

UNDISCOVERED

Written by

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**FADE IN:**

**EXT. BELIZE - JUNGLE - DAY.**

The sound of footsteps fills the dense jungle. **STEVE CARTER** (30s), tall, rugged, and charismatic, leads the way. Close behind him, **MARTIN JONES** (32), a stocky, brown-skinned man, fights to keep pace, glancing nervously over his shoulder.

**MARTIN**

They're gaining on us!

Steve says nothing, focusing on the clearing ahead.

**STEVE**

Almost there! Keep running!

They burst into the clearing, racing across the open space.

Suddenly, Steve stops dead, Martin nearly crashing into him. Before them, the ground drops away into a massive crevice, the edges crumbling and unstable. A deep, endless abyss.

**MARTIN**

No, no, no. we're trapped! Now what?

Steve steps closer to the edge of the cave looms wide and dark. A rock ledge juts out then drops into a seemingly bottomless darkness.

**STEVE**

This has to be it.

**MARTIN**

How deep would you say it is?

Steve takes off backpack then he removes a rope, carabiner, and gloves then checks the rappel gear.

He secures the rope to a sturdy rock and tugs it hard—testing it

**STEVE**

Deep enough, but we don't have a choice. The good news is we're done running.

The rustling is now a roar— a spear impales into the ground.

**MARTIN**

What about them?

**STEVE**

Don't worry about them. They have a healthy respect for nature. This cave is sacred they won't get any closer.

Steve steps to the edge, his boots shifting loose stones that tumble into the darkness.

He turns to Martin, offering a quick nod of reassurance.

**MARTIN**

Did I ever mention my fear of heights?

**STEVE**

I've known you since we were 10, you're not afraid of heights.

Steve sets up a toss and go anchor.

**MARTIN**

How about my fear of dark tight places?

Steve grabs Martin's backpack pulls it off and hands it to him. Martin takes backpack and removes rope, gloves and anchor.

**STEVE**

You said that you wanted more time in the field. Well this is it.

Sounds of rustling in the underbrush.

Martin sets a toss and go anchor.

**MARTIN**

I know. I know. But this is not what I imagined.

A spear flies past Steve and impales into the ground.

**STEVE**

What did you imagine?

Martin removes a headlamp from the backpack then puts it on.

**MARTIN**

I don't know. Like James Bond.

**STEVE**

Hardly, no gorgeous girls or cool gadgets. It's just another dirty boring job.

Steve slips into his harness. Removes a headlamp from the backpack, he puts it on then switches on the light.

Steve clips his harness to the rope and steps back to the edge.

**STEVE (CONT'D)**

You got this buddy. Just remember—keep your feet against the wall. And don't look down.

Steve leans backward, letting his weight rest fully on the rope. He lowers himself over the edge, his boots finding traction against the jagged rock face.

**MARTIN**

You make it look easy.

Martin slips into harness, then switches on headlamp.

**STEVE**

Just remember what I taught you and don't let go of the rope.

Steve disappears into the shadow, Martin waits until he hears Steve's voice echoing up from below.

**STEVE (O.S.) (CONT'D)**

Alright, your turn!

Martin takes a deep breath and edges backward, then he goes over, legs trembling as he hangs suspended.

**STEVE (CONT'D)**

Good! Slow and steady, you're doing fine!

**MARTIN**

I don't feel fine!

Suddenly, a section of rock beneath Martin's left boot gives way, Martin swings wildly, but his grip on the rope holds.

**STEVE**

Hold on! Use your legs, find your balance!

Martin forces himself to stop panicking. He presses his boots firmly against the wall, regaining his footing.

**MARTIN**

Okay, I got it.

Landing on the rough, rocky cave floor. Steve flicks on a flashlight, revealing jagged walls covered and the gaping entrance to a tunnel that leads further into the unknown.

Martin unclips from the rope, adrenaline still coursing through his veins.

Steve hands Martin a flashlight.

**STEVE**

You'll need this.

Martin takes flashlight.

**MARTIN**

Made it. Now what?

**STEVE**

Now, the real adventure begins.

They turn toward the tunnel, the darkness swallowing them as they move deeper into the cave.

#### **INT. CAVE TUNNELS - NIGHT.**

The darkness is absolute. Steve and Martin inch forward, the stone walls seem to close in around them, rough and jagged, with strange symbols barely visible in the shadows.

**STEVE**

Stay close. Keep your eyes sharp,  
caves are never what they seem.

Suddenly click, Steve's foot presses down on a pressure plate. A low rumble fills the air.

**STEVE (CONT'D)**

Run!

They sprint forward just as sharp iron spears shoot out from the walls behind them, narrowly missing their backs. Martin dives, rolling awkwardly to avoid another set of spears thrusting from the side.

**MARTIN**

What the hell was that?!

Steve pulls him up and points ahead.

**STEVE**

Traps. Old, but still deadly.

They slow their pace, checking the ground and walls with every step. They approach a fork in the tunnels, two identical passages, each vanishing into darkness.

**MARTIN**

Which way?

Steve kneels, inspecting the dusty ground. His fingers find a faint drag marks leading to the right tunnel.

**STEVE**

This one. Someone's been through here a long time ago.

They proceed cautiously. The passage widens, revealing stone tiles with faded carvings. As they step forward, a tile sinks beneath Martin's boot.

**STEVE (CONT'D)**

Stop!

Martin freezes, staring down at the tile.

**MARTIN**

oh shit.

**STEVE**

Buddy, I need you to do exactly what I tell you.

**MARTIN**

okay, no problem.

**STEVE**

On the count of three put your head down and run like hell to the end of the corridor. Got it.

**MARTIN**

Yes.

**STEVE**

One. Two. Three. Run!

Steve grabs Martin and they race down the corridor as, arrows shoot from hidden holes in the wall, whizzing inches from his face.

**MARTIN**

I'm starting to hate this place.

The tunnel narrows again, forcing them to squeeze through a tight gap in the rock. On the other side, the path descends sharply into a stone staircase covered in a thick layer of dust.

**INT. CHAMBER - SAME.**

Steve's flashlight reveals a colossal subterranean temple. A vaulted cathedral-like ceiling is supported by rows of carved stone columns. The walls are covered in ancient knight carvings, frieze depicting battles and legends.

At the center of the chamber, sitting on a white stone altar. Is a massive, ornately carved stone coffin.

**MARTIN**

No way Is that, what I think it is?

Steve steps forward, the beam of his flashlight revealing a golden cross engraved on the lid.

**STEVE**

It has to be. Sir Percival. One of King Arthur's knights.

He sets his flashlight down and brushes away the dust from the stone, revealing intricate symbols and patterns, the coat of arms of the Knights of the Round Table.

Martin stands in awe, eyes wide.

**MARTIN**

So, it's real. the legends are real.

Steve moves to the side of the coffin, finding a series of small holes along the base.

**STEVE**

There's one more challenge. If we open this, we need to be ready.

Martin glances at the walls, noticing the barely visible slits in the stone, hidden mechanisms ready to spring.

**MARTIN**

Okay. what do we do?

**STEVE**

On three, we lift it together. Stay low, and keep an eye on those holes —anything could happen.

Martin nods, determined. They grip the edge of the stone lid, muscles tense.

**STEVE (CONT'D)**

One. two. three!

They heave the lid open, The mechanisms in the walls grind to life, and they drop to the floor as spiked darts shoot across the room, barely missing them.

They wait, breath held, until the noises die down. Then, slowly, they peer over the edge of the coffin.

Inside lies the decomposed remains of a knight in intricately etched armor holding a gleaming sword.

**MARTIN**

We did it. it's incredible.

Steve smiles, reaching out to touch the ancient blade's hilt, his fingers trembling with awe.

**STEVE**

The remains of Sir Percival.

Martin reaches for the sword. Steve stops him.

**STEVE (CONT'D)**

That's Not why we're here.

**MARTIN**

The ring.

**STEVE**

Exactly. Why don't you document the scene.

**MARTIN**

Sure.

Martin takes his phone and walks around the site recording.

Steve stares mesmerized closely examines Percival's remains. Sees a GOLD ring on his finger and reaches for it.

**MARTIN (CONT'D)**

Hey buddy!

Steve stops, looks at Martin.

**STEVE**

What?



**MARTIN**

Exactly what does this ring look like?

Steve sees a vast array of rings displayed in every nook of the temple. Perhaps a hundred or more. Some gold, some silver, they all glitter and shine.

**STEVE**

Okay, Let's work through this.

**MARTIN**

His mother gave him the ring, it meant everything to him. But, there is no description of the ring itself.

Martin walks up behind Steve.

Steve recites passage from memory

**STEVE**

Have now, son, this ring. While you possess it, fear nothing, fire cannot burn you, the sea cannot drown you and iron and steel cannot harm you.

**MARTIN**

The ring makes the wearer invincible of sorts.

**STEVE**

Percival would never have let the ring out of his sight. It meant everything to him.

Steve takes Percival's dagger. Martin leans over his shoulder.

**MARTIN**

What are you doing?

Steve cuts apart the remnants of Percival's armor. Sees a shiny ring inside of his chest.

**MARTIN (CONT'D)**

He swallowed the ring.

**STEVE**

Brilliant.

Steve removes the ring with the tip of the dagger and examines the bluish silver ring engraved with mystic symbols.

**MARTIN**

What do those symbols mean?

**STEVE**

Don't know, yet.

Steve grabs a thin strip of leather, slips the ring on it making a necklace. Slips the necklace around his neck.

**STEVE (CONT'D)**

Gather up the rest of the rings.

**MARTIN**

Sure no problem.

Martin takes a bag out of his backpack, gathers up the rings.

Steve takes photos with his cell, puts the dagger into his backpack, then grabs the sword.

Suddenly, the ground beneath them trembles, the chamber itself is shifting, the tomb is closing them in.

**STEVE**

We need to move, now!

Martin seizes the rings, and they bolt toward the corridor, the tomb rumbling.

#### **EXT. EL VENDA DIG - DAY.**

The dense Guatemalan jungle rises around the massive El Venda pyramid, casting long shadows over the busy dig site. Tents, equipment, and tables laden with ancient Mayan artifacts are scattered across the camp. In the center, a weathered archaeologist, **DR. WINSLOW** (60s), a stoic scholar with a gray beard, studies a engraved Mayan codex in the shade of a canopy

A handful of dedicated student archaeologists carefully sift through dirt, cataloging each discovery.

**HANNAH LARSON** (30) a determined and resourceful assistant. enters the canopy, wipes sweat from her brow, her khaki shirt stained with dust and dirt.

**HANNAH**

You wanted to see me, Dr. Winslow.

Dr. Winslow looks up from studying a codex, a jade stone and several Mayan artifacts,

**WINSLOW**

Yes, Hannah. We're running out of time.

Winslow pulls a crumpled letter from his pocket.

**WINSLOW (CONT'D)**

The latest communication from the board. They want concrete evidence. Something conclusive. Something that justifies the massive funding we've consumed over the past two years.

Hannah traces her fingers along the codex, she picks up an oval jade stone with a Mayan air symbol carved into it. She examines the stone then places it back onto the table.

**HANNAH**

We're close. I know it. These markings suggest a completely new understanding of Maya history. This could change everything we know. Just another week or two.

**WINSLOW**

A week? We have days, maybe. Not weeks. The board is sending an assessment team. If we can't present significant findings, they'll shut down the entire expedition.

Hannah turns to leave.

**WINSLOW (CONT'D)**

Where are you going?

**HANNAH**

You said we need results. I have work to do.

Hannah exits tent storms back to the pyramid.

**EXT. EL MIRADOR ARCHAEOLOGICAL DIG - CONTINUOUS.**

Suddenly, the distant rumble of engines disrupts the tranquility. Dr. Winslow looks up, alarmed.

**DR. WINSLOW**

What in the world?

The convoy of vehicles roars into the camp. In the lead vehicle, sits **GENERAL IVAN SOKOLOV** (60s), a cold, imposing figure with piercing eyes. Beside him, a man in dusty field gear. **DEMETRI ROMANOFF** (late 40s), a Russian archaeologist. Dr. Winslow's eyes narrow as he recognizes him.

**IVAN**

Secure the site. I don't want any surprises.

The soldiers fan out, barking orders at the stunned archaeologists, who scramble in panic.

**DR. WINSLOW**

What is the meaning of this?!

**DEMETRI**

Good evening, Doctor. Did I interrupt something?

**DR. WINSLOW**

Demetri? What are you doing here? What's going on?

**DEMETRI**

I'm here to finish your work. I know the true power of what you've discovered.

**DR. WINSLOW**

You fool. You've traded integrity for greed, Demetri. Whatever promises he's made to you

He gestures toward Ivan.

**DR. WINSLOW (CONT'D)**

will only end in destruction.

**IVAN**

Destruction, perhaps. But, also power. The codex and the jade stone are mine now.

**DR. WINSLOW**

You have no idea what you're meddling with. The chariot isn't just another artifact. It's forces are beyond your understanding.

**DEMETRI**

I understand plenty old man. And I'm ready to claim what you never could.

The soldiers ransack the tents, tossing priceless artifacts and research notes aside in their search.

Demetri picks up the codex. Ivan takes the jade air stone.

**IVAN**

Magnificent, And now it's mine.

Demetri flips through the codex.

**DEMETRI**

We have what we came for, this will lead us to the greatest discovery of all time.

**DR. WINSLOW**

You're a fool, Demetri. You're tampering with forces you can't control!

Ivan waves dismissively, motioning to his men.

**IVAN**

Take care of him.

Two soldiers grab Dr. Winslow, holding him in place. Demetri hesitates for a moment.

**DR. WINSLOW**

Demetri, don't do this. You still have a choice!

For a moment, Demetri's resolve wavers, but then Ivan's voice cuts through.

**IVAN**

Weakness has no place here.

Demetri steels himself, turning his back on Winslow.

**DEMETRI**

Goodbye, Doctor.

A gunshot rings out, Dr. Winslow crumples to the ground.

The soldiers set fire to the camp. Molotov cocktails fly into tents, igniting priceless artifacts and research. Explosions rock the site as crates of equipment and supplies burst into flames.

**IVAN**

What matters is what we gain.

Demetri takes the jade stone and codex. The convoy roars away, leaving the burning camp behind

**INT. BELIZE HOTEL ROOM - NIGHT.**

The room is modest but cozy. Steve sits at the desk, hunched over a magnifying glass, meticulously examining the ring of Sir Percival.

Martin sits on the bed, scrolling through contacts on his phone.

**MARTIN**

I sent photos of Sir Percival's sword and shield to Conrad at the Bradford museum. Still waiting on a reply.

**STEVE**

He's probably trying to verify them.

Martin groans, tossing the phone onto the bed.

**MARTIN**

I hate waiting.

Steve glances up, the magnifying glass still in his hand. He tilts the ring slightly, revealing a faint, glowing symbol etched inside the band.

**STEVE**

Look at this.

Martin gets up and leans over Steve's shoulder. He squints at the symbol.

**MARTIN**

What is it? Looks like some kind of runes?

**STEVE**

It's very old. Celtic, maybe. But it's fused with something else. something not in any of the records I've seen.

Martin straightens, grabbing his beer and taking a long sip.

**MARTIN**

You know who would know.

**STEVE**

Don't say it.

**MARTIN**

Hannah, have you spoken with her in the past year. Since you ended the engagement

**STEVE**

It's complicated.

Steve sets the ring on the desk and pulls out a small notebook filled with sketches and notes.

**MARTIN**

No Judgment. I'm an orphan with trust issues myself. I get it.

Martin's phone Chimes.

**STEVE**

If I can figure out what these symbols mean, it could lead us to something bigger.

Martin checks phone.

**MARTIN**

100 large just hit our bank. Conrad responded with 10 smiley faces.

**STEVE**

Guess we made his day.

**MARTIN**

Told you free lance archeology is a lucrative business.

**STEVE**

For the thousandth time it was a brilliant idea.

**MARTIN**

I never tire of hearing it.

**STEVE**

Send Conrad the coordinates of sir Percival's remains.

**MARTIN**

Got it.

**STEVE**

That will make a magnificent addition to the arthurian exhibit.

**MARTIN**

Conrad said that he has another project for us and wants to give the details in person.

**MARTIN (CONT'D)**

What about the other rings?

Steve slips the necklace back around his neck

**STEVE**

Sell them.

**MARTIN**

Sounds good to me.

**STEVE**

We have the room for the week. I'm looking forward to a quiet weekend. Tell Conrad we'll be in town on Monday.

Martin sighs, picking up his phone again.

**MARTIN**

Fine, I'll make the call.

Steve grins, shaking his head as he continues sketching the symbol in his notebook.

**STEVE**

I'm going to hang onto this ring for a while.

Martin dials, muttering under his breath. Steve leans back, staring at the symbol in the ring, his mind already racing ahead to the possibilities.

**STEVE (CONT'D)**

I need a drink if I'm going to keep staring at these symbols all night. You want anything?

**MARTIN**

Don't get too cozy down there. We still have work to do.

