them all?

BOSSK

(Amused)

Perhaps-s-s-s this one might fit in with us, after all??

FADE TO

16 INT/EXT - TRANSPORT SHIP - DAY

The Transport Ship is the equivalent of a flying mini-bus.

Through the window other flying vessels can be seen as the vehicle travels through the sky. Driving and positioned at the front of the ship is RV273 - a droid (ns). This droid is short and squat with rotating head, similar to the Astro-Mech R2D2 but more primitive.

Here sit Maul, Oola, Bossk and Sing.

Sing has an ear-peice in her ear and a blaster pistol.

Maul has a ELECTRIC SABRE - made to look like a cane-stick.

Bossk has a short BLASTER RIFLE.

All but Oola also have a small bundle of clothing nearby - disguises. Oola has a holographic LAP-TOP she is using.

OOLA

Their cyber-security is years out of date, it won't be a problem for me.

(CONTINUED)

CONTINUED:

SING

(to Maul)

This is just a simple smash and grab -  
follow our lead. Stick with the team  
and watch our backs - no heroics!  
Think you can handle that?

MAUL

(nodding)

No problem.

SING

Oola and RV273 will stay in the  
transport to coordinate and meet us on  
the roof. When we strike Oola will  
disrupt their communications and  
hamper their electronic security.

OOLA

All in a days work!

Bossk unravels his disguise pack - this is a loose flowing  
coat and hat, similar to 1930's Earth-clothing in style.

BOSSK

(holding up the hat)

We have to wear these things?

SING

Need to blend in with the toffs there!  
This is a hotel and casino too,  
remember?

FADE TO

17 INT - POLICE CHIEFS OFFICE - DAY

The Police Chiefs office, although futuristic, is very messy.  
A glimpse of other smaller offices can be seen through  
windows where a few other POLICE OFFICERS (ns) are working.

The POLICE CHIEF is an alien known as a Snivvian - he is  
small in stature but has a large head and eyes. He is typing  
onto a futuristic holographic computer.

Vandross enters the office and BOWS to the Police Chief.

POLICE CHIEF

(rising)

Why Vandross - what a surprise! Come  
on in, take a seat?

(CONTINUED)



CONTINUED:

VANDROSS

Hello! You're looking well Chief?

Both sit down.

POLICE CHIEF

Yes - my stress levels have greatly improved these last several month's - all thanks to you! How are you? Business still good?

VANDROSS

Can't complain... It seems that there are new opportunities everywhere - now that the Pyke Syndicate and Hutts have been encouraged to move on?

POLICE CHIEF

(winks)

And we both know who to thank for that, eh? Well what can I do for you? As always, I'm at your full disposal?

VANDROSS

I'm actually on the hunt of a missing woman. Other enquiries so far have been fruitless.

POLICE CHIEF

Oh? Anyone important?

VANDROSS

An off-worlder who ran into a street gang several months ago, in the Mutara sector.

POLICE CHIEF

Can't say it rings a bell? This happened when, roughly?

VANDROSS

It would have been on the twentieth day of 'Russen'. But I doubt the matter was ever reported?

POLICE CHIEF

(checking his computer)

It's not familiar? There have been just a few missing persons in the last several months and all of those were male. I do remember that date though -

(MORE)

(CONTINUED)

CONTINUED:

POLICE CHIEF (CONT'D)  
The Lucasonian festival?

VANDROSS  
Ah yes - it would have been a busy  
time around here then?

POLICE CHIEF  
Yes - but not much happening other  
than a few petty acts of vandalism -  
much more low key than usual. Mutara  
was still a rough area back then  
though... Oh! There was an incident  
with a shuttle, I seem to recall?

VANDROSS  
An incident?

The Police Chief presses more buttons and looks at his  
computer screen.

POLICE CHIEF  
Yes, now I remember - an unregistered  
launch, caused a bit of a rumpus at  
the time. They were in a big hurry.

VANDROSS  
A smuggling ship perhaps?

POLICE CHIEF  
Even the smugglers bother to submit  
flight plans so Traffic Control can  
clear their route for launch. As you  
know we don't bother asking too much  
about any goods they are carrying?

The Police Chief presses more buttons.

