

APPENDICES

Appendix 1

The Original Mini Thesis Title



SURAT KEPUTUSAN
DEKAN FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN
UNIVERSITAS MUHAMMADIYAH TANGERANG
NOMOR 001/KEP/FKIP/IX/2023

Tentang

PENGANGKATAN DOSEN PEMBIMBING PENULISAN SKRIPSI
TAHUN AKADEMIK 2023/2024

Bismillahirrahmaanirrahiim.

Dekan Fakultas Keguruan dan Ilmu Pendidikan Universitas Muhammadiyah Tangerang, setelah:

- Menimbang : 1. Bahwa untuk kelancaran penulisan skripsi yang akan dilakukan oleh mahasiswa, perlu ditunjuk Dosen Pembimbing Skripsi I dan II.
2. Bahwa untuk keperluan dimaksud dipandang perlu ditetapkan dengan keputusan Dekan.
- Mengingat : 1. Undang-Undang Nomor 20 Tahun 2003 Tentang Sistem Pendidikan Nasional;
2. Undang-Undang Nomor 12 Tahun 2012 Tentang Perguruan Tinggi;
3. Peraturan Pemerintah Nomor 4 Tahun 2014 Tentang Penyelenggaraan Pendidikan Tinggi dan Pengelolaan Perguruan Tinggi;
4. Peraturan Pemerintah Nomor 57 Tahun 2021 Tentang Standar Nasional Pendidikan;
5. Peraturan Menteri Pendidikan dan Kebudayaan Nomor 3 Tahun 2020 Tentang Standar Nasional Pendidikan Tinggi;
6. Pedoman PP Muhammadiyah Nomor 01/PTM/I.0/B/2012 Tentang Majelis Pendidikan Tinggi;
7. Pedoman PP Muhammadiyah Nomor 02/PED/I.0/B/2012 Tentang Perguruan Tinggi Muhammadiyah;
8. Ketentuan Majelis Dikti PP Muhammadiyah Nomor 178/KET/I.3/D/2012 Tentang Penjabaran Pedoman PP Muhammadiyah.
- Memperhatikan : 1. Kualitas Sumber Daya Manusia di Fakultas Keguruan dan Ilmu Pendidikan Universitas Muhammadiyah Tangerang.
2. Hasil rapat pimpinan Fakultas dan Program Studi pada tanggal 6 Juni 2023.

MEMUTUSKAN

- Menetapkan :
Pertama : Surat Keputusan Dekan Fakultas Keguruan dan Ilmu Pendidikan Universitas Muhammadiyah Tangerang nomor 001/KEP/FKIP/IX/2023 Tentang Pengangkatan Dosen Pembimbing Penulisan Skripsi Tahun Akademik 2023/2024.



UNIVERSITAS MUHAMMADIYAH TANGERANG
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN

BERDASARKAN SK MENTERI PENDIDIKAN NASIONAL RI NO. 109/D/0/2009

Jl Perintis Kemerdekaan 1/33 Cikokol - Kota Tangerang Tlp/Fax (021) 553 9532 Website fkip-umt.ac.id

- Kedua** : Menunjuk dan menugaskan kepada:
1. Nama : Yudhie Indra Gunawan, M.Pd.
NBM : 114 6134
Sebagai Dosen Pembimbing I
 2. Nama : Moh. Iqbal Firdaus, M.Hum.
NBM : 121 1189
Sebagai Dosen Pembimbing II
- Untuk membimbing penulisan skripsi mahasiswa:
- Nama : WAFIE AULA NUFUS
NIM : 2088203016
Program Studi : Pendidikan Bahasa Inggris
Judul Skripsi : AN ANALYSIS OF EXTRINSIC AND INTRINSIC ELEMENT IN RAYA AND THE LAST DRAGON MOVIE.
- Ketiga** : Dosen Pembimbing I dan Pembimbing II bertugas membimbing penulisan skripsi sesuai dengan kaidah penelitian dan pedoman penulisan skripsi Fakultas Keguruan dan Ilmu Pendidikan Universitas Muhammadiyah Tangerang.
- Keempat** : Biaya yang dikeluarkan adanya keputusan ini dibebankan pada anggaran penulisan skripsi Fakultas Keguruan dan Ilmu Pendidikan Universitas Muhammadiyah Tangerang Tahun Akademik 2023/2024.
- Kelima** : Keputusan ini berlaku sejak tanggal ditetapkan sampai ada keputusan lain yang merubahnya, dengan ketentuan akan diadakan perbaikan apabila dikemudian hari terdapat kekeliruan didalamnya.

Demikianlah surat keputusan ini dibuat untuk dilaksanakan dengan sebaik-baiknya.

Ditetapkan di : Tangerang
Pada Tanggal : 19 Safar 1445 H
4 September 2023 M

Dekan Fakultas Keguruan dan Ilmu Pendidikan,


Sumiyani, M.Pd.
NBM. 819886

Lampiran Surat Keputusan Dekan Fakultas Keguruan dan Ilmu Pendidikan Fakultas Universitas Muhammadiyah Tangerang Nomor 001/KEP/FKIP/IX/2023 tentang Pengangkatan Dosen Pembimbing Penulisan Skripsi Tahun Akademik 2023/2024.

JADWAL PENYELESAIAN PENULISAN SKRIPSI
TAHUN AKADEMIK 2023/2024

KEGIATAN	TANGGAL
Bimbingan Sesi I BAB I, BAB II, BAB III, Instrumen, Validasi Proposal	01 September s/d 15 Oktober 2023
Pendaftaran Terakhir Seminar Proposal	16 Oktober 2023 s/d 06 Januari 2024
Pelaksanaan Seminar Proposal	23 Oktober 2023 s/d 13 Januari 2024
Revisi Seminar Proposal dan Validasi Instrumen	Satu Minggu Setelah Pelaksanaan Sidang
Bimbingan Sesi 2 BAB IV, BAB V, Daftar Pustaka, Lampiran	22 Januari s/d 24 Februari 2024
Pendaftaran Sidang Skripsi	01 Desember 2023 s/d 16 Agustus 2024
Pelaksanaan Sidang Skripsi	04 Desember 2023 s/d 31 Agustus 2024
Yudisium	12 September 2024

Appendix 2 Journal of Guidance




UNIVERSITAS MUHAMMADIYAH TANGERANG
 FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN
 PROGRAM STUDI PENDIDIKAN BAHASA INGGRIS
 JURNAL BIMBINGAN SKRIPSI

JUDUL SKRIPSI :

"An Analysis of Extrinsic and Intrinsic Elements
 in Raya and The Last Dragon Movie"

Nama Mahasiswa : Wafie Aula Nufus
 NPM : 114 6134
 Dosen Pembimbing : Yudhie Indra Gunawan, M.Pd

NO.	Tanggal	Materi Bimbingan	Kesimpulan Bimbingan	Tanda Tangan Pembimbing
1.	2 Oct 23	Bab I		
2.	13 Oct 23	chapter I		
3.	20 Oct 23	chapter I		
4	27 Oct 23	chapter I	Acc ch 1	
5	8 Nov 23	Chapter II		
6	15 Nov 23	Chapter II	Go to chapter 3	
7	1 Dec 23	chapter III		
8.	20 Dec 23	chapter III		
9	22 Dec 23	chapter III	Go to semp 3	
10	25 Jun 24	Chapter 4		
11	28 Jun 24	Chapter 4		

NO.	Tanggal	Materi Bimbingan	Kesimpulan Bimbingan	Tanda Tangan Pembimbing
12	2 July 24	Bab 4	Validasi sheet.	



UNIVERSITAS MUHAMMADIYAH TANGERANG
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN
PROGRAM STUDI PENDIDIKAN BAHASA INGGRIS
JURNAL BIMBINGAN SKRIPSI

JUDUL SKRIPSI :

"An Analysis of Extrinsic and Intrinsic Elements
in Raya and the Last Dragon"

Nama Mahasiswa : Wafie Ayla Nufus
NPM : 121 1189
Dosen Pembimbing : Moh. Iqbal : Firdaus, M. Hum

NO.	Tanggal	Materi Bimbingan	Kesimpulan Bimbingan	Tanda Tangan Pembimbing
1	06/2023 /10	Bab 1	Revisi Ende ground	f.
2.	20/2023 /10	Bab 1	Formulation of the problem	f
3.	27/2023 /10	Bab 1 Bab 2.	add more theories	f
4.	03/2023 /11	Bab 2	Revisi penulisan	f
5	08/2023 /11	Bab 2	All lanjut bab 3.	f
6.	17/2023 /11	Bab 3	Revisi saya validity	f -

NO.	Tanggal	Materi Bimbingan	Kesimpulan Bimbingan	Tanda Tangan Pembimbing
7.	01/2023 /12	Bab 3	Validasi data	f
8.	08/2023 /12	Bab 3	acc.	f -
9.	25/24 /06	Bab 4	Revisi	f
10.	23/24 /16	Bab 4	Bab 5	f
11.	01/24 /07	Bab 5	acc sistem skripsi	f

Appendix 3 Instrument Validation

LETTER OF INSTRUMENT VALIDATION

Subject: Letter of Application to Become a Professional Validator

To;
Mrs. Nargis, M.Hum
At this location

Dear Mrs. Nargis, M.Hum.

As one of the requirements for the completion of my thesis, I am submitting this letter concurrently:

Name : Wafie Aula Nufus
Student ID : 2088203016
Thesis Title : "AN ANALYSIS OF EXTRINSIC AND INTRINSIC ELEMENTS IN RAYA AND THE LAST DRAGON MOVIE"

With this letter, I would like to request your willingness to serve as a Professional Validator to validate the research instrument, which is a table of moral values, character and plot, for the said study.


Therefore, I submit this request, and I express my gratitude for your assistance and willingness.