Steve gives him a half-smile, grabs his jacket, and heads out the door.

**STEVE**

One drink. I'll be back in ten.

Martin watches him go, then turns back to his phone call



**INT. HOTEL LOBBY - NIGHT.**

Steve walks through the lobby, the low hum of conversation filtering out from the bar. He heads toward the noise, but suddenly, a figure in a dark suit steps in his path.

**MAN IN SUIT**

Professor Carter?

Steve's eyes narrow. Before he can react, a second man appears behind him, pressing something cold and metallic against his back.

**STEVE**

What the?

A black sack is yanked over his head, and before he can shout, his arms are pinned. He's dragged sideways, out of the bar's warm light and into a shadowy corridor.

**EXT. HOTEL BACK ALLEY - NIGHT.**

The night air hits Steve's face as he's forced into the back alley. A dark SUV idles nearby, engine rumbling. The men shove him into the back seat, slamming the door shut.

**EXT. MANSION OF J.D. BARRINGTON - NIGHT.**

The SUV pulls up to a grand colonial-style mansion, half-hidden by thick jungle foliage and surrounded by high iron gates. A servant in a tailored suit opens the door, and Steve is dragged out, still hooded.

**INT. MANSION FOYER - NIGHT.**

The hood is ripped off, and Steve blinks, adjusting to the bright, ornate foyer. Marble floors, crystal chandeliers, and antique furniture fill the space. The two men drag him down a long hallway.

They stop in front of a set of heavy mahogany doors. One of the men knocks, and a deep, voice responds from inside.

**J.D. BARRINGTON (O.S.)**

Enter.

The doors swing open, revealing a vast study lit by the warm glow of a crackling fireplace.

**INT. J.D. BARRINGTON'S STUDY - NIGHT.**

The study is like a museum—ancient maps, artifacts, and rare books fill the shelves. one wall covered with very large monitors. At the center sits a large oak desk, and behind it, in a high-backed leather chair, is **J.D. BARRINGTON, (50)** He's a reclusive, billionaire his silver hair neatly combed,

In the center of his desk is a mayan codex and an oval jade stone.

**J.D.**

Professor Carter. A pleasure.  
Please, sit.

Steve glares at him, but the two men roughly push him into a leather armchair. The restraints are removed, and Steve rubs his wrists.

**J.D. (CONT'D)**

gentleman, you are dismissed.

The two men exit the room.

**STEVE**

What the hell is this? You could've just called.

**J.D.**

Ah, but you might not have come.  
And, I make it a point to get what I want. Brandy?

Steve leans back, trying to keep his cool.

**STEVE**

Sure. What do you want?

Barrington stands, walks to bar and pours two glasses of brandy.

**J.D.**

I want to hire you, Mr. Carter.  
I've followed your exploits with great interest. Your accomplishments are impressive. But it's only a fraction of what I offer.

Steve's skeptical as he crosses his arms.

**STEVE**

Sorry but I'm not taking on any new clients right now.

Barrington hands glass to Steve.

**J.D.**

Don't be too hasty. Are you familiar with Quetzalcoatl?

**STEVE**

According to Andrés de Olmos, a priest. Quetzacoatl or Kukulcan was described as a tall white man, broad forehead, large eyes, long black hair, and a beard.

Steve sips his brandy.

**J.D.**

Precisely. I know where to find the Chariot of Quetzalcoatl. A recent expedition of mine to El Venda pyramid. They unearthed the tomb of a high priest named Ian the Great, the builder of the Mayan ramids. In his tomb they discovered a codex. This codex.

**STEVE**

You have my attention.

**J.D.**

The codex describes in great detail the pyramid that was built to house Quetzalcoatl's chariot. Ian maintained the gates and the four keys to open the gates. That's when the expedition went missing.

Steve steps closer to examine the codex. He sees a large oval jade stone with four Mayan elemental symbols, Fire, water and air. Steve picks up the jade stone.

**STEVE**

what is this?

**J.D.**

It was found in the tomb. Probably decorative jewelry.

Steve opens the codex.

**STEVE**

May I?

**J.D.**

Certainly it's a copy. The original is in a secure location.

Steve opens and closely examines the pages.

**STEVE**

Do you have the translation?

Steve sips his brandy.

**J.D.**

Yes, but the Mayan translation is incomplete.

**STEVE**

I'm not surprised.

**J.D.**

Why?

**STEVE**

It's not Mayan.

**J.D.**

What? are you serious.

Steve points to the codex, sips more brandy.

**STEVE**

Absolutely. See those lines here and here. This is Olmec writing. It's at a thousand years older than Mayan.

J.D smiles, walks to the bar and pours a drink.

**J.D.**

Dr. Winslow said that you were the best he ever trained. I knew it was a mistake to make Hannah his assistant and not you.

**STEVE**

Hannah? Hannah was part Dr. Winslow's expedition?

**J.D.**

Dr. Winslow recruited her after... well, after you disappeared.

**STEVE**

How do you know about that?

**J.D.**

I make it my business to know  
everything about my partners.

Steve closes the codex. He feels a surge of guilt—memories  
come flooding back.

**STEVE**

And you're telling me they  
vanished? The whole team?

**J.D.**

Dr. Winslow had hit a wall on the  
translation. They called in twice a  
day. But, twenty four hours ago.  
Silence. I sent in an assessment  
team, they also vanished.

Steve paces the room, to clear his thoughts. He stops in  
front of the fireplace.

Barrington pours a brandy walks over hands it to Steve.

Steve takes the glass.

**STEVE**

I can't just walk back into that  
life.

**J.D.**

This isn't about your past  
mistakes. This is about the  
treasure. You're the only one who  
knows enough to finish what they  
started, and I need someone with  
your... particular set of skills.

**STEVE**

And what if I refuse? What if I say  
no?

**J.D.**

Then you'll live the rest of your  
life wondering what happened to  
her, haunted by the choice you  
made.

Steve chugs the brandy.

Suddenly door opens and **MASON** (21) tech nerd enters, carrying  
a tablet.

**MASON**

Sir, just received the satellite images.

Mason looks up from tablet, sees Steve.

**MASON (CONT'D)**

Oh sorry, didn't know that you had a visitor.

**J.D.**

It's all right, Mason please continue.

Mason taps on laptop, then image of the pyramid at El VENDA and base camp fills up the large monitors.

**J.D. (CONT'D)**

What are we looking at?

Image shows mass destruction.

**STEVE**

Are those dead bodies?

**MASON**

Yes. The whole camp is a massacre scene.

**J.D.**

Oh my god. No survivors.

**MASON**

Thermal scans show no survivors.

Steve moves closer to the monitor. He points to two figures at the edge of the jungle.

**STEVE**

Can you zoom in closer on this area?

**MASON**

Sure.

Mason taps on tablet, then image changes to close up of Ivan and Demetri.

**J.D.**

Who the hell is that?

Mason quickly taps on tablet.

**MASON**

The tall gentleman is Ivan Sokolov  
a Russian general. The other one  
is..

**STEVE**

Demetri Romanoff.

**J.D.**

You know him?

**STEVE**

A competitor. A ruthless and  
unscrupulous archeologist.

**J.D.**

I want everything that you can find  
on those two, immediately.

Steve sees a shadow at the pyramid entrance.

**STEVE**

Can you zoom back out?

Image zooms back to original.

**STEVE (CONT'D)**

Now closer on the pyramid entrance.

Image changes to pyramid entrance.

**STEVE (CONT'D)**

What is that?

A slight shadow appears at pyramid entrance.

**MASON**

Can't tell. Could be just a shadow.

**STEVE**

A shadow. Perhaps.

Steve turns to face Barrington.

**STEVE (CONT'D)**

If I do this. But, it's not for  
you. It's for her.

**J.D.**

Of course, Prof. Carter. Whatever  
it takes. All I care about is the  
chariot. You can keep all other  
treasures.

Steve continues staring at the image.

**STEVE**

I'll lead the expedition. But I need full access to every piece of information you have including the codex, the maps, the stone, everything. If I'm going out there, I'm doing it my way.

**J.D.**

Agreed. My resources are at your disposal.

Steve picks up the codex and the jade stone.

**J.D. (CONT'D)**

Mason, can you send in Hawk, on your way out.

**MASON**

Yes, sir.

Mason exits. Glen \*Hawk\* Moore, (35) a rugged and seasoned mercenary leader, Enters the room, then shuts the door.

**HAWK**

You wanted to see me, sir.

**J.D.**

Hawk this is Professor Carter. He has agreed to lead the expedition.

**HAWK**

Yes sir.

**J.D.**

You and your team will be at his disposal.

**HAWK**

Understood.

**J.D.**

Professor would you mind waiting outside for just a minute.

**STEVE**

Certainly.

Steve exits the room.

Hawk looks at the display.



**HAWK**

Is That a recent satellite image?  
No survivors?

**J.D.**

The situation has changed. The  
Russians have joined the hunt. I  
need you to ensure this expedition  
is successful.

**HAWK**

Russia?

**J.D.**

A Russian general named Ivan  
Sokolov. Are you familiar with him?

**HAWK**

Negative. How did they find out  
about the expedition?

**J.D.**

Don't know, yet. Maybe a mole. You  
need to keep prof. Carter in line.

**HAWK**

And, if I'm unable to keep him in  
line.

**J.D.**

Then eliminate him. No one will  
miss another orphan.

**HAWK**

Understood, sir.

Barrington takes a satellite phone from desk drawer. He gives  
it to Hawk.

**J.D.**

Call me when you have possession of  
the chariot. I'll have an  
extraction team on standby.

**HAWK**

Affirmative. Anything else I need  
to know.

**J.D.**

No. You should get moving.

**INT. MANSION HALLWAY. SAME.**

Steve texts Martin

Text reads " new project. Hannah missing. available?"

Martin responds. " Hannah? for you buddy anything."

Steve responds. " stay put. will be in touch."

Martin responds. " be careful you know what they say about old wounds"

Hawk exits the room. Enters the hall.

**INT. HALLWAY. CONTINUOUS.**

**HAWK**

Contacting your mommy?

**STEVE**

Is Barrington going to be okay with you gone overnight?

Hawk smiles, grabs a backpack sitting on the floor. Walks down the hall. Steve follows.

**HAWK**

Lets go. The choppers standing by.  
Time to meet the rest of the team.

They walk out the door at the end of the hall.

**EXT MANSION LAWN. NIGHT.**

They cross the lawn toward the Blackhawk on the Helipad.

**STEVE**

I need to grab a few things from the hotel.

Hawk hands the backpack to Steve.

**HAWK**

I took the liberty.

**STEVE**

You didn't hurt Martin did you?

**HAWK**

No need. He's easily distracted.

**STEVE**

Don't I know it. Is that a Blackhawk?

**HAWK**

One of the perks of working for a billionaire military contractor.

**EXT. HELIPAD. - SAME.**

Steve and Hawk approach the helicopter.

**HAWK (CONT'D)**

They're not the usual treasure hunting crowd, but they're the best you'll get out here.

Steve drops the codex and stone into the backpack

**HAWK (CONT'D)**

You do your job, and they'll do theirs. Keep it professional.

The rear door of the helicopter swings open, revealing a group of four figures in tactical gear.

**SARA "PINKY" MORRISON**, (30) short woman with pink-tipped hair tied back in a tight ponytail—steps forward, a tech tablet strapped to her chest. She's fiddling with a small, sleek drone, her fingers flying over the screen.

**PINKY**

Sara Morrison. Everyone calls me Pinky. I'm the brains of this operation, and the one who'll be saving your ass when you break something you shouldn't.

**STEVE**

I'm Steve. You're the tech expert?

**PINKY**

And linguist. If it's ancient, I can read it, and if it's encrypted, I can crack it.

**DAVID "TINY" WEST**, (35) mountain of a man with a shaved head, steps down from the Blackhawk. He carries a heavy backpack with several explosive devices.

**TINY**

Tiny's the name. Explosives are my game. You need something blown up, I'm your guy.

**STEVE**

Let's try to keep the ruins intact,  
okay?

**TINY**

No promises, but I'll do my best.

**PAUL "KID" HANSEN**, (30) lean man in his late twenties, hops out of the helicopter, a tactical rifle slung across his back and a high-tech headset.

**KID**

I'm Kid, comms and small arms. Keep your radio close, and I'll make sure you're never out of touch.

**HAWK**

Kid's the youngest, but don't let that fool you. He's seen more action than most.

**JAMES "BRAINIAC" O'BRIEN**, (40) rugged, weather worn man in his is the last to emerge. He's carrying a medical pack.

**BRAINIAC**

Special ops and medic. I'll keep you alive, if you don't do anything too stupid.

**STEVE**

I'll do my best to avoid that.

The team stands together, a mix of calm readiness and barely contained tension.

**HAWK**

Alright, everyone. Here's the deal Steve is in charge. This is no longer a search and rescue OP. Dr. Winslow's team has been killed. It's now our job to pick up where they left off, retrieve any artifacts, and bring everyone back alive.

The team nods in unison.

**HAWK (CONT'D)**

Carter, you're our guide. These people are trusting you to get them in and out. No surprises, understood?

**STEVE**

Understood.

Hawk nods, satisfied, and turns to the rest of the team.

**HAWK**

We move out in ten. Gear up and check your supplies. We're heading deep, so double check everything.

The team scatters to prep, moving with efficient speed.

**EXT. EL VENDA DIG SITE - DAY.**

The Blackhawk touches down on uneven ground. The team disembarks quickly, weapons ready. The silence is oppressive.

**PINKY**

Looks more someone brought hell with them.

Steve walks toward the remnants of a large central tent.

**STEVE**

Hannah's here somewhere.

The team spreads out, searching through the remains of the camp.

**HAWK**

Stay sharp. Sokolov's men hit this place, they might still be nearby.

Kid crouches near a pile of shredded papers, sifting through them for anything intact. Tiny inspects broken crates, kicking aside debris.

From across the camp, Pinky calls out, her voice sharp.

**PINKY**

Hey! Over here!

The team rushes toward her. She's standing near the base of the pyramid, her eyes fixed on faint bloody handprints smearing the stone.

**PINKY (CONT'D)**

Looks like someone made it this far.

**HAWK**

Someone who didn't want to be found.

A faint scuffling noise echoes from the shadows. The team tenses, raising their weapons.

**HAWK (CONT'D)**

Hold fire.

Slowly, a disheveled figure emerges from the darkness. It's Hannah her clothes torn and her face streaked with dirt. She clutches a jagged piece of stone like a weapon.

**STEVE**

Hannah?

Hannah freezes, her gaze locks onto Steve.

**HANNAH**

Steve?

Steve steps forward, lowering his voice.

**STEVE**

It's Okay. You're safe now.

Hannah's knees give out, Steve catches her before she hits the ground.

**HANNAH**

They attacked us. Winslow, they gunned him down. No hesitation. Everyone else, they didn't even scream. It happened so fast.

**STEVE**

I'm so sorry, Hannah.

Hannah pulls back, her eyes fierce despite her exhaustion.

**HANNAH**

Those men, they took what they wanted and destroyed everything else.

Hawk steps closer, his voice calm but commanding.

**HAWK**

We need details. What were they after?

**HANNAH**

Who are you people?

**STEVE**

This is Hawk, Pinky, Tiny, Brainiac and Kid.

**HAWK**

Any idea what they took?

**HANNAH**

They kept talking about the codex. Something in the final pages. They think the chariot is a weapon.

**STEVE**

But you're okay?

**HANNAH**

Physically? Yes. But, Steve what are you even doing here?

**STEVE**

Barrington hired me to lead the second expedition. We're here to find out what happened, and to find you.

**HAWK**

We have to assume they have the codex.

**HANNAH**

This isn't just about artifacts anymore. Who would do this? Why?

**HAWK**

We need to move fast. Kid, set up surveillance. Tiny, secure the perimeter. Pinky, get those drones in the air.

**STEVE**

We'll make it right. I promise.

**EXT. EL VENDA DIG SITE - NIGHT.**

The ruins are illuminated by the soft orange glow of campfires the team establishes a makeshift camp among the ruins.

Hawk sits with Kid, Tiny and Pinky near a fire, reviewing maps and cleaning weapons. Brainiac organizes medical supplies.

**HAWK**

We'll camp here for the night. No one wanders alone. Tiny, set tripwires on the perimeter. Kid, keep the comms open. Pinky, get those drones operational.

**PINKY**

Already done, boss. If a squirrel sneezes, we'll know about it.

**HAWK**

Good. Everyone stay sharp. Sokolov could be watching, and I don't want any surprises.

**INT. EL VENDA - PYRAMID BASE - NIGHT.**

Inside a small, chamber at the base of the pyramid, Steve and Hannah sit cross-legged on the stone floor, surrounded by maps, sketches, and fragments of the Olmec codex.

**HANNAH**

The codex isn't just a map. It's a puzzle. Look, this symbol here.

She points to a series of interconnected glyphs shaped like flames.

