

FURY OF THE SUN

Written by

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OVER BLACK... the sound of CRIES and PRAYERS.

FADE IN:

1 EXT. CAMPSITE - NIGHT

1

A slab of HORSE MEAT dangles from a rugged hand.

...MILO (40s) stares at the meat with his head low. After a deep breath, he sinks his teeth and tears off a chunk.

MILO

They deserved better. Better than how we left them.

He turns his gaze to the other side of the fire, where RANGER (30s) sits quietly, staring at a closed locket in his hands.

Ranger examines the locket. The longer he stares, the more he starts to hear a little girl GIGGLING... her voice slowly turning into an older, CYNICAL LAUGH.

SORCERESS (V.O.)

(laughing)

If you dare to climb, then death will drown you in the sands under the fury of the sun.

MILO

--Ranger.

Milo breaks the voice in his head. Ranger gazes up as he stops caressing the casing of the locket.

MILO (CONT'D)

(off the locket)

You've been holding onto it since we've been out here.

RANGER

It's a gift from my daughter.

MILO

Lucky you. My wife passed before we could have the chance...

(beat)

Can I see what she looks like?

RANGER

We didn't have time to complete it.

Ranger opens the locket and reveals its blank inside.

MILO

When was the last time you saw her?

RANGER

Almost two years...

MILO

Oh, my friend, I didn't mean to
make anything I shouldn't have. I
was just trying to start a
conversation.

RANGER

It's fine.

Ranger draws back to the locket.

The sound of a little girl LAUGHING returns to his head as he
wipes sand from it.

2 EXT. DESERT - DAY

2

BLOODY and BRUISED. Ranger limps forward.

Surrounding him, TOWNSFOLK raise their arms, PRAYING and
CRYING as he continues.

In the distance, he sees the SORCERESS - a woman cloaked in
all black - waiting for him. The closer he gets, the more her
presence is swallowed by the sun.

He blocks the light with his hand.

MILO (V.O.)

Why didn't you listen?

3 EXT. CAMPSITE - NIGHT

3

Ranger wakes and lifts his head.

MILO (V.O.)

What did I tell you?

He turns towards Milo...

...The Sorceress stands there instead. Arrows are laid around
her, blood seeping from the sand. She LAUGHS.

SORCERESS

I told you not to go. Not to run!

The CRACKLE of the campfire twists into the SCREAMS and WAILS of tortured souls.

SORCERESS (CONT'D)
You shouldn't have left. You
shouldn't have gone looking for
her!

The flames take Ranger's eyes like a glaring sun.

4 EXT. CAMPSITE - NIGHT

4

Ranger wakes up from his short nightmare, sweating uncontrollably. He looks around and finds Milo adding more wood to the fire.

RANGER
You should keep the fire low. We
don't know who else can see it.

Milo glances around their empty surrounding.

MILO
Like who?

RANGER
You've heard the stories.

MILO
(scoffs)
Nothing but vermin and dead weeds.
Sometimes I'm sure we're the only
ones out here.

Ranger watches the fire BURN.

MILO (CONT'D)
You okay?

RANGER
Yeah, yeah. I'm good.

Milo reaches into the open crate at his feet and grabs a bottle of medicine. He holds it to the fire, checking for damages.

Ranger looks at his hand and sees the locket still grasped. He gazes back at Milo.

RANGER (CONT'D)
Can I ask you something?

MILO

Ask it.

RANGER

Do you believe in things?

MILO

Be more specific.

RANGER

Things we can't explain, no matter
how hard we try.

Milo turns to the wedding ring around his finger, the sound
of the FIRE growing as he considers.

MILO

It's hard not to believe in
anything when we live in a world
like this. But people always choose
to be stubborn.

RANGER

So do you believe?

MILO

(shrugs)

Look at us. Our horses are dead yet
we keep on towards our destination.
It sounds stupid just coming from
my mouth. But we're stubborn - just
like everyone else. We choose to
deny *things* until we see it for
ourselves.

Milo notices Ranger's gleaming eyes on the locket.

MILO (CONT'D)

So, why the sudden question?

RANGER

Because before I joined you on this
job, I was in a small town
finishing up another.

(beat)

Like most, the people there were
quiet and shy, but also frightened.

MILO

Frightened of what?

RANGER

Of what else was there.

5 EXT. MIDDLE OF TOWN - DAY (FLASHBACK) 5

Ranger opens a crate of medicine. He picks up a bottle and hands it to the FRONTIER DOCTOR above him.

But - he catches the Sorceress slowly approaching him. The people of the town step out of her path. Ranger stands up.

RANGER (V.O.)
She came to me and immediately
asked for my locket.

She points to his locket.

RANGER (V.O.) (CONT'D)
But how could she know? It was
hidden under my shirt.

Ranger takes the locket out of his shirt and hands it to her.

The Sorceress stares at the pennant without uttering a word. She finally tilts her head to him, sorrowfully looking.

6 EXT. CAMPSITE - NIGHT 6

MILO
What did she say?

RANGER
That my daughter was still waiting
for me. But if I left there and
now, I'd die before I ever get the
chance to see her again. Of course,
I didn't want to believe it. That
was until...

7 EXT. MIDDLE OF TOWN - DAY (FLASHBACK) 7

The Doctor hands Ranger a SACK OF GOLD. Ranger turns around and walks past the Sorceress. She turns around.

SORCERESS
Blonde hair, sweet blue eyes, and
taller than most boys her age. She
has a scar under her chin from
birth. Tell me, is that what you
still remember of her?

Ranger freezes in place.

8 EXT. CAMPSITE - NIGHT

8

Milo sits there, listening...

RANGER

She had a better memory of her than I did. So, I listened to her and waited and waited. But every day passed by, and she told me the same exact thing as the day before.

