

OASIS

By

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BLACK SCREEN

TITLE: OASIS

The camera distorts as a simple droplet falls into the abyss, forming the TITLE and OASIS. The O from Oasis transforms into the shape and an array of colours to a PORTAL.

MATCH CUT TO:

EXT. THE DESERT SAND HILLS - DAY

From within the portal colours, slowly we pull back and see the KINGDOM. In stark contrast it's grey, in shambles. High upon the mountain in the distance rests a once glorious and luxurious castle.

We travel over the shoulder of our KNIGHT, a skinny little SKELETON in raggedy worn down clothes and a large backpack. The last hope of this kingdom. He must find the relic his King searches for to save his liege and people.

AN EXTREME CLOSE UP of his face, the portal light softly reflects off his skeleton face. We see the PORTAL KEY in his hand, clutched hard. Cautiously, he looks over his shoulder to the vast, desolate desert. We see many tracks of carriages and footsteps in the sand from previous travellers.

All the others are either starving or dead and his King is out of options. Great responsibility rests upon the shoulder of the only knight that was brave enough to rise up to the challenge.

Hesitantly, he flicks the portal key and closes it. With a deep sadness weighing upon him. He has to be brave now.

Deep SIGH. He rummages behind his back to pull out a map. The OASIS is displayed in the middle of the map with countless failed roads leading towards it, with a few recognition points on the way that should help guide him. Underneath it reads:

"The one that holds the relic holds the wishes"

He lowers the map to take a look ahead of him, but to his surprise, he looks down upon a creature that wasn't there before. A DESERT FOX with a white mask and markings on his face. Sitting there, waiting, as it tilts its head at him in curiosity.

The Knight is confused, and annoyed even at this inconvenience. Deciding to dismiss the Fox, he walks past it. Paying it no mind.

The Fox on the other hand is determined and keeps following him. Every time the Knight looks over his shoulder, the Fox is STILL THERE, following him. With a deep sigh escaping our hero, he decides to simply ignore it and continue his quest.

We keep following them in a LOW ANGLE, camera eventually keeps still as the hero and the Fox walk away from the camera towards the sun. Skipping over a bit of time as we see the footsteps leaving a trail from our duo.

BEGIN JOURNEY MONTAGE:

2.EXT. JOURNEY THROUGH THE DESERT - DAY-NIGHT

A) EXT. THE DESERT PLANES - NIGHT

A starry night above them as they travel along the horizon. The Fox follows along, only stopping once to gaze up at the night sky.

B) EXT. THE DESERT SALT FLAT - DAY

The Fox runs ahead of him, trotting through the heat with ease. Right before he is out of shot, he turns around to wait for him, wagging his tail. Yet the Knight keeps ignoring him.

C) EXT. THE DESERT - NIGHT

Thunder rumbles, wind blows relentlessly and lightning strikes in the background, lighting up the silhouettes of the Knight and the Fox. The landscape appears to be filled with bits of greenery and some cacti. The Fox is scared of the weather, and runs back to hide.

The Knight notices the silence behind him and looks over his shoulder. The Fox is missing and staying behind, because it's scared. With a small grunt, he eventually decides to walk back and takes pity on the animal.

He opens his jacket and the Fox quickly jumps in. He continues walking further, carrying the Fox close against him and wrapped in his jacket.

D) EXT. THE DESERT PLANES - SUNRISE

A big red sun silhouettes both of them as they walk. The Fox's ears are high, looking up at the Knight, walking beside him. The Knight has accepted the Fox's company. They now travel as friends.

END JOURNEY MONTAGE.

CUT TO:

EXT. THE DESERT - DAY

CLOSE UP the eye sockets of the Knight. He looks desperate, empty.

The Knight looks at the Fox as he starts to whine. Sitting down in front of him.

He is confused about what he wants, but soon follows his gaze to his water bag. He takes it off, kneeling down to pour some water into a bowl.

Watching his animal companion drink, a small smile appears on his face. Though his worry soon distracts him, digging through his pockets he reveals the portal key bearing the King's insignia. Hesitantly, he brushes his finger over the key's relief. Should they return before it's too late? Was their quest futile?

