

FATHOM - EPISODE SEVEN
"Into the Dark"

by
J. Barton Mitchell

FINAL Draft
01/25/2022

Rosemary Stimola
Stimola Literary Studio
308 Livingston Court
Edgewater, NJ 07020
(201) 945-9353

Jason Dravis
The Dravis Agency
4370 Tujunga Avenue
Suite 145
Studio City, CA 91604
(818) 501-1177

INT. MEDICAL BAY

The sound of a heart rate monitor slowly grows louder.

Inside a medical pod, SARAH KLAYTON stirs, waking up.

BLAYNE
Hey, kiddo.

When Sarah responds, it's filtered, over the pod comms.

KLAYTON
Oh, no. I'm dead, aren't I?

BLAYNE
Yes. Yes, you are. I'm Saint
Jerome.

KLAYTON
I'm in a lot of trouble then...

She stir, fighting through sleep and fog.

KLAYTON
Where...?

BLAYNE
East platform. Blind luck, mostly.
The explosion on North flared out
the capsule's engine, but we were
pointed in the right direction.
Rovers picked us up, brought us
in. You're in a medical pod.
You're doing good.

KLAYTON
And...Mack?

BLAYNE
There's nothing left. He's gone.

Klayton breathes out in relief.

KLAYTON
Thank God...

A sound as the pod's lid mechanically OPENS. When it finishes, Klayton sits up. She rubs her head, moans.

KLAYTON
Feels like I had an...eight
margarita night.

BLAYNE

(amused)

Oh, yeah? Have you ever had an eight margarita night?

KLAYTON

No. But I'm fairly certain it would feel like this.

(then)

What's the situation?

BLAYNE

Well...there's good news. For once. The transport sub is still here, so are all the survivors from North.

KLAYTON

How many?

BLAYNE

Forty? Maybe fifty?

Klayton sighs.

KLAYTON

Fathom had a personnel count of almost twice that.

BLAYNE

The numbers aren't good, you're right. We're lucky to have that many.

She looks at him.

KLAYTON

Do you know if...? Any of my staff, did they...?

BLAYNE

I met a nurse, working with the survivors. Romero, I think?

KLAYTON

Gayle. Gayle made it. What about...?

BLAYNE

She's the only one I've seen.

Klayton sighs again.

BLAYNE

Doesn't mean that's all there is, Sarah, there could be more, maybe on the injured list? I just walked through the staging area once.

KLAYTON

Lot of injured?

BLAYNE

Yeah. There are.

She starts to move, to get out of the pod.

KLAYTON

I need to...go help.

BLAYNE

Hey, whoa, let's just...take it slow. Humor me.

KLAYTON

You're walking around.

BLAYNE

Yeah, well, I got about a billion and change of medical nanobots in my system.

KLAYTON

Right. Those.

KLAYTON

What about the transport sub?

BLAYNE

It's pressurizing right now, for the return trip to the surface. People I've talked to think we can get everyone on board and evacuate in one trip.

KLAYTON

Leave it all behind...

BLAYNE

That is the plan.

Klayton sighs again.

KLAYTON

Until they rebuild it. That's going to be the end result, isn't it? Even after everything that's happened. They'll learn from the design of the base. Learn what went wrong with Mack. Fix all those problems...and try again.

(then)

They'll learn all the wrong lessons, none of the right ones.

Blayne thinks about that.

BLAYNE

There is a...precedent, I'd say.

KLAYTON

They should quantum strike this whole place. But it's not my problem. I'm not coming back.

She looks at him. He looks back.

KLAYTON

On North... You...stayed. You didn't have to. We had a deal. And I broke it.

(then)

You didn't have to stay. Thank you.

BLAYNE

All the options weren't gone. There was still a way.

(then)

We don't quit if there's still a way.

Klayton breathes in and out, slowly.

KLAYTON

How long until the transport?

BLAYNE

Not long. Enough time for me to make a call.

KLAYTON

(knowing)

I wonder what that's about.

BLAYNE
 Boring stuff. Mission reports.
 Check-in with my retirement
 adviser.

Blayne stands up, moves towards the room's exit.

KLAYTON
 Take screenshots.

The pressure door opens. He moves through it.

INT. EAST PLATFORM - COMMUNICATION ROOM

Blayne sits at a comms center. We hear the sounds of a small baby, a BOY, on the screen, over the comms.

BLAYNE
 I'm relieved, I have to say. I was
 worried he'd have red hair.

VALARIE
 No hair at all. Anywhere. You'll
 have to wait a few months to
 determine the lineage.

BLAYNE
 By then, I won't likely care.

VALARIE
 He's beautiful...is he not?

BLAYNE
 He is.
 (then)
 I've been across the galaxy,
 but...

VALARIE
 (to Joel)
 Can you say hello? Hmm? Can you
 say hello to papa?

BLAYNE
 Yeah... I don't know about this
 "papa" thing. Are there other
 options?

VALARIE
 No. I went with Joel. You're going
 with Papa. Good news is, it'll
 transition into "pops" the older
 he gets.

BLAYNE

I'm not sure that's good news...

VALARIE

It is. Trust me. "Pops" is very cool. Very hip.

Blayne stares at his son, over the screen. The baby, Joel, starts to cry.

VALARIE

Oh, no...

(then)

No, no, no. It's just your father. He's not that scary. Really. He's very nice. When you get to know him he's less intimidating.

BLAYNE

Thanks for putting a word in.

VALARIE

Wave bye. Wave bye to papa.

A nurse comes, takes him from Valarie.

NURSE

Here, let me take him...

VALARIE

(to the nurse)

Thank you...

A moment, then...

VALARIE

Okay. He can't hear now. How did things go down there?

Blayne smiles.

BLAYNE

The usual. I get in trouble...you save me from drowning.

VALARIE

Only fair. You saved me once.

(then)

How's the doctor?

BLAYNE

Sarah? Alive. She'll be fine.

VALARIE

Another day, another damsel in
distress.

BLAYNE

One was enough for me. Plus...she
won't tell me her phobia.

VALARIE

Her what?

BLAYNE

Long story. I'll tell you later.

VALARIE

Seriously...how did things go?

Blayne hesitates. Then...

BLAYNE

Not great.

(then)

There were...a lot of casualties.
I contained the situation. But...
I don't know.

(then)

Containing seems to be all I ever
do, these days.

VALARIE

That is what you do. Plug holes in
a dam. Also shoot monsters.

BLAYNE

I guess...

VALARIE

What's going on with you? You're
not telling me everything.

BLAYNE

It's an unencrypted channel, Val.

VALARIE

You and I don't need encryption to
talk freely. I can tell there's
something.

(then)

Was there a monster this time?

BLAYNE

There was...

VALARIE
And you killed it?

Blayne breathes out.

BLAYNE
(not convinced)
It appears...thusly.

VALARIE
You don't feel it's done.

Blayne thinks.

BLAYNE
I don't know...

VALARIE
You've lived a long time trusting
your instincts. If you feel it's
not finished, then...

BLAYNE
No. It's finished.

VALARIE
You don't do well when you leave
things unfinished.

BLAYNE
It's finished, sweetheart.

Valarie pauses. Thinks.

VALARIE
I met a man once. I was lucky to
meet him. He was tasked to find
me. Everyone else thought I was
dead, everyone else stopped
looking. Except him. He came and
he found me. He saved me at the
last second. Because he trusted
his instincts.
(then)
Then I married him. Victim-savior
complex, obviously.