Tangerang, July 5th, 2024

Researcher

Approved


Wafie Aula Nufus
NIM. 2088203016


Nargis, M.Hum.
NBM. 121 1170

Appendix 4 Professional Subjective Judgement Sheet

Table Types of Moral Values and References Found in Raya and The Last Dragon

TYPES OF MORAL VALUE

(Based on (Linda and Eyre, 1993) theory)

No.	Type of Moral Value	Theory	Statement	Dialog/Scene	Valid	Invalid
1.	Value of Being	<p>Humans have values that influence their conduct and how they treat others. These values are known as the value of being. There are various kinds of existence value, namely:</p> <p>1) Being honest</p> <p>Honesty is synonymous</p>	<p><u>Trust and Unity</u></p> <p>The movie "Raya and the Last Dragon" emphasizes the importance of trust and unity. In her journey, Raya learns to trust others, even from different backgrounds, in order to save her divided world. At the 15:41 mark is the beginning of her distrust, born from past betrayals, leading her to try to solve all problems on her own. However, his encounters with Sisu, the optimistic last dragon, and</p>	<p>1:24:07</p> <p>BOUN: <i>Sisu's gone, Raya. We don't have her magic.</i></p> <p>RAYA: <i>It's not about her magic. It's about trust.</i></p> <p>NAMAARI: <i>WHAT?</i></p> <p>RAYA: <i>That's why it worked. That's why we can do it too. By doing the one thing Sisu wanted us to do — what my Ba wanted us to do — to finally trust each other and fix this. But we have to come together. Please.</i></p>	✓	

No.	Type of Moral Value	Theory	Statement	Dialog/Scene	Valid	Invalid
		<p>with the inner fortitude and self-assurance that come from upholding integrity, truthfulness, and reliability.</p> <p>2) Courage</p> <p>Courage is the willingness to try something difficult that is good rather than following the pack, the bravery to say no and have an impact on others.</p>	<p>other warriors from different lands, show the power of collaboration and diversity. Sisu represents unwavering trust, encouraging Raya to see the good in others. Each team member brings a unique skill set, and their unity allows them to overcome challenges they could not face alone. The film's climax shows that with trust and collaboration, they are able to unite the Dragon Gems and overcome divisions, reinforcing the message that unity and trust are key to overcoming great odds. The climax at 1:24:07 explains how Raya made</p>			

No.	Type of Moral Value	Theory	Statement	Dialog/Scene	Valid	Invalid
		3) Peace of ability to face an issue quietly and patiently is known as peace of mind. Peace of ability the tendency to strive to acquiesce rather than argue.	the decision to trust Naamari after her past betrayal.			
2.		4) Self-confidence and potential. Self-confidence is individuality, awareness, and development of	<p>Acknowledging Past Mistake</p> <p>Raya's journey in "Raya and the Last Dragon" is not only about learning to trust others, but also facing her past mistakes. Haunted by the betrayal that shattered his world, Raya is initially cynical and blames others for Druun's return, believing that their distrust is well-founded. However,</p>	<p>1:24:46 TONG <i>After what she's done -</i> BOUN <i>We'll never trust her!</i> Noi hisses! Raya looks at her divided team and understands what she must do. RAYA <i>Then let me take the first step.</i> Raya hands Namaari her gem piece.</p>	✓	

No.	Type of Moral Value	Theory	Statement	Dialog/Scene	Valid	Invalid
		gifts and distinctiveness. 5) Moderation and self-control. Self-discipline is defined as the ability to control and balance all of one's activities and actions: This includes self-discipline in terms of physical, mental, and financial self-discipline as well as self-discipline towards	<p>through his encounters with Sisu and the other warriors,</p> <p>Raya is forced to acknowledge the role his own distrust played in dividing his country. By looking back at her hopeful past and being open to unity, Raya realizes the importance of admitting mistakes and taking responsibility for her hardened heart. This acceptance of her mistakes becomes a turning point, allowing her to embrace</p>			

No.	Type of Moral Value	Theory	Statement	Dialog/Scene	Valid	Invalid
		<p>something. Moderation, on the other hand, is compassion chosen by someone to construct and balance anything in life.</p> <p>6) Chastity and fidelity are a quality that is demonstrated by one's continued faithfulness and support of oneself.</p>	<p>unity and build collective strength with others.</p> <p>Ultimately, this vulnerability and openness allowed them to defeat Druun and begin a brighter future for Kumandra. The explanation can be seen at 1:24:46, of how Raya made the first move to form trust in Namaari, thus Boun, Tong and Noi joined in giving Namaari the trust to return Kumandra.</p>			
3.			<u>Embracing diversity</u>	<p>1:34:15 GATES OF SPINE. Tong returns home where he sees his people</p>	✓	

No.	Type of Moral Value	Theory	Statement	Dialog/Scene	Valid	Invalid
			<p>"Raya and the Last Dragon" celebrates the rich culture of Southeast Asia through narratives and visuals that reflect the region's heritage.</p> <p>From architecture to fighting techniques, the film emphasizes the importance of diversity as a moral and strategic force. Initially, the lands in the movie are divided and cling to their respective customs, making them vulnerable to the Druun threat. However, only by uniting and sharing</p>	<p>all alive again.</p> <p>TALON MARKETS. The Ongis bring Noi back to her worried mother.</p> <p>TAIL DOCKS. Boun sails back home where he finds his family looking for him the dock.</p>	✓	

No.	Type of Moral Value	Theory	Statement	Dialog/Scene	Valid	Invalid
			<p>their diverse skills are they able to overcome the crisis.</p> <p>Each member of Raya's team, with their own uniqueness and skills.</p> <p>highlights that true unity is valued through differences.</p> <p>The movie reminds us that the world is richer and stronger when we embrace diversity, learn from, and respect the unique contributions of different cultures and backgrounds.</p>			
4.			<u>Courage and preference</u>	Preference 21:37		

No.	Type of Moral Value	Theory	Statement	Dialog/Scene	Valid	Invalid
			<p>The 33:59 mark marks the beginning of Raya's journey to prove the power of courage and perseverance. Haunted by past tragedies.</p> <p>Raya embarks on a seemingly impossible mission: to reunite the divided Kumandra and bring Sisu, the last dragon, back to life. Facing danger and betrayal, her resolve remains steadfast to protect her family and save her world. Her physical courage is matched by incredible</p>	<p>War between the Druun and the Dragons ensue.</p> <p><u>Courage</u> 33:59 RAYA</p> <p>Oh, is that why you're chasing me? And here I thought it was because you missed me.</p> <p>Raya throws back Namaari her dragon scroll.</p> <p>Namaari catches it, face still looks severe.</p>	✓	

No.	Type of Moral Value	Theory	Statement	Dialog/Scene	Valid	Invalid
			emotional fortitude, even in the face of overwhelming odds. Her perseverance inspires Sisu and the warriors of the divided lands to unite against a common enemy. The movie teaches that true courage lies in strength of spirit and an unwavering belief in a better future, confirming that with perseverance, even the most difficult challenges can be overcome.			
5.			<u>Hope and Empathy</u>			

No.	Type of Moral Value	Theory	Statement	Dialog/Scene	Valid	Invalid
			Raya and the Last Dragon is not only a story about overcoming divisions, but also a testament to the power of hope and empathy. at 1:26:46, amidst despair and disbelief, Sisu, the last dragon, injects optimism with a genuine belief in the goodness of others, contrasting Raya's cynical attitude. Through his interactions with Sisu, Raya learns to see beyond and understand the reasons behind the disbelief		✓	

No.	Type of Moral Value	Theory	Statement	Dialog/Scene	Valid	Invalid
			plaguing Kumandra, which softens his hardened attitude. Sisu's optimism serves as a beacon, reminding that there is always room for hope, which is reinforced by the Kumandra community's choice to rebuild together after the devastation. The movie teaches that empathy is the key to bridging gaps and building stronger communities, showing that even the most cynical of hearts can find hope and			

No.	Type of Moral Value	Theory	Statement	Dialog/Scene	Valid	Invalid
			that, with empathy, we can create a better world.			
6.	Value of Giving	A person's value of giving is the value that he or she provides to another person. This value encompasses something intangible but valuable. Giving has several forms of value, including: 1) Loyalty and dependability. The seriousness with which something is put into practice and	Giving Second Chances The climax of "Raya and the Last Dragon" highlights the importance of second chances and forgiveness. When Namaari hesitates to destroy the Dragon Jewel and secure victory for Fang, his human side emerges. Recognizing this inner struggle, Raya offers trust and a chance for Namaari to redeem himself, breaking the cycle of revenge and paving the way to rebuild Kumandra together. The film acknowledges the wounds of the past but	1:42:12 RAYA <i>Everyone, give me your gems! We can still put it together, it can still work!</i> BOUN <i>Sisu's gone, Raya. We don't have her magic.</i> RAYA <i>It's not about her magic. It's about trust.</i> NAMAARI WHAT? RAYA <i>That's why it worked. That's why we can do it too. By doing the one thing Sisu wanted us to do — what my Ba wanted us to do — to finally trust each other and fix this. But</i>	✓	

No.	Type of Moral Value	Theory	Statement	Dialog/Scene	Valid	Invalid
		<p>followed through is loyalty. Meanwhile, the consistency of one's performance or behavior is what is meant to be understood as reliability (Linda and Eyre, 1993). Dependability is one of a person's core qualities.</p> <p>2) Respect is defined as being aware of another person's beliefs. Respect grows</p>	<p>emphasizes the power of redemption, with Raya's act of compassion not only strengthening their relationship but also forming the basis for a more united Kumandra. These acts remind us that the greatest strength often lies in the ability to forgive and start over.</p>	<p><i>we have to come together. Please.</i> Raya looks to her friends - TONG <i>After what she's done -</i> BOUN <i>We'll never trust her!</i> Noi hisses! Raya looks at her divided team and understands what she must do.</p>		

No.	Type of Moral Value	Theory	Statement	Dialog/Scene	Valid	Invalid
		<p>into a powerful emotion for something or someone as a result of someone's aptitudes, competencies, and achievements.</p> <p>3) Love and Affection. People perceive love as a powerful emotion with a purpose. It's difficult to describe; it manifests itself</p>				

No.	Type of Moral Value	Theory	Statement	Dialog/Scene	Valid	Invalid
		<p>in attention and action. While affection is a natural human instinct, love is the most profound expression of longing and feeling. It is best described as a person's affection for them.</p> <p>4) Sensitivity and selflessness. Sensitivity is the capacity to become less self-centered</p>				

No.	Type of Moral Value	Theory	Statement	Dialog/Scene	Valid	Invalid
		<p>and more extra-focused. increases one's tolerance and empathy for other people. Being sensitive means making an effort to comprehend others' emotions, and having empathy for someone else's situation means acting quickly to provide support. This feeling results from a brotherhood that fosters greater</p>				

No.	Type of Moral Value	Theory	Statement	Dialog/Scene	Valid	Invalid
		tolerance and empathy for others. 5) Kindness and Friendliness. Kindness and friendliness are two words that come to mind when thinking of kindness and friendliness. Kindness is influenced by friendship, and friendship influences kindness. 6) Justice and mercy. justice is respect for the				

No.	Type of Moral Value	Theory	Statement	Dialog/Scene	Valid	Invalid
		law, fairness, play, and labor. On the other hand, mercy is an act of kindness or sympathy that brings comfort to the unfortunate.				