POLICE CHIEF (CONT'D)  
Yes - they nearly caused a collision!  
We still have the vessel on our watch  
list... But to date they never  
returned. Not yet, anyhow.

VANDROSS  
It was a shuttle then, not a ship?

POLICE CHIEF  
Says here its just a 'Gurian J6  
Planet-Hopper'. Short range only -  
enough for reaching the local moons  
(MORE)

(CONTINUED)

CONTINUED:

POLICE CHIEF (CONT'D)  
perhaps, but nothing much more.

VANDROSS  
Could they have travelled to Praxas?

POLICE CHIEF  
Easily, but I doubt they'd have got much further. The vessel is unregistered and unlicensed - their current whereabouts are unknown. As to Praxas I don't see why anyone would want to spend much time there?

VANDROSS  
Well - it's a funny old Galaxy?!  
Perhaps I'll take a look there myself?

POLICE CHIEF  
Feel free - but be sure to register your flight plan first though!

Vandross chuckles politely.

FADE TO

18 INT - THE GALLERY - DAY

The Art Gallery is within a casino and hotel - a large side-room filled with paintings, alien sculptures and strange items on display stands, bathed in light.

Other than a large set of double-doors there is also a Lift entrance point in the room.

A few GUESTS (ns) are wandering around looking at the art. These are mostly human businessmen and women, over-dressed in garish suits and gowns, having a break from gambling. In the middle of the room is a reception desk and here is THE RECEPTIONIST - a shiny humanoid robot, similar to C3P0.

Sing, Bossk and Maul enter and gaze around, unimpressed.

Bossk and Maul have 1930's style overcoats and hats over their persons. Sing has the fur of a dead animal (possibly a Wompa from Hoth) wrapped around herself - all as an attempt to blend in with the wealthy guests. Bossk's blaster-riffle is hidden in a box of alien flowers.

BOSSK  
So much human greed! What's-s-s-s the  
(MORE)

(CONTINUED)

CONTINUED:

BOSSK (CONT'D)  
point of this place?

SING  
Mainly to exploit the gullible - and  
make money. This part of the casino  
seems more civilised though?

They spot the item they're looking for - a RELIC in a display  
case. This appears to be a stone table with ancient  
inscriptions carved upon it.

RECEPTIONIST  
(to Sing)  
Good afternoon madam - can I interest  
any of you in a complimentary glass of  
Argullian Ale?

SING  
(points)  
There is the relic! Over there!

They approach the relic together and observe closely.

BOSSK  
Forcefields are still in place though?

Sing taps her earpiece.

SING  
Not for long!

OOLA VO  
On it...

The Receptionist approaches Sing and Bossk with a tray of  
cocktails, despite being ignored.

RECEPTIONIST  
We have many rare antiquities and  
objects of art for your viewing  
pleasure? You're sure you don't need  
any refreshment? Or complementary  
chips for the games?

Suddenly the lights surrounding the display items turn off  
and an ALARM SOUNDS.

RECEPTIONIST (CONT'D)  
Oh my?!

(CONTINUED)

CONTINUED:

A large 'blast door' barrier descends and blocks The main entrance - the only other way out now is the elevator.

The Guests look panicked and worried.

RECEPTIONIST (CONT'D)

(to guests)

Don't be alarmed ladies and gentlemen  
- hopefully this is just a routine  
security drill?

Bossk tries to grab the artefact but receives a SHOCK and withdraws his scaly hands.

BOSSK

There's still another barrier?

RECEPTIONIST

Please don't touch the exhibits sir?

Annoyed, Bossk thumps the Receptionist, causing the drinks to go flying all over him in a comical way.

RECEPTIONIST (CONT'D)

My goodness!

SING

(tapping her earpiece)

Oola?

OOLA VO

One moment... Now try?

Sing successfully grabs the artefact and grins.

SING

Got it!

The Lift PINGS and the doors open. 3 X SECURITY GUARDS (ns) enter with GUNS raised. The Security Guards are a race called 'Houk' - big and brutish, with double-chins, wide mouths and bald heads, rather like humanoid toads.

Bossk pulls out his concealed BLASTER RIFLE from his flowers case and ducks for cover. The flowers fall to the floor.

Sing pulls out her BLASTER pistol and points this at the Receptionists head, pulling him in front of her.