BLAYNE
Obviously...

VALARIE
You have a lot more to live for
now, is what I'm getting at.

BLAYNE

You have always been enough for that.

VALARIE

I'm just saying. It may affect your judgment: Your seagull. Getting back here. Whole bunch of paternity leave. Have you ever had more to come back to?

Blayne thinks a moment. Then...

BLAYNE

As is usual...you may be on to something.

VALARIE

Just be sure. That's all. You don't do well, when you leave things unfinished.

Blayne stares at the screen a moment, touches the glass.

BLAYNE

This is the only thing...I do well. Every day...I question it. Whether it's worth the risks. Whether I really make a difference.

VALARIE

And you saved how many people today?

BLAYNE

I mean overall. I mean big picture kind of stuff. I mean...

(then)

What if I didn't do it anymore?
What if I found something else?

VALARIE

Like what? Selling insurance?

BLAYNE

Val...

VALARIE

You would implode. Like exposed Xytrilium implode.

BLAYNE

Well, maybe it's not about me.
Maybe it shouldn't be. Now more
than ever.

VALARIE

You said it yourself. Just now.
Big picture kind of stuff.

(then)

Where else can you do as much?
Or...where else do you have the
potential to do as much?

(then)

Look, if you don't want to do it
anymore, then fine. Don't do it.
But don't make it about us. If
it's not about you, then you won't
be happy. And you're only good to
us happy.

Blayne breathes out, long and slow.

BLAYNE

I love you, you know that?

VALARIE

I love you, you know that?

Blayne smiles.

BLAYNE

Can I see him one more time?

VALARIE

Oh my God, it's like you're
obsessed with him. Next you'll be
bringing him gifts and things.

BLAYNE

I was thinking a toy gun.

VALARIE

No. No guns. He's going to be an
artist. A brooding creative type.
He's going to--

The comms die. Sparks. The power whines down.

BLAYNE

Val?

Nothing. No response.

BLAYNE

Valarie?

The comms are dead. The room shakes around Blayne. Then it shakes again.

Alarms begin sounding on the platform.

More shaking. Blayne sighs...

BLAYNE

Now what?

The walls buckle, loudly...and then BURST apart.

Violent, loud sounds, as if the walls of the room rip apart.

Water explodes in, covering everything.

Blayne groans as the cold water hits, covers, shoves him.

He is submerged.

Everything sounds like underwater now, muted and filtered. He yells underwater too.

We hear the rushing of currents. The bending of metal. Crashing. Electric sparks. All under water.

And then we explode to the surface.

Blayne gasps in air. Sucks in--

We're thrown back under water.

Blayne groans as he is slammed against something once. Yells out as it happens again.

Then we explode back to the surface again.

INT. WATER JUNCTION

Blayne sucks in air greedily.

Water rushes into the junction. Then we hear a bad sound.

The sound of the pressure doors, all four of them, closing.

BLAYNE

No, no, no...

Blayne is up, trying to reach the doors before they shut. He doesn't make it.

They slam shut, sealing him in the junction.

BLAYNE

Aw, nuts...

The water keeps rising. It's up to Blayne's waist now. He stares around him, desperately.

A voice comes over the intercom. Masculine. Calm.

REESE

Hey there. You are in a tight spot.

Blayne blinks, looks around, not expecting a voice.

BLAYNE

That's one way of putting it.

REESE

The water still rising in there?

BLAYNE

Yeah. Yeah, it is. What's happening?

REESE

Bulkhead breaches all over the place. I'd say the sub-floor in there's ruptured. But that's what the pressure doors are for.

BLAYNE

Sure. Great system. Unless you end up on the wrong side of it.

REESE

I have an idea. But...you're not gonna like it.

BLAYNE

I'm pretty tolerant, generally, when it comes to not dying.

REESE

We wait until the junction fills up with water. All the way.

Blayne blinks.

BLAYNE

You were right, I don't like it.

REESE

Because of the pressure, it's the only way you have a chance of getting blown out the right door when I override the lock.

BLAYNE

A chance?

REESE

Yeah. Pretty good one, though. You are Agent Blayne, right?

BLAYNE

Yes.

REESE

Well, you've been in worse situations, I'd bet. Where's the water level now?

BLAYNE

About...to my chest.

REESE

Pretty cold, isn't it?

BLAYNE

Yeah...

REESE

Invigorating. I take a swim in the airlock every day. Freezing water. Thermogenesis boosts your metabolism, improves immune system function. Even increases cytokine production, helps with anxiety, stress. Does wonders.

BLAYNE

That's...fantastic. Yeah.

(nervous)

It's up to my chin now.

REESE

Okay, big gulp of air. I'll see you in a second. Hopefully...

Blayne breathes in and out. In and out.

BLAYNE
Wise ass bastard...

REESE
I can still hear you.

Blayne takes a giant gulp of air.

Then we are submerged as the room completely fills. Blayne bobs in the water. Waiting. Waiting.

Nothing happens.

Waiting. Waiting.

His lungs start to hurt.

Then we hear the pressure doors opening around him.

His lungs start to burn.

Then he is swept violently through the water. Through a pressure door. And into...

INT. DRY STORAGE - EAST PLATFORM

Blayne is tossed into a large room in a wave of water. Breaks the surface, gasps, rolls onto the metal floor with the rest of the water, finally comes to a stop.

Behind him the sound of the pressure door closing. The water stops flooding inside.

We hear dozens of other people, recovering in the large room. Others treating them. Water everywhere.

Blayne coughs out water.

Footsteps approach. CHIEF REESE looks down at him.

REESE
That looked intense.

BLAYNE
Yeah... Getting...kind of used to it, actually.

REESE
Chief Reese. Fathom security. What's left of it.

Reese offers his hand. Blayne takes it, groans as REESE pulls him to his feet.

BLAYNE

Thanks for the rescue, Chief. What happened? What's going on?

REESE

Something hit us, but I couldn't tell you what. What I can tell you is the whole platform took a blow like a sledge hammer to a beer can. We're lucky we're still here.

(then)

Headed to do damage control now, you want to come?

BLAYNE

Sure.

Reese starts moving through the water. Blayne follows.

BLAYNE

You're head of security? Think we met when I arrived.

REESE

I am. And we did. Agent.

BLAYNE

How much of your team is left?

REESE

Four. Out of eleven.

BLAYNE

I'm sorry to hear that.

REESE

Me too. They were good kids. The rest I have doing whatever's needed. Stuff they weren't trained for. But, one thing you can count on down here. Nothing goes to plan.

Reese's radio crackles.

FRITZ

Chief, you there?

REESE

Yeah, Fritz, go ahead.

FRITZ

We lost it.

REESE

Lost what?

FRITZ

The transport sub. It's gone. It
ripped off the docking bay,
crashed into the sea bed. It's
gone.

Reese and Blayne stop moving. Reese looks at Blayne.

REESE

Case in point.

INT. SECURITY OFFICE

Computers hum. Data scrolls in the background. The
occasional bit of radio chatter from the comms.

The pressure door to the room opens, and Blayne, Klayton,
and Reese enter.

REESE

Take a seat where you can. Sorry
for the mess.

KLAYTON

The whole platform's a mess.

REESE

Yeah, but...it all pretty much
looked like this before.