Following the above data collection instrument, I am the professional, hereby certify that the instrument is Valid.

Tangerang, July 5th, 2024

Professional

Nargis, M. Hum.

NBM. 121 1170

Table the Character Found in Raya and The Last Dragon

TYPES OF MORAL VALUE

(Based on (Robert, 2004), (Andriana & Rohmah (2019) theory)

Character	Theory	Role in story	Personality Traits	Character development	Validation Notes	Valid	Invalid
Raya	Character in literature is an extended verbal representation of a human being.	Protagonist, guardian of the Dragon Gem	Brave, determined, resourceful, sceptical.	Learns to trust others	Strong protagonist with significant growth	✓	
Sisu	especially the inner self that determines thought, speech, and behavior. In this	Last dragon, help Raya in her quest	Optimistic, funny, caring, wise	Gains confidence and belief in humanity	Adds magical and moral guidance	✓	
Namaari	research, there are two types of character, major and minor character. The major	Antagonist turned ally, princess of Fang	Proud, ambitious, conflicted, loyal	Moves from antagonist to ally, learns to trust	Complex character with nuanced development	✓	
Tong	character is Raya, while the minor ones are Sisu, Namaari, Boun, Tong and Noi.	Warrior for Spine	Strong, gruff, caring	Softens and shows his compassionate side	Adds strength and emotional depth	✓	

Character	Theory	Role in story	Personality Traits	Character development	Validation Notes	Valid	Invalid
Noi		Toddler con artist from Talon	Clever, mischievous, brave	Learn to cooperate and trust others	Adds humor and cleverness	✓	
Boun		Young entrepreneur, captain of the Shrimporium	Energetic, opportunistic, loyal	Learns the importance of team work and trust.	Provides comic relief and resourcefulness	✓	

Following the above data collection instrument, I am the professional, hereby certify that the instrument is Valid.

Tangerang, July 5th, 2024

Professional

Narpis, M.Hum.

NBM. 121 1170

Table the Plot Found in Raya and The Last Dragon

PLOT

(Based on (Technik des dramas (1863) theory)

No	Plot	Theory	Statement	Dialog/Scene	Valid	Invalid
1.	Exposition	Introduction materials that determine the atmosphere. It sets the scene, introduces the characters, and provides the other facts you need to understand.	At 01:05 the exposition of Raya and the Last Dragon, introduces the audience to the world of Kumandra, a once harmonious land where humans and dragons coexisted peacefully. The grown-up Raya tells the story of Kumandra's past, a land that was once peaceful and inhabited by humans and dragons. However, the peace was shattered by Druun, a monster in the form of black smoke that could turn anyone it touched into stone. Aided by the last Dragon named Sisu who	<p>01:05</p> <p>Raya (V.O.)</p> <p>I know what you're thinking. A lone rider, a dystopian world, a land that's gone to waste - how did this world get so broken? Well, that all began 500 years ago.</p>		

No	Plot	Theory	Statement	Dialog/Scene	Valid	Invalid
			sacrificed himself to save humans by creating the Dragon Gem, a gem that could repel Druun. However, distrust among humans led to the splitting of the Dragon Gem and the division of Kumandra into five competing tribes: Heart, Fang, Spine, Claw, and Tail.			
2.	Rising action	The part of dramatic action that involves complex action. It starts from the moment of initiation and progresses to a climax, gaining	At 19:53, Rising Action begins six years later when Druun reappears and starts petrifying people. Raya, still a child and having witnessed her father turned to stone, is determined to stop Druun and bring back Kumandra. He embarks on a journey to find Sisu, hoping that the last dragon can resurrect the Dragon Gem	<p>19:53</p> <p>Benja pushes Raya off the bridge into the water just as...</p> <p>YOUNG RAYA (CONT'D)</p> <p>NO!</p> <p>... a druun passes through her father, turning him to stone..</p> <p>As the current carries her away, Raya watches her father's unmoving silhouette on the bridge.</p>	✓	

No	Plot	Theory	Statement	Dialog/Scene	Valid	Invalid
		interest or power as opposing groups/ideas collide. You could call it a complication.	which is now split into five parts, each ruled by five warring tribes.			
3.	Climax	The movement's turning point is the crisis, in which the rising movement reverses and becomes the falling movement—also called inversion.	The climax of the movie occurs at 1:15:54, when they collect all the shards of the Dragon Jewel, Raya and her friends from various tribes attempt to unite them. However, Namaari, the leader of the Fang, the tribe that has the last shard, attempts to seize it. A fierce battle ensued, and in the chaos, Sisu was killed by Druun who managed to fuse with the Dragon Gem shard.	<p>1:15:54</p> <p>RAYA (referring to the pendent) I see you got my gift.</p> <p>NAMAARI (staring at the pendent) I never thought I'd see this again.</p> <p>RAYA Well, I tried to take good care of it.</p>	✓	

4.	Falling Action	The second half of the dramatic action. It follows the climax and often marks the end of the climax.	at minute 1:17:13 in a failed action Raya, driven by Sisu's teachings about trust and unity, attempts to save Kumandra by facing the Druun without the full power of the Dragon Gem. Heartbroken to see Sisu die, Raya gave in to disappointment. However, his friends reminded him of Sisu's message, that true strength comes not from the Dragon Gem, but from trust and unity.	<p>1:17:36</p> <p>An arrow cuts through the air, striking Sisu in the heart. She falls into the canal, DISSIPATING INTO THE WATER.</p> <p>RAYA No!</p> <p>Namaari, shocked, drops her crossbow and leaves with the gem piece.</p> <p>Raya runs towards the water.</p> <p>RAYA (CONT'D) SISU!!!!</p> <p>Raya goes to leap into the water, but Tong stops her.</p> <p>RAYA (CONT'D) No...</p> <p>The river begins to roll and then... Rapidly, magically, the water disappears all around them as Raya backs away from everyone...</p>	✓	
5.	Resolution	Termination of full action and	The resolution at 1:34:38 is what makes the people	1:34:38		

	<p>resolution of conflicts. Solutions do not always have happy endings. From the descriptions of Staten and Freitag, we know that this plot has a structure built on narrative unity.</p>	<p>of Kumandra unite against Druun. They no longer cling to division and distrust. By working together, they managed to defeat Druun and return all the people turned to stone to their original forms.</p>	<p>RAYA (to Benja) Ba, welcome to... Kumandra. As the crowd moves in to cross the bridge, Benja looks at Raya - this is more than anything he could have dreamed of. As Benja and Raya walk into Heart with the crowd, he puts an arm around her and she leans her head on his shoulder. Sisu flies through the air one last time past Raya, who smiles at her from below. (End on Sisu.)</p>	✓	
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Following the above data collection instrument, I am the professional, hereby certify that the instrument is Valid.

Tangerang, July 5th, 2024
Professional

Nargis, M.Hum.
NBM. 121 1170

Appendix 5 Script of Raya and the Last Dragon

RAYA AND THE LAST
DRAGON

Screenplay By:

Qui Nguyen and Adele Lim

Property of
Walt Disney Animation Studios

ACT 1

SEQ. 100 - PRELOGUE

EXT. DYSTOPIC KUMANDRA - DAY

A LONE RIDER on a LARGE WHEEL tears through a harsh-looking landscape.

She passes by stone statues and ruins, overgrown with vines and plants.

Whatever this place is, it's not okay.

RAYA (V.O.)

I know what you're thinking. A lonerider, a dystopian world, a land that's gone to waste - how did this world get so broken? Well, that all began 500 years ago.

The camera pulls high into the air, showing an aerial shot of Kumandra.

SEQ. 110 - PROLOGUE

MONTAGE.

Stylistically, the following sequence is performed using Southeast Asian-inspired puppetry.

It begins with shots of the land, its people, and the lush river that connects them all.

RAYA (V.O.)

Kumandra. This is what we used to be, when our land was whole and we lived harmoniously alongside dragons - magical creatures who brought us water and rain and peace.

DRAGONS leap out of the river like dolphins.

RAYA (V.O.)

It was paradise.

A beautiful shot of Kumandra people and dragons living harmoniously.

RAYA (V.O.)

But then, the druun came - a mindless plague that spread like wildfire - multiplying as they consumed life and turned everyone they touched into stone.

The smoke-like DRUUN turns someone into stone by floating over them. As it does, the Druun multiplies into two.

A war between the Druun and the Dragons ensue.

RAYA (V.O.)

The dragons fought for us the best they could, but it wasn't enough.

Druun turn dragons and people into stone by the dozens.

Amid the chaos, we find SISU, a majestic blue Dragon who climbs to the highest point in Kumandra.

RAYA (V.O.)

That's when the mighty Sisudatu, the last dragon, concentrated all her magic into a gem and...

She centers all her magic and -

RAYA (V.O.)

... blasted the druun away.

A MAGICAL EXPLOSION WIPES AWAY THE DRUUN and returns everyone back to normal.

RAYA (V.O.)

Everyone that was turned to stone came back... except the dragons.

We see a stone dragon graveyard.

RAYA (V.O.)

All that was left of Sisu was her gem.

Where Sisu stood, there's now a glowing Dragon Gem.

RAYA (V.O.)

It should have been this big inspirational moment where humanity united over her sacrifice... but instead - people being people - they all fought to possess the last remnant of dragon magic.

We see the map of Kumandra split up.

RAYA (V.O.)

Borders were drawn. Kumandra divided. We all became enemies. And the gem had to be hidden.

We see a palace erected around the gem.

RAYA (V.O.)

But that's not how the world broke. That didn't truly happen until 500 years later when I came into the story...

SEQ. 120 - YOUNG RAYA

INT. DARK ROOM - NIGHT

DRIVING DRUM MUSIC takes us through QUICK FLASHES of:

- a WEAPONS closet being opened.
- gloved hands reaching for fighting sticks.
- a mask being tied on.

REVEAL: A young warrior headed out into the night. But then is stopped when she passes a METAL CUFF. Is it a weapon? A piece of armor?