Suddenly, the Fox stops drinking, noticing that the wind kicks up. CLOSE UP Ripples appear in the bowl of water. Confused, the Knight turns around and is horrified to see a sandstorm. Higher than any hill he's ever seen. He rapidly grabs the Fox, and he begins to run for his life, but eventually gets swallowed by the sandstorm. WOOSH!

MATCH CUT TO:

EXT. THE OASIS ENTRANCE - DAY

The sandstorm blows away and fades into dust revealing a large flat landscape of sand, no footprints.

A small heap of collected sand in the middle of the frame. Slowly, we see The Fox coming closer towards the bump. He starts digging to reveal something.

CLOSE UP OVER THE SHOULDER The Fox digs up a bone, biting into it and starting to pull with all his might.

POV The Knight opens his eyes, feeling himself being shaken and pulled. As he regains consciousness, he sees the Fox staring at him, waiting for him to get up.

He starts to sit up, and the Fox happily greets him. Jumping on his lap for a moment, only to jump off him again as he darts off.

Confused, the Knight rubs his face and takes a better look at where they are. A horrified silence falls upon him as he suddenly turns his head. Face to face with another skeleton. A dead one.

As he looks around him, he sees a whole line, forming a graveyard-like border, existing out of fallen soldiers and royals alike. Torn banners barely hanging onto their staffs as they softly blow in the wind. Hundreds of horses' remains, carriages and supplies scattered around in a half-moon crescent. Marking some sick and twisted divide of past violence and agony.

It doesn't make any sense until he looks ahead of him. There it is, the OASIS in all its promised grandeur. The place he'd been searching for so long. It was astonishingly beautiful. Greater than any of the legends could have foretold.

High atop the desert sand, far-away floating red earth tinted rocks with flowing streams of water pour down onto lush beds of green. The clear blue sky reflects onto the ponds. Trees on top of the rocks that are as high as the sky. A steep single mountainous path leads up to a large entrance. Ancient scripture covers the top arch, matching the same etchings on the portal key and the scroll the knight carries.

It reads: "One wish to grant them all", translated

above the scripture. He could only imagine what he would do with such power. There was no doubt about it. They finally found the oasis.

He doesn't get long to stare at the oasis, as he sees the Fox dash off towards it. Disappearing into the foliage. Alarmed and worried about his friend's safety, he quickly follows him along the path.

EXT. THE OASIS - DAY

Once inside, the Knight is stunned by its beauty once more. The lush greenery and the beautiful azure sparkling water that flows throughout the oasis. Fruit is growing in abundance.

As soon as he touches the water he grows healthier, the colour of his bones lose their ashy grey colour and become whiter. The long years that weighed upon him of travelling slowly vanish as he regales in the Oasis' bounty. Consuming the fruit makes him stronger, healing a CRACK in his skull. Every second spent in the Oasis makes him feel more alive.

The Knight and the Fox walk through the Oasis together, but soon start to run and play. Plucking fruit and sharing their first fresh meal in months. A content smile on both their faces as they eat. They find a clearing and lie against a tree. With a belly full of food, they fall into a deep sleep.

EXT. OASIS - TWILIGHT

The Knight stirs awake and sees in the distant bushes a pair of GLOWING GREEN EYES. Alarmed, he gets up and enters into the shrub to follow them.

(BEGIN OF NIGHTMARE)

He comes into a shroud of darkness, looking around to see where the eyes went off to. Right when he wants to return, the eyes flash behind him. A sharp CLANG of metal rings through his ears, and when he looks down, his wrist is shackled with a heavy chain. To his horror, he's being pulled into a dark SANDPIT.

When he falls down, he lands on piles of sand. Along the room, there are dying villagers clinging onto their children, chests of gold and bags of wheat. They're all chained, missing limbs, tear-stained skulls and being dragged into the far end of the dark room that's filled with mist. As they try and crawl to get to their family and belongings, they all perish and sink. Their bones' ashes mixing into the sand.

The Knight is horrified at the sight, but before he can escape, the chains pull him closer to the mist. Forcing him to enter it.

CUT TO:

INT. THE THRONE ROOM - NIGHT

ESTABLISHING SHOT

A deep dark purple-blue tint hangs in the atmosphere. In the darkness suddenly appear the two familiar green orbs, high upon a staircase. In the distance, high upon the throne, the green orbs are revealed. The KING sits with bright ominous green eyes hollowed with envy piercing into the Knight.