Reese pushes a button. The sound of comms connecting.

REESE

Alvarez, are you there?

Static from the other end. Reese looks at them while he
waits from whoever "Alvarez" is.

KLAYTON

Is there a new casualty count?

REESE

Not yet, we're working on that,
but we definitely lost more
people. There's no way we didn't.
Half the capsules we still had,
including cold storage are
crushed.

(MORE)

REESE (CONT'D)
 Most of the damage was from the
 Artemis crashing through the
 docking bay. It broke loose from
 its tether.

Klayton sighs.

KLAYTON
 The thing getting us back to the
surface, in other words.

REESE
Was getting us back to the
 surface.

Static sparks on the comms.

ALVAREZ
 Boss? You there?

REESE
 Yeah, go ahead, Alvarez.

ALVAREZ
 Ready here when you are.

REESE
 Flip it.

Static from the other end.

BLAYNE
 What's he doing?

REESE
 Rebooting the computers. Circuits
 get tripped in a hull breach.
 Don't want to fry the processors
 if the hub gets flooded, do we?

New electronic sounds nearby. New sounds of data.

Sparks as the computer's voice, distorted and torn, comes
 across the speakers.

COMPUTER VOICE
 Warning. Irregular deactivation
 detected. Stipulate boot mode.
 Normal or safe mode.

REESE
 Normal.

Confirmation tones. The computer keeps booting up.

BLAYNE

We still have power, at least.

REESE

For now. Generators are working,
but we only have so much fuel.

BLAYNE

How long until they're out?

REESE

Thirty six, forty hours. That's
it.

KLAYTON

Then we're dead in the water.

REESE

Literally.

COMPUTER VOICE

Platform data processing systems
online. All operations within
established parameters.

REESE

Computer, damage report.

COMPUTER VOICE

Alert. The East platform has
sustained major structural damage.
Hull breaches detected.
Intermittent losses of power
detected. Atmosphere generation
failure detected. Mechanical and
information systems failures
detected. Multiple--

BLAYNE

What was the cause of the damage?

COMPUTER VOICE

Warning. Sustained damage was
caused by a sudden, volatile
displacement of sea water
surrounding the Eastern platform.

KLAYTON

Another tide surge?

COMPUTER VOICE

Alert. No tide surge events have been detected.

KLAYTON

Then what caused the displacement?

COMPUTER VOICE

Unknown.

Everyone looks at each other, nervous.

REESE

No tide surge out there could cause this kind of damage. It pulled the Artemis right off a magnetic airlock, and almost ripped the platform supports out of the sea bed.

BLAYNE

What could cause it?

REESE

I have no idea. But something happened outside. Something big.

KLAYTON

What do we do?

REESE

Well, that's a good question. The Artemis wasn't scheduled for a return trip for five days. So, she won't be missed for that long at least.

BLAYNE

How do we contact the surface?

REESE

No clue. Surface comms are severed. We're on generator power.

(then)

Message in a bottle?

KLAYTON

Well, we better think of something, because we're not going to make it five days down here once we lose power.

The comms static. A new voice comes over them. Feminine.

FRITZ
Hey, chief?

REESE
Go ahead, Fritz.

FRITZ
Something came across the activity logs, thought you'd want to know.

REESE
What's that?

FRITZ
A new comm hub went online.

Reese pauses a second.

REESE
A new hub? There are no new hubs.

FRITZ
Sorry. What I mean is, an old hub went back online.

REESE
Fritz, what are you--

FRITZ
It's South, sir. The Southern platform powered up.

Reese and Blayne look at each other.

REESE
Powered up when? How old is this report?

FRITZ
Almost two hours. Sorry, Chief, I didn't see it come in. It's just me and Alvarez and--

BLAYNE
Does the log say why it came online?

FRITZ
No, just says the southern platform was taken off maintenance mode and the X-Core reactivated.

BLAYNE
Who reactivated it?

FRITZ
Logs don't have a name, just an
Employee ID number.

REESE
Run that EID right now.

FRITZ
Yes, sir.

KLAYTON
What is this? What's going on?

Blayne is quiet, thinking.

BLAYNE
You said before, when we were in
the supply tram airlock, you said
that Joe and someone else were
working together on the Western
platform.

KLAYTON
Yes. Eva. It sounded like Eva.

REESE
Dr. Graff?

KLAYTON
She was in a DEMES outside the
platform. She was helping to shut
down the X-Core before it went
critical.

Blayne thinks to himself.

BLAYNE
Dr. Graff...

KLAYTON
Wait. You think...Eva powered the
south platform. Two hours ago.
Why? Why would she do that?

REESE

Probably to survive. If she was on the western platform, she had two choices. Go to North...or go to South. South would be less of a walk in a DEMES. Once she got there, she'd have to restore power for life support.

(then)

One thing South has that no other platform does... It's own X-Core.

KLAYTON

Wait a second...

They turn to her.

BLAYNE

What?

KLAYTON

Computer... The water displacement we just experienced. Did it travel in a specific direction?

COMPUTER VOICE

The displacement of water traveled directly westward from this location at a speed of eight hundred kilometers an hour.

REESE

Eight hundred...

Klayton is silent a moment.

BLAYNE

What is it, Sarah?

KLAYTON

The Vault.

REESE

What about it?

KLAYTON

I think... I think the Vault's been opened.

She looks at them. They look back.

REESE

How do you know that?

KLAYTON
The water displacement.

BLAYNE
I don't get it.

KLAYTON
What if it was empty. The Vault.
Empty of sea water, I mean. So
when it opened...

BLAYNE
The ocean would rush in to fill
the void.

REESE
You're saying opening that thing
up outside could do all this?

BLAYNE
The circumference of the Vault
door is huge, which implies the
space underneath it is massive. If
it was empty...

REESE
Talking...thousands of tons of
water suddenly jerked to life all
around us. Yeah. I get it.

Everyone looks at everyone else. The comms static.

FRITZ
Chief. We ran that EID. You're not
going to believe this, but it's--

REESE
(knowing)
Dr. Graff?

A pause from the other end.

FRITZ
Yeah. Actually.

KLAYTON
No one had more motivation for
opening the Vault than she did. No
one would have more of an idea how
to do it, either.

REESE

Well...it does make some kind of sense. If South is powered, that means the Vault Relay is powered too. There's a direct connection, it's Fathom's original platform. And the whole point of the Relay is to open the Vault. Right?

Everyone takes that in.

KLAYTON

If the Relay's powered, couldn't we reorient it and use it to contact the surface?

REESE

It's a full fledged long wave comms system. Hell, you could call Mars if you wanted to.

BLAYNE

Sounds like we need to get to the Relay. Chief, I hate to ask, but can you spare anyone?

REESE

Yeah. I can spare me. Plus one or two others. I assume you want to depart ASAP?

BLAYNE

Yes. Thank you, Chief.

Reese moves off, hits his comms.

REESE

Fritz, meet me in the armory. Alvarez, get to the sub berth, check it's condition. If it's green, prep an LTS, load it full of DEMES. And pull the weapon augments out of storage.

He keeps talking in the background, as...

BLAYNE

Sarah, I think you should get to dry storage, see if you can help. There'll be injured and--

KLAYTON

While you and your new sidekick go to South? Like hell. Romero can triage the injured for now.

BLAYNE

Doctor...