**HANNAH (CONT'D)**

It's the element of fire. And here,

She flips a page to reveal a set of four jade key symbols, each marked with an element: fire, water, earth, and air.

**STEVE**

Four jade keys. Like keys to a lock. What do they unlock?

Steve removes large oval jade stone with all four elements.

**HANNAH**

I've Seen that before. Winslow discovered a similar stone with sn Air image.

**STEVE**

If It was with the other artifacts we have to assume Ivan is in possession of it now.

**HANNAH**

Exactly. The codex mentions the Temple of the Sun for fire, then two others. The Air stone was found but it's gone.

Steve leans closer, his brow furrowing.



**STEVE**

The Temple of the Sun is our first location.

**HANNAH**

If this is right, the fire stone should be there.

**STEVE**

So, we need to find all four stones to unlock whatever is hidden in the pyramid.

**HANNAH**

It's not just about the stones, Steve. The codex mentions a warning, "those who seek the light must first face the shadows."

**STEVE**

Cryptic. But I've seen worse.

**HANNAH**

Still the same. Always brushing off danger like it's nothing.

**STEVE**

I'm sorry, Hannah. For everything.

**HANNAH**

You disappear from my life a year ago without a word.

**STEVE**

I was an awful fiancée.

**HANNAH**

No argument.

**STEVE**

After I left, Martin and I formed a free lance artifact hunter business.

Steve takes ring from pocket.

**STEVE (CONT'D)**

This is our latest discovery.

**HANNAH**

What is this?

**STEVE**

Sir Percival's ring.

**HANNAH**

You found it! It actually exists.

Hannah examines the ring.

**HANNAH (CONT'D)**

What is this writing inside?

**STEVE**

Still working on that.

**HANNAH**

So, you're working for Barrington now.

**STEVE**

I knew that you were alive, I'd have come for you anyway.

**HANNAH**

I didn't need your help.

**STEVE**

I know. but, I still care about you.

Hannah returns the ring to Steve.

Hawk appears at the chamber entrance,

**HAWK**

What've you got?

**HANNAH**

Dr. Winslow found the Air stone. We assume the Russians have possession of it now.

Steve gesturing to the codex.

**STEVE**

The next step is the temple of the sun. We're looking for a fire stone one of four jade keys.

**HAWK**

Fine. We break camp at first light. Carter you and Hannah, keep decoding that thing.

**STEVE**

We'll be ready.

Hawk leaves.

**EXT. RUSSIAN CAMP - NIGHT.**

The camp is a hive of activity, illuminated by harsh floodlights. Soldiers patrol the perimeter with precision, their weapons at the ready.

**INT. TENT. CONTINUES.**

Inside the tent, Sokolov looms over a large table cluttered with maps, photographs, and scattered notes. Demetri stands stiffly on the other side of the table.

**IVAN**

Two temples, Demetri! Two failures!  
You told me this journal was the  
key to the chariot!

Demetri fidgets with his glasses

**DEMETRI**

Dr. Winslow's work was incomplete.  
I'm doing my best to decipher it,  
but these symbols..

**IVAN**

I gave my life to a nation that  
burned my name from its history  
turned me into a ghost. The chariot  
is about knowledge and power.

**DEMETRI**

We are close to victory. The codex  
describes the great powers of the  
chariot.

**IVAN**

I see it for what it truly is, A  
key to knowledge. To control. When  
I bring it home. They will call me  
the man who unlocked the secret of  
the gods. They will not call me  
Ivan the Traitor.

The tent flap opens. Tiny, steps inside.

**TINY**

General.

Ivan glances at Tiny.

**IVAN**

You're late.

**TINY**

Had to make sure my friends weren't onto me.

He pulls a folded map from his vest and tosses it onto the table.

**TINY (CONT'D)**

They're heading to the temple of the sun. Carter cracked the codex, they think the fire jade stone is there. Its one of the four keys. Also there was a survivor. A woman.

**IVAN**

Carter so, the treasure hunter finally proves useful.

**DEMETRI**

Carter? You mean Steve Carter?

**IVAN**

And the woman?

**TINY**

Hannah survived the attack at El Venda, and now she's helping them.

**DEMETRI**

Of course she is. She's as stubborn as her mentor.

**TINY**

They're moving fast, but we can beat them there if we leave now. Or, let them do the hard work and take the stone when they find it.

**IVAN**

No. We go now. If Carter thinks he can outmaneuver me, he'll learn the hard way.

**IVAN (CONT'D)**

Capt. Sokolov.

**PAVEL SOCOLOV** (20) young, thin captain enters tent.

**PAVEL**

Yes, general.

**IVAN**

Prepare the men. We leave within the hour.

**PAVEL**

Yes, general right away.

Pavel exits.

The camp bursts into activity as soldiers ready their weapons and gear.

**TINY**

I'll be returning to my team, General. I don't want to raise suspicions

**IVAN**

Keep feeding me their movements, and you'll be rewarded. Fail me and you'll wish you hadn't come to me at all.

**TINY**

Understood.

Ivan turns to the table, studying the map again.

**IVAN**

Carter and his team think they've won. But this time, they won't leave the jungle alive.

Tiny steps out of the tent and disappears into the night.

**EXT. TEMPLE OF THE SUN - DAY.**

The Blackhawk descends into a small clearing near the temple of the sun. The ancient structure rises from the jungle, its towering stone walls etched with faded carvings of flames.

Hawk's team disembarks quickly, weapons and gear ready. Steve spots Russian vehicles parked near the temple's base.

**HANNAH**

Ivan's already here.

Hawk spots guards.

**HAWK**

Two guards posted.

The guards stand near the large, weathered stone doorway.

**EXT. TEMPLE ENTRANCE - MOMENTS LATER.**

The guards barely have time to react. Pinky and Tiny move silently from the left flank, while Hawk and Kid strike from the right. The guards are subdued quickly, their unconscious bodies dragged into the undergrowth.

**HAWK (CONT'D)**

Let's move.

**INT. TEMPLE OF THE SUN - MAIN CORRIDOR - DAY.**

Inside the temple, the air is damp and cool. Carvings of flames line the walls, each more intricate than the last. A narrow aqueduct runs along the corridor wall

Steve pauses, examines the aqueduct.

**STEVE**

Why is there water running through here?

**HANNAH**

Aqueducts in a sun temple? That doesn't make sense.

Steve glances at her, realization dawning.

**STEVE**

It's part of a mechanism.

Hannah traces her flashlight along the walls.

**HANNAH**

This isn't just decorative. Look, every flame carving is connected to the aqueduct.

**HAWK**

Meaning what, exactly?

**STEVE**

It means touching the wrong thing could turn this place into a furnace.

**HAWK**

Alright everyone stay alert. Watch where you step.

**INT. TEMPLE OF THE SUN - LARGE CHAMBER - DAY.**

The team moves along the twisting tunnel that opens into a vast chamber.

At the center of the room is a raised dais, surrounded by elaborate flame carvings. On the dais sits an oval jade stone, glowing with an inner fire.

**HANNAH**

The fire stone.

Steve's eyes dart to the aqueducts, and they converge at the base of the dais.

**STEVE**

Wait. Don't touch it.

**HAWK**

What now?

**STEVE**

It's a trap.

He points to the aqueducts.

**STEVE (CONT'D)**

The water channels connect to the dais. If someone disturbs that stone, it'll activate something bad.

**HANNAH**

Steve's right. Look at the carvings. This whole room is designed to punish intruders.

Faint voices echo from the corridor. The team ducks behind columns, weapons at the ready, Ivan and his men enter the chamber. Demetri follows close behind.

Ivan steps toward the dais.

**IVAN**

Be careful. This isn't just a key it's a warning.

**DEMETRI**

General, the journal mentions traps. If we're not careful.

**IVAN**

Silence. Do you think I don't know that?

Ivan signals his men to fan out.

**HANNAH**

They're going to set it off.

**HAWK**

We're moving out. We'll circle back. Let them spring the trap if they're that stupid.

Hawk motions for the team to retreat through a side passage.

**HANNAH**

Steve, come on!

Steve glances at Hannah, then nods.

**INT. TEMPLE OF THE SUN - DEEPER CORRIDORS - DAY.**

The team presses on, the corridors narrowing as they descend further into the temple. The carvings grow more elaborate, depicting scenes of flames consuming intruders.

**STEVE**

Only the worthy may endure the flames to claim the light.

**HANNAH**

It's a test. The stone isn't just something to grab—it's earned.

**HAWK**

And we're the test subjects.

Hannah studies the carvings carefully, tracing the symbols.

**HANNAH**

The aqueducts they aren't just traps. They're part of the test. If we can figure out how to control the water flow.

**STEVE**

We might be able to disarm the trap and take the stone.

**HAWK**

Then you'd better figure it out fast. Because I guarantee Ivan's not far behind.

The carvings along the walls are more intricate here. Steve runs his hands along the wall, examining every detail of the ancient markings.

**STEVE**

This isn't just a dead end.



He stops at a section of the wall where the aqueduct water vanishes into a hidden channel. Above it, an elaborate glyph of flames encircles a faintly glowing symbol. Hannah steps beside him, her eyes darting between the carvings and the aqueduct.

**HANNAH**

The mechanism. It's here.

**HAWK**

We don't have all day, Carter.

Steve presses on the glowing symbol. Then, with a loud grind of stone, the wall begins to shift. Dust spills from the cracks as the ancient door slides aside

**INT. SECRET CHAMBER - DAY.**

The team steps into a vast, elegant chamber, the stone walls adorned with elaborate carvings. At the center of the room is a raised dais, illuminated by the natural light streaming through a hidden shaft above. Mounted on the dais is the jade fire stone.

**PINKY**

This is unreal.

**HANNAH**

The Fire Stone.

The aqueduct water flows into a basin at the base of the dais, where it disappears into another channel.

**HAWK**

It looks unguarded.

**STEVE**

Looks can kill. Don't touch anything.

Hannah crouches near the dais, examining the carvings etched into its sides.

**HANNAH**

The inscriptions. they're warnings.  
The flames protect the light.

**PINKY**

So, what happens if we grab it?

Steve moves to the basin, following the flow of the water with his flashlight.

**STEVE**

If this place is anything like the rest of the temple, taking the stone could activate the whole system.

**HANNAH**

There might be a way to disarm it. Look here this symbol. it's the same as the one that opened the door.

Before anyone can respond, a faint echo of voices filters through the corridor

**KID**

Ivan's men are coming.

**HAWK**

We don't have time for puzzles, Carter.

Steve looks at the fire stone, then back at the mechanism.

**STEVE**

If we rush this, we'll trigger whatever defenses are in place. I need to think.

**HAWK**

And if we wait, Ivan's men will be on us. Make a call, Carter.

**HANNAH**

We'll figure it out. Just give us a minute.

**HAWK**

You've got two. Make 'em count.

Steve crouches near the dais, studying the glyphs while Hannah examines the aqueduct that snakes along the walls.

**HANNAH**

These carvings aren't just warnings, they're instructions. If we can.

Before she can finish, the sound of boots echoes through the chamber.

**KID**

Incoming. We've got company.

The team turns as Ivan and his soldiers stride into the room, their rifles raised.

**IVAN**

Carter, It seems I owe you my thanks for finding the stone for me.

**HAWK**

You're late to the party, Sokolov.

Ivan smirks, gesturing for his soldiers to surround Hawk's team.

**IVAN**

Disarm them.

The soldiers move quickly, stripping Hawk's team of their weapons. Ivan steps forward, his eyes on the glowing jade stone

**DEMETRI**

General, the glyphs suggest it's heavily protected. If we don't disable the.

**IVAN**

Enough! Retrieve it.

**STEVE**

You're making a mistake, Ivan. That stone isn't just sitting there, it's a trap.

Ivan turns to Demetri and gestures at the stone.

**IVAN**

Take it.

**HANNAH**

Demetri, listen to me! The mechanism is still active. If you touch the stone.

**DEMETRI**

You're just trying to scare me.

Demetri reaches for the jade fire stone.

As his fingers graze the surface, the dais hums loudly, and a hidden blade swings up from its base, slicing cleanly through his wrist.

Poisoned darts fire from the walls, striking Demetri in the chest and neck. He collapses his body convulsing before going still.

**STEVE**

I warned you.

Ivan turns to Cpt. Sokolov, motioning toward the jade fire stone.

**IVAN**

Secure it. Carefully.

**PAVEL**

Yes, general.

Pavel uses a set of tools to pry the stone free from the dais.

**HANNAH**

You don't know what you're doing.  
That stone is part of a larger  
puzzle.

**IVAN**

You're right I'm going to need  
someone to translate.

He grabs Hannah roughly by the arm,

**STEVE**

Let her go!

Ivan glances at Steve.

**IVAN**

I find myself in need of another  
archaeologist. You, on the other  
hand, have outlived your  
usefulness.

With a loud grinding of stone, the chamber's entrance begins to close.

**HAWK**

You're not walking out of here  
alive, Sokolov!

**IVAN**

Enjoy your tomb.

Ivan drags Hannah out of the chamber as the door slams shut

**INT. SECRET CHAMBER - DAY.**

Steve punches the wall in frustration.

**STEVE**

Hannah!

**HAWK**

Focus, Carter. We're not dying here.

**STEVE**

Then we find a way out.

The chamber is eerily quiet as the carvings on the walls shimmer faintly as the temperature rises, and the stone walls begin to inch inward with a low, ominous grinding sound.

**HAWK**

The walls are closing in.

**PINKY**

And getting hotter. Is that heat coming through the stone?

**STEVE**

Ivan triggered the defense system when he took the fire stone.

**TINY**

Great. So how do we stop it?

Steve scans the room, his flashlight revealing a series of carvings of jaguars scattered across the walls. The aqueduct on the floor is dry, its path leading toward a closed stone grate on one side of the chamber.

**STEVE**

There's no water in the aqueduct. We need to get it flowing again to extinguish the heat and stop the walls.

**KID**

What about those jaguars? They have to mean something.

**PINKY**

Jaguars were sacred to the Mayans. They're symbols of strength, and guardians.

**STEVE**

Guardians of the temple. It's a puzzle.

**PINKY**

Well, we'd better solve it fast  
because we're about to be pancakes.

The walls grind closer, the heat intensifying.

**STEVE**

These markings. they're pressure  
plates. But they're all different.

**HAWK**

Different how?

**STEVE**

Each jaguar has a unique pattern,  
teeth, claws, tails. We need to  
press the plates in the correct  
sequence to open the grate and  
release the water.

**BRAINIAC**

And if we get it wrong?

**PINKY**

I'm guessing more fire.

**KID**

Then let's not get it wrong.

Steve studies the carvings.

**STEVE**

The hunter claims the jaguar's  
strength through balance of the  
elements.

**TINY**

What does that even mean?

**STEVE**

It's not just strength. It's  
wisdom.

Steve paces around, studying the walls.

**STEVE (CONT'D)**

We have to press the plates in a  
way that balances the elements,  
air, fire, earth and water.

He points to the carvings, identifying specific patterns.

**STEVE (CONT'D)**

Look, this one's claws represent earth, this one's flames represent fire, and the one with the rippling lines represents water.

**HAWK**

Then press them.

**STEVE**

No. It's not that simple. The sequence matters. If we press them out of order, it could make things worse.

**PINKY**

Define worse, because this is already pretty damn bad!

The walls grind closer, the heat becoming more unbearable.

**STEVE**

Earth first. Then fire. Then water.

**KID**

I'll take earth.

Kid presses the jaguar carving with claws, and the sound of a faint clicks echoes through the chamber. The walls pause for a moment, then resume their slow movement inward.

**STEVE**

Good. Fire next.

**TINY**

Got it.

Tiny presses the jaguar with flames. Another click sounds, and the heat diminishes slightly.

**STEVE**

Water. Pinky, go!

Pinky presses the jaguar with rippling lines. The chamber rumbles, and the stone grate at the end of the aqueduct slides open, releasing a torrent of water into the channel.

The aqueduct fills quickly, and jets of steam rise as the water cools the heated walls. The grinding noise stops, then the wall retreat to their original positions. The room cools

**PINKY**

Alright! Crisis averted. Can we leave now?

**BRAINIAC**

Don't celebrate yet.

The water flow surges, spilling over the edges of the aqueduct and pooling rapidly on the chamber floor.

**STEVE**

The waters not stopping.

The water rises past their boots, and a faint vibration shakes the floor.

**HAWK**

We've got another problem.

**KID**

Oh, great. I was starting to miss life-or-death situations.

**TINY**

The mechanism's stuck open. It's flooding the whole room.

**PINKY**

Hey, I only pressed the water jaguar! Not my fault.

The water is now ankle-deep and rising fast.

**STEVE**

This chamber wasn't designed to flood completely. There has to be an overflow control somewhere.

Hawk gestures sharply to the team.

**HAWK**

Split up. Find it. Fast.

The team fans out across the chamber, wading through the rising water

**STEVE**

Balance, It's all about balance.

Steve's eyes land on the jaguar carvings again, particularly the one depicting the flowing water.