Nope, it's a cute HAIR TIE.

LIGHTNING FLASHES casting light on our warrior, revealing it's YOUNG RAYA.

TITLE CARD: RAYA AND THE LAST DRAGON

EXT. HEART PALACE GROUNDS - CONTINUOUS

Raya runs over the rooftops, leaping from one building to the next. She does it with stealth, athleticism, and most importantly, STYLE...

INT. DRAGON TEMPLE - CONTINUOUS

She sneaks into the tunnel hallways of the ancient Dragon Temple. Her hands glide over ornate wall carvings of Dragons, then abruptly pauses. Something's not right. There's a strange GROOVE in it.

Raya discovers a loose stone on the pathway, she compresses it - suddenly, a NET swoops down - but Raya avoids it with ease.

YOUNG RAYA

(humored)

Looks like someone's trying to be clever.

She reaches into her satchel and pulls out what looks like a SMALL ARMORED BALL. She taps on it.

The ball opens, revealing THE CUTEST FURRY FACE YOU HAVE EVER SEEN. This is TUK-TUK, half pill-bug, half puppy.

YOUNG RAYA (CONT'D)

Alright, Tuk-Tuk, let's show 'em what clever *really* looks like.

TUK-TUK turns back into a ball and rolls down the chamber hallway, triggering BOOBY TRAPS: swinging nets spring up, designed to trap intruders. But Tuk-Tuk rolls under the nets unscathed.

Tuk-Tuk unfurls and walks down the hallway, but gets distracted by a passing BUG.

YOUNG RAYA (CONT'D)

Tuk-Tuk! Come on. Focus. Tuk-Tuk

obliges and stays on task.

YOUNG RAYA (CONT'D)

Thank you.

Raya crawls safely under the nets behind Tuk-Tuk.

YOUNG RAYA (CONT'D)

Hey, bud. That was awesome. Gimme some shell.

Tuk-Tuk tries to high-five her, but ends up rolling over onto his back.

YOUNG RAYA (CONT'D)

(flips Tuk-Tuk back over) I gotcha.

Raya comes to a large circular door and unlocks it.

SEQ 123 - RITE OF PASSAGE

INT. CHAMBER OF THE DRAGON GEM - CONTINUOUS

Raya takes off her shoes and leaves them at the doorway as she steps into the inner chamber of the temple.

GLOWING FLOWERS light the way as, underfoot, a stream of water flows AGAINST GRAVITY up some steps. Raya looks around, sensing the MAGIC of the place. She steps into the open room to see:

THE DRAGON GEM

It floats above a small pond in the middle of the room. It's a multi-faceted glowing orb, emanating a MAGIC ENERGY that's reflected in the glowing flowers and otherworldly light around it. Stepping stones lead across the pond towards the Gem.

Young Raya heads for the Gem, then pauses -

YOUNGRAYA

(realizes)

Wait a second... this feels too easy...

She turns to see A GOLDEN MASKED WARRIOR standing between her and the Gem.

YOUNGRAYA (CONT'D)

(humored)

Chief Benja. Look, I know it's your job to try and stop me, but you won't.

BENJA

Don't mistake spirit for skill, young one. I promise you will not set foot on the Dragon Gem's inner circle. Not even a toe.

YOUNGRAYA

You might want to take out that blade. You're gonna need it.

BENJA

Not today.

The Masked Warrior detaches his sword from his belt, but doesn't remove it from its sheathe.

Raya attacks. THEY FIGHT - it's fun, athletic.

They're both highly skilled, but Benja is clearly the superior fighter. He disarms her Raya and puts her on point.

With the tip of his sheathed sword inches away from her face, he then...

BENJA (CONT'D)

BOOP.

... “boops” her on the nose with it.

He removes his mask, revealing BENJA, Raya’s father.

BENJA (CONT'D)

Like I said, not one foot on the inner circle. You lost, Raya.

YOUNGRAYA

(smug)

Did I?

The Masked Warrior looks down to see that Raya has her toe touching the Gem’s inner circle platform.

BENJA

(with seeming pride) Raya...

(but in reality)

... I probably should have said two feet.

YOUNGRAYA

Hey. Don’t beat yourself up too much, Chief Benja. You gave it your best.

BENJA

I won’t. And it’s either father or *ba* to you.

(smiles)

You did good, *dewdrop*. (with great affection)

You passed the test.

He gestures for her to step onto the Gem’s circle. Raya takes a breath and does - it’s a moment she’s been working towards her whole life.

Raya is transfixed by the Gem’s brilliance. Her cockiness falls away as she’s caught up in its magic.

YOUNGRAYA

Wow. The spirit of Sisu.

Benja smiles - he’s been waiting for this moment his whole life too.

He approaches the Gem and kneels, Raya follows suit. She looks, entranced, at the GLOWING WATER DROPLETS spiraling around and above the Gem.

BENJA

For generations, our family has sworn to protect the gem. Today, you will join that legacy.

Raya bows as Benja scoops up water with his hands and pours it on her. It's a sacred, intimate ceremony.

As the water trickles down her face, to Raya's amazement the droplets start to GLOW and float all around her, joining the droplets encircling the Gem.

BENJA (CONT'D)

Raya, Princess of Heart, my daughter. You are now a Guardian of the Dragon Gem.

Benja looks at his daughter with pride, as Raya accepts this new responsibility. He puts an arm around her as she leans her head on his shoulder. This is everything she's ever wanted.

SEQ 126 - DAD'S WISDOM

EXT. HEART PALACE - DAY

A MONTAGE of life in Heart.

Cranes elegantly glide above Heart's temple. Small fantastical critters scurry across branches. A hand delicately places flowers into a spirit house.

Life here is peaceful and good.

INT. PALACE HALLWAY - DAY

Benja and Raya walk down the palace hallways. Raya walks a few steps ahead of him, throwing strikes and kicks, swept up in an imaginary fight.

BENJA

Well, someone's excited.

YOUNG RAYA

Anyone hoping to steal the dragon gem now has to face the fury of the TWO baddest blades in all the lands.

BENJA

(confidentially)

I'm glad you feel prepared, *dewdrop*, because I have something important to tell you - the other lands... they're on their way here as we speak.

YOUNGRAYA

They are?

Benja nods.

YOUNGRAYA (CONT'D)

Okay, OKAY, we can do this. I'm ready. I know exactly how we'll stop them.

BENJA

(unconvinced)

Really? Tell me what you know about the other lands.

IMAGES SLAM ONTO SCREEN.

Zoom into the desert region of Kumandra and a TAIL MERCENARY sharpening a sharp blade...

YOUNGRAYA (V.O.)

First: Tail. A sweltering desert with sneaky mercenaries who fight dirty.

The Tail Mercenary slashes at camera.

Zoom into the port-city of Kumandra and a Talon Merchant juggling fruit.

YOUNGRAYA (V.O.)

Second: Talon. A floating market famous for fast deals and fighters with even faster hands.

A TALON MERCHANT tosses the fruit and slices them in the air with a pair of knives.

On the snow-covered mountains of Spine, we see an army of LARGE BARBARIANS.

YOUNGRAYA (V.O.)

Third: Spine. A frigid, bamboo forest guarded by exceptionally large warriors and their giant axes.

A shot of the WARRIORS OF FANG.

YOUNGRAYA (V.O.)

Fourth: Fang, our fiercest enemy. A nation protected
by angry assassins... and their even angrier cats.

Reveal the angry cat in one of their arms.

CATS (VOICED BY RAYA)

Hiss!

The cat swipes at camera as...

INT. KITCHEN - DAY.

Back to reality, Tuk-Tuk hisses like the cat to compliment Raya's story as...

Raya and Benja enter the kitchen.

YOUNGRAYA

Okay, so we're gonna need crossbows. And
catapults. Ooo, what about flaming catapults?

Benja walks over to a soup pot...

BENJA

(adds ingredients)

Or... how about - Shrimp paste from Tail, lemongrass
from Talon, Bambooshoots from Spine, chilis from
Fang, and palm sugar from Heart.

YOUNGRAYA

(confused) We'll
poison them?

BENJA

No, we're not going to poison them and we're not going
to fight them.
We're going to share a meal with them.

YOUNGRAYA

Wait, what?

BENJA

I invited them.

Benja hands her a bowl of soup.

YOUNGRAYA

But they're our enemies.

BENJA

They're only our enemies because they think the dragon gem magically brings us prosperity.

YOUNGRAYA

That's ridiculous. It doesn't do that.

BENJA

They assume it does just like we assume things about them.

(offers a bowl of soup) Raya, there's a reason why each land is named after a part of the dragon. We were once unified harmoniously as one. Kumandra.

YOUNGRAYA

That's ancient history, *ba*.

BENJA

But it doesn't have to be. Listen, if we don't stop and learn to trust one another again, it's only a matter of time before we tear each other apart. This isn't the world I want you to live in.

BENJA (CONT'D)

Raya nods.

I believe that we can be Kumandra again. But someone has to take the first step. Trust me.

SEQ. 130 - BUILDING BRIDGES

EXT. BRIDGE - NEW DAY

Raya and Benja stare at an armada of different clans. We see the flags and unamused faces of the five different nations.

YOUNGRAYA

(whispers)

Things look a little tense, *ba*.

BENJA

Don't worry. I'm gonna open with a joke.

YOUNGRAYA

Please, don't.

BENJA

I'm kidding, I'm kidding.

Benja steps forward.

BENJA (CONT'D)

People of Tail, Talon, Spine, and Fang, welcome to Heart. For far too long we have been enemies. But today is a new day. Today, we can be Kumandra once more.

Benja gestures, inviting them to cross the bridge, but no one moves.

TAIL CHIEF

(extra-paranoid)

Nice speech, Chief Benja, but why'd you really bring us here? Are you gonna rob us?

DANG HAI (CHIEF OF TALON)

(slightly drunk)

Why would he need to rob us? The land of Heart already has everything.

SPINE CHIEF

It's easy to pontificate on Kumandra when you hold the mightiest weapon in all the lands.

BENJA

The gem's not a weapon, it's a sacred relic.

Raya looks around and sees all the angry voices shouting from the crowds.

Her eyes catch NAMAARI's (also 12, the only other kid in this army of angry adults).

They share a smile as all the adults argue away.

Raya makes a decision and steps forward, gives a respectful bow before speaking.

YOUNGRAYA

I have something to say...