KLAYTON

The Vault is open, Blayne.

BLAYNE

We don't actually know that.

KLAYTON

But if it is, you have no idea what you're going to find. While you two definitely have the...machismo covered, wouldn't it be prudent to bring someone smart along, too?

Blayne sighs, stares at her.

REESE

Yeah... She's got a point there.

Blayne sits up, starts to move. Klayton follows.

BLAYNE

You're an awful lot of trouble, doctor.

KLAYTON

We've established that already.

INT. SUBMARINE

The sounds of a submarine cockpit. Computers. Electronics.

REESE

Alvarez, what's the verdict?

ALVAREZ

Airlock one's bent all to hell. A2 looks okay, though, computer shows green.

REESE

And the crane?

ALVAREZ

Good to go too, boss.

REESE

Take a seat, then, boys and girls.
Time to get wet.

We hear everyone sit down, start buckling themselves in.

KLAYTON

I hate these things.

BLAYNE

Submarineaphobia.

KLAYTON

That's not a real phobia. And
you're not even in the ballpark.

The sounds of the sub's door sealing. The sounds of the
sub's interior pressurizing, systems powering up.

The sounds of the airlock crane rumbling to life outside.

COMPUTER VOICE

Warning. Sub berth airlock crane
active. Ensure no personnel are
within the operation area.

The crane begins moving towards their sub.

The crane keeps moving, coming closer.

KLAYTON

How do we get into the Relay? Does
it have an airlock?

REESE

Nope. No airlock. No
pressurization at all, all the
systems are designed to work
submerged. That's why we're taking
the DEMES's, doctor. Fritz, these
got loaded with the weapons
packages?

KLAYTON

They're weaponized?

REESE

Yeah. The DEMES is really just
CPS-11 combat armor modified for
deep sea environments. M-D makes
an augmentation package that
returns some of its weaponry.
Fathom got four of those packages.

KLAYTON

Why? In case we had to go to war?

The crane stops above them. Cranks down. Latches onto them hard. The sub shakes as it does.

REESE

What would you call this situation, Doctor?

COMPUTER VOICE

Warning. Airlock crane procedure initiated. Confirm opening of sub berth airlock.

REESE

Confirmed.

The sub vibrates as it's lifted off the floor. Shakes again as the crane starts to move it across the sub berth.

COMPUTER VOICE

Opening of sub berth airlock confirmed.

The sound of the airlock opening ahead of them. The crane keeps moving them.

At the sound, Klayton breathes out her tension.

ALVAREZ

Hey. You okay?

KLAYTON

Yeah. It's nothing, I just...had a bad experience with a crane.

BLAYNE

Don't ask...

FRITZ

Here we go...

The sub is lowered downwards. Then detached. Then the airlock door closes above them.

We hear the pumps activate. Hear the sea water funneled into the airlock. Hear it pressurize.

Then...another airlock door opening. A MASSIVE one.

Everything is quiet. The sounds of water outside the hull.

REESE
Go ahead, take us out nice and
slow.

FRITZ
Yep...

The sound of the engines activating on the sub, pushing it
forward. We hear it leave the metallic confines of the
airlock...and enter open water.

FRITZ
Clear, Chief.

REESE
Okay, let's follow the southwest
conduit line for now.

FRITZ
Got it.

ALVAREZ
Geez. Look at the damage...

Everyone shifts in their seats to look out the windows.

KLAYTON
Oh, my God...

FRITZ
Cold storage capsule looks like a
tin can.

ALVAREZ
Look at the arcs coming off
Control. You better keep everyone
clear from there.

REESE
Last I heard they were routing
controls to the rover berth, then
they were gonna shut the capsule
down.

KLAYTON
This place is dying. What are we
going to do?

BLAYNE
Call for help. Get another sub.
Evacuate.

KLAYTON
So optimistic...

FRITZ
Coming to the end of the conduit
line, boss.

REESE
Okay, set...two-seven-one.

FRITZ
Two-seven-one, confirmed.

Confirmation tones. The sub's engine powers up louder. We hear the water rushing past the craft outside.

BLAYNE
How long to the Relay?

REESE
Not long, full speed. Forty
minutes.

FRITZ
Leaving the lights from the
platform. Zero visibility in
three...two...one.

The sub keeps moving. The hull creaks ominously.

ALVAREZ
The dark always freaks me out.
(then)
It's like...looking into nothing.
And it always feels like it's
looking back.

BLAYNE
You don't need to see, to know
where you are.

KLAYTON
The constant optimism must be
draining.

Blayne leans back in his seat.

BLAYNE
Wake me when we have visual on the
relay.

FRITZ
You're seriously taking a nap,
right now?

BLAYNE

I am. Everyone else should too.
When was the last time any of you
slept?

Klayton sighs.

KLAYTON

Sometimes, I really envy you.

The sub keeps churning through the water...

INT. SUBMARINE

The submarine, still moving. Activity around him.

KLAYTON

Blayne, wake up...

(then)

There's something strange.

He does, blinking.

BLAYNE

Can you be...more specific?

KLAYTON

The radiation that the Vault
emits. It's not there.

BLAYNE

Sorry, I'm not following--

REESE

We're not picking up any rads. We
should have perimeter alarms for
the radiation field at least, but
we got nothing.

Blayne blinks.

BLAYNE

And the detectors are working?

FRITZ

IID and RPM both show no spikes.
Just ambient rads, and it's all
low level.

KLAYTON

My guess is it had to do with the
Vault door's mechanism.

(MORE)

KLAYTON (CONT'D)

Now that it's offline, the rads
are gone too.

Fritz and Alvarez look at her, startled.

FRITZ

Offline?

REESE

You want to tell them, or should
I?

KLAYTON

We think...that the Vault is open.

ALVAREZ

What?

FRITZ

Holy shit...

(then)

If that thing is open... Then
whatever was inside it is loose
out there now?

REESE

Fritz...

FRITZ

Don't Fritz me! Are you kidding
me? You brought us out here and
didn't tell us?!

REESE

Oh, I'm sorry, I didn't realize I
needed to run my decisions by you
for approval. And we don't know
anything was inside it, it's never
been opened.

ALVAREZ

We can't see anything. We're blind
here, it's pitch black outside, we
wouldn't know if there's--

BLAYNE

Let's all calm down and stop
jumping to conclusions.
Everything's a hypothetical right
now. We need to find out what's
really what. Do we have a visual?

REESE

Not with the lighting grid out,
we'd have to get a lot closer.

FRITZ

Like hell!

REESE

Fritz, I've had enough of it. You aren't in a position to say no to anything, you do what I say, like always. Both of you. I can guaran-damn-tee you one thing: I'm a lot worse than anything on the other side of that door, and I'm here right now. Are we clear?

Fritz says nothing.

REESE

Are we clear?

FRITZ

Yeah... We're clear.

REESE

Alvarez?

ALVAREZ

Clear, boss.

REESE

Thank you. Wonderful. Now set two-four-four and shut the hell up.

The sub's engines whine again, we hear it start to turn.

KLAYTON

I really do not like this...

BLAYNE

Just close enough to get a visual. I don't want to float over it or anything.

KLAYTON

Thank you for that, at least.

REESE

Are we... What's our angle to it?

FRITZ

Pretty much right on.

REESE

Okay, set two-five-four. Let's keep it more parallel.

The sub's engines whine again.