**STEVE (CONT'D)**

The overflow system must be tied to the aqueduct. There's another lever or switch hidden here.



**BRAINIAC**

What about the opposite wall? The aqueduct runs both directions.

Steve spots a secondary aqueduct channel running into a stone panel on the far side of the room. It's partially submerged.

**STEVE**

That's it.

The water is now knee-deep, swirling as the flow grows stronger.

**PINKY**

There's another puzzle here.

The carvings of a jaguar leaping over a river, its claws outstretched. Beneath it, a series of glyphs glow faintly.

**STEVE**

It's a sequence. We have to solve it to shut the water flow.

**HAWK**

Then solve it fast, because we're running out of time.

Steve studies the glyphs

**STEVE**

The jaguar leaps the river, it's a motion puzzle. We need to mimic the sequence of movements.

Pinky nods, her fingers hovering over the glowing glyphs.

**PINKY**

Got it. Tell me what to press.

Steve points to specific glyphs in order:

**STEVE**

Claws first. Then leap. Then river.

Pinky presses the claws glyph, and the carving glows brighter. She presses the leap glyph, then the river glyph, but nothing happens.

**PINKY**

Uh. I think I missed something.

The water surges higher, now waist-deep, and the sound of rushing water grows deafening.

**KID**

We're gonna drown in here!

Steve scans the glyphs again, his eyes on the tail glyph beneath the river.

**STEVE**

The tail! The jaguar uses its tail for balance. Press it before the river.

Pinky nods, quickly pressing the glyphs in the revised sequence: Claws, leap, tail, river.

The chamber rumbles, and the aqueduct flow slows slightly.

**HAWK**

It's not enough. There's still too much water!

Steve looks around desperately, noticing the basin near the central dais where the aqueduct flow first appeared. He moves toward it, the water now chest-deep.

**STEVE**

The basin! It's a release valve. Someone has to turn it manually.

**TINY**

I'm on it.

Tiny pushes through the water, grabbing hold of a partially submerged stone lever. With all his strength, he pulls it upward.

The water stops rushing in, and the aqueduct drains rapidly

**PINKY**

Finally.

**HAWK**

Nice work.

**STEVE**

That was close.

**TINY**

What can I say? I've got a knack for life threatening puzzles.

**HAWK**

Don't get too comfortable. Ivan's still got Hannah and the fire stone. We're not done yet.

**STEVE**

Then let's catch up to him.

**EXT. BLACKHAWK HELICOPTER LANDING SITE - NIGHT.**

The campfire near the Blackhawk. Tiny and Kid secure the perimeter while Brainiac organizes their remaining supplies. Pinky sits cross-legged near the fire, tinkering with her tech tablet. Steve joins her, the codex spread out between them, its pages illuminated by the flickering firelight.

**PINKY**

You're sure about this next part?

**STEVE**

About as sure as I was back in the temple, which isn't saying much.

Pinky touches Steve's arm, he looks up.

**PINKY**

We'll get her back, I promise.

**STEVE**

How can you be sure?

**PINKY**

Because Hannah's one of us, and no one gets left behind.

Pinky picks up the tablet, comparing images to codex.

**PINKY (CONT'D)**

These look like phases of the moon.  
See? Waxing, waning, full.

Steve nods, flipping to another page of the codex.

**STEVE**

It lines up with this symbol here  
earth. The fire stone was tied to  
the Temple of the Sun. If I'm  
reading this right, the next key  
the earth stone, should be at the  
temple of the moon.

Pinky frowns, her fingers flying over the screen of her tablet.

**PINKY**

I think I remember seeing something  
about that. It's not far from here.

Steve looks up, as Hawk approaches.

**STEVE**

If Ivan thinks he can use Hannah to decipher the codex, he'll push her hard. We have to move faster.

**HAWK**

And smarter. We can't afford another close call like today.

**STEVE**

We don't have a choice. We get to the Temple of the Moon before Ivan, find the earth stone.

**HAWK**

Fine. But first, we rest. If we're half-dead when we get there, it won't matter how fast we move.

Pinky packs up the codex, and the team settles in for the night, Steve remains awake, staring at the stars.

**INT. IVAN'S BASE CAMP - COMMAND TENT - NIGHT.**

The dimly lit command tent hums with tension. Maps, ancient artifacts, are spread across a central table. Beside them sits the fire and air stones.

Ivan stands at the head of the table, his towering frame exuding authority. Hannah is seated nearby, her wrists bound, her face streaked with dirt but her expression unbroken. CAPTAIN Sokolov, stands at attention beside her.

**IVAN**

You have no idea what you're helping me achieve, Hannah. These stones, they're not just pieces of some ancient puzzle. They are the path to the greatest discovery in human history.

He turns to face her, his arms spread wide as if addressing an audience.

**IVAN (CONT'D)**

The Chariot of Quetzalcoatl. A machine that transcends time and space. The source of power for kings, conquerors, and empires. And soon, it will be mine.

Hannah glares at him.

**HANNAH**

If it's real, it's not meant to be used by someone like you.

Ivan chuckles darkly.

**IVAN**

Someone like me? A man who has rebuilt himself from nothing? A man who rose from the ashes of betrayal to become unstoppable?

He leans in, his voice dropping to a menacing whisper.

**IVAN (CONT'D)**

You don't know what I've endured, girl. When my enemies left me for dead, I clawed my way back. When others doubted me, I proved them wrong. And now, I will rise again—not just as a man, but as a god.

He straightens, gesturing dramatically to the map spread out on the table.

**IVAN (CONT'D)**

This world has forgotten power. True power. They grovel at the feet of weak leaders, burying their heads in history books and morality tales. But when I unlock the chariot, they will kneel. Every nation, every army. They will kneel before me.

Pavel glances at his father

**PAVEL**

Father, we still need her knowledge to find the remaining stones.

Ivan turns sharply.

**IVAN**

That is why you are here, my son. To ensure she cooperates.

He steps closer lowering his voice so only Pavel can hear.

**IVAN (CONT'D)**

Prove yourself. Make her cooperate. Show me that you are worthy of the legacy I am building.

Pavel stiffens, nodding reluctantly.

**PAVEL**

Yes, Father.

Ivan steps back, turning to Hannah.

**IVAN**

You will finish what Demetri could not. Find the other stones.

Hannah stares him down.

**HANNAH**

You don't scare me. And you don't impress me.

Ivan chuckles again, walking toward the table holding the keys.

**IVAN**

You should be scared. And you will be impressed when you see the power of the chariot.

He picks up the fire stone briefly, admiring its glow before setting it back down.

**IVAN (CONT'D)**

Now, Pavel. Make her work.

Ivan strides out of the tent.

Pavel looks down at Hannah, the weight of his father's expectations pressing on him.

**PAVEL**

You should cooperate. For your sake.

Hannah meets his gaze.

**HANNAH**

And what about you? Will you?

Pavel flinches but doesn't answer, turning his attention to the codex on the table.

**EXT. BLACKHAWK HELICOPTER LANDING SITE - EARLY MORNING.**

The first light of dawn filters through the trees as the team prepares to take off. Hawk gives a quick nod to the pilot, who starts the engines.

Steve stands by the Blackhawk sends a text to Martin.

"Hannah's alive. Need help. Meet at the Great Pyramid of Cholula 2 days. Russians involved."

**HAWK**

Next stop, the Temple of the Moon.

The helicopter rises into the air, disappearing into the jungle horizon.

**EXT. TEMPLE OF THE MOON. DAY.**

The temple rises steeply from the jungle floor, its steps narrow and treacherous, carved from dark gray stone. Moss and vines creep up its weathered surface, giving it the appearance of being reclaimed by the earth.

**INT. TEMPLE OF THE MOON - GRAND CHAMBER - DAY.**

The grand chamber is vast and awe-inspiring, its towering walls adorned with intricate carvings of jaguars and phases of the moon. Sunlight filters through cracks in the ceiling, illuminating the earth jade stone sits atop a central dais surrounded by jaguar statues with glowing eyes.

Steve, Hawk, Pinky, Tiny, and Brainiac stand near the dais.

**STEVE**

The earth stone.

**HAWK**

Don't touch it yet. Look at the statues.

**STEVE**

They're part of the trap. If we take the stone without disarming it, they'll activate.

**PINKY**

And by activate, I'm guessing fire, poison darts, or worse?

Steve kneels near the base of the dais, running his fingers over a carved dial depicting crescent moons around a jaguar.

**STEVE**

This is the stone. If I align the moons correctly, it should disarm the trap.

**HAWK**

Then do it. And be quick. Ivan's  
not far behind.

Steve turns the dial carefully, aligning each crescent moon  
with its corresponding phase. The jaguar statues' eyes  
flicker, dimming as the final moon clicks into place.

**STEVE**

The trap's disarmed.

**TINY**

Good. Now let's grab the stone and  
get out of here.

Steve lifts the earth jade stone from its pedestal. The room  
remains silent, the statues inert.

**BRAINIAC**

So far, so good.

**HAWK**

Not for long.

A faint echo of voices and boots reaches them from the  
corridor behind. Ivan and his men are closing in.

**HAWK (CONT'D)**

Change of plans. We're not leaving.

The team looks at him, surprised.

**STEVE**

What are you talking about?

**HAWK**

We've got the stone, but Ivan's got  
Hannah. If we keep running, she's  
as good as dead.

**PINKY**

So what do we do?

Hawk looks at Steve.

**HAWK**

You take the stone and get out of  
sight. Reactivate the trap. Make  
sure it's ready when Ivan and his  
men come through.

**STEVE**

And what about you?



**HAWK**

We're going on offense. If we can spring the trap and create chaos, we'll have a chance to grab Hannah and take Ivan down.

**TINY**

Now that's more like it, boss.

**STEVE**

Or, it gets us all killed.

**BRAINIAC**

Likely both.

**STEVE**

You're sure about this?

**HAWK**

Get it done. We'll buy you the time.

Steve exhales deeply, then nods.

**STEVE**

Alright. Just don't get yourselves killed.

**HAWK**

No promises.

Steve kneels by the carved dial and begins resets the sequence.

**STEVE**

Come on, Carter. No mistakes.

The pressure plates glint faintly, signaling the trap is live again.

**STEVE (CONT'D)**

That should do it.

Steve retreats into the shadows, clutching the earth stone.

Hawk, Pinky, Tiny, and Brainiac set up positions around the chamber, taking cover behind broken columns and statues.

**PINKY**

I hope this works.

**HAWK**

It'll work. Just follow my lead.

Hawk watches Ivan and his men walk into the chamber.

Ivan moves to pedestal, Pavel pushes Hannah forward.

**PAVEL**

Disarm the trap, and get the stone.

**HANNAH**

It's not that easy.

Ivan approaches the pedestal.

**IVAN**

Where's the stone?

Hannah sees the trap, steps down on the pressure plate.

Suddenly, a faint hiss fills the air as the jaguar statues along the walls release poisoned darts, and flame bursts.

Hannah ducks and runs for cover.

**IVAN (CONT'D)**

Fall back!

The soldiers are struck down by the darts and fire. Ivan scrambles toward the chamber's far end, barely dodging the mechanisms.

Hawk and his team appear at the chamber entrance, blocking Ivan's retreat.

**HAWK**

You're done, Sokolov! Give it up.

Tiny suddenly turns, his weapon aimed directly at Hawk.

**TINY**

Not yet, boss.

The team freezes in shock as Tiny steps closer to Ivan.

**PINKY**

Tiny?! What the hell are you doing?

Pavel grabs Hannah.

**TINY**

Changing sides. Sorry, guys. Ivan made me a better offer.

**IVAN**

Loyalty is such a fragile thing,  
isn't it?

He grabs a pistol from a dead soldier, points it at Hannah.

**IVAN (CONT'D)**

Carter, I know you're there. Bring me the stone, or your friends die

**HAWK**

Ivan, you're not walking out of here with that stone.

Ivan fires a shot into the ceiling, the sound echoing through the chamber.

**IVAN**

The only one not walking out of here is you, unless you give me the stone.

**IVAN (CONT'D)**

Decide, Carter. Your precious Hannah's life for the stone. Seems fair, doesn't it?

Ivan's soldiers restrain Hawk's team.

Steve strides into the chamber, He carries the earth jade stone, holding it up for Ivan to see.

**IVAN (CONT'D)**

You've caused me more trouble than you're worth, Carter. Yet here you are, handing me exactly what I need

Ivan pushes Hannah to Pavel.

**STEVE**

Let them go, Ivan. You have what you want.

**IVAN**

Such gall. But fine, Carter. Place the stone on the ground, and I'll consider sparing their lives.

Steve hesitates, scanning the chamber. His eyes land on three dust-covered rubber and leather balls near a bluish stone carving of a beheaded warrior.

**STEVE**

Alright. Don't hurt anyone.

Steve places the jade stone on the ground, then steps onto the blue stone.

**STEVE (CONT'D)**

There, You've got the stone now.  
Let them go.

Ivan smiles coldly, gesturing to Pavel.

**IVAN**

Pavel, release the girl.

Pavel roughly shoves her toward Steve.

**PAVEL**

She's yours. For now.

Steve steadies Hannah, his eyes locking on hers for a moment.

**STEVE**

Are you okay?

**HANNAH**

Better now.

Ivan grabs the jade stone.

Ivan and soldiers exit the chamber.

Steve steps off the blue stone.

**INT. TEMPLE OF THE MOON - CORRIDOR - CONTINUOUS.**

Ivan moves down the corridor, his footsteps echoing loudly.  
Pavel follows behind.

Suddenly, a hissing sound fills the air.

Twin stone blades swing down from the walls, slicing cleanly  
through Pavel's neck. His body collapses to the floor.

**IVAN**

Pavel!

The rumbling intensifies, as the chamber door descends  
rapidly, slamming shut.

**INT. TEMPLE OF THE MOON - GRAND CHAMBER - CONTINUOUS.****HAWK**

Damn it, Carter. Why can't you  
follow order.?

Sand pours from hidden vents in the walls, quickly rising  
past their ankles.

**PINKY**

Oh, this is bad.

Twenty feet up, a large stone wheel with a narrow hoop at its center protrudes from the wall, covered in layers of dust and ancient carvings.

**STEVE**

That wheel's the key. It has to turn horizontal to open the way out.

**HANNAH**

But look at the carvings, players and balls. This is Pitz, the Mayan ball game.

**BRAINIAC**

A death trap disguised as basketball game, Fantastic.

Hannah picks up one of the dusty rubber bas nearby. It's covered in cobwebs, cracked from centuries of decay.

**HANNAH**

It's at least nine pounds. And we don't just need to score once.

She points to the carvings on the wall, at a series of 13 jaguars.

**HANNAH (CONT'D)**

We need 13 baskets. That's the sacred number for the Mayans.

**PINKY**

And how long is that gonna take? Because we're running out of time here.

**STEVE**

Let's move fast.

Steve grabs the ball and steps to the center of the chamber, glancing up at the narrow hoop on the stone wheel.

**STEVE (CONT'D)**

No hands, right?

**HANNAH**

That's the rule. Use your hips or legs to guide it.

Sand rising to knee level, making movement difficult.

**HAWK**

We need to split the shots. Carter  
can't handle all 13.

**STEVE**

Watch me.

Steve bounces the ball on his thigh and strikes it with his  
hip, sending it arcing toward the hoop. The ball narrowly  
misses, thudding into the wall.

**PINKY**

Nice try.

Steve retrieves the ball. He lets it drop, then strikes it  
again, this time the ball sails cleanly through the hoop.

A faint click echoes through the chamber. One of the glowing  
jaguar glyphs dims slightly.

**STEVE**

One down, twelve to go.

He tosses the ball to Hawk.

**STEVE (CONT'D)**

Your turn, boss.

Hawk balances the heavy ball against his hip, his movements  
slower but deliberate.

**HAWK**

This is impossible.

Pinky struggles in the deep sand.

**PINKY**

I Can hardly move.

Hawk shoots ball with his hands.

**HANNAH**

That's cheating.

**HAWK**

No ref, no foul.

Sand level keeps rising.

**BRAINIAC**

This is why I didn't try out for  
sports.

Pinky takes the ball, and strikes it with her hip. The ball arcs perfectly through the hoop.

**HAWK**

Lucky.

**PINKY**

That's how it's done!

The sand is now at their waists, rising faster with each passing second.

Everyone just starts shooting

Steve takes the ball again, his clothes drenched in sweat, he lets the ball drop, and

**STEVE**

Twelve!

A loud rumble shakes the chamber. The sand slows but doesn't stop.

**HANNAH**

One more!

She grabs the ball, with a powerful strike, she sends it flying through the hoop.

**HANNAH (CONT'D)**

Thirteen!

The wheel lets out a deep grinding noise as it begins to rotate, shifting from vertical to horizontal. The sand stops pouring, and hidden vents open to drain the room.

The sand drains faster, pouring through hidden vents. A powerful suction pulls at the team, the chamber rumbling violently.

**STEVE**

What's happening now?!

**HANNAH**

The chamber's creating a vacuum!

