

FALL OF WORLDS

THE TIMELINE

Written by

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EXT. OUTER SECTOR WORLD - BLACK SAND SHORE

A silent shoreline under a darkening sky. Black sand – glassy and metallic – reflecting the faint light above. Gentle waves roll in.

Rows of SOLDIERS kneel behind broken stone and wreckage, weapons ready.

High above, clouds churn around a distant shape in orbit.

A long silence. Worry etched on the soldiers' faces.

The sky tears open – a vertical seam of blinding light splitting the clouds – slamming into the ocean. The sea churns violently, rising into towering whirlwind columns of boiling water. *

Above the churning ocean, a colossal shadow passes overhead. The sky blackens – a world-sized mass looms, its surface alive – living metal crawling across it, never still. THE RACE.

Dark spear-like forms descend furiously – striking the towering columns of water, turning them instantly into raging living metal.

A COMMANDER, (50s) leads his platoon forward, firing blue-white bolts into the ocean. Others along the defensive line fire upward – bolts rippling across the distorted living surface of the mass above, which closes and heals flat again. *

Veins of living metal surge from the towering metal columns of water, racing across the shoreline, turning the sand to metal as they spread. *

The commander fires furiously at the racing metal vein heading for him. No effect. It surges forward – climbing his leg, spreading and constricting as his armour cracks under the metal, bone snapping inside. He screams as it yanks him downward into the living beach.

Two soldiers grab him and pull while another fires point-blank into the living metal. The shots vanish into it – swallowed as if fired into quicksand.

The metal lashes violently outward, seizing them by their helmets – crushing and dragging them into the metal.

Along the defensive line, the living metal veins spread across the sand like branching weeds – soldiers are dragged down as bodies and weapons fuse into the beach.

Through smoke, a small landing craft tears across the shoreline.

*

INT. SMALL LANDING CRAFT

CAPTAIN ELDIN VARR (30s), blood across his face, wrestles the controls as alien warning glyphs flash on his screen.

Through the canopy, the living metal spreads across the shoreline, racing toward the craft.

ELDIN
Not today.

He pulls the controls up.

*

EXT. BLACK SAND SHORE

The craft barely clears the shore as a vein of living metal lashes upward, slicing along the hull.

Another vein lashes from a towering metal column of water. The ship jerks hard left, barely dodging it, and climbs violently.

EXT. SPACE

The damaged craft limps into the starfield trailing vapor, then vanishes into hyperspace.

*

INT. HIGH COUNCIL CHAMBER

A vast circular hall suspended over darkness. Large platforms hover in a ring around a central dais, each carrying delegates from different worlds. Their forms vary – humanoid, alien, creature, masked, luminous.

Eldin is pushed forward by guards. He can barely stand.

*

ELDIN
It's coming. It eats worlds.

A few delegates exchange unimpressed glances. Whispers ripple through the chamber. Skepticism. Curiosity. Laughter from one platform. A hiss from another.

ELDIN
We fought on the shore. We held the line for just minutes until the shore became the enemy.

A delegate leans forward, intrigued but unconvinced.

DELEGATE 1
What do you mean, the shore?

ELDIN
It came from the sky and then the
ground came alive and swallowed us
whole. It kept spreading.

The chamber quiets.

From the shadow of the dais, GENERAL DRAVEN (50s), armoured,
composed, eyes sharp as glass, steps forward.

DRAVEN
Elaborate, captain.

ELDIN
A world in the sky. A moving
planet. Alive. It's... it's a
living star.

DRAVEN
Mobilize your fleets. Give me full
command.

Immediate backlash.

DELEGATE 2
On the word of one broken soldier?

DELEGATE 3
This could be a provocation.

DELEGATE 4
We have treaties. Borders.

The noise rises. Draven raises one hand. Silence.

DRAVEN
Those who do nothing will die
first.

*

DELEGATE 4
If this threat is real... why have
we never seen it?

ELDIN
Because it hasn't reached you yet.

DRAVEN
Where did it strike?

*

Eldin enters coordinates into a projector with shaking
fingers. A hologram blooms – the Outer Sector System.

Several planets appear in the display. One is marked – the Outer Sector World. A dark stain spreads across its surface. Living metal consumes it – swallowing mountains, cities, devouring everything in its path. *

Murmurs ripple again, this time uneasy.

DELEGATE 3
Outer Sector territory.

DELEGATE 4
They are not Council worlds. *

ELDIN
You're not going to help them. *

DELEGATE 3
They are not our concern. No fleets will mobilize.

ELDIN
It won't stop there.

DELEGATE 3
It will not reach us. *

DRAVEN
Not yet. *

EXT. SPACE

A lean, scarred vessel drifts.

INT. VESSEL - MEDITATION CHAMBER

Dim starlight filters through a narrow viewport.

KAIRO NASH (40s) and his apprentice LEN ORIS (20s) sit cross-legged on the deck, breathing slow and controlled.

A soft chime breaks the silence.

Len opens his eyes first.

LEN
Kairo, the masters. *

Kairo slowly opens his eyes.

A holographic seal appears – the mark of the Guardian Order.

Kairo reaches out. The seal dissolves into a holographic projection – three cloaked Masters appear – alien-humanoid, alien, and human, faces slightly obscured under black hoods.

MASTER QUINN, center, steps forward, unveiling his hood — alien-humanoid, eyes black-glass, wide, blinking vertically.

MASTER QUINN
Master Kairo Nash, we have
intercepted an Elder Council
transmission of grave importance.

He presses a button — another projection displays next Kairo— an ELDER, face obscured behind a luminous veil.

ELDER
Assigned Warden. You are summoned. *

WARDEN (O.S.)
Awaiting directives. *

The Elder gestures with an open hand. A rotating image appears on it — an alien CHILD, no more than twelve.

ELDER
Assimilation events failed around
this being. It disrupts our
predictive system. In some futures
it ends the war. In many it ends
everything. *

The projection splits into several holographic simulations around the child. In one, fleets power down, soldiers cheer, and the war ends. In another, worlds are overrun as oceans and continents turn into spreading living metal. *

The Elder closes his hand and the projections shut down.

ELDER
This anomaly is to be terminated.

WARDEN (O.S.)
Directive confirmed. *

The Elder projection shuts down.

LEN
They believe this child stopped an
assimilation and they want to
terminate him without ascertaining
why he can resist them.

MASTER QUINN
Their predictive system calculates
the most likely outcomes of the war
with the Race. It allows them to
guide events toward a stable
future. *

(MORE)

MASTER QUINN (CONT'D)
They believe where this child
exists, those predictions fail.

*

MASTER RENUARD, pulls back his hood - alien, wide, green
slit eyes stare unblinking. His cheeks split into gills that
run down his neck, faintly pulsing as he breathes.

MASTER RENUARD
The Elders have sent their Warden
Enforcers to hunt him down. They
fear what he could be.

*

KAIRO
An end to their control.

MASTER JACQUE, unveils his hood - human, short white hair,
long pointed beard.

MASTER JACQUE
Yes. And others will want to
control him, use him as a weapon.

KAIRO
What does the Guardian Order want
of him?

MASTER QUINN
To choose.

KAIRO
And from me?

MASTER QUINN
The Guardian Order does not
eliminate. You are to intercept the
Wardens and assure this child is
kept safe. The Wardens will not
stop, therefore, it will not be
safe to bring him to the Order. We
cannot protect him here.

*

KAIRO
Where do I take him.

MASTER QUINN
You will find the right path. And
you will gain his trust and
ascertain what information you can,
but more importantly, Master Kairo,
you can guide him... and possibly
we can end this war.

KAIRO
As you wish.

The projection fades. Silence returns.

Kairo remains still, eyes on the empty space where the child hovered.

LEN
You think he's really an anomaly?

KAIRO
The Elders do.

EXT. SPACE

Kairo's ship surges forward, engines flaring.

Space distorts around the hull – the ship jumps, vanishing into the starfield.

EXT. RUINED OUTPOST WORLD

A wasteland under a grey sky. Ash drifts like snow across ground veined with dull metallic growth.

Broken structures jut from the ground, their lower halves fused into metal.

Kairo and Len descend the ship's open ramp among the shattered remains.

*

Their boots crunch across dust that used to be something else.

*

Len activates a scanner. It clicks and whines as he sweeps the area, his blaster ready in his other hand.

The scanner gives a flat, empty tone.

Len frowns, then kneels and brushes ash aside.

Beneath it, metallic veins thread through the soil, frozen mid-growth.

LEN
Assimilation didn't finish.
Something disrupted it.

KAIRO
Or someone.

Len studies the metallic veins again.

*

LEN
You really think he stopped this?

KAIRO
I don't know.

A faint pulse moves through the air — not sound.

LEN
Did you feel that?

Kairo nods once.

Len checks the scanner.

LEN
Scanner's not picking up anything.

KAIRO
It came from over there.

INT. COLLAPSED STRUCTURE

Dark interior. Dust floats in pale light beams. Walls glisten in places — not fully metal, not fully stone.

Kairo's hand hovers near his sheathed weapon at his side. Len raises his blaster slightly.

The pulse grows stronger. They round a broken pillar.

LEN
There.

The child stands in shadow — still.

*

Kairo steps closer to him.

The child lifts a hand — the air distorts. Metallic residue along the wall near Kairo trembles and pulls back.

*

Len stares, shaken.

LEN
Directive?

Kairo watches the child.

The child just watches him.

CHILD
Who are you?

KAIRO
A Guardian.

CHILD
Of what?

KAIRO
We keep things in balance.

The child studies him.

CHILD
Balance? Are you here to kill me?

LEN
Not us.

Kairo moves his hand away from his weapon.

KAIRO
We're not Wardens. We believe in
the ways before the Elders and
their Warden Enforcers.

*

The child lowers his hand slightly.

*

KAIRO
We believe there is still choice.

*

Len slowly lowers his weapon.

*

KAIRO
It's ok. We won't hurt you.

The child lowers his hand.

Kairo extends his hand and the child takes it.

*

EXT. RUINED OUTPOST WORLD

Kairo crosses the ash, the child by his side, hand in hand.
Len follows, tense.

A low rumble passes through the ground.

LEN
We're not alone.

KAIRO
Move.

They head for their ship. The child tightens his grip around
Kairo's hand.

The ground behind them shifts. The child looks back.

CHILD
Is it the Wardens?

LEN
No, but just as bad.

Figures rise from the ash – ASSIMILATORS. Warped humanoid and creature soldiers, their bodies fused with living metal.

They move toward Kairo and Len – some walking, others gliding across the ground. A few stretch into long, unnatural strides, closing the distance fast.

Len opens fire. Blue-white bolts slam into the Assimilators. Impacts ripple across their bodies, then seal – unharmed. *

They close the distance.

Kairo draws his weapon in one fluid motion – nanometal flashes from the grip, forming a chrome blade instantly.

He moves with precision, every strike deliberate. The blade slices and drives through living metal with ease.

Assimilators collapse, their bodies hardening into inert metal fragments.

The child cries out and instinctively raises his hand as an Assimilator reaches for him from behind. Air distorts. Metal on the Assimilator's arm recoils violently, as if burned. It pulls its arm back.