SORCERESS (V.O.)

If you dare to climb, then death will drown you in the sands under the fury of the sun.

MILO

Do you believe in what she says?

RANGER

Everyone else in that town did.

MILO

Then why did you come out here?

He gazes at the locket, admiring the fire shimmering in the metal.

RANGER

I guess I just wanted to see for myself.

Milo and Ranger are back to being quiet. They stare into the burning fire. The growing smoke fills the air.

FADE TO BLACK.

RUSTLING is heard.

MILO (V.O.)

(whispering)

Ranger, wake up. Wake up!

9 EXT. CAMPSITE - DAY

9

The fire smolders.

Ranger opens his eyes and finds Milo right over him, holding his RIFLE close to his chest.

MILO

Get up. We're surrounded.

Ranger scans the area and notices a GANG OF BANDITS watching them from all sides. Their faces are covered in strange MASKS as they slowly creep towards them.

MILO (CONT'D)
There's too many.

RANGER
What do we do?

Ranger confirms his locket is still hanging around his neck.

MILO
We're better off killing ourselves
than letting them grab ahold of us.

Milo gazes towards the cluster of boulders that cover the ground.

Ranger takes notice.

MILO (CONT'D)
You go on.

RANGER
What about you?

MILO
Don't worry about me.

He turns to the locket around Ranger's neck.

MILO (CONT'D)
I'll be right after you.

RANGER
No man, come on.

MILO
There's nobody waiting for me.

RANGER
But you're young.

MILO
(stern)
Just go.

SUDDENLY an arrow flies over their heads.

Milo SHOOTS the closest one charging at them as Ranger lunges for the REVOLVER in his bag. He instinctually shoots one of his own.

The smoking gun trembles in Ranger's hands.

MILO (CONT'D)
Now!

Ranger turns to Milo, then the boulders.

MILO (CONT'D)
(nods)
Go on.

Ranger turns to his locket before returning a nod; gun still in hand, he runs across the open plain.

Milo FIRES every last bullet until his gun CLICKS.

He rubs the wedding ring around his finger as he steps into the open. Drawing out his final weapon, a BOWIE KNIFE, Milo holds his final line with menacing excitement.

MILO (CONT'D)
(muttering)
Lets make it loud.

10 EXT. DESERT - DAY

10

Ranger runs with his gun in hand. He hangs his head and picks up speed.

SORCERESS (O.S.)
I told you not to go...

He HALTS, searching with his eyes until he finds her.

The Sorceress stands on top of a small mesa. Her black cloak blowing in the wind. She extends her arm to reveal Ranger's locket dangling.

SORCERESS (CONT'D)
...Not to run.

Ranger checks his neck. It's gone.

RANGER
What are you doing?

SORCERESS
You knew what was on the line.

Ranger walks to the side of the mesa and gestures for her to drop his locket into his hands.

SORCERESS (CONT'D)
These are the consequences.

The Sorceress puts the locket into the palm of her hand and CRUSHES it. BLOOD pours from her fist.

RANGER
No!

Ranger aims his gun as she drops the shattered remains.

SORCERESS
(mocking)
Death will drown you in the sands.

The Sorceress turns and walks away when a SUDDEN arrow hits Ranger in the back.

Ranger turns around as he falls to his knees, finding a YOUNG BANDIT loading another.

He desperately draws his revolver and fires...

...The gun CLICKS.

RANGER
(muttering)
Shit.

The Bandit holds the arrow inches from his face.

Ranger finds the eyes behind the mask. Facing death through blood and dust like a man with nothing left to lose.

RANGER (CONT'D)
Do it.

Ranger leans his head closer to the arrow, looking past the Bandit and towards the horizon...

...His face drops.

A GIRL, silhouetted by the sun, approaches from a distance. It's not long before Ranger recognizes her.

RANGER (CONT'D)
I'm sorry.

As he reaches for her, the Bandit takes a step and hides her from view.

Ranger turns back to the Bandit, quietly reaching into his boot and grabbing his hidden KNIFE.

RANGER (CONT'D)
 (muttering)
 Blonde hair. Sweet blue eyes.

The bow TIGHTENS.

RANGER (CONT'D)
 (muttering)
 Taller than most boys her age.

Ranger pushes the arrow away and plunges the knife into the Bandit's leg.

The Bandit collapses, CRYING in pain.

Ranger struggles his way to his feet. He stands above his assailant and pulls the arrow out of his back. Heart PUMPING. SWEAT and BLOOD POURING.

Facing the open landscape, he listens to the approaching WAR CRIES behind him.

MILO (V.O.)
We're stubborn...

He limps forward.

11 EXT. MIDDLE OF TOWN - DAY

11

Ranger walks past the DOZENS OF HANDS reaching out for him, PRAYING and CRYING.

MILO (V.O.)
...Just like everyone else.

The Sorceress watches him.

Ranger does not stop nor turn. He just fixes his hat and keeps on walking.

MILO (V.O.) (CONT'D)
So I'll ask you one more time...

12 EXT. CAMPSITE - NIGHT

12

Ranger stares into the BURNING fire.

Milo sits beside him at the campfire. BLEEDING from fatal wounds.

MILO
Why did you come out here?

Ranger turns to Milo. Stern. No answer. Only the sound of RUNNING being carried in the wind.

13 EXT. DESERT - DAY

13

Ranger is RUNNING. WAR CRIES and ARROWS chasing after him. SWEAT and BLOOD flying in the wind. LOCKET RATTLING around his neck.

RANGER (O.V.)
I needed to see for myself.

He puts his head down and pushes harder, picking up his pace. Teeth clenched. Breath sharp.

The WAR CRIES fade.

The road ahead is his alone.

CUT TO BLACK.