DOLLY OUT

We reveal a dark long room, with broken pillars lined up along the length of the ruined throne room.

Gigantic mangled, sunken-in skeletons chained alongside the path towards the throne. Their knees pulled against their chest as they stared at the Knight.

The chain starts to pull him in again forcing the Knight to approach the throne, PAN UP to reveal the

giant King sitting upon it. A robust and rotund man with liver spotted skin, many heavy bejewelled rings on his fingers and dressed in luxurious robes. There's a moment of silence as the two stare at each other. Tension rises.

Finally, the King lowers his hand, the room rumbles with a symphony of clanging chains. LOW AND GRAVELLY GRUMBLE shakes the room.

Expectantly, he holds out his hand, his eyes still on the Knight, piercing him with his green eyes.

Anxiously, the Knight starts to back away and bows deeply before his King. He doesn't have the relic yet. He hasn't succeeded in his mission yet. Impatiently, the King notices he has come empty-handed.

With a fit of anger, the whole room rumbles hard and parts of the high ceiling start to collapse. He raises his hand and smacks the Knight off of the stairs, roaring loudly, causing him to fall and wake up abruptly.

(END OF NIGHTMARE)

CUT TO:

EXT. OASIS - AFTERNOON

The Knight shoots up from his nightmare, gasping and heavy breathing. His animal companion shoots up from his lap and stares at him. Half-eaten fruit is scattered around them under a tree. They fell asleep earlier. Realizing it was a dream, the Knight quickly gets up and grabs his gear.

Armed with his sword, he makes quick work cutting through the foliage, desperately rushing to find the relic with fear in his step. He leaves behind a trail of destruction. No more time to admire its beauty. He's here on a mission.

The Fox fearfully chases after him. The further he travels into the oasis the more lush it becomes. Making it harder to get through. It's only, when blind sided by a tree branch, that he trips and falls down a small cliff. Tumbling down and falling hard into the water below. SPLOOSH!

CUT TO:

EXT. OASIS CLEARING - AFTERNOON

The Knight washes to shore. Pulling himself up, he suddenly locks eyes with a GIGANTIC STATUE overgrown by plants and vines lying on the ground.

He steps out of the water, and he feels as if someone is watching him. The head of the GUARDIAN is turned towards him. Intrigued about the statue, the Knight decides to bravely approach and examine it closer.

He sees familiar scriptures along its body, tracing the reliefs with his bony hands. Pictures of battle and iconography of the origins decorate its stone body. The relic must be close. Walking along the face of the statue, the GUARDIAN suddenly opens his eyes. The Knight freezes in his step, staring down a gigantic blue eye. His hand trembles as he readies himself to draw his sword. Nothing happens. The Giant simply stares at him.

The Knight eventually notices something deep within its eye. A faint glow. A silhouette of something. Could it be?

The RELIC?

Quickly, he draws his sword and without a second thought, he stabs it right into its eye. A bright blast blows the Knight back a couple of metres as he rolls onto the ground.

The earth starts to shake. The Guardian of the Oasis rises off of the ground, ripping through the vines that held him down, and roars with fury when he sees the Knight. He slams his fist down upon him. The Knight dodges every time. Over and over.

Getting tired, the Knight takes cover momentarily behind a ruin. Knowing he has to be smart to defeat his gigantic opponent, he tries to look for a weak spot. He notices that between his stones grow vines that keep his body together. In the distance, he suddenly spots his Fox companion entering the clearing from above.

With new courage and hurry in his step, he rushes towards the Guardian. Dashing from cover to cover, the Knight waits until he slams his fist down again. As soon as the Fox enters the clearing, the Guardian gets distracted. The Knight hurries to his aid, and uses the distraction as the right moment and SLASH he cuts off his hand.

Furious, the Guardian pulls back his other hand.

PAUSE he turns his head and sees the Fox and the Knight running away together.

As the Fox trails behind him as they run. The Guardian catches up to them and aims his next blow towards the Fox. Looking over his shoulder, the Knight jumps in without a moment of hesitation. Right before the Fox gets crushed, he sprints, and gets slammed into the wall with an obliterating force.