The other Assimilators hesitate. Living metal along their bodies recoils violently, pulling back from the organic tissue.

Len fires into the exposed organic seam. Assimilators drop.

The rumbling intensifies. More Assimilators rise in the distance.

KAIRO
Too many. Go!

They sprint.

Len reaches the ramp first and slams the control.

Kairo and the child follow. The ramp begins closing.

KAIRO
Get him inside. Take off.

Len guides the child in.

An Assimilator grabs hold of the closing ramp, claws digging into the metal as it tries to pull itself inside.

Kairo's blade flashes, severing its arm — it writhes across the ramp, trying to reattach. The Assimilator loses grip and falls away.

The ramp seals.

INT. KAIRO'S SHIP

Len punches the controls — the ship lifts violently.

Kairo enters the cockpit, regaining his balance and strapping in.

Through a side viewport, the child watches the world shrink below.

Assimilators stand motionless in the ash, watching.

One retrieves its severed arm and presses it against the stump. The metal fuses instantly. It looks up — locking eyes with the child.

*

EXT. SPACE

Kairo's ship punches into space.

INT. KAIRO'S SHIP

Alarms flare. Multiple lock warnings bloom across the console.

LEN

Race vessels — multiple locks!

*

EXT. SPACE

Race vessels close fast — sleek, predatory shapes cutting through space.

They move with precision into a wedge-shaped triangular formation of vessels.

They open fire. Plasma bolts streak toward Kairo's ship.

*

INT. KAIRO'S SHIP

*

Kairo jerks the controls aside as the bolts rip past the forward viewport.

LEN

We can't outrun them!

Kairo throws the ship through drifting debris and dead satellites.

He punches in coordinates, then steers the ship back into open space.

KAIRO

Then we don't.

He slams the jump lever forward.

Through the forward viewport, stars stretch into white lines.

EXT. SPACE

Kairo's ship vanishes into hyperspace.

A plasma bolt tears through the space where the ship was. *

INT. KAIRO'S SHIP

The stars outside smear into endless white lines. The ship hums steadily.

The child watches the distortion. *

CHILD

Why do they want me?

LEN

Which ones?

KAIRO

The Race because you survived. The Elders because they can't predict you.

The child frowns.

CHILD

Predict me?

KAIRO

Their systems predict what's going to happen. Then they make sure it does.

CHILD

They make it happen?

KAIRO

That's how they control everything.

*

Kairo studies the child for a moment.

*

KAIRO

Somehow... you break that.

CHILD

How?

KAIRO

I don't know... But things around you change. Things don't go the way they plan. And that's why they're afraid of you.

*

The child takes it in.

LEN

What happened down there?

CHILD

I remember being there... but not what happened. Not how it ended. Just... being there.

Kairo studies him carefully.

KAIRO

You don't remember escaping?

The child shakes his head.

CHILD

No.

A quiet tone from the console.

SHIP COMPUTER

Assimilation records confirm total biosphere loss. Confirmed survivors: none.

Len frowns.

LEN

That's not possible.

SHIP COMPUTER

Subject biometric pattern unregistered prior to collapse event. Classification: anomaly.

LEN
Just what the Elders said.

Kairo looks at the child again.

KAIRO
What's your name?

The child hesitates.

CHILD
I... I don't know. I don't
remember.

Kairo and Len exchange a glance.

The child turns back to the warped stars.

CHILD
I just remember being there.

*

EXT. SPACE - EARTH ORBIT

Kairo's ship drops out of hyperspace.

Earth fills the viewport. Massive orbital platforms circle the planet – enormous ring structures scarred with age, patched together with newer technology.

INT. KAIRO'S SHIP

A warning tone sounds from the console.

LEN
Incoming ships.

The sensor display lights up – multiple ships emerging from hyperspace behind them.

LEN
Race vessels. They tracked us
through the jump.

KAIRO
Hold on.

Kairo thrusts the handles forward.

EXT. SPACE - EARTH ORBIT

Kairo's ship races toward the planet.

Behind it, Race vessels emerge from hyperspace.

They stop immediately, holding position beyond the orbital defenses.

INT. KAIRO'S SHIP

LEN
Why aren't they attacking?

KAIRO
They're assessing the planet.

Targeting indicators flash across the console.

LEN
That's not us... something just
locked onto them.

EXT. SPACE - EARTH ORBIT

A precise beam fires from one of the orbital platforms, slicing a Race vessel cleanly in half.

Another ship ruptures without warning.

The remaining vessels break formation and retreat into darkness.

INT. KAIRO'S SHIP

Silence settles.

LEN
Who just saved us?

Kairo watches Earth.

*

EXT. EARTH

*

Kairo's ship descends through storm clouds toward a dark forest coastline. Lightning reveals towering metallic shapes standing motionless among the trees.

EXT. SENTINEL FACILITY

A massive reinforced structure rises from the forest floor.

Kairo's ship settles onto the wet ground before it.

The ramp lowers. Kairo, Len and the child step out.

*

Metallic SENTINELS stand motionless around the structure — massive machine constructs weathered by time. Some stand among trees that have grown around them.

The child studies them.

CHILD
What are they?

KAIRO
Sentinels.

They walk toward the facility entrance, passing within meters of one. Its eyes glow faintly, then dim.

CHILD
They see us.

KAIRO
Yes.

They reach the sealed doors. Kairo presses his hand to a panel. Nothing. Then a deep mechanical thud echoes from inside and the doors grind open. *

INT. SENTINEL FACILITY - MAIN ENTRY CHAMBER

Emergency lighting hums to life. A vast interior chamber reveals itself – multiple levels, open bays, and silent machinery.

Inactive Sentinels – scarred and ancient, line the walls like monuments.

The child steps toward a DAMAGED SENTINEL – armour battle-scarred. He places his hand against cold metal. *

CHILD
They're waiting. *

The Sentinel's eyes ignite.

DAMAGED SENTINEL
Designation confirmed. Anomaly present.

Along the walls, other Sentinels' eyes ignite one by one. *

KAIRO
He's under my protection.

The Sentinel studies him.

DAMAGED SENTINEL
Guardian protection acknowledged.
Probability of survival increased.

LEN

That's reassuring.

Kairo kneels in front of the child.

KAIRO

You're safe here. For now.

CHILD

Is this your world?

KAIRO

No.

CHILD

Then why does it protect me?

KAIRO

Because Earth survived hunters
before.

*

INT. ELDER COUNCIL CHAMBER

A dark circular chamber. Elders study a central holographic projection of Kairo, Len, and the child, entering the Sentinel facility.

ELDER 1

The anomaly is now under Guardian
and Sentinel protection.

ELDER 2

It accelerates instability.

ELDER 1

Deploy a Warden unit.

INT. HIGH COMMAND CHAMBER

A large command chamber. Tactical Officers work at consoles surrounding a central projection table.

A holographic projection shows Kairo's ship racing toward Earth.

A beam from Earth's orbital platforms fires past it –
slicing a Race vessel apart.

DRAVEN

The anomaly survived. The Elders
lost control. Track it.

INT. SENTINEL FACILITY - TRAINING CHAMBER

The floor reconfigures beneath them, plates locking into a circular training arena.

A drone rises from the floor, unfolding with a sharp mechanical whine.

KAIRO

This isn't about power. It's about control. You feel something before it happens. That doesn't mean you always act.

The drone fires a slow pulse. The child dodges.

Another pulse. The child's hand lifts instinctively. The air bends. The drone crumples, metal folding inward before slamming to the ground.

Silence.

KAIRO

That wasn't control.

CHILD

What do I do?

KAIRO

You stop. You decide whether fear deserves force.

*

EXT. SPACE - EARTH ORBIT

A Warden vessel - dark, angular, bursts out of hyperspace and descends directly for Earth.

INT. SENTINEL FACILITY - MAIN ENTRY CHAMBER

*

An alert sounds through the chamber.

The Sentinel's eyes ignite.

DAMAGED SENTINEL

Elder Council signature detected.
Wardens approaching. Breach imminent.

*

INT. SENTINEL FACILITY - TRAINING CHAMBER

A precise seam breach opens in the wall. Stone parts cleanly, not breaking.

*

WARDENS step through the breach. Continuous black armor, unmarked. The surface is uninterrupted – no exposed joints, a single, seamless form. *

Smooth faceplates conceal all features. No visible optics. No expression. Menacing. *

The LEAD WARDEN advances before Len fully raises his blaster.

Kairo's hand hovers ready for his blade.

LEAD WARDEN
Guardians of Balance, stand aside.

KAIRO
No. *

LEAD WARDEN
Anomaly containment authorized.

KAIRO
You are not taking him.

LEAD WARDEN
Continued Guardian defiance.

The Lead Warden lifts a hand. A surge of force warps the air, slamming into Kairo – driving him across the chamber into a wall.

LEN
Kairo!

Len aims his blaster.

The Lead Warden ignites a narrow, perfectly straight energy blade from its forearm – deflecting Len's blasts with ease.

Another surge of force warps the air, ripping Len's blaster from his grip, skidding it and Len across the floor. *

INT. SENTINEL FACILITY - MAIN ENTRY CHAMBER

DAMAGED SENTINEL
Guardian unit overwhelmed.
Intervention threshold exceeded.
Sentinel override authorized. *

The dormant Sentinels ignite along the chamber walls. Massive forms pivot with mechanical precision and start to advance. *

INT. SENTINEL FACILITY — TRAINING CHAMBER

*

The Lead Warden advances for the child. The child screams and raises his hand — distorted air surges and tightens around the Lead Warden's energy blade. The emitter casing splits with a concussive crack — the blade shuts down.

*

KAIRO

Stop!

*

The training chamber doors slide open. Heavy steps thunder closer.

LEAD WARDEN

Escalation authorized.

Warden energy blades ignite.

*

Sentinels enter the chamber.

*

The Lead Warden's blade splutters and fails to ignite. It raises a hand for the child but it's too late — the damaged Sentinel's massive grip closes around its forearm. Armor buckles under crushing force. The Lead Warden is lifted and thrown into a wall that collapse over it.

Another Warden turns. A Sentinel seizes it and drives it into the floor with controlled precision. Armor cracks.

Sentinels form a perimeter around the child.

The Lead Warden rises from the rumble and studies the encirclement.

LEAD WARDEN

Withdrawal.

The Wardens withdraw their energy blades and disengage in disciplined formation, gliding through the breach.

Len and the child rush to Kairo's side.

LEN

Kairo, are you alright?

KAIRO

I'll live.

CHILD

I'm sorry, I reacted.

KAIRO

And then you stopped.

The damaged Sentinel steps forward.

DAMAGED SENTINEL
Non-intervention period concluded.
Sentinel forces engaged the
Wardens. Earth neutrality
compromised.

Kairo closes his eyes.

KAIRO
Then Earth isn't safe anymore.

SENTINEL
Correct. Continued presence
increases planetary risk.

KAIRO
Where can we go?

The damaged Sentinel extends his hand, a projection ignites
— a scarred debris world revolves.

KAIRO
The Junk Planet.

*

EXT. SENTINEL FACILITY

The ship hums as engines begin to cycle.

Kairo stands beside the child at the base of the ramp.
Sentinels remain nearby, motionless, watching.