ALVAREZ

GPS says...the Vault edge is 100 yards, off the port bow.

Shuffling as people move for the windows.

KLAYTON

I don't see anything.

FRITZ

Same.

ALVAREZ

80 yards...

BLAYNE

Just black.

ALVAREZ

70...

(then)

60...

REESE

Alvarez, hit the lights.

FRITZ

(under her breath)

Yeah, let it know we're here...

The sound of lights activating outside the sub. Big ones.

Everyone breathes in at the sight. Or lack of it.

KLAYTON

Look at all the murk...

REESE

That ain't murk.

ALVAREZ

50 yards...

BLAYNE

What is it?

REESE
I don't know, but it's thick.
Thick and black. Like oil.

ALVAREZ
40 yards...

FRITZ
Or blood...

REESE
Fritz, you're about to be swimming
in it.

ALVAREZ
30.

FRITZ
Thirty yards and we can't see it?!

ALVAREZ
20...

FRITZ
You gotta be kidding me! That
thing's the size of an orbital
station, we can't--

Strange sounds cut her off. Metallic groans, strange
bending noises. In the water.

Then alarms begin sounding.

And everyone takes in a startled breath of air.

REESE
Hold on!

The sub whines loud. Everyone is thrown to the floor.

Then there is an impact. Loud. Everything shakes hard. New
alarms go off. Sparks. Water begins spraying into the
interior.

REESE
Seal the pressure valve!

The sounds of the impact subside. People scramble inside
the sub. Water keeps spraying.

REESE
Seal that God damn pressure valve!

We hear handles being cranked. The water spraying stops.

The alarms keep sounding.

REESE
Alvarez, turn off the damn...

The alarms silence.

Everyone breathes, tense, frightened.

KLAYTON
Bloody hell...

REESE
That took some years off my life.

FRITZ
What the hell was that? It came
out of nowhere.

BLAYNE
The door.

Everyone looks at him.

BLAYNE
The door to the Vault. It's open.
Standing straight up in the water,
and we almost motored right into
it.

REESE
We pretty much did. Hit on the
port side. Fritz, give me a
damage--

ALVAREZ
Sweet Mary mother of God...

Everything stops again. The sounds of people shuffling
again, back to the windows.

KLAYTON
Is that...?

BLAYNE
(darkly)
Yeah. The Vault. Open.

Everyone stares in awe. The blackness stretches before
them.

KLAYTON
I've never see anything...

BLAYNE

Me either...

KLAYTON

It's a massive container. I mean...I can't even see the bottom. It looks like it goes down forever.

(then)

I really don't like this...

ALVAREZ

But...there's nothing. Inside. I mean... Nothing.

KLAYTON

It's...clearer...on the inside. Less of that substance.

ALVAREZ

How can there be nothing?

BLAYNE

I don't know.

FRITZ

Because it left. Whatever was inside it left and--

KLAYTON

Fritz, you're starting to get on my nerves now. Is that enough, can we move away?

Blayne takes one last look.

BLAYNE

Yeah. Yeah, let's pull away from it, Chief.

REESE

That sounds like a good idea. Fritz, set two-six-four.

Everyone sits, staring out the windows.

ALVAREZ

There it goes...

KLAYTON

Not sure what's worse. Seeing it in the dark...or not seeing it.

BLAYNE
You wanted to come. You insisted.

KLAYTON
I take it back...

ALVAREZ
What are we going to do?

FRITZ
Turn around, if you ask me. I mean, right? Turning around is--

REESE
No one's asking you, Fritz. You just sit there and be stoic.

KLAYTON
(to Blayne)
Can I talk to you, please?

BLAYNE
Okay.

Blayne nods. The two of them move to the back of the sub, talk in low tones.

KLAYTON
I get that she's scared, I'm scared too. And she might be right.

BLAYNE
How so?

KLAYTON
The Vault is open, Blayne. We have no idea what that means. And we can't even see what's around us. Not to mention, that substance in the water, we don't have bio-detectors. I can't tell you it's not toxic or parasitic. And I'm guessing the only way to work the Relay is to get out of the sub, which means getting in the water.

Blayne is quiet a moment.

BLAYNE
Yeah, I see your point. I just don't know what other choice we have.

KLAYTON
We go back to East.

BLAYNE
And do what? There's no way to contact the surface there. The generators will lose fuel eventually. And then we'll be in the dark. Just like we already are.

(then)
The Relay's the only way to get help, that I see. Am I missing something?

Klayton studies him. Then...

KLAYTON
No.
(then)
I'm not second guessing you, I'm just...asking.

BLAYNE
Asking what?

KLAYTON
You saw your son today. That would make anyone more risk prone. And I know, first hand, what it's like to...give in to emotion.

Blayne frowns.

BLAYNE
In this situation...there's no move that doesn't involve risks. Mortal ones. The only option we have for weighing them, is which one potentially saves the most people. Going to the Relay is the only one that does that. This is not emotional.

Klayton nods.

KLAYTON
Okay. I just... I had to ask.

They consider each other a moment. Then...

BLAYNE
(louder)
Chief, straight on to the Relay.

REESE
Understood.

The sub's engines whine again. The water rushes by.

BLAYNE
And, why don't we...turn off the
lights for now?

REESE
Alvarez.

ALVAREZ
Back into the dark...

The sound of the lights on the sub cycling off.

FRITZ
We never left it. We just pushed
it away. That's all we've ever
done down here.

The sub keeps churning.

INT. SUBMARINE

The sounds of DEMES's powering up and sealing. People moving about the cabin, getting ready.

FRITZ
I don't get why Alvarez can't go
instead of me.

REESE
Well, that's because we need your
tech skills, Fritz. Also, we all
take comfort in your charming
personality.
(then)
Relax. You've done it a million
times. Cigar?

FRITZ
Hard pass...

KLAYTON
You're going to smoke a cigar...
inside the DEMES?

REESE

Great thing about a DEMES.
Hermetically sealed environment,
complete atmosphere filtration.
Best smoke you'll ever have.

BLAYNE

What do you do about the ashes?

REESE

I welded a little ash tray in
here, right under the keyboard.

KLAYTON

No one ever asks about that?

REESE

Sure. I just tell them it's a slot
for my whiskey flask.

BLAYNE

Well, this is going to be fun.

The suits keep powering up. Klayton moves to Blayne.

KLAYTON

How do you feel?

BLAYNE

Peachy. And you?

KLAYTON

Grammatically, shouldn't it be
"peach-like"? I've always
wondered.

BLAYNE

What's weird is, I've never
wondered about that.

KLAYTON

I could come with you, you know.
There's one more DEMES.

BLAYNE

I'd rather have you monitoring
this thing from her. You can see
all the camera feeds at the Ops
station.

KLAYTON

Okay...

She slaps the top of his helmet.

KLAYTON
Good luck out there.

BLAYNE
Thanks, doc.

REESE
Agent, assuming you've done some
combat drops in your time.

BLAYNE
Here and there.

REESE
Same process. System lowers us
into the tubes, then drops us into
the water. We're about twenty feet
from the sea bed. There'll be a
little free fall.

BLAYNE
Got it.

REESE
Alvarez, at your pleasure.

ALVAREZ
Watch your heads.

Alarms sound inside the sub. Mechanics rumble to life.

Blayne's suit lowers through the floor, into the launch
pod. The pod seals above him.