His skull CRACKS, a deep ridge from his head to his eyebrow. Sliding down the wall, he almost loses consciousness. His vision is getting blurry. His sword clattering down beside him. SOUND around him is MUTED. Only sharp noise rings occasionally through his ears. It seems like he might lose this fight. His quest for nought.

The Guardian, convinced he is victorious, turns around to walk away and return to his slumber. Right before

the Knight passes out, he instinctively needs to squint. A sharp flash reflects in his eye.

He looks up, and sees the sun hitting something. Something glowing. It's the relic! It must be! It was on his back all along.

(BEGIN INTERCUTS)

CUT TO:

INT. INTERCUT FLASHBACK - THRONE ROOM KING

FLASH THE KING HOLDING HIS HAND OUT. HIS EYES WERE GLOWING.

DEMANDING THE RELIC FROM THE KNIGHT.

CUT TO:

INTERCUT - TOWNSPEOPLE

FLASH! Hungry at their empty fields with mangled cattle. Dying of hunger. Burying their children. As the camera pans out and up over the hill. It reveals rows and rows of headstones as far as the eye reaches.

(END INTERCUTS)

CUT BACK TO:

EXT. OASIS CLEARING - AFTERNOON

With newfound courage and strength, he gives his final push. Now, with his sword in hand, he charges. The Guardian hears him and turns around, leaning back to deal out another swing. Right as he slams down, the Knight DODGES it and JUMPS on the Guardian, using his sword to climb up along his arm.

Running as fast as he can, we FOLLOW CAMERA over his shoulder. He starts cutting off as many vines as he can. Quick. SLASH. Stones fall down. SLASH. One by one the arm crumbles onto the ground.

The Guardian starts to lose his balance, trying to find

his footing again. With overwhelming force the Knight is flung onto the giant's back. Right before he falls, he uses his sword to prevent him from sliding down. His eyes lock with the relic again. Desperately, he tries to reach it while he hangs onto the Guardian's back for dear life.

With a thundering step, the Guardian steps back to crush him against the wall.

Time is of the essence! Right before the Skeleton Knight is crushed, he swings on the handle of his sword and flings himself across the back and pulls out the Relic with a hard tug.

The Guardian stops dead in its tracks. The stillness of death echoes through the clearing. Slowly a rumble sounds, hard stone slipping against stone. There in all its lost might, the guardian stands still while a cylindrical structure from the centre of his torso, slides out on the ground with a heavy crash onto the clearing floor, followed by an immense cloud of dust. The giant is left standing, a statue once more.

CUT BACK TO:

EXT. OASIS CLEARING - AFTERNOON

As the dust cloud fades away, we see the knight has landed on top of the cylinder with the relic in his hands, hunched over and protecting it. A moment of silence passes as the guardian stands there with an empty chest. WIDE SHOT of the clearing.

Not long after, the Guardian's body begins to crumble and falls down onto the ground. Large pieces of rock crash onto the ground. Surrounding the Skeleton Knight, as a soft ray of light focuses on him in the clearing.

Standing on the last piece of the Guardian. Almost like a platform, a stage. He clenches the relic, his helmet has fallen off in the aftermath of the fall. Arching over, we see his eyes light up. A flicker of

greedy green.

The relic shines a bright light, he's entranced in it as he stares into it. It promises him the victory and images of Knighthood and riches he always wished for.

(BEGIN INTERCUT)

CUT TO:

INTERCUT - THE KNIGHT CARRIED ON HANDS BY THE PEOPLE

HE'S BEING CELEBRATED AS A RETURNING HERO. THE PEOPLE REJOICE AS HE RETURNS WITH THE RELIC IN HAND. WARM SUNLIGHT SHINES UPON THEM.

CUT TO:

INTERCUT - SOLDIERS WELCOME THE KNIGHT TO THE CASTLE

ROWS OF SOLDIERS WITH HIS BANNERS WELCOME THE KNIGHT BACK TO THE CASTLE.

CUT TO:

INTERCUT - THE KNIGHT SITS AT THE KING'S TABLE

PROUDLY, HE SITS AT THE HEAD OF THE TABLE WITH A CROWN ON HIS HEAD. HE HOLDS THE RELIC PROUDLY IN HIS OTHER HAND AND SHOWS IT OFF.