CHILD
Will they protect Earth?

DAMAGED SENTINEL
Earth protection protocols remain
active.

Kairo holds the Sentinel's gaze.

KAIRO
Thank you.

He guides the child up the ramp. It seals behind them.

*

Engines rise in pitch. The ship lifts away.

*

Sentinels remain motionless around the facility.

*

EXT. SPACE

Kairo's ship bursts out of hyperspace.

A distant world spins in chaos. Debris rings. Fires in orbit. Movement everywhere. THE JUNK PLANET.

*

EXT. JUNK PLANET ORBIT

Wrecked ships and broken stations tumble in welded constellations.

Thrusters flare from small ships and speeders weaving through the wreckage.

Kairo's ship threads through, barely clearing a spinning hull.

INT. KAIRO'S SHIP

Alarms flash. Collision warnings bloom.

LEN

Where's traffic control?

KAIRO

There is none.

A speeder blasts past the viewport, engines screaming.

The child flinches at the noise.

CHILD

It's loud here.

LEN

I hate this place already.

Kairo steadies the ship.

KAIRO

Loud keeps you invisible.

EXT. LANDING PLATFORM

A vertical city made of fused starships climbs into smoke. Cables, scaffolds, open engines burning like streetlights.

Kairo's ship lands hard on a magnetized slab.

Dozens of speeders circle immediately.

The ramp lowers.

A rider glides through the pack and kills his engine mid-air. He drops to the platform like he owns gravity. The SPEEDER KING.

A armor of scavenged plates. A crown-helm welded from mismatched emblems and badges. His speeder is a predatory slab of metal.

SPEEDER KING

You land rough. Means you're desperate or stupid.

Kairo steps down first, putting himself between the child and the ring of speeders.

KAIRO

Looking for Fuel. Supplies. And time.

SPEEDER KING

Everybody comes here looking for time.

His eyes lock on the child. The grin fades.

SPEEDER KING

That one doesn't belong here.

The child stiffens. Len's hand hovers near his holstered blaster. Kairo keeps calm.

KAIRO

Neither do we.

The Speeder King circles them.

SPEEDER KING

You brought war with you. I can smell it.

LEN

We're just passing through.

KAIRO

Len.

SPEEDER KING

Passing costs extra.

KAIRO

Then charge me. Not him.

The Speeder King flicks two fingers. Speeders peel away.

SPEEDER KING

Stay where I can see you. If you disappear, you become a story I sell.

Kairo nods once.

EXT. JUNK CITY — JUNKYARD MARKET ZONE

A bazaar built into wreckage. Deals screamed over open engine noise.

Weapons tested openly in short bursts of live fire.
Creatures caged. Thrusters traded like currency.

Len negotiates with a vendor over a crate of reactor fuel cells, tense and competent.

Kairo watches the crowd instead of the goods.

The child stares at everything at once, fascinated and overloaded.

A device slips from a vendor's hands and backfires.

The child flinches. Nearby scrap shivers, a ripple through loose metal.

Kairo catches it instantly.

KAIRO

Easy.

The ripple dies before it becomes a wave.

Up above on a catwalk, the Speeder King watches, interest sharpening.

Across the market, ARMORED ENFORCERS push through the crowd.

ENFORCER

Everyone down!

Crowds scatter. A MERCHANT is grabbed and dragged.

Len starts forward.

KAIRO

No. Too many civilians.

An Enforcer strikes the merchant. Hard.

The child's jaw locks. Breath quickens.

Kairo steps between the Enforcer and the merchant, calm and deliberate.

KAIRO

Walk away.

ENFORCER

Or what?

Kairo's hand hovers over his sheathed weapon, then lowers.

KAIRO

Nothing.

The Enforcer hesitates, confused by the lack of escalation.

A speeder roars overhead. The Speeder King drops into the market, engines blasting dust and scraps.

SPEEDER KING

This isn't your street.

The Enforcers back off, snarling, leaving.

The merchant stares at Kairo, shaken.

MERCHANT

Why didn't you fight?

KAIRO

Because winning here would cost more than losing.

*

EXT. SPACE

The Warden vessel heads toward the Junk Planet.

EXT. JUNK CITY — JUNKYARD MARKET ZONE

The Speeder King settles his speeder — engines winding down. A lieutenant pulls up beside him, leaning in close.

LIEUTENANT

Elder signatures confirmed.

The Speeder King's smile returns, thinner.

SPEEDER KING

Good. Chaos drives prices up.

He steps away from his speeder and approaches Kairo.

SPEEDER KING

You could have crushed them. Your boy almost did.

KAIRO

And then he'd learn the wrong lesson.

SPEEDER KING

Restraint costs power. Why spend it?

KAIRO

Because power without control destroys everything around it.

The Speeder King looks at child.

SPEEDER KING

This place isn't here to teach you to be good. It's here to teach you what your "good" costs.

*

CHILD

This place feels like it's asking me to help.

SPEEDER KING

Every place does. The question is what it takes from you... Your deal stands. I got a place for you. Short term.

*

KAIRO

Why help us?

*

The Speeder King leans closer to the child.

SPEEDER KING

Because I want to see what you do when nobody tells you who to be.

*

INT. WARDEN VESSEL - MAINTENANCE

A small repair droid tends to the Lead Warden's damaged forearm emitter.

REPAIR DROID

Insufficient power for prolonged use. Damage beyond repair. Return to home base for complete overhaul.

*

A holographic projection ignites in the center of the room.

The Lead Warden shoves the droid aside.

WARDEN

Weak anomaly signal detected.

LEAD WARDEN

Confirm source.

WARDEN
Junk City interior. Lower market
sectors.

INT. ABANDONED WORKSHOP

A quiet workshop carved into the wreckage of an old
freighter. *

LEN
How long do you think we can hide
here? *

A hum vibrates at the door.

KAIRO
Not long enough. *

Kairo draws his weapon but does not activate the blade. Len
raises his blaster.

KAIRO
Stay behind me.

A thin seam appears across the door. The metal separates
cleanly and folds inward. *

The Lead Warden flanked by two Wardens step through. No
weapons ignite.

LEAD WARDEN
Kairo Nash. You continue to
complicate balance.

KAIRO
Balance is fragile.

LEAD WARDEN
Stand aside.

Pressure spikes. The child fights the instinct to reach out.

KAIRO
No.

LEN
We can't fight them.

KAIRO
Then we don't.

Kairo sheaths his weapon, steps forward and raises his
hands.

Len stares.

LEN
Kairo?

KAIRO
Trust me.

The Wardens pause, recalibrating.

LEAD WARDEN
Compliance acknowledged.

They move in to restrain Kairo.

The far wall detonates inward in sparks and dust.

Speeders punch through smoke. Weapons fire. Chaos erupts.

SPEEDER KING
Nobody takes anything off my planet
without my permission!

The Wardens shift into a defensive position, back-to-back, energy blades igniting. The Lead Warden's sputters but ignites fully.

KAIRO
Move!

Len grabs the child.

Kairo thanks the Speeder King with a nod and leaves.

*

EXT. JUNK CITY

*

Kairo, Len and the child sprint through narrow lanes between stacked wreckage.

Up ahead, the Lead Warden descends silently from a platform, landing without sound. It doesn't see them. It scans.

The child tenses.

KAIRO
No.

They veer sideways into a narrow gap between stacked hulls.

EXT. LANDING PLATFORM

Len hits a remote — the ship powers up, the ramp lowers.

They sprint up the ramp – Kairo and the child look back – speeders clashing with Wardens below – Wardens effortlessly deflecting blaster fire with their energy blades.

CHILD
Was that restraint?

KAIRO
It was a choice.

*

INT. ELDER COUNCIL CHAMBER

Live feeds from the Junk Planet glitch across the projections – Kairo's ship lifting away.

ELDER 2
Anomaly containment failed.

*

Kairo's ship jumps into hyperspace.

ELDER 1
Escalate further Warden deployment.

INT. HIGH COMMAND CHAMBER

*

Draven stands before a holographic map of the sector. A faint distortion flickers where the child's path vanished from the Junk Planet.

TACTICAL OFFICER
Wardens engaged. Anomaly remains
unsecured.

*

*

DRAVEN
They mistake unpredictability for
danger.

TACTICAL OFFICER
You don't see it that way, sir?

DRAVEN
I see leverage... Let them chase
control. We'll take the outcome.

*

INT. KAIRO'S SHIP

Stars stretch, collapse, then settle into silent deep space.

*

The ship drifts through a region with no navigation beacons and no traffic routes.

Len studies the cockpit display – unfamiliar route symbols drifting across the screen.

LEN

These routes aren't in the system.

KAIRO

They were once. Before people
stopped using them.

*

A warning tone sounds. A set of coordinates appears on the console. The navigation system hesitates, struggling to process them, then finally accepts.

LEN

Navigation doesn't like this.

KAIRO

Most pilots stopped coming this
way.

LEN

That's not reassuring.

EXT. DEEP SPACE

*

Kairo's ship slows.

Ahead, something enormous emerges from the darkness – a colossal structure drifting in deep space.

Too large to be a station. Too intact to be wreckage.
Silent. Motionless.

*

EXT. THE FORGOTTEN REALM

*

A colossal ring of stone and metal hangs in space.

Ancient stone segments merge with massive metal frameworks built into the ring. Runes carved across the surface glow faintly in the darkness.

*

INT. KAIRO'S SHIP

The child stares, breath held in awe.

EXT. DOCKING CRADLE

The ship settles into a cradle grown from stone and fused alloy. No alarms. No greeting. Only silence.

The ramp lowers into cold, still air.

INT. GREAT HALL

*

Kairo and Len step into a dark hall.

The child follows slowly. Runes carved into the stone ground ignite along his path, the glow spreading across the hall.

LEN
That's different.

*

The hall opens into a vast chamber. Columns rise into darkness. Stone arches line the walls. Banners from civilizations hang. Weapons line the walls, ready for use.

Footsteps echo. A figure emerges from shadow. Old. Tall. One eye missing. A spear in hand. Armor scuffed, well-used, but grand.

Len's hand slowly shifts toward his blaster.

LEN
Who are you?

The figure stops where the runes burn brightest.

ODIN
I am Odin.

*

KAIRO
Odin? As in—

*

ODIN
A name. Not a title.

Odin studies the child.

*

KAIRO
We were told this place was a myth.

Odin's eyes stay on the child.

ODIN
So were you.

*

CHILD
Do you know me?

Odin steps closer. The runes flare, then settle.

ODIN
I know what you could become.

CHILD
Is that why we're here?

Odin looks at Kairo.

ODIN

You're here because restraint has
limits.

A low vibration moves through the hall.

*

Warriors step out from the far arches, cloaked and armored
from different ages – leather hide, plate, steel, nanometal,
some surrounded by shimmering translucent force-fields.

Armed with ancient steel blades. Spears. Shields. Blasters
and other ranged arms. Blades and spears where energy
flickers along the edges, humming softly.

The child watches them carefully.

CHILD

They feel... different.

*

ODIN

They are not here as the living
are.

The child frowns.

CHILD

Then what are they?

ODIN

Choices that remained when the
bodies did not.

The child studies the warriors again.

CHILD

How?