The team is yanked off their feet, pulled toward an open vent at the center of the chamber.

**HAWK**

Hold on to something!

**PINKY**

There's nothing to hold onto!

The suction intensifies, and the team is pulled through the vent, disappearing into the darkness.

**EXT. UNDERGROUND LAGOON - NIGHT.**

The team splashes down into a hidden underground lagoon.

**STEVE**

Is everyone okay?

**HANNAH**

Define okay.

**BRAINIAC**

Alive, For now.

**PINKY**

Where the hell are we?

**HAWK**

Underground. Looks like the lagoon is fed by a river. We need to find an exit.

Steve points to a narrow stream feeding into the lagoon.

**STEVE**

That way. It's upstream, but it might take us out.

**HAWK**

Then let's move.

The team wades through the shallow stream, the water lapping at their knees as they navigate the twisting cave system.

**PINKY**

This is the worst hike ever.

**BRAINIAC**

Not exactly what I signed up for either.

**HAWK**

Less talking, more moving. We're not out yet.

The sound of rushing water grows louder as they turn a corner and come face-to-face with a towering underground waterfall cascading down a steep rock face, into the stream below.

**PINKY**

You've got to be kidding me.



**HAWK**

We climb.

**BRAINIAC**

Of course we do.

Hawk, Steve, Hannah, Pinky and Brainiac climb the slippery rock face beside it, the spray soaking them as they ascend.

**STEVE**

Watch your footing! These rocks are like ice!

**HANNAH**

This is insane!

**PINKY**

Why couldn't the ancient Mayans have invented elevators?

The team climbs slowly, inching up the slick rocks. Pinky struggles to keep her footing.

**PINKY (CONT'D)**

I'm not built for this!

Her foot slips on the rock, and with a terrified scream, she loses her grip entirely.

**PINKY (CONT'D)**

I'm falling! Help.

She slides down the rock face, bouncing off sharp rocks.

**BRAINIAC**

Pinky!

Brainiac plants himself against the rock and lunges down with one hand, grabbing Pinky's wrist.

**PINKY**

Don't let go!

**BRAINIAC**

I wasn't planning on it!

The force of her fall pulls him dangerously close to the edge, Brainiac digs his boots into a crevice. His arm shakes under the strain as the waterfall pounds against them.

**STEVE**

Hold on! I'm coming!

Steve climbs down, and grabs Pinky's other arm and, hauls her back onto the ledge.

**PINKY**

Thank you brother. I owe you one.

**BRAINIAC**

Don't make me regret it.

**HAWK**

Get moving! We're not done yet!

The team reaches the top of the rocky ledge. They collapse, breathing heavily, as the sound of the waterfall roars.

**PINKY**

You're officially my favorite teammate.

**BRAINIAC**

I'll add it to my resume

The faint glow of moonlight filters through a crack in the cave ceiling.

**EXT. JUNGLE - NIGHT.**

The team stumbles out of the cave soaked and exhausted. Moonlight filters through the dense jungle canopy.

**HAWK**

We're clear. Pinky start a fire we all need to dry out.

**PINKY**

If I never see another waterfall again, it'll be too soon.

**BRAINIAC**

Then stay away from temples.

**HAWK**

Stay alert. Everyone in one piece?

**STEVE**

Barely.

**PINKY**

Mostly.

**BRAINIAC**

We're alive. That's close enough.

Hawk pulls out a secure comm device from his pack, presses the button, speaking into the mic.

**HAWK**

Blackhawk One, this is Hawk. Do you copy?

A moment of static crackles before a voice responds.

**PILOT (V.O.)**

This is Blackhawk One. We copy you, Hawk. What's your status?

**HAWK**

Need extraction ASAP.

**PILOT (V.O.)**

Roger that. What's your location?

Hawk scans the area, pulling up a small GPS device. He checks the coordinates and relays them.

**HAWK**

We're about five clicks east.

The comm cuts out briefly, static flaring before the pilot's voice returns.

**PILOT (V.O.)**

Got it. We're twenty minutes out.

**HAWK**

Acknowledged. Make it fast. We're sitting ducks out here.

**PILOT (V.O.)**

Copy that. Blackhawk One, out.

Hawk lowers the comm and turns to the group.

**HAWK**

Alright, we've got twenty minutes. everyone eat and drink. We leave at first light.

Hawk, Martin, and Pinky sit by the fire talking quietly.

Steve and Hannah sit apart from the others, near the edge of the clearing. The silence between them is heavy.

**HANNAH**

You never told me why.

**STEVE**

Why what?

**HANNAH**

Why you left me at the altar?

Steve flinches, the question hitting harder than he expected. He pokes at the ground with a stick, avoiding her gaze.

**STEVE**

I've been asking myself the same thing every day since.

Hannah shifts closer, her tone softening.

**HANNAH**

Steve, I deserve to know.

Steve exhales deeply, his shoulders sagging as he leans back against a tree.

**STEVE**

I thought I was doing you a favor.

**HANNAH**

By walking away? Hell of a favor.

Steve finally looks at Hannah

**STEVE**

Yeah.

Hannah shakes her head, frustrated.

**HANNAH**

That doesn't make sense. You loved me. I know you did.

**STEVE**

I did. I do.

He looks away, his voice tightening.

**STEVE (CONT'D)**

But that's the thing. I've always been good at letting people down.

Hannah watches him, her expression softening as she realizes the depth of his pain.

**HANNAH**

What are you talking about?

**STEVE**

I have no family, no roots. I grew up bouncing between foster homes and group homes. Every time I thought I found a place, I screwed it up. Got too angry, too reckless, pushed people away.

He pauses, his voice dropping to almost a whisper.

**STEVE (CONT'D)**

The idea of having a family with you. It scared the hell out of me.

Hannah's eyes fill with understanding as she leans in closer.

**HANNAH**

Steve.

**STEVE**

I didn't want to mess it up. I didn't want to be a husband who disappointed you, or a father who didn't know how to be one.

He finally turns to face her, his eyes filled with vulnerability.

**STEVE (CONT'D)**

You deserved better than what I thought I could give you. So I ran.

Hannah stares at him, her heart breaking for the man in front of her.

**HANNAH**

You didn't have to be perfect, Steve. I didn't want perfect. I just wanted you.

Steve looks down, his jaw tightening.

**STEVE**

And I failed you anyway.

Hannah reaches out, taking his hand in hers.

**HANNAH**

You didn't fail me. You were scared, and you made a mistake. But you didn't fail me.

He looks at her, surprised by the warmth in her voice.

**HANNAH (CONT'D)**

You're here now. And after everything we've been through. I think we've proven that we can survive just about anything.

Steve lets out a shaky breath.

**STEVE**

You really think I can be enough?

Hannah smiles, squeezing his hand.

**HANNAH**

You've always been enough, Steve.  
You just didn't believe it.

They sit in silence for a moment, the crackle of the fire filling the space between them. Finally, Steve leans forward, resting his forehead against hers.

**STEVE**

I'm sorry I hurt you, Hannah. I'll spend the rest of my life making it up to you if you'll let me.

Hannah's smile widens, her voice barely above a whisper.

**HANNAH**

I'm ready if you are.

The moment hangs between them, fragile and beautiful.

The faint hum of distant rotors grows louder, cutting through the still jungle night

**EXT. RUSSIAN CAMP - DAWN.**

The camp is set up in a dense jungle clearing, illuminated by the flickering glow of campfires. Soldiers patrol the perimeter.

Inside the largest tent, Ivan sits at a rough wooden table, staring at the air, fire and earth jade stones in his hands. His face is a mask of anger and grief, his usual cold demeanor fractured. On the table lies Pavel's dog tags, bloodstained and tarnished, a bitter reminder of his son's death.

Tiny steps into the tent cautiously, a feigned look of sympathy on his face.

**TINY**

General, I'm sorry for your loss.

Ivan doesn't look up, his hands tightening around the stone.

**IVAN**

He was my legacy. The one person I  
could trust in this world.

Ivan's voice grows louder, his grief turning into fury.

**IVAN (CONT'D)**

And Carter took him from me.  
They will all pay. Every last one  
of them.

Tiny waits a moment, then speaks carefully.

**TINY**

If we're going to make them pay, we  
need to stay ahead of them.

Ivan turns sharply, his eyes narrowing.

**IVAN**

What are you suggesting?

Tiny steps closer, lowering his voice.

**TINY**

While I was with them, I managed to  
sneak a look at Carter's notes.  
They've been working on the codex,  
translating the location of the  
final key.

Ivan's expression shifts, his anger now mingling with  
intrigue.

**IVAN**

And?

**TINY**

The water stone. It's at the Temple  
of the Magician.

Ivan's lips curl into a cold, predatory smile as he processes  
the information.

**IVAN**

The Temple of the Magician...

He steps toward the table, grabbing Pavel's dog tags and  
holding them tightly.

**IVAN (CONT'D)**

We will take it from them. And then  
we will take their lives.

Tiny nods, sensing Ivan's resolve solidifying.

**TINY**

They won't see it coming. You'll be  
greatly rewarded.

Ivan turns back to the table, picking up the earth stone with  
renewed determination.

**IVAN**

The water stone will be mine. And  
when I unlock the chariot powers.  
Pavel's death will be avenged.

He sets the stone back down and looks out toward the jungle.

**IVAN (CONT'D)**

No one will stand in my way.

Ivan's expression changes, as the faint whomp-whomp of  
helicopter blades cuts through the humid jungle air.

**TINY**

Helicopter approaching!

Tiny and IVAN exit tent.

**IVAN**

That's Carter's team. They're  
heading to the temple.

He turns to Tiny.

**IVAN (CONT'D)**

This is your chance to prove your  
loyalty. Ensure they don't escape.

Ivan then gestures sharply to his soldiers.

**IVAN (CONT'D)**

Prepare the anti-aircraft guns!  
Take them down!

**EXT. SKY ABOVE THE JUNGLE - DAWN.**

The Blackhawk cuts through the dawn sky, its rotors  
thundering over the dense jungle below.

Suddenly, a burst of tracer fire streaks up from the jungle  
floor, ripping through the air with deadly precision.



**INT. BLACKHAWK COCKPIT - DAWN.**

The pilot grips the controls tightly, his voice crackling through the comms.

**PILOT**

We're taking fire! Hold on—

A series of bullets shatter the cockpit glass, striking both the pilot and co'pilot. Blood sprays across the instruments as their bodies slump forward.

**INT. BLACKHAWK CABIN - DAWN.**

Hawk, Steve, Hannah, Pinky, Kid and Brainiac feel the helicopter lurch violently.

**HAWK**

We're hit!

The cabin fills with alarms and flashing red lights as the Blackhawk begins to spiral out of control.

**EXT. BLACKHAWK - DAWN.**

Smoke trails from the helicopter's tail rotor, which spins wildly. The nose dips, pointing directly toward the rainforest below.

**INT. BLACKHAWK COCKPIT - DAWN.**

The altimeter spins wildly.

**DIGITAL DISPLAY**

Two thousand feet.

**VOICEOVER SYSTEM**

"Warning. Altitude critical."

**INT. BLACKHAWK CABIN - NIGHT.**

The team is thrown against their restraints as the helicopter tilts downward.

**HANNAH**

We're going down!

**PINKY**

Somebody do something!

Hawk leaps from his seat and rushes toward the cockpit, steadying himself against the cabin wall as the helicopter jerks violently.

**STEVE**

What are you doing?

**HAWK**

Keeping us alive.

**INT. BLACKHAWK COCKPIT - DAWN.**

Hawk pulls the pilot's lifeless body out of the seat and shoves it aside.

Hawk plants his feet firmly against the instrument panel, his face set with grim determination.

DIGITAL DISPLAY.

Fifteen hundred feet.

**VOICEOVER SYSTEM**

"Warning. Impact imminent."

Hawk grabs the cyclic with both hands.

**HAWK**

Come on, you son of a..

He pulls with all his strength, every muscle straining. The cyclic creaks but resists.

**INT. BLACKHAWK CABIN - DAWN.**

The team watches in terrified silence, gripping their seats as the helicopter spins.

**PINKY**

We're dead. We're so dead.

**INT. BLACKHAWK COCKPIT - DAWN.**

Hawk's face twists with the effort as he pulls harder. The cyclic begins to shift, but only slightly.

Digital Display.

thousand feet. The helicopter spins violently as it plummets.

**HAWK**

Hold together! Damn it.

Hawk plants his feet harder against the panel. The glass of a dial cracks beneath his foot, but he doesn't relent.

DIGITAL DISPLAY.

Five hundred feet. The jungle looms larger through the shattered cockpit window. Hawk's muscles tremble as he applies every ounce of strength he has.

**HAWK (CONT'D)**

Not today!

DIGITAL DISPLAY.

Three hundred feet. The helicopter's descent slows slightly, but it's still hurtling toward the towering trees.

DIGITAL DISPLAY

Two hundred feet. With a sudden snap, the cyclic breaks free. The helicopter jerks violently as Hawk yanks it back, leveling out the nose.

**EXT. BLACKHAWK - DAWN.**

The Blackhawk pulls out of its dive, but the towering trees of the jungle canopy stretch over a hundred feet high.

The rotors shred through branches and leaves, disintegrating the treetops like a chainsaw.

**INT. BLACKHAWK CABIN - DAWN.**

The team holds on tightly as the helicopter lurches.

**HANNAH**

Are we clear?!

**STEVE**

Not yet!

**EXT. BLACKHAWK - DAWN.**

The helicopter clips another tree, its branches tearing into the fuselage like claws. Panels rip away, exposing parts of the cabin as the helicopter spins again.

**INT. BLACKHAWK COCKPIT - DAWN.**

Hawk fights the controls, his jaw clenched as he tries to stabilize the chopper.

**HAWK**

Hold on!

**EXT. JUNGLE - DAWN .**

The Blackhawk crashes into the treetops, breaking through branches and finally coming to a halt, tilted precariously on a massive branch. Smoke rises from the wreckage as the jungle falls eerily silent.

**INT. BLACKHAWK CABIN - DAWN.**

The team groans, shaken but alive.

**STEVE**

Everyone still breathing?

**PINKY**

Barely.

Hawk stumbles into the cabin, his face slick with sweat.

**HAWK**

We're down, but we're not out. Grab what you can.

The team exchanges tense looks as they unstrap themselves, smoke and jungle noises filtering into the damaged cabin.

**EXT. RUSSIAN CAMP - DAWN.**

The muffled sound of the Blackhawk crashing into the canopy echoes across the jungle, followed by a distant plume of smoke rising above the treeline. Ivan smirks, the faint orange glow of the wreckage flickering against his face.

**IVAN**

Like insects caught in a web.

Behind him, a group of soldiers stands at attention, weapons ready. Ivan turns, his voice sharp and commanding.

**IVAN (CONT'D)**

I want the crash site secured immediately.

He gestures toward Tiny, who lingers near the back of the group.

**IVAN (CONT'D)**

You know their tactics. Lead the team. Ensure no one walks away from that wreckage.

Tiny hesitates for a moment but quickly nods, masking any flicker of doubt.

**TINY**

Yes, General.

**SOLDIER 1**

Let's move out!

The soldiers climb into jeeps and race to the crash site.

**INT. BLACKHAWK CABIN - DAWN.**

The faint light of dawn filters through the shattered windows of the Blackhawk, Smoke seeps from the battered fuselage, and the cabin tilts at a dangerous angle. Pinky stirs awake, groaning as she unbuckles her harness blinks blearily at the scene around her.

**PINKY**

What a ride...

She looks to her right and sees Kid, slumped against the wall, his head tilted down.

**PINKY (CONT'D)**

Kid?

She crawls toward him, wincing as her sore muscles protest.

**PINKY (CONT'D)**

Hey, sleepyhead. Time to get up.

She shakes his shoulder gently, but he doesn't stir.

**PINKY (CONT'D)**

Come on, Kid. No beauty sleep on the clock.

As she shakes him harder, her hand brushes something sticky. Her fingers come away red with blood. Pinky's breath catches as she follows the trail of crimson to see the tree branch that's pierced Kid's torso, pinning him to the wall.

**PINKY (CONT'D)**

Oh my god...

Her voice rises in panic as she shakes him harder.

**PINKY (CONT'D)**

Kid! No, no, no! Wake up!

**HAWK**

Sound off! Everyone okay?

Steve and Hannah stir nearby, groaning as they free themselves from their restraints.

**STEVE**

Still breathing.

**HANNAH**

Alive, I think.

**PINKY**

Hawk! Brainiac! Help! It's Kid!

Hawk's gaze snaps to Pinky, who's now frantically trying to pull Kid upright. He rushes over, crouching next to her.

**HAWK**

Pinky, stop!

**PINKY**

He's not dead! He can't be! Do something!

Brainiac joins them, his medic's pack in hand. He kneels beside Kid, checking for a pulse and shining a small flashlight into Kid's unresponsive eyes.

**BRAINIAC**

No pulse. No response.

**PINKY**

No! You're wrong! You can fix him!  
You have to!