The crowds hushes...

YOUNGRAYA (CONT'D)

Who's hungry?

No one in the crowd responds... except for one hand raises, a LANKY SPINE WARRIOR from the congregation of Spine. His fellow warriors eye-shame him into lowering it.

Namaari giggles at him. She looks up at her mother, VIRANA (Queen of Fang), asking for permission to approach.

VIRANA

(whispers)

Go ahead. It's alright.

Namaari walks to Raya.

YOUNG NAMAARI

I'm Namaari. Of Fang.

YOUNGRAYA

Hi Namaari, I'm Raya. Raya

notices Namaari's necklace.

YOUNGRAYA (CONT'D)

Is that Sisu?! (embarrassed)

Sorry. I might be a little bit of a dragon nerd.

YOUNG NAMAARI

Hey. I'm the one wearing the Sisufan-necklace.

The girls are clearly cut from the same cloth. Raya invites Namaari into the palace.

YOUNGRAYA

Come on. Have you eaten yet?

The two girls follow each other over the bridge into the palace as Benja smiles, proud of his daughter.

The sight of these two girls connecting lowers everyone's defenses, and the rest of the clans, too, cross the bridge.

SEQ. 132 - DRAGON NERDS

INT. PALACE - NIGHT

The interior of the palace. It's crowded. No one's talking. Everyone's giving each other some major side-eye.

Focus shifts to Young Raya and Namaari who are hanging out at the edge of the room. Tuk Tuk reaches to nibble at a skewer of food just as Raya picks it up.

YOUNG RAYA

(mid-laugh)

Seriously? Your mom actually said that?

Awkward.

Namaari laughs in acknowledgment.

YOUNG RAYA (CONT'D)

Okay, next question - hand-to-hand or swords?

YOUNG NAMAARI

(duh)

Blades all day.

YOUNG RAYA

Right?

Kumandran fist-bump.

YOUNG NAMAARI

Okay... dressy or casual?

YOUNG RAYA

Only a monster would choose to wear this outfit on the regular.

Raya looks around for inspiration for her next question, she sees their food.

YOUNG RAYA (CONT'D)

Rice or stew?

Namaari however goes silent.

YOUNG RAYA (CONT'D)

I didn't think that'd stump you.

YOUNG NAMAARI

This is actually one of the first times I've had rice in a while.

YOUNG RAYA

Really?

YOUNG NAMAARI

Fang may look nice on the outside, but we have some pretty big holes on the inside.

YOUNG RAYA

Oh.

YOUNG NAMAARI

Sorry, didn't mean to bring it down. So where were we? We both have single parents who are terrible at telling jokes, we're both warrior-women who despise uncomfortable formal wear -

YOUNG RAYA

- AND we're both Sisu super fans.

YOUNG NAMAARI

(hushed)

You know, Fang legend says she's still out there.

YOUNG RAYA

Sisu? You're kidding, right?

YOUNG NAMAARI

Wanna see something?

Young Namaari looks around. No one is paying attention to them. She pulls out a scroll. She handles it gently with reverence.

YOUNG RAYA

(in awe)

Are you supposed to have that?

YOUNG NAMAARI

(duh)

No.

Namaari opens the scroll, revealing an intricate design of Sisu and the Druun.

YOUNG NAMAARI (CONT'D)

According to this, after the Mighty Sisu blasted away all the druun, she fell into the water and floated downstream. Legends say she's now sleeping at the river's end.

Tuk Tuk crawls onto the scroll and looks at the design with the girls.

YOUNGRAYA

But which river? There's like hundreds.

YOUNGNAMAARI

I don't know. But if we could find it, could you imagine? A dragon back in the world? Things could be so much better.

YOUNGRAYA

(looks at her dad)

Yeah, maybe we really could be Kumandra again.

Namaari makes a decision. She takes off her necklace and hands it to Raya.

YOUNGNAMAARI

Here.

YOUNGRAYA

Whoa. Really?

YOUNGNAMAARI

From one dragon nerd to another.

Raya looks at the pendant and back at Namaari, gets an idea.

YOUNGRAYA

Hey. Come with me, *dep la*. I want to show you something.

The girls stand to leave. Tuk-Tuk takes a bite of food, then follows Raya.

SEQ. 150 - BETRAYED

INT. DRAGON TEMPLE - NIGHT

Young Raya and Namaari enter the inner chamber. Tuk-Tuk waits by the entrance, watching them.

YOUNGNAMAARI

(sees the gem, in awe)

The spirit of Sisu. I can feel it.

Raya smiles, happy she has a pal to share this with.

YOUNGRAYA

It's the last bit of dragon magic left in the whole world.

YOUNG NAMAARI

I see why Heart guards it so closely. Thank you, *depla*. You've been very helpful.

Namaari suddenly strikes Raya, sending her to the ground. She looks on in shock at Namaari.

YOUNG NAMAARI (CONT'D)

In a different world, maybe we coulda been friends. But I have to do what's right for Fang.

Namaari goes for the Gem, but Raya leaps in front of her. They start fighting.

Seeing that Raya's in trouble, Tuk-Tuk rolls in to help.

He bumps into Namaari's ankle, but she scoots him away. Tuk-Tuk shakes it off, angry.

This distracts Namaari just long enough for Raya to strike, knocking her to the ground.

However, Namaari isn't worried at all. Instead she smiles and shoots a firework up through the temple opening.

INT. PALACE - DAY

Benja is speaking to VIRANA, the Fang Queen.

BENJA

Chief Virana, I'm so glad Fang accepted our invitation.

The firework explodes in the night sky. Everyone looks up.

The congregation of Fang immediately begins moving out towards the Gem temple.

Benja looks back to the Fang Queen to discover... she's gone.

INT. DRAGON TEMPLE - NIGHT

As Namaari and Raya continue to fight...

YOUNGRAYA

There is no way you're taking Sisu's Gem.

Namaari steps away from Raya towards the chamber doors.

YOUNGNAMAARI

Sorry. It's Fang's now.

Suddenly, the room fills up with Fang soldiers.

Raya steps back, she's the only thing between Fang and the gem.

Tuk-Tuk climbs up on Raya's shoulder, frightened.

Raya bravely squares up against the Fang forces, until -

SWOOSH!!! Benja repels into the room from above and quickly dispatches a dozen different adversaries. His sword turns into a cool grappling whip which he uses to drive everyone back.

BENJA

You will not set foot on the Dragon Gem's inner circle.

A giant smile crosses Raya's face. Her dad is indeed the baddest blade in all of Kumandra.

But then...

FEMALE SPINE WARRIOR (O.S)

What's going on?

SPINE CHIEF (O.S.)

What is this?

The other armies from Tail, Talon, and Spine begin to shuffle into the room.

Suddenly they all stop and see the gem for the first time. They're in awe.

FEMALE SPINE WARRIOR

Fang's making a play for the Gem!

SPINE CHIEF

No! Spine should have the gem!

TAIL CHIEF

Not if we get to it first!

Everyone pulls out their weapons.

This is going to be a blood bath.

Benja sees Raya in the reflection of his sword as she raises her fists to help defend the Gem. He makes a decision.

BENJA

Listen to me!

Everyone has their weapons raised -

BENJA (CONT'D)

We have a choice. We can tear each other apart, or we can come together and build a better world. It's not too late. I still believe we can be Kumandra again...

Benja sheathes his sword.

Did it work?

Suddenly, an arrow strikes Benja in the leg. As he sinks, everyone rushes in.

YOUNGRAYA

Ba!

Raya runs to Benja's side as...

Hands grab onto the gem, it gets tossed around until -

KRSHH! The Gem crashes to the ground, breaking into five pieces.

But before anyone can react - BOOM!

The ground shakes, the water in the chamber recedes, the floor opens up.

From the broken Earth, A DRUUN emerges.

BENJA

Druun...

The ARCHER shoots an arrow at the creature, but it goes right through the Druun, leaving him unscathed. The Druun immediately turns the archer to stone, then duplicates.

The Druun turns toward Benja and Raya. Benja quickly rushes to grab one of the gem pieces and holds it up... repelling the Druun back momentarily.

There's a mad scramble as the other four gem pieces get snatched up.

YOUNGRAYA

No!

Raya grabs her father, pulling him out of the fray.

YOUNGRAYA (CONT'D)

(runs up)

Ba! Come on! We have to go!

A Druun pursues after them, but touches water and recoils!

BENJA

(realizing)

They're repelled by water. (to everyone)

Hurry! Get to the river!

SEQ. 160 - BROKEN HEART

EXT. HEART BRIDGE - DAY

Heart is plunged into chaos with people fleeing. Raya escapes with Benja and Tuk-Tuk over the bridge. But it's slow going -- Benja is badly hurt and they're constantly shoved aside by others trying to save themselves.

Benja's leg gives out from under him and he falls.

YOUNGRAYA

Ba! Get up! Come on. Please, we have to keep moving. Get up.

He looks ahead, the distance is too far for him to go. The bridge SHAKES again.

Benja sees a Druun approaching.

YOUNGRAYA (CONT'D)

Please, *ba!* We don't have time. Look. Stand up! I'll help you.

BENJA

Raya, you have to listen. You are the Guardian of the Dragon Gem.

YOUNGRAYA

Ba, why are you saying this? Benja pulls

out the broken gem shard.

BENJA

There's still light in this. There's still
hope.

YOUNGRAYA

No, we can make it together. You're okay...

BENJA

(hands her the gem) Raya, don't give up on them.

Benja hands Raya the gem. He pulls her in close, then kisses her on the forehead.

BENJA (CONT'D)

I love you, my *dewdrop*.

YOUNGRAYA

Ba?

Benja pushes Raya off the bridge into the water just as...

YOUNGRAYA (CONT'D)

NO!

... a druun passes through her father, turning him to stone..

As the current carries her away, Raya watches her father's sunmoving silhouette on the bridge.

YOUNGRAYA (CONT'D)

...*Ba!*

ACT 2A

SEQ. 180 - SEARCH FOR THE LAST DRAGON

Chyron: TAIL - SIX YEARS LATER

EXT. TAIL DESERT - DAY

A LONE RIDER on a LARGE WHEEL tears across the desert. On her saddlebag is BENJA'S SWORD.

Suddenly she spots something on the smokey horizon, the silhouette of three different people.

She draws her sword. As they near, she discovers...

It's only a few people who've been turned to stone. She relaxes.