Odin meets his gaze, unblinking.

ODIN

When a choice greatly alters the
course of worlds, the Forgotten
Realm remembers it. Some paths echo
louder than death.

*

Silence settles.

*

KAIRO

What do you want from him?

Odin meets Kairo's gaze.

ODIN
The same thing you do. That he
chooses.

*

A warrior steps forward — HILDE. Scarred ceremonial armor. A
spear etched with symbols.

*

She turns her gaze to Kairo.

HILDE
You teach him restraint. I taught
restraint once. My world burned
anyway.

KAIRO
I teach him choice.

*

The child looks at Hilde.

CHILD
Did you fail?

*

Hilde kneels to his level.

HILDE
No. I choose right, but too late.

ODIN
Enough.

Hilde rises.

*

HILDE
We're not here to fight. We're here
to be heard.

A warrior in ancient armor steps forward.

MALE WARRIOR
There's nothing to hear. The child
ends the threat.

LEN
You mean you use him.

MALE WARRIOR
You weaponize what you fear.

Kairo steps forward.

KAIRO
And that's the fastest way to
become it.

Some warriors nod. Others shift uneasily.

*

MALE WARRIOR
Then you are gambling with lives.

KAIRO
So are you.

Odin stamps his spear into the ground.

The hall stills instantly.

ODIN
You were called because the future
changes here.

Odin turns to the child.

ODIN
Every age faces this moment. Some
choose control. Some choose
restraint.

He looks to Hilde.

ODIN
Few survive choosing either.

*

CHILD
Why am I here?

ODIN
Because you will be asked to
choose... and live with it.

Hilde steps closer.

HILDE
And because when the moment comes,
no one should decide for you. Not
gods. Not warriors. Not fear.

*

The faint vibration returns, deeper now.

ODIN
The future presses. You will not
have much time.

Kairo looks to the child.

KAIRO
You don't owe them anything.

The child looks at the warriors around the hall.

CHILD
I know. But I want to understand
what I'm refusing.

ODIN
Then memory opens.

INT. ARCHIVE HALL

Odin leads them in.

Worn stone walls carved with names. Thousands of them.
Entire civilizations etched into the hall itself.

Some names scratched out. Others worn away until only
fragments remain. *

ODIN
This is where arguments end. And
memory begins.

Warriors settle. The child stays close to Kairo and Len. *

Odin gestures to the carved names covering the walls.

ODIN
These are the worlds we saved. And
the ones we didn't.

A warrior steps forth with a scorched shield strapped to his
arm.

SCORCHED WARRIOR
I waited. I trusted balance.

He taps his shield. It echoes hollow.

SCORCHED WARRIOR
The enemy adapted. My restraint
taught them how.

The child listens, conflicted.

CHILD
So acting sooner would have saved
them?

SCORCHED WARRIOR
It would have saved some. *

Another younger warrior draws a blade where faint energy
flickers along the edge. *

BLADED WARRIOR
 I didn't wait. I struck first.
 Burned the threat out before it
 spread.

He looks at the child.

BLADED WARRIOR
 No invasion. No survivors.

CHILD
 You destroyed your own world.

BLADED WARRIOR
 I destroyed a future worse than
 death.

HILDE
 And you live with that?

BLADED WARRIOR
 Every day. *

ODIN
 These are not lessons. They are
 warnings.

Odin turns to the child.

ODIN
 Power never asks if you are ready.
 Only if you are willing. *

Hilde steps to the stone wall and places her hand over a
 carved name.

HILDE
 You are not a weapon. You are the
 one who chooses what comes next. *

The carving glows faintly, then fades.

ODIN
 Time does not like hesitation or
 certainty.

He looks at Hilde and the Scorched Warrior.

ODIN
 Wait too long, and you lose.

Then to the Bladed Warrior. *

ODIN
Act too certain, and you destroy.

*

The child nods.

CHILD
I want to see what happens when
restraint fails. And when force
does.

*

Odin inclines his head.

ODIN
Then the realm will open.

*

A vibration hums through the stone. Carvings along the walls
begin to glow.

Seams in the stone shift and open where solid walls once
stood.

Odin stands at the edge.

ODIN
The realm does not show what was.
It shows what mattered.

Hilde steps beside the child.

HILDE
You won't see everything.

CHILD
What will I see?

HILDE
Enough.

One opening pulses brighter than the others.

ODIN
When you're ready, step through.
The Timeline waits.

Kairo stays close.

KAIRO
You can turn back.

CHILD
I know.

He steps forward. Light envelops him.

INT. THE TIMELINE

Luminous light surrounds the child, extending endlessly outward.

The light thins – revealing a stone path beneath his feet, and a vast empty expanse opening around him. *

As he turns slowly, a battlefield forms around him – ground, smoke, movement – until it fully surrounds him. *

An open field torn apart by war – scorched ground, smoke drifting, bodies scattered.

The Scorched Warrior appears behind a collapsing defensive line, firing a blaster rifle over his shield into advancing enemy ranks.

Blaster fire slams into the enemy – their force-field shields flare and absorb the blasts as they advance.

Return fire blasts back – a strike slams into the Scorched Warrior's shield, scorching it black and driving him off balance.

Two soldiers beside him drop.

A soldier grabs at him, terrified.

SOLDIER

You have to call a retreat! *

The Scorched Warrior looks at his shield – glowing, barely holding.

He looks back at the enemy – advancing, untouched behind their shields. He holds his ground a moment longer – not retreating, not advancing. *

Enemy fire continues tearing through his unit.

SCORCHED WARRIOR (O.S.)

I waited. I thought balance would hold.

The defensive line collapses. *

The moment dissolves – a pristine world forms. Smooth towers of metal and glass.

Above the city, massive invasion vessels hang in the sky.

The Bladed Warrior stands alone on a high platform overlooking the district below. He draws his blade – energy surges violently along its edge.

Shouts from behind him – soldiers rush toward him.

SOLDIER

Wait!

The Bladed Warrior lifts the blade and drives it down. A circular wave of energy erupts outward.

Everything it touches – ships, structures, people, the ground – collapses into light and vanishes.

BLADED WARRIOR (O.S.)

I did not wait.

The Bladed Warrior drops to his knees. Alone. The moment fades into darkness.

BLADED WARRIOR (O.S.)

I did not let them take my world.

*

Darkness resolves into a narrow stone corridor lit by firelight.

Hilde braces a heavy wooden door, muscles straining.

On the other side – pounding. Splintering wood. Screams. Behind her – civilians flee past.

She looks back. A child meets her eyes. She gives a small, steady smile.

The door buckles. Cracks. Then breaks.

HILDE (O.S.)

I knew what it would cost.

The moment ends. Luminous light returns to the Timeline.

The child gasps.

*

INT. ARCHIVE HALL

The child stumbles back into the chamber. Kairo catches him.

The openings dim – all but one. A single seam of light remains, steady.

LEN

What did you see?

The child breathes hard.

CHILD
Everything costs something. Waiting
costs lives. Acting costs futures.

Odin studies him.

ODIN
Then you're ready for the real
question.

CHILD
What question?

ODIN
Not what should be saved... what
you are willing to let die.

The seam pulses – brighter, like a heartbeat.

The child turns to it.

CHILD
It didn't close.

HILDE
It's waiting for you.

The light around the seam bends inward – subtle, drawing him
closer.

The child feels it. A step closer without thinking. He
stops.

CHILD
What happens if I go in?

ODIN
You don't watch it. You live it.
Each path. What it costs. What it
becomes. Then you choose which one
you can live with.

CHILD
Why me?

ODIN
Because you can choose.

The child looks at the seam – unsettled.

The seam flickers – tightening.

Kairo watches the child.

KAIRO

No one can do this for you.

The child turns back to the seam.

He nods. Steps forward.

Kairo moves with him. Len follows.

They enter the light.

The seam surges – a violent pull snapping outward. It locks onto the Scorched Warrior and the Bladed Warrior.

The Scorched Warrior braces – too late.

SCORCHED WARRIOR

And so it ends.

He is dragged forward.

The Bladed Warrior doesn't resist.

BLADED WARRIOR

Finally.

He steps into it.

Both vanish into the seam.

The seam holds – still open.

Odin turns to Hilde.

The pull intensifies – dragging at her.

Hilde plants her feet, holding.

She gives Odin one last look.

HILDE

I won't wait again.

The force takes her – ripping her into the light.

*

INT. THE TIMELINE

Kairo, the child, and Len hit hard onto the stone path. The seam behind them remains open, pulsing.

Luminous light surrounds them – then clears, revealing the path stretching out into the empty expanse.

The Scorched Warrior and Bladed Warrior come through next.
Hilde comes through last and the seam closes behind her.

CHILD

It brought you all with us.

HILDE

It brought us back to finish what
we failed.

Around them, fragments of different realities move through
the void – shifting, overlapping.

Fire tears through a structure as it collapses inward.

Ships drop from the sky – slamming into land and oceans,
exploding on impact.

Across another world, dark metallic veins spread fast over
the surface, consuming everything they touch.

In orbit, the Living Star hangs over the planet.

The veins cover the surface completely.

The surface lifts and tears apart against the spread –
resisting – then collapses inward, folding in on itself
until it vanishes.

The space clears, leaving only the stone path.

CHILD

This is different to what I saw
before.

HILDE

These are outcomes. Not decided
yet.

The path begins to shudder – a fracture rips across it
toward the Scorched Warrior.

LEN

What's happening?

The Scorched Warrior studies the instability around him.

SCORCHED WARRIOR

It rejects hesitation.

The stone beneath his feet cracks – sharp and sudden. A
fracture splits open under him, straight down. His footing
gives – he drops to one knee at the edge of it, holding his
balance.

Len lunges and grabs his forearm.

LEN
I've got you!

He pulls.

The fracture widens – then branches. Cracks race outward across the path toward Kairo, the child, Hilde, and the Bladed Warrior. The ground under them begins to break apart.

HILDE
Move!

KAIRO
Len!

The more Len pulls, the faster the cracks spread toward the others.

The child steps forward to help.

KAIRO
No.

The Scorched Warrior looks at the child. Calm. Certain.

SCORCHED WARRIOR
I waited too long once.

The cracks close in on the others.

SCORCHED WARRIOR
But not this time.

CHILD
We can save you!

SCORCHED WARRIOR
No. I can save you. Move!

He wrenches free of Len's grip and drives his weight down into the fracture. Len falls back.

The ground beneath the Scorched Warrior breaks completely and he drops into it. The fracture collapses inward – swallowing him.

LEN
No!

Silence.

The spreading cracks stop racing toward the others. The fractured path seals, stabilizing.

HILDE
He finished choosing.

BLADED WARRIOR
He hesitated before. This time he didn't.

Len's gaze holds the space where the Scorched Warrior fell.

The path extends forward, resolving into a vertical seam. Sound carries through – distant movement, mechanical, organized.

LEN
Do we go through?

KAIRO
We don't stay.

*

EXT. PAST WORLD - CITY

A severe city of seamless planes and hard geometry stretches to the horizon. Facades are uniform, reflective, precise.

Surveillance patrol craft drift against the clouds, holding position over the district.

EXT. CITY SQUARE

The square is wide and exposed.