(CONTINUED)

CONTINUED:

RECEPTIONIST  
(raising hands)  
Good grief?!

A FIREFIGHT begins between Security and our 'heroes'.

The Guests scamper for cover and cower away as laser blasts ZAP around the room.

1 X Security Guard steps back into the lift, firing and providing cover as his two companions hurry forward, FIRING as they advance. They accidentally shoot the Receptionist, who Sing is using as a robot-shield.

Maul draws his electro-sword from his cane and DEFLECTS blasts of energy from the Security Guards.

Bossk fires and hits the Security Guard in the lift - who slumps backwards and expires.

Another blast damages Mauls sword, which he discards.

Maul raises his two hands into fists. The two remaining Security Staff RISE INTO THE AIR and flail about.

A moment later Maul parts his arms then SLAPS them together. The two security staff COLLIDE with each other mid-air then collapse to the floor. They lay stunned.

SING  
Not bad!

The Receptionist now has both his arms blasted off but is still functioning.

MAUL  
You're welcome?!

Bossk heads to the lift.

BOSSK  
Let's-s-s get out of here??

Sing taps her earpiece, receiving instructions.

SING  
This lift will take us to the roof -  
Ooolah has it isolated and will meet  
us.

Bossk, Maul and Sing head towards the lift.

(CONTINUED)

CONTINUED:

RECEPTIONIST

You won't get away with this! We have Grade A security systems throughout the building. Surrender now and the courts may be more lenient on you?

SING

Can it, metal-mouth!

Sing turns and SHOOTs the Receptionist then joins her companions in the lift - the doors close behind them.

The Receptionist collapses in a heap.

FADE TO

19 CGI/MODEL SHOT - PRAXAS THE MOON OF TANGENINE

Praxas as seen from orbit, as before. A SHUTTLE approaches the moon. The shuttle is small - intended to transport only one or two persons. This is an ESTABLISHING SHOT only.

FADE TO

20 EXT - PRAXAS SURFACE - DAY

Praxas is much as it was seen from orbit - a barren lifeless craggy wasteland, similar to Mars. The SHUTTLE seen previously descends and lands upon extending metal feet. A moment later the door opens and Vandross disembarks.

He now has a NASAL TUBE connected to his nose for more air, this is linked to his backpack which presumably has an oxygen tank inside. He is carrying a SCANNING DEVICE in his hands.

PAN TO VANDROSS - as he exits the ship and begins to wander.

VANDROSS

(to self)

Ships scanners were right - just one faint power source on this whole rock? Could this be the missing shuttle?

(looks at his SCANNER)

But if so where? It seems to be underground?

Vandross gives up on his scanner and tucks this away.

VANDROSS (CONT'D)

(to self)

Perhaps the Force will aid me?

(CONTINUED)

CONTINUED:

Vandross sits cross-legged and closes his eyes - starting to meditate. A moment passes.

VANDROSS (CONT'D)

(to self)

There is something... Or someone here?

Terwynne's voice is heard, but sounds ethereal and echoed - as if heard telepathically.

TERWYNNE VO

Help me! Whoever you are! Please help!

Yarnna is heard for the first time - she is the Night Sister seen with Young Maul previously. Her voice is fairly raspy.

YARNNA VO

Help us! We are trapped!!

Vandross opens his eyes - but still there is no sign of life.

VANDROSS

Hello? Who are you? Are you a Jedi?

How many of you are here??

TERWYNNE VO

(becoming terrified)

Too late! He knows you're here!

YARNNA VO

Run! Save yourself!! Get away!

Suddenly a SINK HOLE appears in the sand - serving as a hidden doorway to an underground complex.

Vandross activates his light-sabre, holding it sideways as per his combat style. He steps towards the doorway.

There is a sloped metal corridor leading down to an unseen room. Someone is emerging - with DRAGGING FOOTSTEPS.

VANDROSS

(calling to Bhraal)

Who goes there? Identify yourself?!

Bhraal emerges from the doorway, with his cloaked back turned towards the camera so his features are not fully seen.

Vandross is able to look upon the features of Bhraal and he seems repulsed.