Pinky's hands tremble as she presses against Kid's chest, trying to stop the bleeding, but the branch remains firmly embedded.

Steve and Hannah crawl closer, their faces falling as they take in the scene.

**HANNAH**

Oh no.

**STEVE**

Kid, No.

Pinky clutches at Brainiac's sleeve, her voice breaking.

**PINKY**

Fix him! Do something!

Brainiac places a hand on hers, steadying her.

**BRAINIAC**

Pinky. Look at me.

She shakes her head, tears streaming down her face.

**PINKY**

He's just a kid...

**BRAINIAC**

The branch pierced his heart. He didn't feel it. It was quick.

Pinky lets out a choked sob, her hands falling limply to her sides. Hawk places a hand on her shoulder, his voice low but steady.

**HAWK**

We can't stay here. Ivan's men will find us if we don't move.

**PINKY**

We can't just leave him.

**STEVE**

We won't.

Brainiac pulls a survival blanket from his pack and carefully drapes it over Kid's body.

**BRAINIAC**

Rest easy, buddy.

Pinky presses a trembling hand to the edge of the blanket for a moment before pulling herself together. Hawk stands, his voice firm.

**HAWK**

We grab what we can carry and move fast. The longer we stay, the harder it'll be to get out of this alive.

The team nods solemnly, gathering their gear as the jungle outside stirs with distant sounds of approaching danger.

**HANNAH**

We have to keep going. For him.

Steve nods, his jaw tightening as he helps Hannah to her feet. The team exchanges one last glance at Kid before.

Hawk leans against the shattered cabin door, scanning the jungle below through the broken windows. His face hardens as he spots movement in the distance.

**HAWK**

We've got company.

**STEVE**

What is it?

Hawk motions for Steve to look. Through the dense foliage, soldiers in jeeps are advancing, moving methodically toward the crash site.

In the front jeep is Tiny leading the charge with determination.

**BRAINIAC**

They'll be here any second.

Hawk tosses a coil of rope out of the Blackhawk, the length dangling down to the jungle floor below. The groan of the helicopter's frame intensifies, metal straining under the weight.

**HAWK**

We rappel out. Fast and quiet.

**STEVE**

I'll go first.

Steve grips the rope and begins rappelling down, his boots scraping against the slick tree trunk.

**STEVE (CONT'D)**

It's clear.

**HAWK**

Hannah, you're next.

Hannah grabs the rope with trembling hands, glancing nervously toward the advancing soldiers.

**HANNAH**

I'm going.

She descends carefully, her movements slow but steady.

**PINKY**

Why do I always get the death-defying stunts?

**BRAINIAC**

Would you prefer the soldiers?

**PINKY**

Absolutely.

Pinky rappels down quickly.

**EXT. JUNGLE FLOOR - DAWN.**



Tiny and troops park nearby and head out on foot to crash site

The team begins slipping into the jungle, but the sound of a rifle bolt clicking stops them cold.

**SOLDIER 1**

They're over here.

**EXT. JUNGLE ROAD - DAY.**

Steve, Hannah, Hawk, Pinky, and Brainiac sprint away from the wreckage, their breaths heavy, adrenaline coursing through their veins.

Behind them, the faint sound of shouts in Russian grows louder, accompanied by the sharp crack of branches breaking.

**HAWK**

Move! They're gaining on us!

**PINKY**

I thought jungle treks were supposed to be exotic, not deadly!

**HANNAH**

Less complaining, more running!

**EXT. JUNGLE CLEARING - CONTINUOUS.**

The group bursts into a clearing, Hawk raises his hand, signaling for everyone to stop. He crouches low, his eyes scanning the terrain.

**HAWK**

Alright, they're close. We need to outflank them and head for the jeeps.

**STEVE**

Split up?

**HAWK**

Pinky, Brainiac—stay with Hannah.  
Carter, you're with me. Let's move.

The group splits into two, vanishing into the thick jungle undergrowth.

**EXT. JUNGLE TRAIL - MOMENTS LATER.**

Tiny, leading a group of Russian soldiers, strides through the jungle, his massive frame silhouetted by the dim moonlight. His voice carries, low and menacing.

**TINY**

Fan out. They couldn't have gone far.

One soldier raises his rifle, scanning the area.

Suddenly, a burst of gunfire rings out from the left, forcing the soldiers to dive for cover.

**TINY (CONT'D)**

Return fire!

From the opposite side, Hawk and Steve flank the group, firing controlled bursts at the soldiers. The Russians are caught in the crossfire, confusion spreading through their ranks.

**HAWK**

Now's our chance—go!

**EXT. PARKED JEEPS - DAY.**

Hannah, Pinky, and Brainiac sprint through the underbrush, emerging into another clearing where a line of jeeps are parked.

**HANNAH**

There they are!

Brainiac checks over his shoulder, keeping watch.

**BRAINIAC**

No time to hotwire, we need keys.

**PINKY**

Gotcha boss.

Pinky pulls out a small device, jabbing it into the ignition. The engine sputters, then roars to life.

**PINKY (CONT'D)**

Who needs keys?

Hawk and Steve emerge from the jungle, running full tilt.

**HAWK**

Go, go, go!

The group piles into the jeep as Hawk jumps into the driver's seat.

Hawk slams on the gas, the jeep roars out of the clearing just as Tiny and the soldiers burst into clearing.

**EXT. JUNGLE ROAD - NIGHT.**

The jeep speeds along a bumpy jungle trail, the engine roaring. Behind them, another jeep filled with soldiers comes into view, followed by a second.

**TINY**

Don't let them get away!

Bullets rip through the air, shattering tree branches and narrowly missing the fleeing jeep.

**STEVE**

They're gaining on us!

**HANNAH**

You think?!

**PINKY**

You got any tricks, boss?

**HAWK**

Working on it.

Hawk swerves sharply, the jeep bouncing over a fallen log. One of the pursuing vehicles hits the same log and flips violently, crashing into the underbrush.

**PINKY**

One down!

**BRAINIAC**

Don't celebrate yet.

**EXT. JUNGLE ROAD - CONTINUOUS**

Tiny's jeep closes the gap, his soldiers firing relentlessly. Tiny grabs the wheel, pulling his jeep alongside Hawk's.

**TINY**

Pull over, or I'll bury you here!

**HAWK**

Not today.

Hawk swerves hard, slamming into Tiny's jeep. The vehicles scrape and collide, sparks flying as branches whip past.

**STEVE**

We can't keep this up!

Ahead, the trail narrows, veering toward a shallow ravine.

**HAWK**

Hold on!

Hawk guns the engine, the jeep barreling toward the edge. At the last second, he veers left, narrowly avoiding the drop. Tiny's jeep doesn't make the turn, skidding sideways and plunging into the ravine with a thunderous crash.

**EXT. JUNGLE ROAD - MOMENTS LATER.**

The team's jeep speeds away into the jungle, the sounds of pursuit fading behind them.

**HANNAH**

Did we lose them?

**HAWK**

For now.

**PINKY**

You're welcome.

Hawk glances at her, then at Steve.

**HAWK**

Good thinking back there.

Steve nods, his face still tense.

**STEVE**

This isn't over.

The team drives on into the night, the jungle closing in around them

**EXT. JUNGLE ROAD - DAY.**

The second Russian jeep veers closer, its soldiers firing wildly. Hawk weaves through the narrow path, dodging trees and potholes as bullets ricochet off the jeep's frame.

**HAWK**

Hold on!

Hawk jerks the wheel, sending the jeep careening down a steeper, rockier trail.

**BRAINIAC**

This is a bad plan.

**PINK**

It's our only plan!

**EXT. JUNGLE PATH - CONTINUOUS.**

Tiny, in the second Russian jeep, motions for the driver to press forward.

**TINY**

Don't let them get away!

The driver accelerates, closing the gap as the gunfire intensifies.

**INT. HAWK'S JEEP - CONTINUOUS.**

Steve fires again, this time hitting a tire on one of the Russian jeeps. The vehicle swerves wildly, crashing into a tree.

**PINKY**

Nice shot!

**HANNAH**

But we're not out of this yet!

The remaining Russian jeep pulls alongside Hawk's, soldiers firing point-blank at the team. A bullet punches through the side panel, narrowly missing Brainiac.

**BRAINIAC**

That was close.

**STEVE**

Too close.

Steve swings his gun around, firing at the Russian jeep's engine. The vehicle bursts into flames, forcing the soldiers to leap out as it crashes into the underbrush.

**EXT. JUNGLE ROAD - DAY.**

Tiny's jeep is now the last pursuing vehicle. He stands in the passenger seat, rifle in hand, aiming directly at Hawk's jeep.

**TINY**

You're not getting away, Carter!

Tiny fires, the bullet striking Hawk's jeep in the rear tire.

**HAWK**

Tire's hit! I'm losing control!

The jeep skids wildly, bouncing over rocks and finally slamming into a fallen tree, the engine sputtering and dying.

**PINKY**

We're done for!

**HAWK**

Out! Now!

The team scrambles out of the wrecked jeep, disappearing into the dense jungle just as Tiny's vehicle screeches to a halt nearby.

**EXT. JUNGLE - MOMENTS LATER.**

Tiny, limping slightly from the chase, emerges from his jeep, rifle in hand. His soldiers stumble behind him, battered and exhausted.

**SOLDIER 1**

We lost them.

**TINY**

No. We haven't.

Tiny scans the jungle, listening for any sign of movement. He raises his rifle, firing blindly into the foliage in frustration.

**TINY (CONT'D)**

Spread out! They're close.

A large military truck roars into the clearing, The vehicle screeches to a halt at the edge of the crash site.

The truck's driver's door creaks open, and a mysterious man steps out. His face is obscured, he carries a machine gun.

**TINY (CONT'D)**

Who the hell are you?

The man doesn't answer. He raises the machine gun and opens fire, sending a hail of bullets toward Tiny and his troops.

Tiny and the soldiers dive for cover as the bullets shred through the jungle foliage, sparking off rocks and splintering trees.

**TINY (CONT'D)**

Return fire!

The Russians open fire, their shots streaking through the darkness toward the truck. The mysterious man ducks behind the vehicle, reloading quickly before firing again with precision.

**SOLDIER**

We're pinned down!

**TINY**

Fall back! Back to camp!

Tiny and his remaining soldiers scramble up the ravine, run back to jeeps, leap into jeeps and speed away, retreating jeeps fades into the jungle.

The mysterious man steps out into the open. It's Martin.

**EXT. IVAN'S CAMP - DAY.**

Tiny drives into Ivan's camp, his uniform torn and bloodied. Ivan stands at the center of the camp, surrounded by his men.

**IVAN**

You look terrible.

**TINY**

Carter's team is stranded in the jungle, but they won't stay that way for long.

Ivan smirks, his eyes narrowing.

**IVAN**

Then we'll make sure they don't have anywhere to run.

**EXT. JUNGLE ROAD - DAY.**

Martin walks down the road, a machine gun slung across his chest.

**MARTIN**

Steve! It's me, Martin!

From the thick underbrush, Steve, Hawk, Hanneh,, Pinky and Brainiac cautiously emerge.

**STEVE**

Martin?

**MARTIN**

Yeah, it's me! Lower the guns, will you?

**STEVE**

Oh good, you got my text. But you were supposed to meet me at the Great Pyramid.

**MARTIN**

I was on my way, when I heard the commotion, saw the smoke from the crash and figured you could use some backup.

Hannah pushes past Steve, her face lighting up with joy.

**HANNAH**

Martin! I'm so glad to see you.

Martin turns just in time to catch her as she hugs him tightly.

**MARTIN**

Hannah! You're definitely alive!

**HANNAH**

I can't believe it's you. I'm so glad to see you.

**STEVE**

Alright, alright. Reunions are great and all, but we've got work to do.

Martin chuckles and releases Hannah.

**MARTIN**

Alright, buddy. Who are your friends? And What's the latest disaster you've dragged us into?

**STEVE**

Oh, the usual, vicious killers, ancient traps, and magical stones that unlock a mythical chariot. This is Hawk, Pinky and Brainiac.

**MARTIN**

Nice to meet you all. Magic stones?

**HAWK**

Ivan has three of them: fire, air, and earth.

**HANNAH**

We don't have any of the stones.

**STEVE**

Well, one stone.

**MARTIN**

Can I see this stone?



Steve pulls out the large jade stone, its intricate carvings catching the sunlight as Martin examines it closely. He traces the carved symbols with his fingers.

**MARTIN (CONT'D)**

It has all four elemental Mayan symbols. Like a master key.

The team exchanges stunned looks.

**STEVE**

A master key, Of course. That's why Ian the great was buried with it.  
It's a master key

Steve's excitement builds.

**STEVE (CONT'D)**

We have to get to the Great Pyramid.

**PINKY**

Yeah, no problem. We're just stranded in the jungle.

Martin smirks, jerking his thumb over his shoulder.

**MARTIN**

Actually, I've got a truck loaded with gear just up the road.

**BRAINIAC**

Convenient.

**STEVE**

Martin, I could kiss you.

**HANNAH**

Don't even think about it.

**HAWK**

Alright, let's gear up and move.  
We're burning daylight.

They head towards the trunk.

**EXT. JUNGLE ROAD - JEEP CRASH SITE - DAY.**

The remnants of the jeep sit smoldering in the middle of the dirt road, surrounded by scattered debris. Ivaan surveys the scene. He sees tire tracks disappearing down the road.

**IVAN**

We follow. At a distance.

**TINY**

Do you think they've discovered something, General?

**IVAN**

I think Carter is smarter than he looks.

He motions for his men to return to their vehicles.

**IVAN (CONT'D)**

Follow them. Quietly. I want to know exactly where they're going and why.

The soldiers scramble to their vehicles. Tiny lingers for a moment, before climbing into a jeep.

**EXT. GREAT PYRAMID - DAY.**

The Great Pyramid towers above the jungle, its 91 massive stone steps shimmering under the hot sun. Hawk's team stands at its base, craning their necks to take in the awe-inspiring sight.

**BRAINIAC**

Ninety-one steps.

**PINKY**

You already counting, Brainiac?

**BRAINIAC**

No. I'm mentally preparing to hate every one of them.

**STEVE**

Relax. What we're after isn't up there.

**HANNAH**

Then, where is it?

**STEVE**

Underground.

The team exchanges curious looks.

**STEVE (CONT'D)**

To get inside, the first gate is a specific stone, a carving of Quetzalcoatl, the feathered serpent, circling itself.

**PINKY**

How many stones are we talking about?

**MARTIN**

Millions.

**STEVE**

Tens of millions.

**HANNAH**

Give or take a few hundred thousand.

**PINKY**

Oh, sure. Needle in a haystack. No problem.

**HAWK**

Enough whining. Start searching.

The team fans out, scouring the massive stones along the pyramid's base.

**PINKY**

Does this squiggle look like a snake, or am I imagining things?

**STEVE**

If you have to ask, it's not the right one.

**BRAINIAC**

I'm starting to think this snake doesn't exist.

Steve stops suddenly, his hand brushing against a faint carving half-hidden beneath a layer of grime and dust.

**STEVE**

This is it.

He wipes away the dirt, revealing the unmistakable image of Quetzalcoatl, the feathered serpent, circling itself.

**STEVE (CONT'D)**

Found it!

The team rushes over, crowding around the stone as Steve studies its markings.

**HANNAH**

That's definitely Quetzalcoatl.

**STEVE**

And there's a slot here.

He pulls the stone and carefully inserts it, it slides in smoothly.

**PINKY**

Did it just eat the stone?!

A hidden doorway slides open revealing a dark staircase leading downward. Hawk pulls out a flashlight.

**HAWK**

Let's go. At least we get out of this heat.

**INT. GREAT PYRAMID - HIDDEN STAIRCASE - CONTINUOUS.**

The team descends into the darkness, the steps are steep and uneven, and the walls are adorned with faded carvings of Quetzalcoatl.

**HANNAH**

This has been sealed for centuries.

**STEVE**

Let's hope what we're looking for is still here.

**PINKY**

This better be worth it.

**STEVE**

It will be.

The stairs end in a large, round chamber, its walls and floor made of smooth stone.

At the bottom of the stairs sits the jade stone. Steve picks up the stone.

They step cautiously inside, their flashlights revealing intricate images covering every surface, scenes of Quetzalcoatl's arrival and Mayan depictions of the feathered serpent in various forms: protector, destroyer, and deity.

**MARTIN**

So, now what?

**HANNAH**

This entire room is a story. Look at the details, it's Quetzalcoatl's arrival.

**STEVE**

It's more than a story. It's a warning. Quetzalcoatl consumes all.

**PINKY**

That sounds, inviting.

**BRAINIAC**

Do we get eaten before or after we find a way out of here?

**HAWK**

Focus. Look for anything that stands out.

The team spreads out, their flashlights dancing over the walls.

**HANNAH**

If Quetzalcoatl consumes all.

She pauses, her flashlight catching an image of Quetzalcoatl's open mouth near the base of the wall, its teeth bared and tongue extended.