They step through the vertical seam – it snaps shut behind them.

The nearest citizens keep their eyes forward.

Sirens pulse in steady intervals – controlled, constant.

LEN
Why are we here?

A rising charge whine cuts through the air, drawing their attention.

ARMORED ENFORCERS take aim at a man on his knees. An OFFICIAL gives a small downward nod.

The child moves instinctively. Kairo grips his arm. They lock eyes.

Blaster fire splits the air. The child looks back. The man drops. The crowd does not react.

The child stares.

Len rests a hand on the child's shoulder.

CHILD

We could have stopped that.

KAIRO

If we stop it, we take control of it.

BLADED WARRIOR

Or it becomes free.

KAIRO

No. It becomes ruled by whoever is strongest.

Enforcers drag a FAMILY into the open next. Parents forced to their knees. A crying daughter between them. The father holds them tight.

FATHER

Please! No!

CHILD

Are we just supposed to watch?

Hilde watches the family – especially the daughter.

KAIRO

If you act here, they won't see injustice. They'll see you as a weapon. Then they escalate.

Enforcers take aim. The mother screams and clutches her daughter tighter.

The child starts forward but Hilde moves first.

HILDE

Not this time.

She explodes forward – faster than the eye can track.

Her spear strikes – blaster rifles shatter out of Enforcers' hands. She drives through them – fists and spear striking in fluid motion – bodies fly and slam hard across the square.

The child freezes – watching.

The father pulls his family up. Hilde shoves them back toward the fleeing crowd.

HILDE

Run!

They flee. *

Sirens shift to an urgent frequency.

Kairo grabs the child.

KAIRO

We have to leave now!

Armored transports hover into the square and position into attack formation. Enforcers deploy. Panels split open along the hulls. Attack drones lift off in synchronized arcs. Red tracking beams sweep across the square.

The Bladed Warrior steps forward.

BLADED WARRIOR

This is the moment.

He draws his blade — energy rippling along its edge.

Tracking beams snap onto him and Hilde.

Hilde turns to him.

HILDE

No. Not this way.

The Bladed Warrior looks at her. Then at the square of fleeing civilians. He slowly sheathes the blade.

Hilde nods once. He returns it.

Light fractures open beside him — a seam tearing into existence. The pull hits — sudden.

BLADED WARRIOR

At last.

It takes him. The seam snaps shut.

Another seam fractures open beside the child.

KAIRO

The Timeline.

CHILD

Hilde!

Hilde backs toward them, spear raised.

Incoming fire streaks toward her. She drives the spear into the ground.

A violent surge detonates outward – blaster fire shreds apart mid-flight – Enforcers are launched back – transports flip – drones rupture in the air.

HILDE

Move!

*

Kairo pulls the child through. Len follows.

Hilde steps back into the seam, still facing the square – disappearing into the light.

The seam closes.

*

INT. THE TIMELINE

They step through. The seam snaps shut behind them.

Light reforms into a narrowing passage.

Hilde steadies herself.

HILDE

I moved before it was too late.

Kairo looks at the child.

KAIRO

She chose before it forced her.

A seam tears open beside Hilde – bright, pulsing.

She looks at it. Then back at them.

HILDE

I've finished.

The child watches.

CHILD

Where do you think it took him?

HILDE

He's at peace now. So am I.

The pull takes her – fast.

The seam closes.

The child looks to Kairo and Len.

The path shudders – a new seam tears open ahead.

EXT. WATER WORLD – INDUSTRIAL PLATFORM

Wind tears across a massive ocean platform.

They step out onto it. The seam seals behind them instantly.

GUARDS direct civilians toward a docked relocation vessel – a heavy watercraft rocking against reinforced moorings.

Civilians move past Kairo and the child – heads down, avoiding eye contact, keeping pace with the line.

A COMMANDER moves along the line.

COMMANDER
Relocation will be brief.

The child watches a boy being guided forward. Calm. Trusting.

CHILD
They think they're being moved
somewhere safe.

KAIRO
That's how it works – so they don't
resist.

The boy steps onto the vessel ramp.

The child watches – then steps forward.

KAIRO
Stop. If you act here, this world
learns what you are.

The child hesitates – then keeps moving.

The air around him distorts.

Lights across the vessel flicker – scanners glitch, engines fail, locks disengage, access doors cycle open.

Confusion ripples through the platform. The line stops. A civilian steps back, then another – someone runs, and the crowd breaks.

COMMANDER
Hold the line!

GUARD

Stay where you are!

Alarms sound across the platform.

A man pushes through – immediately struck down.

The boy freezes on the ramp – terrified.

COMMANDER

Hold position!

Kairo grabs the child and pulls him back hard.

KAIRO

Back.

Len moves with them.

They slip behind a stack of shipping crates – out of direct sight.

More guards rush in – fast, controlled – weapons raised, forming a perimeter that forces the civilians inward.

A guard fires a sharp warning shot past a group – close enough to force them back hard.

KAIRO

Look.

The crowd compresses – tighter than before.

The vessel systems stabilise. Control returns.

The child sees it – worse than before.

CHILD

But I stopped it.

KAIRO

For a moment. Now they react to you. They escalate.

The Timeline tears open behind them.

LEN

Why now?

KAIRO

Because we don't belong here anymore.

The child looks back – the boy is still being forced forward.

*

KAIRO
We have to leave.

*

INT. THE TIMELINE

The light of the previous world collapses away, replaced by stone beneath their feet.

The path jolts – enough to throw the child off balance.

CHILD
I made it worse.

*

The stone path narrows beneath them.

Cracks splinter outward under their feet.

KAIRO
It's getting unstable.

They move forward carefully.

CHILD
What happens if it gives way again?

LEN
Then we go the same way he did.

The child looks ahead.

A seam begins to open.

CHILD
The next one's opening.

*

EXT. DESERT WORLD - SETTLEMENT

Heat rolls across a settlement built from transport salvage. Tents stitched from old sails. Scaffolds welded from aircraft ribs. Broken engines repurposed into generators. Water towers patched with mismatched plates.

Refugees move carefully under guarded watch.

The child watches two men argue over rations.

CHILD
It's happening here too.

KAIRO
Fear spreads faster than anything.

At the edge of the market, ARMED GUARDS force their way through vendors.

A YOUNG GIRL is pulled from her mother's arms and cuffed.

MOTHER

Don't take my daughter! Please!

GUARD

She's not registered.

The mother clings until she's struck aside. The screaming girl is dragged toward a transport idling at the perimeter.

LEN

They're relocating unregistered families.

CHILD

That's not relocation.

His hand lifts slightly. The air warps around it.

KAIRO

Look at me.

The child hesitates. Eyes locked on the girl.

KAIRO

You saw what happens when you force it.

The girl sees the child. Terror. A silent plea.

CHILD

And if I don't, she disappears.

*

KAIRO

Then don't force it. Don't make them see you.

He lowers his hand and walks forward toward her. He places himself between the girl and the transport.

GUARD

Move.

CHILD

She's afraid.

GUARD

So is everyone.

The child steadies himself and slowly moves his hand by his side. No surge. No visible force. The air warps subtly along the ground like heat rising off sand.

The transport engine sputters and dies.

The restraints around the girl's wrists loosen and fall away. She tears free and runs back to her mother.

The crowd closes ranks around them. Protective. Unified. Not violent. *

The guards hesitate.

LEN
That was different. *

In the distance, heavier engines answer — organized, deliberate.

LEN
That won't stay small.

Kairo studies the horizon as armored vehicles approach through dust.

KAIRO
No. It won't.

The child watches the mother and daughter disappear further into the settlement.

The sand begins to shimmer. Light fractures upward. *

LEN
It's opening again.

They step into the forming seam. *

INT. THE TIMELINE

The seam seals fast behind them.

A faint shudder runs through the path beneath their feet. *

LEN
What's happening?

Fine fractures begin to spread outward from where they stand, widening quickly.

KAIRO
I don't know. But I don't think we should wait and see.

A violent crack snaps across the path – separating Kairo and the child from Len.

The stone breaks under the child's feet. He slips.

Kairo catches his arm and pulls him back as the edge collapses beneath him.

The crack widens fast – stone between them breaks away and drops into the void.

Len moves toward them – the ground tears again along the crack, stopping him.

LEN

Are you alright?

The child catches his breath – nodding.

CHILD

I don't understand. I did it right.
I didn't force it. Why is this
happening?

KAIRO

I don't think it works like that.
This Timeline is collapsing.

*

LEN

What do we do?

Behind them, a seam tears open at the end of each broken path.

KAIRO

We don't have a choice.

At their feet, the stone edge rapidly collapses.

KAIRO

We move.

They run. Behind them, the collapse surges – chasing them.

Kairo pulls the child with him.

Len runs his side.

The ground drops away behind them as the collapse closes in faster.

Kairo reaches the seam first with the child. He looks back – Len is still running.

The path behind Kairo gives way. He pulls the child into the seam. The light takes them.

Len pushes harder, the collapse right behind him. He reaches his seam and dives through.

Both seams snap shut.

*

INT. THE TIMELINE - KAIRO'S PATH

Kairo and the child hit hard onto a narrow path.

The seam behind them seals instantly.

The child spins back.

CHILD

Len!

Nothing. No sound. No response.

CHILD

Did you see him reach the seam?

KAIRO

No. But I didn't see him fall either.

Ahead, a seam begins to tear open.

KAIRO

We keep moving. We'll find him.

INT. THE TIMELINE - LEN'S PATH

Len hits the path and rolls, coming up fast.

LEN

Kairo!

The seam snaps shut behind him.

The stone beneath him begins to crack, fine lines spreading outward across the surface.

Len steadies his footing.

LEN

Not again.

The cracks slow. The ground holds.

Around him, fragments of different realities form fully - surrounding him on all sides, shifting and overlapping.

Fire erupts nearby, tearing through a structure as it collapses inward.

Len turns through the heat and falling debris.

A shadow stands within the fire – distant, unmoving.

Len stares at it.

The fire collapses away as the fragments shift.

LEN
I've seen this.

Ships drop from the sky above him, slamming into land and ocean. Explosions ripple outward, shockwaves tearing across the ground toward him.

The same shadow stands far off, untouched by the destruction.

Len turns toward it, trying to make it out through smoke and light.

The shadow does not move or react as everything around it tears apart.

Len's breathing tightens.

LEN
No...

The fragments distort and break apart.

The path jolts beneath him.

EXT. NANOMETAL WORLD

A dark metallic surface stretches endlessly – smooth, flat, light barely reflecting from it.

Kairo and the child step out of the seam onto it.

The child takes one step – the surface reacts. Thousands of nano plates shift and lock outward from under his feet, spreading across the ground in a controlled wave.

CHILD
It's all changing.

*

In the distance, sharp, angular towers form and rise quickly.

The surface extends into straight pathways that connect them.

Higher up, narrow metal bridges extend from tower to tower, locking into place across open space.

Below, violet light surges through the surface pathways, racing into the towers. *

The energy climbs the towers, crosses the bridges, then snaps between the tower tops in sharp, lightning-like flashes. *

Beneath Kairo and the child, plates shift apart and lock together into a solid platform that lifts them up from the surface.