Alvarez's voice comes over the comms.

ALVAREZ
Pressurizing...

Water floods into the pod, filling it. When it's done,
everything goes silent. Then...

ALVAREZ
Alright. Deployment in five...
four...

Blayne breathes, in and out.

ALVAREZ
Three...two...one.

There is a rush of sound as the DEMES is ejected from the
pod, straight down.

It explodes into the water. It rushes downwards.

Blayne groans as it SLAMS into the sea bed, the legs taking the impact.

REESE
Okay. Everybody, check in.

FRITZ
Green here, boss.

BLAYNE
I'm good too, Chief.

REESE
Hit your lights.

Confirmation tones from the computer. The sound of lights activating on the three DEMES.

FRITZ
Lot of good that did.

REESE
LTS, comm check, do you read?

The comms static in response. Then...

ALVAREZ
Got you, chief.

REESE
That, uh...blackish substance is here. A lot of it. Computer says visibility is about eleven feet.

KLAYTON
Can you describe it?

FRITZ
What's to describe?

KLAYTON
Is it uniform? All one mass? Same thickness?

BLAYNE
No, it's not uniform at all.

REESE
Yeah. It's thicker in some parts, clumped together. And the thicker parts...swirl.

KLAYTON

Swirl?

BLAYNE

He's right. The clumps...swirl in the water, like pinwheels, then dissipate.

(then)

And they...

Blayne hesitates.

KLAYTON

What?

BLAYNE

Well. It seems to move independent of the water flow around it.

KLAYTON

Blayne, that could imply organic cohesion.

FRITZ

What does that mean?

REESE

Means it could be alive, Fritz.

KLAYTON

Are your bio-detectors giving off any warnings?

REESE

Nope. Just low level radiation, that's about it.

KLAYTON

Does this sub have the ability to sterilize those suits coming back on board?

REESE

The pod chambers have sterilization, yeah.

KLAYTON

Okay, I'm going to look into that. If it's just an isopropanol blend, we may have to rethink how we're getting you back on board.

FRITZ

Why?

REESE
 Because this stuff we're walking
 around in could be a contaminant.
 Who knows what the hell it is.

FRITZ
 Better and better...

REESE
 Alvarez, put a navpoint in our HUD
 for the Relay.

A tone of sound as the navpoint appears in Blayne's HUD.

BLAYNE
 Looks like about thirty yards.

FRITZ
 Thirty yards...and we can't see it
 at all.

REESE
 Start moving and you will.

The sounds of the DEMES's moving over the sea bed.

BLAYNE
 How do we get inside the Relay?

REESE
 There's an entry door on the South
 side, automated. Assuming the
 Relay's actually powered.

FRITZ
 It is. I can see the nav lights
 ahead. You guys?

BLAYNE
 Not yet.

REESE
 Give it a few more steps.

The DEMES's keep moving. Then the Relay emerges from the
 murk.

BLAYNE
 There it is. I see it.
 (then)
 That is huge.

REESE

Like we said, full on long wave comms dish. As far as I know, it's the only one ever built underwater.

KLAYTON

You're seeing lights?

BLAYNE

Lots. All over it. Flashing red.

FRITZ

I can see the white indicators for the access door.

BLAYNE

Yeah, I see them too, now.

REESE

We'll follow you, Fritz.

The DEMES's keep moving.

BLAYNE

Chief, just curious. I saw the weapons canisters on the exterior of my DEMES, but there's nothing in my HUD to indicate they're there.

REESE

If we get to that point, I'll activate them. You'll see it in the HUD then, use the thumb triggers on your hand actuators for fire control.

BLAYNE

What will I have?

REESE

16mm auto-cannon, with 10,000 rounds. The shells are tuned for water or atmosphere, but in the drink you get a range of about a thousand feet. It's more like twenty five hundred in atmosphere, but you should know, the slugs are not low impact. They will breach bulkheads. And anything else they hit.

BLAYNE

Noted.

REESE

Also got a plasma thrower, works underwater or out of it. And a GSU-18 guided grenade launcher. Incendiary and fragmentation rounds, six of each.

KLAYTON

Jesus Bloody Hell, guys...

(then)

What is it you think you're going to fight down there?

BLAYNE

You remember the combat mech?

A beat.

KLAYTON

Fair point...

REESE

You fought a combat mech?

BLAYNE

And an H/K. Well, two H/Ks. On North. Mack let them loose.

REESE

Hell, that must have been something.

FRITZ

If you're done admiring each other's...endowments, I'm at the door. You want me to open it?

REESE

Yeah, do it.

The DEMES's keep moving.

ALVAREZ

Boss, thought we'd circle around the outside of the Relay, scan the exterior. That okay with you?

REESE

Knock yourself out.

Above the sub passes over them, moving off.

Then we hear the sound of a giant door begin opening, lifting up and into the exterior of the Relay.

BLAYNE
That is a big door...

The door finishes opening.

REESE
After you, Agent Blayne.

BLAYNE
Thanks...

The DEMES's move inside.

INT. VAULT RELAY

The footsteps of the DEMES change from rocky ground, to hard metal, as the three move inside.

BLAYNE
Where's the rest of it?

REESE
This is just the lift to the main level. Fritz.

FRITZ
Yeah, yeah...

Fritz moves a few more steps than everyone else. We hear her press buttons. There are confirmation tones.

Then the floor rumbles to life underneath them.

The lift starts moving. Everything vibrates.

REESE
Alvarez, how's our connection here?

Static. Nothing.

REESE
Alvarez? Are you reading us?

Static.

REESE
Alvarez, what's your--

Then...a fragmented transmission comes through.

ALVAREZ

We're circling <garbled>...boss.
<static>--from the south side.
<garbled>...towards the east
exterior--<static> Not seeing--

REESE

Alvarez, you're really breaking
up. Standby, until we get to
control, over.

More static. A squelch. Then nothing.

BLAYNE

Not a surprise. It's a comms
center, probably EM shielded.

REESE

I suppose. Feel like I've had
comms in the lift before, though.

The lift rumbles once suddenly. Twice. Then dies.

No sounds anymore. The lift has stopped.

REESE

(annoyed)
Fritz...

FRITZ

Oh, it's my fault? That's the
assumption? There's no gas pedal
on this thing, it's just a button
labeled Up and a--

REESE

Will you please check it? If it's
not too much of an imposition.

We hear Fritz hit buttons. No sounds come from the panel.

FRITZ

Panel's dead, Chief. We're--

A strange sound echoes down from above them. Like
metal...shifting. Or bending. Like things MOVING.

The DEMES's shift as they bend to look upwards. Their
lights stream up into what's left of the shaft.

The sounds continue...

FRITZ

What the hell...

...and then they vanish. The sounds of the shaft now.

REESE

Sounded like...I don't know.
Bending metal? Groaning metal?

FRITZ

Sounded like something God damn
moving up there to me.

BLAYNE

I don't see anything, but the
light doesn't go that far up. I do
see a door in the shaft. That what
we're headed for?

REESE

Yeah. Could get up there with
jets, but then how do we open--

Everyone startles as the lift JERKS BACK to life again. Its
engines whine, it starts to move up again.

Everyone breathes out their tension.

BLAYNE

Okay...

FRITZ

Gotta be kidding...

REESE

Guess the structure took damage
from the displacement, too.

BLAYNE

Well, it's right on the edge of
the Vault.