PAN OUT TO THE WHOLE BANQUET HALL CELEBRATING THEIR NEW KING. THE TABLES ABUNDANT WITH FOOD.

(END INTERCUTS)

CUT BACK TO:

With haste, he searches his pockets for the portal key, trying to activate it. He desperately flicks it back and forth, but with no success.

The Fox approaches him and tries to look over his

shoulder. Alarmed, the Knight snaps at him and shoves him away. He decides to flee the scene with the relic and try again outside the Oasis. Without a second more to lose, he rushes away from the Oasis with the relic in hand. Desperate to keep the power to himself. His animal doesn't understand and sprints after him to keep up.

CUT TO:

EXT. EDGES OF OASIS - EVENING

The Knight starts to transform and die the further he moves away from the oasis. Turning uglier and uglier. The oasis starts to wither and die too, the further he escapes with the relic. His bones crack with

blood-curdling noises. His eye sockets start to glow brighter in a familiar greedy green.

(BEGIN INTERCUT)

CUT TO:

INTERCUT - THE KING

HIS EYES GLOWING A GREEDY GREEN AS HE CREEPS CLOSER. MATCHING HIS WICKED SMILE. OVERLAPPING WITH THE KNIGHT.

(END INTERCUT)

CUT BACK TO:

EXT. EDGE OF OASIS - NIGHT

The Knight gets pulled out of his trance by the Fox as he tugs on his wrist. The animal whines as he desperately tries to pull him back towards the oasis. Annoyed, the Knight tries to shake the animal off, but the Fox persists. Now furious, he leans back and smacks the animal as hard as he can.

(BEGIN INTERCUT)

CUT TO:

INTERCUT - THE KING

FLASHBACK OF THE KING SMACKING THE KNIGHT OUT OF THE THRONE ROOM. PARALLEL WITH THE KNIGHT'S ACTIONS.

(END INTERCUT)

BACK TO:

12.EXT. EDGE OF OASIS - NIGHT

The Fox flies back by the force of the hit, and lands into a tangle of rusty spiked chains. As the desert around them splits open into two parts, the carriage attached to the chains falls into the ravine and drags along the Fox. Momentarily out of his trance, and realizing the horror of his actions. The knight desperately tries to reach for the Fox, but only manages to grab the animal's mask.

Unsuccessful in his save, his companion Fox plunges to his death into the darkness of the ravine along with the carriage. A fading scream from the Fox echoes throughout the ravine.

With the force of the earth splitting open, the Knight falls back towards the good zone where the last remnants of plants grow from the Oasis. Before him several carriages, carcasses, and flags get dragged into the ravine.

In the aftermath of losing his friend the Fox. Shocked, the Knight falls down on his knees, his gaze lowering to the mask of his companion in his hands.

In a fit of bursting anger he throws down his sword to let out a blood-curdling scream.. The first time he says anything. A cry of anguish. Defeated.

We pan out, overhead view from the whole desert and oasis from BIRD'S EYE VIEW. The long scream fading to a distant echo.

Slowly, we pull back in. CLOSE UP, something starts to glow. As if on cue, the portal key falls out of his pocket, opening a portal on the other side of the ravine. Reminding him of the decision to go back or not.

CLOSE UP His eyes darting back and forth between the

Oasis, the portal home, and the mask of his fallen friend. With every CUT, we hear another blood-curdling bone breaking noise, as the cracks in his skull deepen. The camera CUTS closer and closer.

A sense of panic arises as the decay approaches towards the edge of the ravine. The last remnants of the lush greenery of the Oasis start to wither and die. The urgency increases. MUSIC starts to sweep up in rhythm.

BEGIN FLASHBACK FOX MEMORIES MONTAGE:

CUT TO:

EXT. FLASH SPEED MONTAGE - CLIMAX

- A) The Fox the first time they met.
- B) The Fox snuggling tightly into his jacket, safe from the thunderstorm.
- C) The Fox and The Knight playing in the Oasis together.

END MONTAGE.

CUT BACK TO:

EXT. EDGE OF THE OASIS - NIGHT

The death and decay creeps further towards the border.

His right eye socket cracks in two. CRACK!