It rises quickly, then steadies.

From the platform's edges, straight pathways extend outward, locking into the towers. *

Nanometal forms in front of the child, building into a tall, featureless humanoid form – subtly feminine. As it completes, it turns and faces him.

NANOMETAL VOICE
Anomaly detected.

CHILD
What is this place?

NANOMETAL VOICE
We were once like you. We changed to survive.

The structures continue building – faster now, extending further.

CHILD
Why is it doing that?

NANOMETAL VOICE
It is reacting to you. You cannot be predicted. The Elders use their predictive systems to determine outcomes before they occur. Those systems cannot account for you. That is why they are trying to stop you.

The child looks out at the expanding world.

CHILD

But I'm not doing anything.

NANOMETAL VOICE

They control things by predicting
what happens next. They cannot do
that with you. You change things
just by being here.

The system continues building — faster, wider.

CHILD

And if we leave?

NANOMETAL VOICE

What has started will continue.

The figure opens both arms wide. Its nanometal separates at
the center — a new seam forming within it.

Kairo moves toward it.

The child hesitates, watching the world still assembling,
then follows.

They pass through. The seam closes.

The nanometal form collapses back into the platform.

Below, the world continues building — faster now.

*

INT. THE TIMELINE — LEN'S PATH

The fragments shift again — in orbit, the Living Star looms
over a planet.

From it, metallic living veins fire outward into space,
streaking toward the planet. They burn through the
atmosphere in bright, tearing lines.

The veins slam into the surface and spread fast across the
ground, consuming everything they touch.

Len stands within it as the surface around him floods and
hardens with living metal.

At the center of the spread, the same shadow stands —
distant.

The veins race toward it, then recoil — as if burnt.

The shadow remains untouched.

The veins spread everywhere else. The surface is overtaken.

The ground lifts and tears against the spread – resisting – then collapses inward and vanishes.

The shadow remains where everything else is gone.

Len stares at it, shaking his head.

LEN

No... it can't be.

The world collapses and the fractured path snaps back beneath him, starting to break apart.

Ahead, a seam tears open.

Len runs as the ground drops away behind him.

He reaches the seam and dives through.

EXT. ARCHIVE WORLD

The seam closes behind Kairo and the child.

Layered platforms stretch to the horizon at different heights, connected by open walkways.

Between them, a dense, slow-moving field of translucent light hangs in the air – thick, like suspended liquid. Within it, fragments continuously form and reform – brief, incomplete pieces of places, people, and events, shifting from one moment to another.

Luminous, robed figures – WATCHERS – stand at measured intervals along the platforms, facing the light, studying those fragments.

As Kairo and the child step forward, nearby light separates from the larger field and gathers around them, forming a smaller pocket of the same substance at eye level.

Within it, the fragments stabilise into clear images. The Nanometal World – towers rising. The Desert World – the girl running back to her mother. And the Water World – civilians rounded up by guards.

The images hold steady around them.

CHILD

What is this?

KAIRO

It shows what changed after we were there.

One of the Watchers turns toward them – calm, observant.

WATCHER

You moved through the last world
without forcing events.

CHILD

What does that mean?

WATCHER

You didn't make anything happen.
You let events happen on their own.

KAIRO

We didn't interfere.

WATCHER

Then the change stays contained. It
doesn't carry far beyond that
world.

The child looks at the suspended images.

CHILD

You're showing what we did.

WATCHER

We're showing what is different
because you were there.

CHILD

How can you see it if you weren't
there?

WATCHER

When something changes, it leaves a
trace. We read that trace.

KAIRO

So others aren't reacting to us
directly. They're reacting to the
trace we leave behind.

WATCHER

Some systems can read it. Not all.
Not clearly.

CHILD

Even when I don't do anything?

WATCHER

You still change the result just by
being there.

KAIRO

So if we stay longer, it affects
more than just that moment.

WATCHER

Yes.

Behind them, a thin seam of light opens.

WATCHER

What has already changed will
continue forward.

The child looks at his hands, unsettled.

CHILD

So someone can read this, and act
on it before we reach the next
world?

WATCHER

If they know how to read it – yes.

KAIRO

Some might.

Kairo turns toward the seam. The child follows.

The Watchers remain where they are, facing the light,
continuing to study it.

*

INT. HIGH COMMAND CHAMBER

Draven watches a suspended holographic projection – multiple
worlds rotating slowly.

Tactical Officers work at stations, monitoring the display.

An Elder comes out of the shadow.

ELDER

General Draven, why am I here?

Draven lifts a silencing finger – studying the projection.

ELDER

You forget your place, General
Draven. Remember, no authority has
been given to you by the High
Council to pursue this matter. As I
see it, you need me more than I
need you.

DRAVEN

The High Council are fools. They bury their heads in the sand and think the Race will not conquer them. Those that do not act will die. I will not let my world be taken.

ELDER

And yet your army is not enough to defeat them.

DRAVEN

Not my army alone. Not yet... But as I see it, your constant failure to contain the anomaly means you need me more, therefore, I will give us both the advantage.

ELDER

What advantage?

Draven points to the projection.

DRAVEN

There.

Part of it sharpens – one world brightens. A thin line of light extends from it into the space between worlds – flickering, unstable.

DRAVEN

That line isn't the anomaly moving. It's what was left when it was there.

ELDER

What was left?

*

DRAVEN

What the anomaly changed. Even if it didn't force anything, it still altered the outcome.

*

ELDER

How do you know this?

*

DRAVEN

There are worlds that record the traces it leaves. We're seeing it here now. It doesn't predict the anomaly – but with our system, it maps what it leaves behind.

*

From the flickering line, faint lines branch outward into multiple routes. *

DRAVEN

And then it projects where that possibly leads next. What it leaves behind narrows the next move.

The routes begin to collapse inward, narrowing toward one. *

ELDER

And we can intercept it. *

DRAVEN

Yes. *

ELDER

And what do you want in return?

DRAVEN

When you contain it, I study it.

ELDER

Very well. *

DRAVEN

Good. Deploy Warden Command.

EXT. HYPERSPACE

Stars stretch into long streaks of light as a large, sleek Warden Command vessel moves through hyperspace.

INT. WARDEN COMMAND VESSEL

A minimal interior. No visible controls.

Wardens stand in precise circular formation around a suspended projection – perfectly aligned, motionless.

Within the projection, multiple worlds rotate slowly. *

One world sharpens – brightening. It expands, overtaking the projection. The UNKNOWN WORLD.

SYSTEM

Location acquired.

A narrow beam of light extends from the projection, fixing onto one Warden.

SYSTEM

Unit assigned. Contain anomaly.
Avoid escalation.

WARDEN
Acknowledged.

EXT. SPACE

The Warden Command vessel exits hyperspace above the Unknown World.

It holds in orbit.

A section of its underside opens. A Warden dropship separates and descends fast toward the planet.

EXT. UNKNOWN WORLD

The seam closes behind Kairo and the child.

Muted light filters through dense cloud cover.

Jagged rock formations stretch outward, fractured and sharp. The ground is uneven, old, worked, abandoned.

Kairo and the child move cautiously across the terrain.

CHILD
It's quiet.

A low vibration moves through the air – not loud, not close, but approaching.

KAIRO
That won't last.

*

The vibration strengthens. Fine dust lifts into the air, suspended.

A shadow moves behind the cloud cover – large, controlled.

Kairo and the child watch the sky.

The Warden dropship descends through the cloud cover.

CHILD
How did they find us?

*

KAIRO
They didn't. They read what we changed and followed that.

It slows and holds high above them. A hatch opens.

The Warden lowers on a controlled tether. Boots touch the ground. No sound. The tether disengages.

WARDEN
Kairo Nash. Guardian.

The child shifts closer to Kairo.

WARDEN
The anomaly is not registered to
this world.

KAIRO
He's not staying.

WARDEN
Duration is irrelevant. Presence
has already altered outcome.

A faint, translucent purple field projects down from the
dropship – widening as it spreads around them. The air
within it thickens, lightly distorting.

KAIRO
Containment field.

WARDEN
Containment minimizes disruption.

KAIRO
Containment makes it worse.

The ground trembles. Dust lifts higher – held suspended
within the field.

The containment field flickers.

WARDEN
Environmental instability detected.

The dropship above shifts position slightly, keeping the
field centered. The field tightens.

Cracks form in the ground beneath them.

CHILD
I'm not doing anything.

WARDEN
Inaction does not prevent change.

The ground shifts – enough to throw off balance.

KAIRO
This world won't stay stable.

The field flickers harder.

WARDEN
Containment stability decreasing.

KAIRO
You're forcing it.

Ahead of them, the ground distorts – warped air rippling across it.

The Warden turns – locking onto it. *

WARDEN
Directional shift detected.

CHILD
What is that? *

The distortion widens – pulling ground and air inward, opening a narrow corridor through the terrain.

KAIRO
It's opening a path.

The edge of the containment field fails to lock against it.

WARDEN
Containment unable to maintain
boundary. *

Behind them, the ground cracks – spreading toward them.

The ground beneath them shifts – tilting toward the corridor.

CHILD
It's moving us. *

The child steps toward it. *

The Warden steps forward – intercepting the path.

WARDEN
Movement beyond containment is not
authorized.

Kairo shifts – placing himself between the Warden and the child, his hand hovering over his sheathed weapon.

KAIRO
Authorization doesn't apply here.

The ground shifts harder.

The containment field strains along the corridor's edge – breaking apart. It gives way.

A narrow gap forms where the field no longer holds.

Kairo sees it.

KAIRO

Go.

He pulls the child toward the gap.

The Warden moves to intercept – Kairo draws his weapon, ready but does not release the blade.

The Warden halts – recalculating.

WARDEN

Escalation not permitted.

Kairo and the child run for the opening. Behind them, the field destabilizes further.

WARDEN

Containment integrity failing.

KAIRO

Now.

They step into it.

*

INT. CORRIDOR

Outside sound cuts off instantly – not silence, but distant, muffled.

*

The child looks back, the Warden stands at the edge, warped like uneven glass.

*

The Warden steps forward. Impact – a violent burst slams him back hard. At the edge, a thick distortion reverberates – deafening, impenetrable.

It settles – invisible.

The Warden watches.

*

WARDEN

Access denied. Continue tracking.

CHILD

It can't follow us.

KAIRO

This world won't let it in.

They move deeper. The corridor stretches ahead – dark.

Faint impressions mark the ground – older disturbances,
pressed into the surface as if something heavy passed
through long ago.

The child slows.

CHILD

We're not the first.

Kairo studies them as he moves.

KAIRO

No.

The corridor bends. The world behind distorts further. *

WARDEN (O.S.)

(degrades into static)

Tracking loss imminent. *

KAIRO

Ignore it. *

Ahead, something interrupts the corridor.

A fragment of metal is embedded into the surface – worn
smooth, fixed at an unnatural angle.

Kairo slows. He crouches, examining it. The metal is scored
and rounded. *

CHILD

What is it? *

KAIRO

Something old. I'm not sure. We
keep moving.

They move past it. *

Ahead, the corridor narrows, revealing the space beyond.
Sound returns – wind, distant mechanical movement.

CHILD

I hear something.