EXT. TAIL OUTSKIRTS - DAY

The lone rider comes to a stop.

She pulls her mask down - it's Raya.

She looks down, knocks on Tuk-Tuk's shell - He unfurls as...

Raya takes out the ANCIENT SCROLL, comparing what she's seesto what's on it.

Raya lowers the scroll, revealing the canyon below. The rivershe's been following is now a trickle leading into a shipwreck.

RAYA

(sigh)

Please let this be it. She begins to

drift out of frame.

RAYA (CONT'D)

(knocks on the ball)

Whoa, what are you doing you big, fur bug? Hey buddy - focus. Eyesforward, Tuk-Tuk.

Tuk-Tuk turns back to the cliffside.

RAYA (CONT'D)

Good boy! You're so easilydistracted.

Just then, a DRUUN attacks!

Raya and Tuk-Tuk fall back. Raya scrambles for her satchel.

Just as the Druun closes in, Raya pulls out her gem shard andholds it up, scaring the Druun off.

She turns around to find Tuk-Tuk immobile on his back, looking at her helplessly.

RAYA (CONT'D)

(flipping him back over) You're getting a little too big forthis, bud.

SEQ. 215 - AROUND THE RIVERBEND

EXT. DRIED UP OCEAN BASIN - DAY

Raya and Tuk-Tuk follow the river, which has now gone down to a small trickle. It flows into an old wrecked ship, surrounded by old whale bones, trash, etc.

RAYA

(to Tuk-Tuk)

Six years of searching and we end up at a literal shipwreck. That's not a bad sign, is it?

Raya approaches the wreck and enters it. Tuk-Tuk tries to follow but can't fit into the opening.

TUK-TUK

Hrmp.

INT. SHIP WRECKAGE - DAY

Raya enters the derelict ship. She follows the tiny trickle on the ground.

The trickle leads her to a sheer wall of loose rock and debris where the water-stream disappears into a hole underneath it.

SEQ. 217 - ENTER THE DRAGON

There's no way for Raya to get to the other side.

Raya rummages around her satchel, pulls out a bowl. She places it on the ground and fills it with rice.

She holds the dragon pendant in her hands.

RAYA

Sisudatu... I don't know if you're listening. I've searched every river to find you. And now I'm here at the very last one. Look, there's not a lot of us left and we really... we really need your help. If I can be honest, I really need your help. I made a mistake. I trusted someone I shouldn't have.

And now the world's broken. (a beat)

Sisudatu, I just really... really want my *ba* back.

Please.

She takes a deep breath.

RAYA (CONT'D)

(deep breath)

Okay. Here goes everything.

Raya raises a vial of water to her head and bows. She pours the water over the pendant in the bowl...

RAYA (CONT'D)

(chants with reverence)

*Suva de dra sim Mandra de
dra lim Bavaa de dra
Tomben.*

She pours the last of the water from the bottle, and raises the bottle to her head again.

Raya sits in anticipated silence, but nothing seems to happen.

However, unbeknownst to her, the stream behind her begins to flow backwards. Water droplets rise out of the stream and swirl in the air.

Tuk-Tuk sees this from the outside entrance, as he drinks from a puddle. Tuk-Tuk starts “barking” to get Raya’s attention.

RAYA (CONT'D)

(to Tuk Tuk)

I know, buddy, I haven’t forgot -

Raya now sees the floating water droplets which now are coming together to magically form... SISU!

SISU

(inside a dust cloud)

Where am I? Pengu? Amba? Pranee? Are ya here?

Seeing Sisu’s silhouette, Raya bows.

RAYA

(bowing)

Oh Mighty Sisu -

SISU

Who said that?

Sisu turns, her mighty tail swings out and clobbers the bowing Raya.

Sisu steps out of the dust-cloud. We finally see her in her mighty glory.

SISU (CONT'D)

Hello? Hello?

RAYA (O.S.)

(muffled)

Mmf-mph!!

Sisu looks down and finds Raya awkwardly collapsed in a heap under her, perhaps tangled up in her own cape.

SISU

Ooo, I'm sorry, I didn't see yathere.

(picks Raya up)

Not too bad. Just a little dusty. Let me get that for you.

Raya and Sisu finally make eye-contact.

RAYA

(eyes widen) Sisu. You are... Sisu!

SISU

And you're... people. What's your name?

RAYA

Raya. I'm Raya.

SISU

And you're NOT made of stone, which means...

Both women squeal in celebration!

SISU (CONT'D)

It worked!

RAYA

It worked!

SISU (CONT'D)

We did it! Ya hear that, Pengu? It worked! I didn't mess it up!

(notices Raya's bag) Is that food?

(drops Raya)

I was so focused on saving the world, I forgot to have breakfast today.

RAYA

Today? When exactly do you think "today" is?

SISU

Tuesday.

(takes bite of food)

Ugh! I mean... Mmm. What is this delightful culinary treat?

RAYA

It's jackfruit jerky. I dried it myself.

SISU

Well, compliments to the chef. (offers jerky to Tuk-Tuk)

Wanna finish this, skippy?

Sisu offers the jerky to Tuk-Tuk, but he refuses to eat it.

RAYA

Uh, Sisu, there are a few things I need to catch you up on...

SISU

Oh yeah?

EXT. THE BOAT - CONTINUOUS

Sisu reaction.

SISU (O.S.)

You broke it!?!

Birds fly.

INT. THE BOAT - CONTINUOUS

SISU

Oh, oh, oh my. Oh, this is bad. This is bad. I've been asleep for 500 years, you brought back the druun, and none of my brothers and sisters came back? Why didn't they come back?

RAYA

I... don't know.

SISU

Also you broke the gem...

RAYA
I still have a big chunk of it though.

SISU

Is that supposed to make me feel better? If you lost a puppy and I said “Well we still have a big chunk of it,” would that make you feel better?

RAYA

Can’t you just make another one?

SISU

No, I can’t just make another one.

RAYA

But you’re a dragon.

SISU

I’m gonna be real with you, alright? I’m not like the best dragon. You know?

RAYA

But you saved the world.

SISU

I did do that. That’s true. But...have you ever done like a group project, but there’s like that one kid who didn’t pitch in as much but still ended up with the same grade? Yeah... I wasn’t the one who actually made the gem, I just... turned it in.

Sisu picks up the gem shard and immediately starts glowing.

RAYA

Whoa, you’re glowing.

SISU

Oh, thank you, I use aloe and riverslime to maintain my--

RAYA

No, no-- look.

Sisu looks at herself.

SISU

This was my little sister Amba’s magic. I got the glow!

RAYA

Your little sister’s magic?

SISU

Yeah, every dragon has a unique magic.

RAYA

Okay, what's yours?

SISU

I'm a really strong swimmer!

RAYA

(processing)

Wait wait, you touched this gem piece and it gave you powers. You know what this means, right?

SISU

I no longer need a nightlight?

RAYA

What? No, you're still connected to the gem's magic. And that means you can still use it to save the world. If we get all the other gem pieces,

RAYA (CONT'D)

You can reassemble it and -

SISU

I can reassemble it and -

Sisu looks at the scroll, sees herself looking awesome.

RAYA (CONT'D)

(leading)

SISU (CONT'D)

(catches on)

Boom the druun away!

Boom the druun away!

RAYA (CONT'D)

And bring my *ba* back?

SISU

And bring ALL of Kumandra back.

SEQ. 219 - NAMAARI ON THE HUNT

EXT. TAIL DESERT - DAY

An army of Serlots (oversized battle cats) charge through with soldiers from Fang riding them.

Once the dust settles, a single Serlot returns into frame. A hand reaches down to pick up a

shiny object in the sand - Raya's hairpin.

REVEAL: Teenage NAMAARI (taller, stronger, angrier). She is with four other Fang Soldiers.

WAHN

Princess Namaari, the Tail-lands are infested with Druun. Benja's daughter is as good as stone out here. Retrieving some useless dragon scroll isn't worth the risk.

Namaari drops Wahn with a leg sweep.

NAMAARI

Anyone else want to question why we're out here?

Assembled group is speechless.

The Serlot army charges forward, following Tuk-Tuk's tracks to the wrecked ship.

It looks like Raya is gonna get caught, however...

In the background, the silhouette of Raya and Sisu ride away on Tuk-Tuk in the distance.

SEQ. 222 - TAIL RUINS

EXT. TAIL RUINS - DAY

RAYA

Okay, so here's the sitch - THE

KUMANDRAN MAP SLAMS ONTO SCREEN.

RAYA (V.O.)

After the gem broke, each piece was taken by one of the chiefs of the five lands. Fang -

A SPLIT SCREEN SHOWING THE FANG CHIEF HOLDING A GEM SHARD (Namaari stands next to her) slams onto the far-left of the screen.

RAYA

Heart -

ANOTHER SPLIT SCREEN SHOWING RAYA HOLDING A SHARD NEXT TO TUK TUK slams in next.

RAYA (CONT'D)

Spine -

ANOTHER SPLITSCREEN SHOWING TONG WITH A GEM PIECE

RAYA (CONT'D)

Talon -

A SPLITSCREEN SHOWING DANG HAI WITH A GEM SHARD

RAYA (CONT'D)

- and Tail...

A FINAL SPITSCREEN SHOWING THE TAIL CHIEF WITH A GEM SHARD

BACK TO REALITY.

RAYA (CONT'D)

... where we are now.

Raya's stands in front of an impressive structure that's now the Tail Chief's home.

CU on Sisu's face.

SISU

Wow, so many questions. First one - Why am I wearing this?

Pull back to reveal Sisu dressed exactly like Raya.

RAYA

Well, we don't want to attract attention.

Raya and Sisu look up at the old Tail Ruins.

SISU

(looks at the hat)

Oh, you definitely chose the right hat for that.

(walks forward)

So what makes you think the Tail Chief's here?

Sisu hits a trip wire, a spiky tree-trunk falls in her direction.

Raya dives, pushes Sisu out of the way as the tree trunk crashes down where she once stood.

RAYA

Because this place didn't just booby trap itself.

INT. THE TAIL DRAGON TEMPLE - DAY

Raya and Sisu carefully work their way through the temple.

SISU

This doesn't make sense. None of this would stop a druun.

RAYA

It's not to stop druun. It's to stop people.

SISU

Hm...

They look down hallway and see an intricate array of trip-lines. Raya carefully works her way through it.