(BEGIN INTERCUT)

CUT TO:

INTERCUT - KING Vs PEOPLE

The King rejoices with the relic standing on the castle walls, but the people wither away in the background. They're clawing to reach the castle that stands high upon the hill to be saved from death, but the golden riches overflow the castle. It pours down in a huge tidal wave causing the people to drown in gold.

(END INTERCUT)

CUT BACK TO:

EXT. Edge of the Oasis - NIGHT

Close up of the last standing flower of the Oasis. Its lower leaves wilting and turning black.

BACK TO:

EXT. OASIS - NIGHT

The Knight realizes nothing would change if he keeps the power to himself or if he gives it to the King. He rushes towards the flower with all his might. The desert begins to crumple as the earth splits open from the Oasis. In a final attempt he leaps over the split cliff, reaching for the flower. A burst of energy happens around them, signifying he has made a choice.

OVERHEAD shot of the cracked and split open ground.

MATCH CUT TO:

EXT. OASIS - DAY

We follow the cracks and transition to a shot where they morph into cracks of the back of the Knight's skull.

The camera pulls away and reveals that time has passed.

As we pan out, we see the cracks of his body now filled with plants and flowers. Signifying he has healed and decided to stay at the Oasis, and has become its new guardian. He has become bigger and stronger.

As we pan out, we see the memorial for his animal companion. The Fox's cracked mask rests upon a larger rock in between a small bed of flowers.

As he mourns his fallen companion, the leaves above

him begin to rustle, grabbing his attention. Following the leaves, he sees them fall down in a pattern towards the mask.

Suddenly, the eyes of the mask start to glow. The leaves assemble into the shape of the Fox. His former body has been exchanged for a ghostly form.

Nonetheless, the Knight is overjoyed to see his old friend back and hugs him. A tear escaping his eye socket as he holds his friend close. The Fox's tail softly wagging as we PULL AWAY.

FADE OUT:

EXT. EDGE OF OASIS - DAY

The time has come to say goodbye. The Knight places a few seeds and a scroll in a bag adorned with the Kingdom's insignia. He turns around to give the bag to the spirit form of his fallen friend.

Together they open the portal for the soul Fox to go through, and he bids his friend farewell with a soft and gentle head pat.

MUSIC BUILDS Wishing him good luck on his new journey to find another guardian at his former kingdom and start a new oasis together with the people to give them the freedom and autonomy they need.

His animal companion was guiding him all along. So the cycle continues, and the OASIS keeps growing, returning the fruit of the earth back to the desolate land. And in the future bringing prosperity back to and vanquishing the greed in the world.

FADE TO WHITE

TRANSITION TO:

CREDITS - EPILOGUE

EXT. DESERT CLEARING - DAY

Another droplet falls upon the earth where a seed lies beneath the ground. Sprouting from it, the credits start to roll. The vines and flowers keep growing along the frame.

BEGIN EPILOGUE CREDITS ARTWORK:

A) EXT. VILLAGE IN OLD KINGDOM - DAY

Fox returns to give the bag of seeds and the map to create a new Oasis to the people.

B) EXT. OUTSIDE CASTLE WALLS - DAY

People leaving the kingdom in a massive caravan. Taking all their belongings to start their own life, away from the King's greed. Even the remaining soldiers have dropped their weapons and banners to join the people.

C) EXT. FARM ACRES - SUNSET - GOLDEN HOUR

People working the fields in the golden hour glow. Acres of farmland along the rolling hills as far as the horizon stretches.

D) EXT. FARMLAND EDGE - DAY

The Fox has found a new hero to lead her to a new Oasis. Waving her loved ones goodbye, loaded with big backpack she follows the Fox.

E) EXT. FROM THE SKY - DAY

We see the new Oasis growing bigger and bigger. A new Guardian rises. The cycle continues

END EPILOGUE CREDITS ARTWORK:

CUT TO:

EXT. WORLD VIEW - DAY

The whole world spreads its greenery as we travel through the landscapes in bird's view in a fast pace. Travelling through the valleys, mountains, farmlands and oases filled with fauna and flora. The world returns to a new era of independence, nature, peace and prosperity for all.

We end the travelling through on our old hero from the beginning. Our Skeleton Knight. The Fox returns to his side. Together over their shoulders, we gaze over the edge from the Oasis to the new green luscious lands that stretch far and wide.

FADE TO WHITE

THE END

ROLL CREDITS