FRITZ

You just identified the part that
worries me.

The lift stops moving. A few seconds later, the door out of
the lift opens.

They stare through it.

REESE

Let's get this over with and get
out of here.

The three DEMES move out of the lift and into...

INT. MAIN HALLWAY

The sounds of their footfalls echo in the tight confines.

REESE
Fritz, which way?

FRITZ
Right. Left goes to the power connections, straight goes to the dish access chute. At least, far as I remember.

They start moving again. The radio crackles to life...

KLAYTON
Blayne <garbled> read? Blayne?

BLAYNE
Klayton go ahead, this is Blayne.

KLAYTON
<static> coming around <garbled> side...relay exterior. <static>

REESE
Okay, yeah, we should have a signal up here for sure. That is odd.

More garbled comms from Klayton, which fades away.

KLAYTON
<garbled> Blayne can you read me? Blayne get out--<static>

BLAYNE
Klayton? Klayton, we can't read you, there's some kind of...

They all stop again as the sounds from before reappear.

The DEMES's spin, looking.

Strange, metallic. Moving and shifting. They sound like they're coming from all around.

Or are they?

FRITZ
Ah, man, come on...

REESE

It's just damage from the water displacement. The structure isn't stable.

FRITZ

Is that supposed to be a more comforting option than something else?

The sounds fade away again.

FRITZ

How about those weapons, boss?

REESE

Fritz. The last thing I would ever entertain would be giving you an auto-cannon.

The DEMES move again.

BLAYNE

Is it odd there's no lights in here?

REESE

Yeah. Actually.

(then)

Ceiling lights are sealed, work underwater. Look at that...

BLAYNE

Lights are burst. There was some kind of pulse.

The DEMES's stop. Fritz tries the door panel. Nothing.

FRITZ

Door's dead, boss.

BLAYNE

Is that the door to Control?

REESE

Yeah.

BLAYNE

Is it possible the controls on the other side are dead, too?

REESE

Won't know until we're in. But the Relay has power, it was lit up. We might have to reroute or shunt.

FRITZ

I can cut through the door's lock with the torch, then we can pry it.

REESE

Yeah. Do it.

The sound of Fritz's DEMES's laser torch engaging. Sparks as she begins cutting into the door.

BLAYNE

How long will this take?

FRITZ

Two minutes, maybe.

The torch keeps cutting.

The radio comes to life again. Static. Garbled.

KLAYTON

<garbled> Blayne <static> out of--
<static> Get--

Footsteps as Blayne moves away. The torch keeps cutting.

BLAYNE

Klayton, can you boost--

KLAYTON

<garbled>--exterior of the Relay.
It's <static>...

BLAYNE

Klayton, I can't read you like this. Can you boost--

More static.

BLAYNE

Can you boost the signal?

Behind him, the torch keeps cutting.

FRITZ

Almost got it...

REESE
Don't burn it out.

FRITZ
I have done this before...

The radio signal again. This time it's stronger. Not perfect, but more readable.

KLAYTON
Blayne <static> Can you read me now? We tried boosting the <garbled> by using <static>--

BLAYNE
Yeah, Klayton, that's better. What's your situation?

KLAYTON
It's your situation.

BLAYNE
What?

KLAYTON
We drifted around the Relay, <garbled> all the way to the north side. The entire exterior is consumed by some <garbled> substance <garbled>--

BLAYNE
Klayton, you're breaking up. Say again.
(then)
Say again, doctor.

KLAYTON
<static> substance covering the exterior wall of the northern <garbled> The side you're on right now.

BLAYNE
What do you mean a substance?

KLAYTON
<static> covering the entire thing!

The torch cuts off.

FRITZ
Got it.

REESE
Get on the left side.

The DEMES's move around behind Blayne.

BLAYNE
Klayton, what do you mean a
substance?

KLAYTON
<garbled> covering the entire
thing <static> some kind of
synthetic, biolog-- <garbled> I
don't know <static> can't tell
from here.

Reese and Fritz's DEMES's hands grab the door panels.

REESE
On three...
(then)
One...

KLAYTON
<static> away from the northern
<garbled> Get out of there!
Blayne, get out!

REESE
Two...

BLAYNE
Reese, no!

Blayne starts back towards the door to control.

REESE
Three.

BLAYNE
Wait! Don't open--

The door to Control rips open...all hell breaks loose.

Something black and vile and writhing explodes out and
slams into Fritz, driving her back into Reese, slamming
them both hard into the wall behind them.

They both groan hard in their suits.

REESE
What in--

FRITZ
Holy shit!

WHISPERS fill the hallway and the static in the comms.

The blackness writhes and pulses with a sound like bending metal. It's thick and hard, whatever it is...but also flexible. It looks like...tentacles. Or mandibles. But black, metallic ones...

They wrap around the legs of Fritz's DEMES.

FRITZ
It's on me! It's got me!

BLAYNE
Reese, pull Fritz back! It's got her! Pull her--

FRITZ
Get it off me! Get it off me!

REESE
I'm trying!

BLAYNE
Grab her other arm.

The two DEMES's grab onto Fritz, pull...and so do the thick lines of blackness, whatever they are.

They start pulling her through the doors and into Control.

FRITZ
(terrified)
Help! Help, don't let it--

Her DEMES sparks and groans, dying. We hear the blackness begin to consume and spread all over the machine.

REESE
It's spreading onto her DEMES!

And then Fritz screams in pain.

FRITZ
I can feel it! I can--

Fritz screams again. More sparks. Her hydraulics explode.

The WHISPERING grows loud in the water and the radio.

BLAYNE

It's inside the suit! It breached
her suit!

Fritz keeps screaming.

REESE

No! Fritz!

Fritz's screams switch to horrible gurgling, spasming,
choking sounds...

REESE

Fritz!

...the choke off and go silent.

BLAYNE

Let her go! It's over!

Blayne lets go, starts to move.

FRITZ

No!

BLAYNE

She's gone! Let go!

The helmet of Fritz's DEMES explodes in blackness in the
water...then starts to solidify, blossoming outwards.

BLAYNE

Let go! Or it gets us too!

REESE

Son of a bitch!

Reese lets go. The two back up fast, move down the hall.

Behind them, the black mass of what used to be Fritz's
DEMES shakes and spasms, contorting. Rising.

BLAYNE

Go! Go, get out! Hurry!

A giant, black shape rises up from the floor. The sound of
WHISPERS fill everything; angry, hungry.

The sound of METAL, spreading everywhere in the hall.

REESE

What the hell is that thing?!

BLAYNE
It used to be Fritz. Go!

The DEMES's move. The black thing behind them follows.

Behind it, the metallic substance spreads everywhere. On the walls, the floor, the ceiling. The sound of bending, groaning metal.

BLAYNE
The lift!

They keep moving. Reese doesn't say anything, shocked.

BLAYNE
Reese! The lift!

REESE
No! It'll take too long. Go right.
get out through the chute to the
dish. It's open at the top.

They round the corner.

The thing keeps coming. Faster now. WHISPERS everywhere. The groaning of metal. The spreading of blackness in the water.

BLAYNE
Reese! The weapons!

Confirmation tones. Nothing happens.

BLAYNE
Reese!

REESE
I'm working on it!

COMPUTER VOICE
Confirm weapons platform
activation for DEMES XX32D and--

REESE
Confirmed!