**HANNAH (CONT'D)**

Here!

The team gathers around the image, its lifelike detail almost unnerving.

**MARTIN**

That's not ominous at all.

**STEVE**

The codex said "consumes all." This has to be it.

Steve runs his hand over the carving, feeling a faint indentation inside the serpent's open mouth.

**STEVE (CONT'D)**

This is it.

He places the jade stone into the indentation. It clicks into place, and the room begins to rumble softly.

**PINKY**

I hate it when it rumbles.

The serpent's eyes glow faintly blue, and the stone mouth slowly opens, revealing a narrow, hidden passageway descending further into darkness.

**HAWK**

Great, this has been such a relaxing trip so far.

**STEVE**

Let's move.

Flashlights flicker as the team enters the passageway, their shadows swallowed by the deep darkness beyond.

**INT. HIDDEN PASSAGEWAY - CONTINUOUS.**

The team cautiously steps into the passageway, their footsteps echoes faintly as they descend further into the ancient structure.

**HANNAH**

This feels different.

**STEVE**

It's meant to.

The passageway opens into another round chamber, larger than the first. The walls are covered with vivid images of Mayans worshipping Quetzalcoatl. The feathered serpent coils majestically across the murals, its form dominating every scene, its eyes filled with a quiet but terrifying power.

**PINKY**

Okay, I'm officially creeped out.

**BRAINIAC**

You weren't before?

**MARTIN**

Look at the detail. This isn't just art, it's worship.

**HANNAH**

Quetzalcoatl wasn't just a god to them. He was everything. Protector, destroyer, creator.

Steve's flashlight sweeps over the chamber, pausing on an opening to the left, a long narrow passageway lined with human skulls embedded in the walls waist high.

**STEVE**

Over here.

The team gathers at the mouth of the passageway, their flashlights revealing the skulls staring blankly back at them, their hollow sockets a chilling sight.

**PINKY**

Nope. Nope, nope, not going there.

**HAWK**

It's just a passage.

**PINKY**

Lined with skulls. Totally normal.

**STEVE**

This is ceremonial. The Mayans believed in the power of sacrifice. This was meant to show their devotion.

**HANNAH**

Or a warning.

**MARTIN**

Either way, I don't think they were expecting visitors.

Steve steps forward, his flashlight sweeping down long passageway.

**STEVE**

We keep moving.

**HAWK**

Stay close. Watch your step.

The team cautiously moves down the skull-lined passageway, their flashlights illuminating the eerie human skulls embedded in the walls. The air grows heavy with a foul odor, and a faint, high-pitched hum begins to vibrate through the corridor.

**HANNAH**

What's that smell?

**PINKY**

Ugh, like a rotting trash fire.

**BRIDGE**

That hum, it's building.

Suddenly, the hum reaches a piercing crescendo.

**STEVE**

Down! Everyone down! Now!

The team dives to the ground just as flames erupt from the eyes and mouths of the skulls, roaring down the passageway in a searing wave of fire.

**HAWK**

Keep your heads down!

Brainiac is a split second too slow. The flames lick across his shoulder and side, setting his shirt ablaze.

**BRAINIAC**

Ahh!

He collapses to the ground, thrashing in pain as the fire consumes his shirt.

**HANNAH**

Brainiac's on fire!

**STEVE**

Pinky, help me!

Pinky grabs a canteen and pours water over Brainiac. The fire dies out, Brainiac groans in pain, his shoulder and side badly burned, the skin blistered and raw.

Steve and Hawk drag Brainiac to the end of the corridor.

**HANNAH**

He's badly burned!

**BRAINIAC**

Yeah, I noticed.

He struggles to sit up, winces sharply.

**HAWK**

Stay still, Brainiac.

**BRAINIAC**

Someone has to treat this, now.

Hawk turns to Steve.

**HAWK**

You Said it was safe.

**STEVE**

I'm so sorry. I had no idea.

**HAWK**

We all could've been killed.



**MARTIN**

This isn't helping.

Brainiac points to his pack, his voice strained but clear.

**BRAINIAC**

Pinky, you'll have to do it. My medkit's in my pack.

**PINKY**

I don't know how?

**BRAINIAC**

You can do this. I'll talk you through it.

**HANNAH**

It's okay, I'll help.

Pinky hesitates for a moment, then nods resolutely. She pulls the medkits from Brainiac's pack and opens it, her hands shaking.

**BRAINIAC**

First, scissors. Cut away the burned fabric, careful. Don't touch the skin.

Pinky uses the scissors and cuts the shirt away from the wound, her breathing shallow but steady.

**BRAINIAC (CONT'D)**

Next, saline. Flush the burns. It'll hurt, but we need to clean it.

Hannah takes a bottle of saline and pours it gently over the burns. Brainiac winces, gritting his teeth.

**BRAINIAC (CONT'D)**

Good, now apply the burn ointment. Thin layer. Use the applicator.

Pinky applies the ointment with shaking hands, spreading it carefully over the affected areas.

**PINKY**

I'm so sorry, Brainiac.

**BRAINIAC**

Don't apologize. You're doing great.

**BRAINIAC (CONT'D)**

Final step, sterile gauze. Wrap it loose.

Hannah takes the gauze and wraps it around Brainiac's shoulder and side, securing it with tape.

**PINKY**

Is that okay?

**BRAINIAC**

You just earned your first aid badge.

**HAWK**

Can you walk?

**BRAINIAC**

Well, I'm not staying here.

Hawk helps Brainiac to his feet as the team regroups

**INT. PASSAGEWAY - CONTINUOUS.**

The team pushes onward through the dark, oppressive passageway, Martin and Hawk support Brainiac, who limps between them.

**MARTIN**

You've got to cut back on the MREs, Brainiac.

**BRAINIAC**

Glad, you're worried about my diet. while I'm half-cooked.

**PINKY**

Let's just hope we don't find another flamethrower hallway.

**STEVE**

Keep your eyes open. This place isn't done testing us yet.

The passage begins to descend sharply, their flashlights revealing images of the underworld on the walls: eerie, skeletal figures; rivers of blood; and ominous depictions of Quetzalcoatl spiraling into darkness.

**HANNAH**

This is the underworld. Look at the images. The Mayans believed it was a labyrinth, full of trials to prove your worth.

**PINKY**

Great, More trials. What's next? A quiz?

**HAWK**

Focus.

The team reaches the bottom of the slope, opens into a massive room, their flashlights unable to illuminate the vast space.

**INT. MASSIVE ROOM - NIGHT.**

The chamber ceiling arching high above them. The walls are covered with elaborate carvings of Mayan underworld myths, rivers of death, lords of the underworld, and Quetzalcoatl descending into the abyss. The imagery is dark and foreboding, the figures almost lifelike in their detail.

At the far end of the room stands a massive stone door, its surface carved with a large Mayan abyss symbol, representing endless darkness.

The floor of the room is made up of 12x12-inch tiles, alternating between light and dark squares. The tiles are covered in light and dark animal skins, stretched taut over the stones.

**HANNAH**

Animal skins?

**STEVE**

It's a deliberate. pattern.

**PINKY**

So, it's probably deadly.

Martin looks at the abyss symbol on the door.

**MARTIN**

Any guesses what's behind that?

**STEVE**

The codex mentioned the abyss. This is another clue.

Hannah studies the walls.

**HANNAH**

The underworld is about proving your worth. Each step closer to the abyss is a challenge.

**PINKY**

Oh, good. I'm sure they'll go easy  
on us.

Steve kneels, examining one of the tiles closely.

**STEVE**

This floor isn't just decoration.  
I need a knife.

Martin hands Steve a knife.

**MARTIN**

Here.

Steve takes the knife and gently lifts the corner of a dark animal skin, exposing the stone floor underneath. He inspects it closely, running his fingers over the surface.

**STEVE**

Just stone.

He moves to a light animal skin, carefully sliding the knife under it. As he lifts the corner, a faint, cold wind rushes up from beneath, ruffling his hair.

**HANNAH**

What was that?

**STEVE**

The abyss.

He stands, his brow furrowed in thought. Suddenly, he pauses, his hand moving to his pocket.

**STEVE (CONT'D)**

The jade stone.

He pulls out the jade, It vibrates faintly in his hand.1

**PINKY**

Why's it doing that?

**STEVE**

I think it's reacting to the floor.

Steve holds the jade stone over the dark animal skin. The stone vibrates more intensely.

**MARTIN**

It's moving!

Steve moves to a light animal skin and holds the jade stone above it. This time, there's no reaction.

**HANNAH**

It's magnetic. The stone reacts to certain stones.

**STEVE**

The dark stones are safe.

**HAWK**

So, we stick to the dark tiles.

**PINKY**

Sure, Just hopscotch across the death trap. Easy.

**STEVE**

We don't have a choice.

Steve holds the stone out in front.

**STEVE (CONT'D)**

We take it one step at a time.  
Single file. Follow me.

The team exchanges nervous glances, but they nod.

**MARTIN**

This is one lethal game of follow the leader.

The faint rumble of distant gunfire and explosions echoes through the stone walls.

**HAWK**

We need to move, now.

Steve slowly moves across the floor.

**STEVE**

This one's safe.

Single file, Steve, Hannah and Martin begin walking carefully on the dark tiles.

**PINKY**

We need to pick up the pace.

**STEVE**

Focus. One step at a time.

Hawk and Brainiac step to the edge. Brainiac stumbles, his weight pulls Hawk off balance.

**HAWK**

I've got you.

**BRAINIAC**

You can't keep carrying me.

**HAWK**

Watch me.

**BRAINIAC**

You're putting everyone at risk.

Everyone stops walking.

**STEVE**

We're not leaving you.

**BRAINIAC**

You don't have a choice.

**HANNAH**

We'll figure something out,

**BRAINIAC**

No, I can't make it across, not like this. One misstep and we're dead.

Halfway across the room, the stone spins opposite direction.

**STEVE**

Wait, now light is safe.

**MARTIN**

You guys need to join us.

**HAWK**

You're not staying behind, that's an order.

**BRAINIAC**

Yes, I am. You've got maybe a few minutes before we are overrun.

**HAWK**

I can't lose another friend.

**BRAINIAC**

I'll hold them off. Buy you time to escape.

**PINKY**

No! You can't. I need you.

**BRAINIAC**

Pinky, it's the only way. You know it is.

**HANNAH**

Brainiac.

**BRAINIAC**

Hey. Don't cry for me. You've still got work to do.

Hawk helps Brainiac sit against the wall.

**HAWK**

You don't have to do this.

Brainiac fixes Hawk with a determined look.

**BRAINIAC**

I can't walk, but I can fight.  
Don't let this be for nothing.

**HAWK**

This is insane, old man.

**BRAINIAC**

Crazy is part of the job  
description, right?

Hawk hesitates, then nods reluctantly.

The team exchanges one last look with Brainiac before turning and continuing across the floor, their steps hurried but precise. Then the group exits down the corridor.

**INT. MASSIVE ROOM - BRAINIAC'S POSITION - NIGHT.**

Brainiac leans against the stone wall, his breathing labored. He checks his pistol, ejecting the magazine and grimacing at the sight of only four rounds.

**BRAINIAC (CONT'D)**

Four rounds. That's not going to cut it.

He clicks the magazine back into place

**BRAINIAC (CONT'D)**

Plan B it is.

Struggling to his feet, he walks down the steep, winding corridor.

**INT. SKULL-LINED PASSAGEWAY - SAME.**

Brainiac slides down the skull corridor wall.

**BRAINIAC (CONT'D)**

Alright, you creepy bastards. I'm back.

**INT. SKULL-LINED PASSAGEWAY - NIGHT.**

The sound of boots and soldiers voices grows louder, echoing ominously through the corridor.

**BRAINIAC (CONT'D)**

Come to be my pretties.

**INT. MASSIVE ROOM - CORRIDOR ENTRANCE - SAME.**

Ivan, Tiny and a group of soldiers approach the entrance cautiously, their rifles raised. Tiny stops, squinting into the darkness of the skull-lined passageway.

**TINY**

They've gone through here.

**IVAN**

Then clear the way.

Tiny motions for the soldiers to advance, but before they can take a step, a gunshot rings out.

**BRAINIAC**

Tiny!

The bullet strikes Tiny in the shoulder, dropping him to his knees. He clutches his shoulder, groaning in pain.

**TINY**

Brainiac, you old dog.

Tiny returns fire, three shots strike Brainiac. Brainiac's aim is steady, as he takes down three soldiers one after another.

**IVAN**

Kill him!

Tiny, clutching his bleeding shoulder, scrambles to his feet, his rage overtaking his pain. He charges into the passageway, followed by a few soldiers.

**INT. SKULL-LINED PASSAGEWAY - CONTINUOUS.**

Brainiac exhales slowly, his pistol now empty. He drops it to the ground, watching as Tiny and soldiers rush toward him.

A faint hum and foul odor fills corridor.



**TINY**

No—!

Flames erupt from the skulls' eyes and mouths. Tiny and the soldiers are engulfed instantly, their screams drowned out by the deafening roar of the fire.

Ivan and the rest of his soldiers watch on in horror.

**BRAINIAC**

Burn baby burn. Disco inferno.

Brainiac's head slumps to his chest. Dead.

**INT. SPIRAL PASSAGEWAY - NIGHT.**

The team descends the narrow spiral passageway.

**PINKY**

We've been going in circles  
forever. Are we there yet?

**MARTIN**

You're the one who wanted cardio.

**STEVE**

Quiet.

The passageway finally opens into a cave-like room, and the team steps cautiously through the arched doorway.

**INT. CAVE ROOM - CONTINUOUS.**

The team halts as their flashlights sweep over the enormous bottomless pit dominating the center of the cavern. The faint howl of wind rises from below. The only way forward is a small stone walkway that juts out over the abyss, leading to an ancient rope bridge swaying precariously.

**HANNAH**

This place is incredible, and  
terrifying.

Steve's flashlight sweeps up, revealing a faded Mayan inscription carved into the doorway. He steps closer to get a better look.

**STEVE**

Beware the guardian, something,  
something, eyes of the serpent.

**PINKY**

Well, that's comforting.

**HANNAH**

It's a warning.

**MARTIN**

It's also the only way forward.

**HAWK**

That thing's a death trap.

**STEVE**

We don't have a choice. We move one at a time. Slow and steady.

**PINKY**

What happens if we fall?

**STEVE**

You find out what fear the guardian means.

Pinky groans but falls silent as Steve approaches the bridge.

**INT. ROPE BRIDGE - CONTINUOUS.**

The bridge sways violently as Steve begins crossing, Hannah moves cautiously, gripping the ropes tightly as she steps onto the worn planks.

**STEVE (CONT'D)**

Almost there, Hannah! Just a few more steps!

Suddenly, a plank splinters beneath her. Her foot plunges through, and the bridge jerks violently.

**HANNAH**

Steve!

She loses her footing, slipping completely off the bridge. Her hands catch the frayed ropes, and she dangles over the dark abyss.

**STEVE**

Hold on!

Steve grabs her arm just as her grip starts to falter.

**HANNAH**

I, I can't hold on!

**STEVE**

I got you. Hold on.

Steve pulls Hannah up inch by inch. Her feet scramble against the dangling planks until she finally swings herself back onto the bridge.

**HANNAH**

That was way too close.

**STEVE**

Let's not make it a habit.

**INT. STONE PLATFORM - CONTINUOUS.**

Hannah and Steve step onto the stone platform, the rest of the team continue crossing.

**PINKY**

For the record, I hate this place.

**MARTIN**

We noticed.

Steve shines his flashlight ahead, revealing the next section of the bridge. It's collapsed.

**STEVE**

That's a no go.

**HAWK**

We're stuck.

The sound of footsteps and voices echoes through the cavern. The group freezes.

**HANNAH**

They're here.

**PINKY**

Ivan.

**INT. CHAMBER - CONTINUOUS.**

From the far side of the chamber, Ivan and his soldiers emerge, exploring the chamber.

**HAWK**

Get ready.

Pinky, Hawk, and Martin draw their weapons, taking cover behind the jagged edges of the stone platform.

**STEVE**

Keep looking. There has to be a way out.

Hannah's flashlight sweeps the dark void beyond, the beam catches faint glimmer in the darkness.

**HANNAH**

Steve, look.

Steve moves beside her, shining his flashlight into the void. The beam illuminates a surreal sight, floating objects, suspended in midair as if defying gravity. A large stone coffin of Quetzalcoatl, and golden relics, all hovering in eerie stillness.

**STEVE**

Quetzalcoatl's tomb.

**MARTIN**

What?

**HANNAH**

Why is it floating?

Steve's flashlight lingers on the coffin, its carvings radiating an otherworldly glow.

**PINKY**

Guys? Little busy here!

**INT. CHAMBER - CONTINUOUS.**

Ivan inspects the bridge.

**INT. PLATFORM - CONTINUOUS.**

**STEVE**

What we want is down there.

**HAWK**

You Can't be serious.