(CONTINUED)



CONTINUED:

VANDROSS (CONT'D)  
By The Nine Hells of Corellia - what  
manner of creature are you??

Bhraal CHUCKLES evilly and steps closer, extending his arms.

FADE TO

21 INT - VANDROSS'S HALL - DAY

Windbag the Monkey-Lizard is on his perch but shuffling away from Palladora - she is licking her lips hungrily and staring at him, rather like a cat.

There is a PING and the lift-door opens - Maul, Bossk and Sing all enter and emerge from the lift. They are dressed as before but look a little worn and tired.

Bossk, still carrying his Blaster-Rifle throws away his hat and goes to the table to pour himself a drink.

Sing puts her Blaster away in the weapons rack.

Maul is carrying The CLAY TABLET in his hands, he has deactivated his sword and this is attached to his belt.

MAUL  
(to Palladora)  
You - slave! Fetch the Master at once.  
He will be pleased to hear about our  
mission.

Palladora turns towards Maul, to the relief of Windbag.

PALLADORA  
Master is away... He did not say when  
he would return?

Maul, Sing and Bossk exchange surprised glances.

MAUL  
Away? He was keen for us to get this  
artefact for him? Where did he go?

Palladora SHRUGS.

The study door slides open and Vandross emerges. He smiles and approaches.

Palladora looks at Vandross with suspicion, then bows politely to her master when he glances in her direction.

(CONTINUED)

CONTINUED:

VANDROSS

Welcome back all! Were there any complications?

Maul proudly hands Vandross the Tablet - which he examines.

SING

The new boy did ok, for a Zabrak.

BOSSK

Yes-s-s-s-s-s. Not bad.

VANDROSS

(looking closely at the tablet)  
I never had a doubt. This is a wonderful piece! I will make a full study of it shortly... Thank you, thank you all.

MAUL

What is this trinket Master? If you wanted to read it why not just go to the Casino and look for yourself?

VANDROSS

I am amassing an archive of ancient Jedi records and knowledge. Furthermore these are more than just trinkets - there are intricate carvings pressed into layer after layer of super-heated stone - this is an ancient encyclopaedia, at least a thousand years old. Quite priceless - and now its secrets are mine!

PALLADORA

But Master - Palladora was worried you were gone so long?

MAUL

Shut up slave! We're talking.

Maul SLAPS Palladora, knocking her to the ground. She lays there looking up angrily at him.

VANDROSS

(annoyed)

There was no need for that!

Maul shrugs.

(CONTINUED)

CONTINUED:

VANDROSS (CONT'D)  
(becoming calm)  
But regardless - congratulations Maul.  
You have done well in bringing this  
artefact to me... And welcome to your  
new family!

FADE TO

22 INT - VANDROSS'S HALL - SEVERAL DAYS LATER

Maul is sparring with Bossk - Maul has his training blade and Bossk has a larger two-handed version.

Sing is partly watching the fight and partly feeding some nuts to the half-dozing Windbag.

Bossk is very strong but is sluggish compare to Maul, who skilfully parries and dodges various blows.

BOSSK  
You are too fas-s-s-t for me, little  
Maul! I grow tired of this-s-s game...

Maul does not reply - instead he knocks aside Bossk's blade and stabs his stomach. The blade is only a practice weapon and gives off an ELECTRIC SHOCK.

Bossk hisses angrily as Maul grins.

There is a BEEPING NOISE from the console. Sing examines the console as Maul and Bossk turn to look questioningly at her.

SING  
It seems we have an uninvited guest?  
Someone has bypassed security and is  
coming up in the lift!

Sing pulls out her blaster.

BOSSK  
S-s-s-et weapons to kill!

Bossk and Maul quickly adjust their weapons and the electricity around these CRACKLES more threateningly. The three fan out around the lift door.

The lift door slides open and SIFO DYAS enters the room.

Sifo is a Jedi Knight, he is a human male with goatee-beard and tied-back hair in an oriental top-knot and is dressed in

(CONTINUED)

CONTINUED:

Jedi robes. He looks questioningly at the three and pulls out his LIGHT SABRE.

MAUL

A Jedi?!

SING

Who are you?! How did you get in  
here??

Sifo activates his light-sabre, ready to fight.

FADE TO

End Credits

END OF EPISODE 1