Confirmation tones.

COMPUTER VOICE
Weapons platforms for DEMES XX32D
and DEMES WR26A are now online.

BLAYNE
Thank you!

The sound of the the chain gun shifting into position.

REESE
Shoot it! Shoot--

The sound of the chain gun coming to life. Bullets streaking through the water.

They slap into the creature at the end of the hall, drive it backwards, slam it into the wall.

The gun quits firing.

Blayne states, breathing hard...

The creature starts moving again. WHISPERS fill the corridor and the radios.

REESE
It's...still moving!

BLAYNE
I see that...

REESE
How is it still moving?

BLAYNE
I don't know! How do we get out of here?

REESE
Up the roof access shaft. Use your jets.

Reese's jets engage, streaking him upwards.

The creature moves again. The black, metallic substance spreads everywhere, all through the hall.

Blayne's jets kick in, shooting him up after Reese.

He lands at the top. Reese is behind him.

REESE
This door's out too! I can get it open without cutting.

BLAYNE
Good, because it's coming up.

The creature enters the shaft below. Followed by the pulsing black metallic tendrils.

REESE

What is?

BLAYNE

All of it!

Confirmation tones from the computer. Pieces and parts begin to shift on the outside of the DEMES.

COMPUTER VOICE

Warning. Plasma thrower active.
Use caution when deploying this
weapon.

BLAYNE

Thanks for the tip...

The plasma thrower engages, flinging gelatinous fire downwards, filling the shaft.

The black, writhing shapes shudder.

Behind them, the door to the dish station rips open.

REESE

Got it! Got it!

Blayne and Reese move to...

EXT. VAULT RELAY - DISH PLATFORM

They enter the platform that circles the dish.

REESE

Jets!

Their jets engage, lifting them off the platform. They dart down through the water. Faster, faster...

...then crash into the sea bed. Hard. Roll. Finally stop.

Blayne and Reese breathe hard. Stare back up at the Relay. Waiting for signs of pursuit.

But there's nothing now...

REESE

Did the... Did the plasma stop it?

BLAYNE

I don't know...

The sound of the comms activating

BLAYNE

Alvarez? We...escaped through the top of the really. Back outside now. Do you read?

REESE

What was it?

Blayne says nothing, thinking, perturbed...

REESE

What the hell was--

BLAYNE

I don't know. I've never seen anything like it. It was like... like... Metal. Like fluid metal.

REESE

All I saw was a black mass that exploded out the door, then it...just spread everywhere. It spread all over her. It grabbed her. Breached her suit and when it touched her, it...

(horrified)

It was like she just...she dissolved. Everything that was her. Oh, God, her face... Right in front of me. Dissolved into that same...black...

BLAYNE

(Unsettled, thinking)

It spread into the hall. Spread everywhere after it...took Fritz. The floor, the walls, the ceiling. And it spread after us. Like it sensed us. Like it...

REESE

(low)

Like it was alive.

A sound from above. They look up in time to see the submarine they came in on streak past above.

BLAYNE

Klayton?

No response.

BLAYNE

Klayton, this is Blayne. Do you read?

REESE

Oh, no...
 (then)
 No, no, no, no, no...

And then keep going. Its engines sound...wrong.

BLAYNE

God damn it.

Static. Nothing.

BLAYNE

Alvarez? Either of you reading this?

REESE

It's got...it's got that stuff all over it!

BLAYNE

Klayton! Klayton, do you read?

A sound from the distance. The sound of the sub crashing in the water.

Then the sounds die. There is nothing.

REESE

Oh, no... They crashed...
 (then)
 They crashed. They're gone!

BLAYNE

We don't know that yet.

REESE

What happened to Fritz! What happened to her! That wasn't her!

BLAYNE

I don't know, Chief. But we have to get to the sub. They may still--

REESE

We should have never come out here. We should never have come out here.

BLAYNE
 Chief, I want you to breathe.
 You're in shock, and you're taking
 in too much O2, I want--

REESE
 No! Sarah was right! You made us
 come out here!

BLAYNE
 Reese! That's enough! Stop it now!

Reese seems to calm. He lays there, breathing raggedly.

BLAYNE
 We're in a lot of trouble! Start
 thinking. I've seen your file,
 you're better than this. Start
thinking. Or we are gone.

Reese stares at him through his helmet visor.

REESE
 Okay... Okay...
 (then)
 Yeah...
 (then)
 I'm sorry. Sorry...

Blayne lets him go. Stands the dive suit back upright.

BLAYNE
 Just lay there a second. Get your
 oxygen levels back to normal, all
 we've got to breathe is what's in
 our suits.

The comms scan again,

BLAYNE
 Klayton, this is Blayne, do you
 read?

Static. Nothing.

BLAYNE
 Alvarez?

REESE
 (darkly)
 Blayne...

BLAYNE
 Klayton, if you can hear me--

REESE

Blayne.

Blayne turns.

BLAYNE

What?

REESE

(disturbed)

My suit leg. My DEMES. Left leg.

Blayne takes steps towards him. Then stops.

He sees what Reese means.

BLAYNE

Aaahhh...

(then)

Nuts.

REESE

It's...that stuff. That black stuff.

BLAYNE

Looks like it, Chief. But it's not...spreading. It isn't--

A sound from Reese's leg. A bubbling, metallic sound. The substance there sparks and fizzles...and GROWS.

REESE

Aw, shit. Aw, shit, man. It just grew. Aw shit. It's spreading.

BLAYNE

We have to get to South, get your suit off before it breaks through the seals. It's definitely spreading slower than the stuff on Fritz, which is good. How far away is South from here?

Reese says nothing. Just breathes...

BLAYNE

Reese. How far?

REESE

Uh...in a DEMES. Maybe...twenty minute walk.

BLAYNE
Is it that way?

REESE
Yeah. Yeah, due South. Pretty
much.

BLAYNE
Good. That's where the sub went
down. We can find the wreck on the
way.

The radio crackles inside Blayne's suit.

RADIO VOICE
You have one other problem you're
not aware of.

Blayne startles.

BLAYNE
Klayton? Is that you? What's your
situation. We heard the--

RADIO VOICE
It's attracted to electrical
energy, radiation, Xytrilium
bleed, pretty much anything
electronic.

The voice is not Klayton's.

BLAYNE
Who's on this channel?

RADIO VOICE
It feeds off it. The extra heat
and current from that suit when it
starts moving will make it spread
faster and faster.

REESE
Are you on comms with someone?

BLAYNE
(to Reese)
You can't hear her?

RADIO VOICE
I isolated your channel, so he
wouldn't hear. He seems...panicked
enough already.

BLAYNE

Who is this?

RADIO VOICE

Oh, we met on the North platform.
Talked while looking at the Vault
when it was still closed. Then
you...told me to go home.

(then)

I really wish I'd listened.

It takes a second for that to sink in.

BLAYNE

Dr. Graff...

EVA

Agent Blayne. In spite of present
circumstances, it's really good to
hear your voice. Maybe there's
still a chance.

BLAYNE

A chance for what? What the hell's
going on?

EVA

That thing out there...it's
spreading. Like some kind of
technological contagion. We either
stop it here...or we watch the
world burn. And we have about two
hours to do it.

Blayne looks at Reese. He stares back, confused.

EVA

Welcome to Fathom South.

END OF EPISODE SEVEN