She looks back at Sisu who quickly and smoothly flies through the obstacle course without any problem. Sisu shoots Raya a smile.

Raya's blown away by what she's just seen.

SISU (CONT'D)

What? Why are you looking at me like that?

RAYA

Uh... nothing. Just not used to seeing dragons.

SISU

Impressed, huh? Wait till you see my backstroke. I'm wicked when I hit that liquid. I got water-skills that kill. I slaughter when I hit the water. I'm like... really good at swimming. Through rhyme. I was trying to make... that I was a really good swimmer... I'm a good swimmer... Is basically what I'm saying...

RAYA

Okay, we need to keep going.

Raya and Sisu round another dark corner.

SISU

(loudly, scaring Raya) Oh no!

RAYA
 (concerned)
 What? What is it?

SISU
 We forgot to bring a gift for the Tail Chief.

RAYA
 I'm sorry, a gift?

SISU
 Yeah. A gift says "you can trust me, can I trust you?"

A bug falls on Sisu's nose.

SISU (CONT'D)
 Aw, hey there little fella! Oh, this beetle's got a booty!

RAYA
 Careful! It's a Toot N Boom!

SISU
 Why is it called a--Bug farts...

Raya tackles Sisu, as it explodes.

SISU (CONT'D)
 Got it. Noted. Makes sense.

Raya looks up and sees a hallway full of bugs.

SISU (CONT'D)
 You have to admit though, these bugbooties are kinda cute.

They inch their way through.

INT. TAIL RUINS IN MOST CHAMBER - MOMENTS LATER

Raya and Sisu enter a chamber. There, they find a floating platform with a hollowed out tree at the center. Inside it is a skeleton holding a gem shard.

RAYA
 I'd say we found the Tail Chief.

SISU
 What happened to her?

RAYA

From the looks of it, she was hoarding the gem and became a victim of her own traps.

SISU

Well, you got to admire her commitment.

They look at the missing bridge.

RAYA

Okay, hold on.

Sisu grabs Raya's shoulders.

Raya uses her sword to swing them over to the other side, but suddenly they stop mid-swing. They both look back and they see that's Sisu's hind-legs haven't left the ledge.

SISU

Oh, we were doing a jumpy thing. So sorry. My bad. I get it now. I'm with it.

Sisu jumps and propels them to the other side. They land on the other side.

Sisu reaches for the gem.

RAYA

Sisu? Don't.

Raya points out the trip wire that runs from the skeleton to several pit-doors on the ceiling.

Raya examines the booby-trap and does an "Indiana Jones" style switch off to get the gem without triggering the traps. It's tense.

RAYA (CONT'D)

Phew.

(hands Sisu the gem) Two down, three to go.

The gem lands in Sisu's hand and suddenly - poof - she's a person.

SISU-HUMAN

I just shape-changed! Into people!

RAYA

Dragons can do that?

SISU-HUMAN

This was my sister Pranee's thing!

Sisu marches around weirdly.

SISU-HUMAN (CONT'D)

(plays around)

Look at my people arms and my people face!
 Look at how close my butt is to my head. Now that
 you don't have to hide me, getting the rest of the
 gems is gonna be a breeze!

RAYA

Yeah well this one was easy, but the rest of them
 are being held by a bunch of no-good *binturis*.

NAMAARI (O.S.)

Binturi? That's not a very nice way to describe an old
 friend.

Raya looks over to the entrance way and finds Namaari and her soldiers standing there.

RAYA

Namaari.

NAMAARI

What's dripping, *dep la*? Oh, I see you finally made
 a new friend. And here I was worried you were
 gonna end up becoming a cat lady. Like me.

Namaari's Serlots (Felines of Unusual Size) stroll into the chamber.

SISU-HUMAN

Something tells me you're not besties?

NAMAARI

Stealing dragon gem pieces, are we? Why?

RAYA

What can I say? Bling is my thing.

NAMAARI

I gotta admit, Raya - until a few months ago I thought you were stone, but then someone stole Fang's dragon scroll -

RAYA

Oh, is that why you're chasing me? And here I thought it was because you missed me.

Raya throws back Namaari her dragon scroll. Namaari catches it, face still looks severe.

NAMAARI

(picks it up)

Are you really looking for Sisu? What are you? Twelve?

RAYA

I actually was looking for Sisu. Ooh, and guess what? I found her.

Sisu looks at Raya, *are you serious?*

Namaari can't hide the fact that she's moved. *Really?*

RAYA (CONT'D)

Say hi, Sisu!

SISU-HUMAN

HI! It's very nice to meet you. And I love your hair - and your cats' ... hair.

NAMAARI

(unamused) Take them.

Namaari's people raise their crossbows.

Raya quickly reacts, kicks the trip wire. Traps go off. The room begins to fill with sand. A ton of it dumps directly on Namaari and her feline army.

Raya scoops up Sisu and swings her over to the other side.

RAYA

Run!

Sisu tries to run, but with four legs.

RAYA (CONT'D)

Not like that. Two legs!

SISU-HUMAN

Right!

Raya and Sisu run past Namaari and her people.

Namaari and her people unbury themselves and start chasing them.

Raya looks forward, sees the Toot N Boom alley and begins sagitating them to make them explode.

EXT. TAIL RUINS - CONTINUOUS

Raya and Sisu burst out of the ruins and leap onto Tuk-Tuk.

RAYA

Tuk Tuk, roll!

SEQ. 224 - ESCAPE ON TUK-TUK

EXT. SLOT CANYONS - DAY

Raya and Sisu blaze outta there on Tuk-Tuk's back through the slot canyons towards town.

They quickly barrel toward a low hanging rock.

RAYA

Jump!

They both jump off of Tuk Tuk, narrowly dodge the rock, and land back on Tuk Tuk.

SISU-HUMAN

Who was that girl?

RAYA

That's Namaari. She's the backstabbing *binturi* that broke the world

Sisu looks back.

SISU-HUMAN

Wow, those cats are really fast, huh?

Raya looks back and sees that Namaari and her soldiers are all now chasing them with their Serlots.

Raya looks ahead and notices a boat docked in a port. An idea crosses her mind.

RAYA
What do cats and Druun have in common?

SISU-HUMAN
(guessing)
Um... they have no... souls!

RAYA
(correction)
AND they both hate water.

SISU-HUMAN
Oh...

RAYA
Hold on!

They leap into the water.

Frustrated at being outmaneuvered, Namaari reroutes her soldiers in pursuit.

SEQ. 225 - BOUN'S SHRIMP BOAT

INT. SHRIMP BOAT - DAY

Raya, Tuk-Tuk, and Sisu leap onto the shrimp ship.

RAYA
Hello?! Is anybody here?

BOUN (10) suddenly pops up behind Raya and Sisu, shoves chairs under them, throws a pop-up table in front of them, and slides up with a napkin over his fore-arm.

BOUN
Welcome to the world famous Shrimp-orium. My name is Boun, I'll be your server today. Would you like to hear our daily specials?

SISU-HUMAN
Yes please!

BOUN
We got shrimp. We got congee. We got a shrimp congee that won't quit.

RAYA

The captain! Where is the captain?

BOUN

Lemme go get him!

(he walks to the otherside of the
table)

What's up, my new customers, I'm Captain Boun,
the owner, chef, and Chief Financial Officer of the
Shrimp-orium. How can I help you?

Boun starts dancing.

SISU-HUMAN

Well, I'm Sisu and -

Raya looks over the side of the ship, sees Serlots nearing.

RAYA

And we need to get to Talon. NOW.

BOUN

I'm sorry, the Shrimp-orium is nota water-taxi.

Raya holds out blocks of jade in front of Boun, who nods.

BOUN (CONT'D)

Toi! That's alotta jade!

Raya pushes half of it his way.

RAYA

Half now, half when we arrive in Talon. Deal?

He grabs the jade.

BOUN

Clasp onto your congee, today's special is--

(smug)

To-go.

Tuk-Tuk is about to take a bite when his food is yanked away.

With a great flourish, Boun pushes the boat away with a longpole. But it floats at a snail's pace.

Raya sees Namaari and her Serlots in the distance, approaching fast.

RAYA

Uh... Captain Boun? Does this thing go any faster?

BOUN

Whoa, you didn't tell me Fang was after you! This is gonna cost you extra!

SISU-HUMAN

Don't worry, I got it!

Sisu leaps into the water, and transforms back into a dragon.

BOUN

What is she doing?

SISU grabs the bottom of the boat and starts kicking her legs. As she does, the shrimp-ship starts moving down the river at a steady speed.

BOUN (CONT'D)

What is happening?

RAYA

My friend's a really strong swimmer?

Namaari and her Serlots reach the riverbank. They watch as the boat motors away.

RAYA (CONT'D)

(mockingly) Bye
bye, *binturi*!

Namaari seethes.

FANG OFFICER

Princess Namaari. If they're after gem pieces, their next stop would be Talon.

NAMAARI

We're not following them to Talon. We're going back to Fang. I need to speak with Chief Virana.

SEQ. 227 - GETTING TO KNOW YOU

EXT. KUMANDRAN RIVER - ESTABLISHING - DAY

The shrimp boat steadily floats down the murky waters of the Kumandran river.

Sisu meanwhile enjoys swimming alongside the ship. She dives deep into the water and effortlessly glides through the fish and vegetation in the riverbed, taking in what she's missed out on for the past few centuries.

EXT. BOUN'S SHRIMP BOAT - DAY

Raya leans over the side of the boat, panicking that Sisu has disappeared below the water's surface.

RAYA
Sisu? Sisu??

Sisu resurfaces.

SISU
Ah...

RAYA
Please! Get out of there!

SISU
(continues to swim)
I'm a water dragon. This is water. It's sorta my thing.
You wanna come in?

RAYA
(whispers) Someone
could see you.

SISU
Oh. Do you mean "Captain Pop and Lock" over there? What, are you scared he's gonna challenge me to a dance battle?

Boun bangs on the pots and pans to make a beat.

Raya awkwardly dances to cover her talking to Sisu off the side of the ship.

RAYA
Sisu, I saw people lose their mind over a dragon gem. Can you imagine what they'd do over an actual dragon? Look, we need you to make this all work.

(MORE)

RAYA (CONT'D)

Until we have all the gems, you have to stay human. Please.

SISU

Wow. You've really got some trust issues.

RAYA

(side bar response)

Look, my father blindly trusted people and now he's stone.