KAIRO

That's our way out.

They step through.

*

EXT. WAR STAGING PLATFORM

Thick clouds rumble with thunder. Distant lightning flickers.

A vast landing platform suspended high above the planet bustles with movement. Warships hold position beyond the platform edge. Soldiers board in formation while shipping rigs load cargo containers.

A Sentinel unit stands across the platform in a structured formation, awaiting embarkation.

The corridor opening appears nearby. Kairo and the child step out and it disappears instantly behind them.

Several Sentinels turn immediately toward the child.

A COMMANDER approaches with his security unit moving in formation behind him.

COMMANDER

You're not cleared to be here.

One Sentinel steps forward between Kairo and the Commander.

SENTINEL

Anomaly confirmed.

COMMANDER

You are not supposed to initiate response.

The clouds above rumble louder.

SENTINEL

Target identified.

COMMANDER

What target?

Kairo looks up.

KAIRO

Incoming.

A Warden vessel cuts through the cloud cover in fast, direct descent. It halts sharply over the platform. Hull ports instantly open.

Wardens deploy – descending in controlled, smooth propulsion, gliding down with eerie precision.

They land in front of Kairo and the child.

The vessel immediately ascends, clearing the platform, as a nearby warship's cannon tracks it but does not fire.

The Commander turns to his unit.

COMMANDER

Clear the center. Move to perimeter positions.

Security units peel away in controlled lines, taking positions at distance.

The Sentinels break formation and close around the child.

The Lead Warden steps forward.

LEAD WARDEN

Kairo Nash. Surrender the anomaly.

Kairo shifts, placing the child behind him. His hand hovers near his weapon.

KAIRO

You already know the answer.

The Lead Warden raises his hand.

Sentinels position in front of Kairo and the child.

SENTINEL

Access denied.

The air warps – visible pressure distorting the air.

The Sentinel line braces. The force hits. Armor fractures –cracks spreading across their frames.

KAIRO

They won't hold.

The Lead Warden lowers his hand.

LEAD WARDEN

Force insufficient. Escalation authorized.

Energy blades ignite from the Wardens' forearms. They advance.

The child steps forward slightly. Kairo holds him back.

CHILD
We can help them.

KAIRO
No. You don't fight them. You
survive them.

Wardens strike — precise, efficient. A Sentinel is cut cleanly in half. Another is dismembered. One is stabbed through the mid-section and thrown across the platform into a security unit.

CHILD
They'll die.

KAIRO
They're protecting you, as they did
before.

The Sentinels drive forward. One Warden is forced back across the surface into a cargo crate. Another Warden is thrown off the platform.

The Lead Warden's damaged energy blade flickers and struggles to hold shape. It ignites fully and cuts through the remaining Sentinel line with precision. The line thins rapidly.

A Sentinel turns to Kairo.

SENTINEL
Protect the anomaly. We will not
stop.

The Sentinel presses a platform control.

Behind Kairo, a hatch in the platform's surface slides open — replaced by a heavy cargo lift rising level with the platform.

KAIRO
Move!

He pulls the child onto the lift.

The Sentinel presses the control again. The platform drops immediately. The hatch seals shut fast above them.

The Lead Warden fast approaches. The Sentinel slams his fist through the control panel, breaking it — sparks erupting around his fist.

INT. CARGO LIFT

The descent is fast and smooth. Dim internal lights flicker as they pass each level.

The lift stops.

INT. SENTINEL BUNKER

A blast door slides open.

Kairo and the child step out. Lights activate as they enter a vast underground chamber.

Rows of older, inactive Sentinels stand fixed in place – dust and soot covering their dull armor.

Kairo scans them.

KAIRO
Obsolete models. Discarded.

A heavy impact sounds above.

Kairo looks up.

Dust falls. Another impact – closer.

At the center of the chamber stands an ANCIENT SENTINEL – older design, heavier structure, battle-damaged but fully intact.

The child studies it. Its eyes ignite. Its head twitches, then locks into place.

ANCIENT SENTINEL
Computing... Information
received... Anomaly confirmed.

CHILD
What is this place?

ANCIENT SENTINEL
Obsolete Sentinel vault. Gate
access point.

KAIRO
What gate?

Another impact above. More dust falls.

CHILD
They're coming.

The Ancient Sentinel turns toward the child.

ANCIENT SENTINEL
You cannot remain. You must move
forward.

It keys a command into its arm interface.

The floor at the center shifts and separates. Nanometal plates rise from beneath, forming a circular frame. Segments lock into place.

Pulsing liquid energy builds inward from the frame
—vibrating, humming.

ANCIENT SENTINEL
You must move through the Sentinel
Gateway.

CHILD
Where does it go?

ANCIENT SENTINEL
To where you are required next.

KAIRO
Then that's where we go.

The energy stabilizes into a contained vortex — light rippling across its surface.

Another violent impact above. The ceiling distorts — not breaking — stone and structure pulling apart under pressure.

The Lead Warden, battle-damaged, drops through — landing rough and off-balanced unlike before.

The Ancient Sentinel steps forward, placing itself between the Warden and the child.

The Lead Warden remains still, almost inactive, apart from a slight mechanical twitch in his damaged arm.

It studies the gate. Then at the child.

LEAD WARDEN
Sentinel Gateway. Past technology.

Its head starts to twitch sideways.

LEAD WARDEN
Containment withdrawn. Observation
priority engaged.

ANCIENT SENTINEL
Warden containment intent
withdrawn. Observer classification
accepted. Gate access permitted.

KAIRO
What? What are you doing?

ANCIENT SENTINEL
Warden access conditional. Failure
to comply will result in
termination.

CHILD
What does that mean?

KAIRO
It means, under those conditions,
it has permission to enter the
Sentinel Gate.

LEAD WARDEN
You will proceed. I will follow and
observe.

CHILD
It's not stopping us. *

KAIRO
No. It will follow us regardless.
It wants to see what you choose.

CHILD
Can we trust it?

Kairo studies the Lead Warden.

KAIRO
We'll see. Let's move.

They step into the gate.

The opening holds steady.

The Lead Warden steps forward and follows. *

EXT. CONVERGENCE WORLD *

Surrounding a massive planet, a vast defensive formation of
warships spreads across space — different civilizations,
different designs, all battle-worn.

INT. CONVERGENCE WAR ROOM

In a vast circular chamber, leaders from multiple worlds –human, alien, varied in form – stand focused around a large central command platform.

Projecting from the platform's center, a large holographic projection displays the rotating planet with its defensive fleets surrounding it, spread wide into deep space.

Behind them, massive viewing windows reveal the orbital battlefield – fleets holding formation around the planet.

A circular aperture of structured light opens in the center of the room.

Guards raise their weapons instantly.

Kairo steps out with the child, and raises his hands.

KAIRO
Don't shoot!

The Lead Warden steps out behind them.

Weapons tighten – aimed directly now.

The gate seals instantly.

A COMMANDER, worn armor steps forward.

COMMANDER
Hold.

Weapons stay trained, but no one fires.

He studies the Warden, then Kairo.

COMMANDER
What is the meaning of this
intrusion? None of you are cleared
to be here, especially a Warden.

KAIRO
We had no choice. The Sentinel Gate
gave it permission to follow and
observe.

COMMANDER
Permission?

LEAD WARDEN
Permission confirmed.

COMMANDER
That system is obsolete.

The Commander gives a small gesture.

Weapons lower, but remain ready.

COMMANDER
If that gate is wrong, it won't
matter what it allowed.

His focus shifts to the child.

COMMANDER
So it's true.

CHILD
What?

COMMANDER
There is an anomaly.

*

A ripple moves through the chamber — leaders reacting, low
voices, exchanged looks.

KAIRO
You've heard of him.

COMMANDER
Rumors have spread. We've seen the
effects. Predictive systems failed
on every world he passed through.
Outcomes changed after he was
there. Hope has spread.

CHILD
Hope can be dangerous.

The child looks to the windows.

CHILD
Why are all those ships here?

COMMANDER
Because the High Council won't act.

WAR COUNCILOR
They believe fortified systems will
hold. That the Race won't breach
controlled space.

COMMANDER
They're wrong.

He points to the projection.

COMMANDER

This world is the next target.
Every system that chose to fight
came here before that happens.

An alarm cuts through the chamber.

The projection shifts. At the outer boundary — fleets of hostile ships appear.

PROJECTION COMPUTER (O.S.)

Enemy fleet entering outer system
boundary.

Outside the windows — distant flashes erupt as outer defense ships begin firing.

COMMANDER

Magnify.

The projection tightens — showing defensive fleets firing and incoming enemy formations closing distance.

WAR COUNCILOR

They're here.

COMMANDER

Sooner than expected.

WAR STRATEGIST

This was not in our calculations.
Their timing changed when you
arrived.

Eyes move to the child.

KAIRO

It changed because of what he does
to outcomes.

*

WAR STRATEGIST

Explain it.

KAIRO

The Race doesn't just attack. They
force you into reactions, so every
move you make becomes predictable.
They close every option until
there's only one outcome left.

*

*

He looks at the child.

KAIRO
And he breaks that.

WAR COUNCILOR
How?

KAIRO
We don't know how. That's why he's
an anomaly. *

COMMANDER
Then they won't just attack this
world.

He looks at the child. *

COMMANDER
You can't stay here. *

PROJECTION COMPUTER (O.S.)
Outer defense line engaged.
Civilian evacuation still in
progress. *

COMMANDER
Prioritize evacuation routes. Keep
them moving. *

Outside the windows — full engagement. Energy fire streaks
across orbit.

The child watches — overwhelmed, focused.

CHILD
I can help.

The air above the holographic projection distorts and warps
violently. The Timeline seam tears open — forming a
horizontal spiraling vortex that surges into a whirlpool of
light and energy.

KAIRO
You can. *

The vortex rotations spin faster — pulling the child toward
it.

KAIRO
But not here.

The pull strengthens. Kairo, the child, and the Lead Warden
are pulled up into it, sealing behind them. *

INT. THE TIMELINE

The vortex seam spins with a rising hum. Kairo, the child and the Lead Warden burst out of it as it seals beneath their feet.

A structured field of light forms instantly beneath them, holding them suspended high above space.

The surface pulses – a visible lattice of intersecting light extending outward in every direction, open and unobstructed, allowing them to see the battlefield in full surround.

The child catches his breath, staring out.

CHILD

This Timeline is different. It doesn't feel like it's sending us anywhere.

KAIRO

It's not. We're already here.

Below them, massive Alliance carriers exchange fire – no clear impact on the distant Race destroyers.

Far below, damaged Alliance ships burn as they tear into the atmosphere, leaving long trails of fire through cloud. *

The child turns slowly, overwhelmed.

CHILD

Can they see us?

LEAD WARDEN

Negative. This layer observes real space. It is not visible from below. *

Fast Race ships move with precision in wedge-shaped units – triangular formations moving as one. *

Wedge units cut across the battlefield, firing as they pass through Alliance ships. *

Alliance strike ships fire back and break hard to evade – straight into another wedge unit waiting in their path. It opens fire, tearing them apart

Strike ships cut across each other in sharp bursts of movement, breaking formation under pressure.