**INT. CHAMBER- CONTINUOUS.**

Ivan and his soldiers begin advancing cautiously onto the rope bridge, their flashlights cutting through the darkness, their weapons trained on the group.

**IVAN**

You can't escape, Carter. Surrender now.

**INT. CHAMBER - CONTINUOUS.****STEVE**

Not a chance, Ivan.

The team huddles behind the jagged edges of the platform, tension mounting. Steve looks back toward the floating coffin and the relics suspended in the abyss.

**STEVE (CONT'D)**

It's not just the coffin. it's the space.

Without hesitation, Steve steps to the edge of the platform.

**HANNAH**

Steve! What are you doing?

Hannah grabs Steve's arm.

**STEVE**

I have to get to the coffin. Trust me.

He steps off the platform and into the abyss.

**INT. ABYSS - CONTINUOUS.**

Instead of falling, Steve floats, suspended in the air as if carried by invisible currents. His body wavers slightly, but he stays upright, weightless and in control.

**PINKY**

He's floating!

**MARTIN**

Sure. That's normal.

Ivan and his men freeze on the bridge, their weapons still aimed at the platform.

**IVAN**

Kill them all.

Soldiers open fire, Hawk's team returns fire. Bullets floating harmless in midair.

**INT. ABYSS - CONTINUOUS.**

Steve floats toward the coffin, suspended in the anti-gravity void. The glowing surface of the coffin pulsates with energy.

Hannah follows Steve she hovers a short distance behind him.

**STEVE**

This is it.

Steve places the jade stone into a circular opening on the coffin's lid. The stone begins to glow, and the coffin shudders. After a moment, the top section of the coffin slides inward, revealing its contents.

Inside lies a seven-foot-tall skeleton, its bones faintly glowing. The skeleton clutches a solid gold disc, the size of an LP record, its surface engraved with intricate, ancient symbols. Around the skeleton's neck is a black square on a chain, adorned with unknown writing.

**HANNAH**

Incredible.

**STEVE**

Absolutely amazing.

Steve reaches into the coffin, carefully removing the gold disc from the skeleton's bony grip. As soon as he does, a faint rumble begins to echo through the abyss.

He quickly removes the black square, its surface cool and smooth in his hand. The rumbling intensifies, and the coffin begins to vibrate violently. The glow surrounding the floating relics dims as the entire chamber starts descending.

**HANNAH**

Steve! What's happening?!

**STEVE**

We're being pulled down.

Steve turns toward the platform, shouting to the team.

**STEVE (CONT'D)**

Jump! Everyone jump now!

**INT. STONE PLATFORM - CONTINUOUS.**

On the stone platform, Pinky frantically works her handheld device, her fingers flying over the screen as it displays chaotic energy readings.

**PINKY**

It's an anti-gravity field!

**MARTIN**

So, we're not falling to our deaths?

**PINKY**

Not yet.

**STEVE**

Trust me! Jump!

Hawk steps to the edge of the platform, his knife drawn. He grabs one of the rope bridge's anchor ropes, slashing through it with a single stroke.

**MARTIN**

Hawk, what are you doing?

**HAWK**

Slowing them down.

He slashes the second anchor rope, and the bridge collapses, its wooden planks and frayed ropes snapping violently.

**INT. ROPE BRIDGE - CONTINUOUS.**

The bridge lurches wildly, sending Ivan and his soldiers scrambling for their lives.

**IVAN**

Hold on!

The soldiers clutch desperately at the bridge, their weapons dangling uselessly as the bridge swings precariously over the void.

**INT. ABYSS - CONTINUOUS.**

Hawk leaps into the abyss, joining the rest of the team in the anti-gravity field. They float weightlessly, slowly descending to the ground floor.

**PINKY**

It's like a controlled fall

**HANNAH**

Steve, what did you do?

**STEVE**

We woke it up.

**INT. ROPE BRIDGE - CONTINUOUS.**

Ivan and his soldiers cling to the rope bridge.

**INT. ABYSS - CONTINUOUS.**

Steve, Hannah, Hawk, Pinky, and Martin slowly descend toward the ground below.

**INT. CENTER OF THE PYRAMID - CONTINUOUS.**

Hawk, Pinky, Martin, Steve, and Hannah step cautiously onto the ground floor of the pyramid. The chamber is vast, its ceiling disappearing into darkness above. A low, steady hum reverberates through the air, emanating from the center of the room.

Quetzalcoatl's chariot a massive cylindrical object, smooth and featureless. The object appears to be neither stone nor metal, its surface pulsating softly as if alive.

**MARTIN**

Okay, that's not normal.

**HAWK**

Pinky, can you get a reading on that thing.

**PINKY**

On it, boss.

Pinky retrieves her tablet.

The team's flashlights sweep over the walls, revealing massive murals cover the curved walls, lit by the glow from the chariot. Quetzalcoatl, the feathered serpent god, is depicted in violent struggle with Mayan warriors, fire and blood bursting from their clash.

**HANNAH**

They weren't just recording history. This is a warning.

**STEVE**

Beware, the serpent below.

**MARTIN**

A warning about what? The chariot.

**HAWK**

Whatever it is, it doesn't belong here.

**PINKY**

It's giving off energy readings all across the spectrum. But there's no heat, no visible power source.

The first Russian soldier hits the stone with a thud. Then another. Then four more, gorming up, raising rifles.



**HAWK**

Eyes up, people.

Gunfire explodes across the ancient chamber. Bullets chip away sacred murals. Hawk and Pinky take cover behind a pillar. Martin rolls to the side, firing controlled bursts.

Steve and Hannah take cover behind the chariot.

For a flash of a second, the chariot pulses, the mural serpent's begins moving and the eye glows.

**HANNAH**

What the hell was that?

**MARTIN**

Am I having a stroke or are those things moving?

Pinky checks her tablet.

**PINKY**

Energy readings are spiking. That thing is altering matter.

**HANNAH**

They're protecting the chariot.

**HAWK**

Get out of there.

Steve and Hannah race away from the chariot.

A serpent grabs Hannah's leg, pulling her across the floor.

Steve grabs onto the serpent's tail. The serpent releases Hannah, turning on Steve.

Serpent slams Steve against the wall, Steve crumples to the ground. The serpent attacks Steve ,serpent's face is inches from Steve.

Steve can feel serpent's breath, it's eyes glowing and bearing it's fangs.

Steve's gold amulet glows brightly. The serpent stops,turns and attacks a soldier.

**HANNAH**

What just happened?

From the shadows the serpents erupts into the chamber, jaws wide and shrieking.

The feathered serpent of legend. Alive.

Ivans soldiers freeze in horror. One opens fire—useless. The serpent coils through the murals like it was born from the stone itself.

**SERPENT**

SSSSSKRREEEECH!

It lunges. One soldier vanishes into its jaws—crushed, devoured in a second. Another tries to run,snatched mid-sprint, spine crunched like twigs.

The feathered serpent of legend. Alive.

Soldiers freeze in horror. One opens fire,useless. The serpent coils through the murals like it was born from the stone itself.

**IVAN**

(enraged, yelling in  
Russian)

FIRE! FIRE NOW!

A panicked soldier drops to one knee and launches a shoulder-fired rocket, aimed directly at the serpent.

The rocket glances off the chariot, spinning off course.

Smashing into the ceiling, detonating in a massive explosion.

The shockwave shakes the chamber. Ancient stone blocks,tenton slabs,come crashing down.

**STEVE**

Get DOWN!

The stone smashes into the chariot, the stone explodes into millions of razor-like fragments,glass-sharp shards fly in all directions like shrapnel. The force blasts through the chamber, knocking over soldiers, Martin is hit in the shoulder. Pinky is hit in the leg.

Through the chaos,Ivan emerges from cover. Bloodied. Determined. He lunges toward Hannah, grabs her roughly, and yanks her up.

**IVAN**

You're coming with me!

Hannah fights back.

**HANNAH**

Let me go!

Steve charges, slamming into Ivan. They both tumble into the dust, crashing near the shattered chariot remains.

Ivan punches hard, military precision. Steve blocks, counters, lands a shot to Ivan's ribs, but Ivan comes back with a vicious elbow.

They slam into a fallen slab, grappling.

**IVAN**

You don't know what the chariot is. You think you're here to stop evil?

He swings wildly, Steve ducks, rams him back with his shoulder, then slams a forearm into Ivan's throat.

**STEVE**

Whatever you were trying to unleash, it's not salvation. It's death.

Ivan headbutts him, Steve staggers, blood at his brow. Ivan pulls a combat knife and slashes.

Steve grabs a shard of shattered stone, uses it to block the blade with a shriek of sparks.

**HANNAH**

Steve, look out!

Ivan charges again, but Steve sidesteps and tackles him, they roll across the ground, kicking up blood and dust.

**STEVE (CONT'D)**

You murdered innocent people.

**IVAN**

They were sacrifices!

Ivan reaches for his pistol. Steve kicks it away, then drives his fist into Ivan's jaw, then again, until Ivan finally slumps unconscious.

**STEVE (CONT'D)**

Not today.

He grabs Hannah's hand, pulling her to her feet.

**STEVE (CONT'D)**

It's over.

Behind him, Ivan groans, then pushes himself up, slow and staggering, face twisted with rage and fanatic resolve.

Blood pours from his mouth. He reaches under his coat, pulling a small blade.

**IVAN**

You can't stop me.

A single, clean shot echoes through the chamber.

Ivan drops, the blade clattering from his hand.

Steve turns as Hawk lowers his smoking pistol, eyes cold, jaw tight.

**HAWK**

Never trust a dying fanatic.

A final rumble shakes the earth. Stones rain down behind them.

**STEVE**

Come on! Everyone get to the chariot.

Steve pulls Hannah around the back of the chariot, Martin, pinky and Hawk join them.

Suddenly, the black square in Steve's hand begins to vibrate rapidly and the smooth surface of the chariot shimmers.

A doorway materializes, its edges glowing with a pulsing blue light.

**HANNAH**

Did it just open?

**STEVE**

Inside everyone, Now.

Steve presses his hand to the glowing outline, and the door slides open silently, revealing a dimly lit interior. Steve steps inside first, everyone else follows close behind.

#### **INT. CHARIOT INTERIOR - NIGHT.**

The interior of the chariot is vast and alien. Smooth, metallic walls curve seamlessly into one another, glowing faintly with blue energy. The air feels alive, vibrating softly with a rhythmic hum.

They move deeper inside, a section of the wall is made entirely of crystals of varying sizes. The crystals emit faint, multicolored light, casting shifting patterns across the walls and floor.

**HANNAH**

Are those crystals?

**STEVE**

Not, just crystals.

He runs his hand near the surface, the crystals seem to react, their light intensifying briefly before dimming.

**PINKY**

They're alive.

The black square glows, its symbols aligning with patterns reflected in the crystals. A faint tone echoes through the chamber, harmonizing with the hum of the chariot.

**STEVE**

It's a key.

**HANNAH**

It's some kind of interface.

Steve places the black square into a small slot near the base of the crystals. A holographic display blooms to life in front of them, an intricate map of stars, planets, and glyphs rotating in midair.

**PINKY**

Is it a navigation system.

The hum grows louder, and the chariot begins to vibrate faintly.

**STEVE**

It's waking up.

Steve stares at the holographic map, its symbols shifting rapidly. The crystal wall begins to pulse, sending beams of light across the room.

Steve sits in the command chair.

**HANNAH**

Steve, I think you just activated something.

**COMPUTER VOICE**

Genetic markers detected. Partial sequence match identified.

**STEVE**

what the hell just happened?

The rhythmic hum of the chariot grows louder as the crystal wall pulses with vibrant colors. A holographic map rotates in midair, displaying stars, and planets.

**COMPUTER VOICE**

Pilot candidate recognized.  
Initiating emergency launch  
sequence.

**HANNAH**

It triggered the activation  
sequence. After five thousand  
years.

The chariot vibrates violently, the crystals pulse in rapid succession. Pinky studies them, her fingers flying over her tablet as she tries to make sense of the patterns.

**PINKY**

These aren't power sources.

**MARTIN**

What are they then?

**PINKY**

They're a computer! It's a control  
system!

**HANNAH**

She's right. This thing's alive,  
and it's controlled through the  
crystals.

**EXT. CHAMBER CONTINUOUS.**

The shaking intensifies as the pyramid continues to collapse. sunlight stream through cracks in the stone, illuminating the interior of the chariot.

The hum of the chariot rises into a deafening roar as the entire object lifts off the ground, floating upward.

**INT. CHARIOT. CONTINUOUS.**

**MARTIN**

It's moving.

**COMPUTER VOICE**

Pilot candidate recognized.  
Initiating emergency launch  
sequence.

**HANNAH**

What the hell is happening?

**PINKY**

The crystals must've absorbed the energy from sunlight, activating the system!

**MARTIN**

Whatever this thing is, it's powering up.

**HANNAH**

Or waking up.

**STEVE**

Can you control it?

**PINKY**

I'm trying!

**EXT. CENTER OF THE PYRAMID - CONTINUOUS.**

The chariot rises slowly, its blue glow intensifying as it lifts into the air. Large stones crumble and fall away, the collapsing pyramid exposing the chamber to the sky. Sunlight streams in, bathing the chariot in golden light.

**INT. CHARIOT INTERIOR - CONTINUOUS.**

Inside, the vibrations steady as the chariot ascends higher.

The ship's crystals pulse in a complex rhythm. A holographic display fills the chamber, showing star systems and a pulsing line connecting them.

**HANNAH**

If Pinky's right, we can use the crystals to navigate this thing.

**STEVE**

Then let's figure out where it's taking us.

**EXT. COLLAPSING PYRAMID - CONTINUOUS.**

The chariot bursts through the collapsing stone pyramid ceiling, the chariot hovers just above the ground where the pyramid once stood. Its faint blue glow pulses weakly as dust and debris swirl around it. The jungle is eerily quiet.

Suddenly, the chariot's hum dies out entirely, replaced by an unsettling silence. The blue light dims and then disappears, leaving the ship cold and inert.

**INT. CHARIOT INTERIOR - CONTINUOUS.**

Inside the ship, the crystal wall goes dark, its vibrant glow extinguished. The faint hum that once filled the air stops, and the atmosphere feels heavy and lifeless.

**HANNAH**

What just happened?

**COMPUTER VOICE**

Insufficient power sources detected. Aborting launch procedures.

**STEVE**

It's shutting down.

**PINKY**

Why? What did we do?

Before anyone can answer, a low rumble shakes the ship.

**COMPUTER VOICE**

Initiating Evacuation procedures.

**EXT. JUNGLE. - CONTINUOUS.**

The rear of the chariot slides open with a metallic hiss, revealing a ramp that extends to the ground.

**HAWK**

Move! Get out now!

Steve grabs the disk from the console. The sprints out of ship.

Steve, Hannah, Pinky, Martin, and Hawk rush down the ramp, sprinting into the jungle. Dust and debris swirl around them as the unstable remnants of the pyramid creak and groan ominously.

**STEVE**

Keep moving! Don't stop!

The team dives behind a dense cluster of trees and foliage, their breathing ragged as they turn back to watch the ship.

The chariot, now dark and lifeless, begins to tremble. The ground beneath it collapses suddenly, sending the ship plunging into the pit at the center of the ruins.

The last remaining walls of the pyramid give way, crumbling inward. Millions of tons of stone and debris cascade into the pit, burying the chariot beneath an avalanche of destruction.



The ground shakes violently one last time, and then all is still. A dense cloud of dust rises into the air, obscuring the ruins entirely.

**EXT. JUNGLE - DAWN.**

Hawk, Steve, Hannah, Pinky, and Martin, emerges from the dense jungle, weary and battered. Ahead of them, the crumbled remains of the pyramid lie in ruins, reduced to a massive pile of stone and debris.

**HAWK**

Wait here.

Steve pulls out a satellite phone, turns away as he dials.

**HAWK (CONT'D)**

Barrington. We need extraction.  
Location's hot.

A faint acknowledgment crackles through the phone. Hawk puts phone away.

**HAWK (CONT'D)**

Choppers on its way.

**STEVE**

Good.

Steve pulls out the codex, the silver disc, the jade stone, hands them to Hawk.

**STEVE (CONT'D)**

Give these to Barrington. They'll be his consolation prize for not getting the chariot.

**HAWK**

You sure about this?

**STEVE**

It's better this way.

The team stands in a clearing, the sun rising above the treetops.

**MARTIN**

So, we're all in agreement, the story is that the chariot was destroyed.

**STEVE**

Yes, The world's not ready for what we found.

The group nods silently, understanding the weight of the decision.

She steps close to Steve, her eyes searching his.

**HANNAH**

But, I'm ready for what I've found.

She takes his hand, Steve looks at her, a small, genuine smile breaking through his usual guarded expression.

**STEVE**

So am I.

**EXT. JUNGLE - ABOVE THE CLEARING - DAY.**

A helicopter roars into view, circling above the clearing before descending. The team watches as it lands, the rotor wash blowing leaves and debris around them.

**FADE OUT.**