Wedge units cut through them again – relentless fire tearing them apart. *

A massive Alliance carrier banks hard, trying to escape. Four wedge units slide into position around it. Their forward ships fire in unison. Beams connect mid-space, linking together into a rigid lattice that snaps into place around the carrier like a net. The lattice tightens and slices clean through the hull from bow to stern.

CHILD

They're controlling where everything ends up.

KAIRO

That's what they do. They're forcing every outcome into one result.

The light beneath the child intensifies.

A vertical column of structured light rises around him, enclosing him completely. Rings of light form around the column, rotating in opposite directions.

CHILD

What's happening?

From the battlefield below, thin strands of light rise upward into the rings as the column lifts and holds him suspended within it.

LEAD WARDEN

Convergence Axis forming. It is an extension of you. It amplifies your influence over outcome.

The rings rotate faster.

LEAD WARDEN

Those strands are trajectories — where ships are moving and where their weapons will land. You are connected to where everything ends.

The child looks down through the light.

CHILD

What do I do?

KAIRO

Don't try to control everything. Change where things end up.

LEAD WARDEN

You are not controlling actions. You are shifting outcomes.

The child raises his hands. The rings accelerate. A visible pulse of light surges outward from the Convergence Axis and drops into the battlefield.

Below, the effect is immediate. An Alliance carrier about to be trapped suddenly dives out of its path, clearing the closing wedge units before their lattice net seals.

Strike ships roll under wedge units and clear them by meters. Others cut through gaps in burning debris instead of evading straight into waiting wedge units.

LEAD WARDEN

Predictive delay detected. Counter response forming.

Distant Race destroyers bombard the battlefield with cover fire as wedge units spread outward, flattening into a wide horizontal formation. As they align, ships at the edges of each wedge fire continuous energy beams that link with neighboring units – forming a growing lattice that stretches across entire sections of the battle.

LEAD WARDEN

Enemy Counter-Axis forming.

CHILD

What is that?

LEAD WARDEN

A counter weapon. Not only will it destroy, but it amplifies their system – reducing possible outcomes and forcing movement into fewer paths. If you fall within its pattern, they guide every action until only their result remains.

Energy builds, reverberating across the Counter-Axis. It fires – a combined beam from every linked ship that tears across space and strikes the Convergence Axis.

The column shudders violently. The rings warp. Cracks spread through the light.

CHILD

I thought you said they couldn't see us!

LEAD WARDEN

They cannot see you. They detect the disruption you are creating.

Kairo stands beneath the Axis, looking up.

KAIRO
Don't fight it.

CHILD
I can't hold it!

KAIRO
You're trying to control
everything. Don't.

The child steadies. He breathes slower, lowering his hands. The Axis responds – the rings shift, realign, and the cracks begin to seal.

LEAD WARDEN
Convergence Axis stabilizing.

The child raises his hands and a stronger pulse expands outward.

Below, Alliance ships abandon straight flight paths. A carrier cuts across a closing wedge unit, slipping through a gap just before a lattice net snaps around it. *

A damaged carrier drives straight through crossing lines of incoming fire – slipping between blasts that pass just behind and ahead of it. *

Strike ships dive through debris, targeting the energy beams linking the outer edge ships of the Counter-Axis. The beams rupture – ships fall out of position. Strike ships fire, destroying the exposed ships.

Covering wedge units swarm and fire in perfect coordination – cutting through the attacking strike ships, forcing them back.

The Race corrects immediately – more wedge units move into place, reconnecting and rebuilding the Counter-Axis into a wider, more stable formation.

Energy starts to build again – the Counter-Axis fires.

The child focuses. He pushes outward with both hands. The outer column violently vibrates as the rings expand outward around him, growing wider as they rotate faster. *

A pulse surges outward from the rings – dropping into the battlefield, covering the incoming beam and breaking its path.

Below, long-range fire from every Alliance carrier slams directly into the Counter-Axis, targeting the linked beams.

The child holds position, arms spread, the rotating rings accelerating – pulse after pulse driving outward into the battlefield.

LEAD WARDEN
Counter-Axis degrading.

The Counter-Axis destabilizes. The linking beams snap apart. Several Race ships overload and rupture under the feedback. Others go dark – drifting, powerless. Some sputter, systems struggling to restart.

Alliance carriers continue firing – concentrated strikes tearing through exposed ships as the Counter-Axis breaks apart.

Surviving Race ships reform into wedge units, peeling outward in controlled motion, falling back. *

Race destroyers stop firing. They wait as if watching. *

At the outer edge of the battlefield, space distorts – thick, warping like glass.

CHILD
Something is coming.

The distortion grows.

LEAD WARDEN
Mass-scale incursion detected.

CHILD
It's here.

The distortion reverberates violently as the Living Star forces its way out of hyperspace – displacing entire fleets, Alliance and Race, rather than arriving between them.

KAIRO
The Living Star.

Alliance carriers caught in its emergence zone are crushed – exploding wreckage spiralling toward the atmosphere. Others are dragged into its surface, swallowed as metallic living veins swarm over them. *

Dark spears erupt from its hull, shooting out with precise aim – striking Alliance carriers. Living metal veins quickly spiral around and down the spears, racing across surfaces, penetrating shields, structural seams, entering docks, swallowing the ships whole.

Alliance ships fire everything they have. Impacts ripple across the Living Star's surface, distort, then reseal flat as if nothing happened.

Massive living metal veins surge outward from the Living Star's surface, sweeping through Alliance formations.

A vein lashes onto one carrier and yanks it violently back onto the rippling metal surface. Living metal races over it — absorbing it into the Living Star.

Another vessel tears itself free but loses half its structure in the process.

A long searching vein stretches outward toward the Timeline layer and slows as if searching.

LEAD WARDEN

It cannot map this layer. There is no fixed position to lock onto.

The vein recoils, unable to anchor.

Across the Living Star's surface, its living metal starts to push outward into orbit. It spreads fast — forming a massive, pulsing ring that encircles the Living Star.

CHILD

What's it doing?

LEAD WARDEN

Hostile structure forming.

Light races through the living metal ring, circling it, building speed. As it accelerates, it feeds inward — filling the ring with surging energy.

The light intensifies — growing brighter until it suddenly stops. The ring holds — perfectly still. Silent.

It ignites — a violent surge tears outward from it, ripping through ships in its path as it drives toward the Convergence Axis.

*

KAIRO

Hold tight.

Kairo and the Lead Warden brace themselves.

*

It slams into the Convergence Axis. The child is thrown off balance as the rings buckle and vibrate around him. Their rotations slow and flicker under pressure.

Energy surges again within the Living Star's ring. A second surge tears outward — stronger. It slams into the Convergence Axis again. The rings twist out of alignment — the column fractures — cracks of light splitting

The child steadies himself and takes a breath. He throws his hands forward — the Axis sputters, struggling to hold. His arms shake. The light around him flickers and begins to dim.

CHILD
It's too strong!

KAIRO
Don't match it.

Energy starts to surge again within the Living Star's ring.

The child inhales and steadies himself. He thrusts both hands forward. The Convergence Axis ignites — a blinding surge of structured light expands outward through space. *

The surging light meets the ring — the structure holds for a moment, then the light passes through it — the ring flickers.

More living metal veins erupt from the Living Star's surface, racing toward the light as if trying to seize it — but the light passes through them, expanding outward.

Across orbit, living metal veins freeze mid-spread, then misalign and unravel into fragmented strands. Assimilated ships detach from the Living Star's surface and tumble free.

The ring fractures. Its rotating segments twist out of alignment and begin collapsing inward.

LEAD WARDEN
Hostile structure destabilizing.

The child, arms fixed forward, holds the surge in place instead of forcing it further.

The collapsing ring breaks apart — its living metal losing form, veins slipping and failing to hold shape as it comes crashing back into the Living Star's surface like a breaking wave.

The Living Star goes still and waits.

KAIRO
It's calculating.

The Living Star hums — a deep reverberation rolls across its entire rippling surface, then vanishes into hyperspace.

The remaining Race formations follow – jumping into hyperspace.

Silence spreads across the battlefield.

The Convergence Axis stabilizes – its light steady, no longer surging.

The column of light and the rings around the child slowly dissolve into fading strands, lowering him beside Kairo.

CHILD

Is it over?

KAIRO

For them.

A seam appears in the Timeline space.

KAIRO

But it's not finished with us.

*

INT. ELDER COUNCIL CHAMBER

The Elders study a central holographic projection of the battlefield – the Living Star and Race formations jump into hyperspace.

*

ELDER ONE

That was not the predicted outcome.

ELDER TWO

That world was to be assimilated.

ELDER THREE

The Wardens have failed their directives.

ELDER TWO

And because of the anomaly, our control is diminishing.

ELDER ONE

What is the Warden's status?

The projection shifts – the Lead Warden appears and rotates, his armour battle-damaged. A separate status screen projects next to him.

CURRENT STATUS: UNCONFIRMED

LAST KNOWN STATUS: ACCESSED SENTINEL GATE

ELDER DIRECTIVE: CONTAINMENT – REVOKED

NEW DIRECTIVE: OBSERVATION — ACTIVE

ELDER ONE

That directive was never authorized
by this Council.

ELDER TWO

Who would have that authority? *

Silence. *

ELDER ONE

Not authority... deception. *

INT. HIGH COMMAND CHAMBER

Draven studies a large holographic projection of the
battlefield — the Living Star and Race formations jump into
hyperspace.

DRAVEN

No one controls him. *

He walks to a large view point window overlooking a ship
docking bay platform. Thousands of Wardens deploy in strict
formation from large Warden Command Cruisers.

Draven smiles. *

DRAVEN

Not yet.

EXT. ODIN'S THRONE

Odin sits on his throne beneath the open sky — watching the
horizon.

ODIN

He chose to act... not control.

INT. FRACTURED STRUCTURE

The space is dark, cold, and still. A wrecked structure —
metal and stone fused together.

The seam snaps open. Kairo, the child, and the Lead Warden
step out onto uneven ground. The seam closes behind them.

Silence.

CHILD

Where are we?

No answer.

Kairo spots something ahead and moves fast.

KAIRO
It can't be.

He stops.

A man lies collapsed against broken metal – alive, barely.

KAIRO
Len!

Kairo drops beside him.

The child freezes.

KAIRO
Stay with me.

Len stirs. His eyes open. He sees Kairo.

LEN
(weak)
You found me.

Kairo grips him.

KAIRO
I got you.

*

Len's eyes move to the child. Fear.

*

LEN
It showed me. The Timeline. I saw
what he did.

KAIRO
He saved everyone.

LEN
No.

The child stiffens.

CHILD
What do you mean?

*

LEN
The Elders were right.

Len grabs Kairo, pulling him close.

LEN
(whispers)
You should have let the Wardens
kill him.

*

Len's hand drops — then snaps up with a concealed blaster
and fires.

KAIRO
No!

The child's hand lifts.

The blast reaches him — and splits, two streams peeling past
him on either side. One slams into the wall. The other cuts
past the Lead Warden, missing by inches.

Silence.

The child stands there. Unblinking. His raised hand slightly
lowers. His gaze fixes on Len — held a fraction too long.

Kairo watches him.

FADE OUT.

THE END