Sisu jumps onto the boat as a human.

SISU-HUMAN

Hey. We'll get your *ba* back. I got you, girl. Come on. Who's your dragon? I mean human. Because I'm gonna be human until - yeah, you get it.

Bowls suddenly fall onto a table.

BOUN

Okay, who's hungry?

SISU-HUMAN

Ooo, I am!

Boun ladles congee into each bowl.

BOUN

Two house specials!

(spins a bottle of hot sauce in his hand)

How spicy would you like it? Hot, hotter, or Boun-goes-the-dynamite?

SISU-HUMAN

Bring on the heat!

RAYA

Yeah, no, no... I don't think so.

SISU-HUMAN

What are you doing?

RAYA

(whispers)

We don't know him. It could be poisoned.

SISU-HUMAN

(loudly)

Why would he poison us?

BOUN

(offended)

Yeah, why would I poison you??

RAYA

First, to get my jade purse. Second, to steal my sword. And third - I don't know - to kidnap my Tuk-Tuk.

BOUN

All good points, but if this is poison...

(slurps congee) You're

gonna die happy.

RAYA

Yeah, thanks but, we've got our own eats.

Raya takes out her own jackfruit jerky and rips a piece off with her teeth. It's hard, leathery, not very good. Raya hands some to Sisu but finds her gulping down the congee.

SISU-HUMAN

This is delicious! (points at the food)

By the way. Not. Poison. (heat hits her)

But... It's hot - IT'S REALLY HOT!

Water! Boun? Captain Boun? We need water on deck!

SEQ. 229 - NAMAARI IN DRAGON GRAVEYARD

EXT. DRAGON GRAVEYARD - DAY

Namaari and her soldiers ride through a field full of stoned dragon.

We clock Namaari's face. This moment has more meaning to her than the rest.

Namaari stops and bows.

SEQ. 229.5 - WHAT ARE DRUUN?

EXT. THE RIVER - EARLY EVENING

CU on Raya as she stares at the purple glow and movement of druun ominously sweep through the trees on the shoreline.

Tuk-Tuk's visibly shaking from seeing them, Raya pets his head to calm him down.

RAYA

I know buddy.

BOUN

You know, during the day, you can almost forget they're here, but at night...

(clearly unnerved)

This is why I never leave the boat.

Raya clocks Boun's words. He might be verbose, but he's just a kid.

RAYA

You're a smart kid.

BOUN

What are druun anyways?

SISU-HUMAN

A plague born from human discord, they've always been here - waiting for a moment of weakness to attack. They're like the opposite of dragons, instead of bringing water and life to the world, they're like a relentless fire that consumes everything in its wake until there's nothing left except ash and stone.

BOUN

They took my family.

Sisu takes flowers, walks to the edge of the boat, and drops petals into the river.

SISU-HUMAN

They took mine too.

Boun joins Sisu, takes some flowers and does the same.

Raya clocks Boun's sadness. She walks over, joins and casts one single flower into the river for her dad.

It's a solemn yet unifying moment.

The lights from Talon catches Boun's attention.

BOUN

Looks like we're here! So where are you guys headed after Talon? I might be headed there too.

SEQ. 230 - TALON PORT

EXT. CITY OF TALON - ESTABLISHING - NIGHT

Chyron: TALON

BOUN (CONT'D)

I mean, for a fee, of course.

RAYA (O.S.)

Of course.

Talon, a bustling port city built almost entirely on the water.

Protected from Druun by a WALL on one end, and water on the other - Talon is one of the very few towns left in the land. It has the looks of a Southeast Asian Night Market and the energy of New York's night life... if Manhattan existed on sampan boats, that is.

EXT. SHRIMP BOAT - NIGHT

Sisu admires the bright lights.

SISU-HUMAN

Wow. What a smart way to druun-proof your house - build right on the water. People of Talon are geniuses.

RAYA

Yeah, Talon may look nice... but it's a hotspot for pickpockets and con-artists.

SISU-HUMAN

Lucky for me, empty pockets!

RAYA

Okay, so here's the good news. I know where the gem piece is. The bad news...

INT. GANGSTER'S LAIR - FANTASY

The camera zooms through Talon to the largest and most imposing building in the city. It zips by different groups of shady characters and up to a balcony.

RAYA (V.O.)
 - it's being held by the notorious Chief of Talon,
 Dang Hai.

The camera lands on DANG HAI, an extra-large kingpin with a Cthulu-shaped beard.

RAYA (V.O.)
 What Dang Hai lacks in style, he makes up in
 mean.

BACK TO REALITY.

SISU-HUMAN
 Gotcha. Now we're just gonna have to turn up the
 charm. Let's go get him a gift!

RAYA
 Sisu, I think maybe it's safer for you to stay here on
 the boat.

SISU-HUMAN
 What?

RAYA
 Without you we can't put the gem back together.

SISU-HUMAN
 But I want to help.

RAYA
 I know, and you will. By staying safe.

Sisu reacts.

RAYA (CONT'D)
 I'll be back before you know it.

Raya leaves. Off Sisu, frustrated.

EXT. TALON DOCK - CONTINUOUS

Boun ties off the boat. Raya and Tuk-Tuk on the dock.

BOUN

If you see any hungry faces, send'em my way.

RAYA

You got it, Captain.

Raya peers towards the city.

SEQ. 240 - CON-ARTISTS

EXT. TALON STREET - NIGHT

Various shots of the lively night market: Endless varieties of delicious food being cooked, money exchanging hands, bright signs advertising wares, and lanterns being strung up across the market.

Three ONGIS pop up from behind a merchant stand and watch Raya and Tuk-Tuk pass by. They deviously smile at one another
- *out of towners...*

RAYA

Alright, there's Dang Hai's house. No detours until we score that dragon gem.

Raya's eyes are focused on the top of the Talon Chief's home. Her ears however hear a BABY CRY.

Raya turns and finds...

RAYA (CONT'D)

Whoa. What in the -

... a lone baby sobbing in the middle of an alleyway.

Raya looks up at the temple, she's tempted to keep going, but her human decency gets the best of her. She approaches the toddler.

RAYA (CONT'D)

(struggles with decision) Uh...okay...

Raya picks up the crying baby.

RAYA (CONT'D)

Hey... baby, toddler, thing, whatever you're called. It's really late, what are you doing out here? Where are your parents?

As Raya tries to console the baby, she turns to find...

RAYA (CONT'D)
 (calls out) Hey.
 Whose baby -

... the Ongis on top of Tuk-Tuk, pick-pocketing the gems. They have the gem shards in their hands.

RAYA (CONT'D)
 What? Ongis! Drop em!

Caught, the baby HISSES, attacks Raya, and runs off with the Ongis.

RAYA (CONT'D)
 Really? A con-baby!

EXT. SHRIMP BOAT - CONTINUOUS

Sisu is still perched on the side of Boun's boat, thinking.

SISU-HUMAN
 (shakes head)
 This is giving me bad feels. Chief Dang Hai does not sound like someone you can smooth talk. Raya didn't even bring a gift.
 (makes a decision)
 That's it. I'm going shopping!

Sisu starts marching off, then stops.

SISU-HUMAN (CONT'D)
 Oh wait... I don't have any money.

BOUN
 You're an adult. You could just put it on credit.

SISU-HUMAN
 Ooo, what's credit?

BOUN
 It's kinda like a promise. You take what you want now and you promise you'll pay it back later.

SISU-HUMAN
 Pay it back later... What an amazing concept!
 Thanks, Captain Boun!

A MUSICAL BEAT drops as...

SEQ. 250 - CHASE THROUGH TALON

EXT. TALON MARKET - NIGHT

MONTAGE.

To some fun “Saturday Night Fever’esque” beat, Sisu skips through town, sees all the shops.

Sisu OOHs and AHHs as she helps herself to food and clothes...

SISU-HUMAN

I’ll be buying this with credit. Ooo, Dang Hai’s gonna love this. Credit, please. Oh, I like that. Uh, yeah. I’ll be using credit. Yes. I love credit!

Sisu’s having a great time until -

MALE MERCHANT 1

(points at her) HEY!

YOU!

MALE MERCHANT 2

Are you going to pay for any of that?

SISU-HUMAN

Oh right, right. No, this is on credit. Yeah, I’m gonna pay you back later.

MALE MERCHANT 2

Pay us back later? We don’t know you!

FEMALE MERCHANT

You have no credit here! Pay us right now!

The different Vendors circle around her.

SISU-HUMAN

Now? I don’t have anything, but...if I could find my girl Raya, she has a sword. Dried eats. Two Dragon Gem pieces.

(realizes)

No we don’t. Whaaat? Who said that?

MALE MERCHANT 2

You better pay up, *binturi*!

FEMALE MERCHANT

This isn't a charity!

MALE MERCHANT 2

Who do you think you're stealing from?

As the angry vendors close in on a beleaguered Sisu, a SWEET OLD WOMAN notices and comes to Sisu's rescue.

DANG HU

(slapping the Vendors' hands
away)

Nee, nee! Get away from her! Can't you see she's
new in town?

The merchants back off, seemingly chastised. Sisu looks at the Old Lady, grateful. This is DANG HU.

DANG HU (CONT'D)

(to Sisu)

Come, dear. Don't be afraid. It's okay.

As Sisu walks off with Dang Hu.

EXT. TALON STREET - NIGHT

Raya continues her chase through the streets of Talon...

Tuk-Tuk tries to keep up, but stops at a narrow bridge that's too big to cross. He changes direction.

Raya chases after the Ongis and Noi, leaping over a man asleep in a boat.

Noi throws her diaper at Raya.

RAYA

(dodges)

Ah! Diaper!

... and finally Tuk Tuk corners the Ongis and the Con-Baby.

Having no escape, the little "Con-Baby" snaps her fingers and the Ongis hand Raya back her gem.

RAYA (CONT'D)

(toBaby)
Thanks.
(MORE)

RAYA (CONT'D)

So, it's none of my business, but using your baby charm to rip people off is super sketchy.

(beat)

Alright, where's your family?

Noi scoffs at Raya and walks away with the two largest Ongis.

The LITTLEST ONGI however hangs back and "poses as a stone statue" to tell Raya what's happened to Noi's parents.

RAYA (CONT'D)

(realizes) Oh.

Right.

Raya looks over at Noi and the Ongis as they split a piece of food. She looks up at Dang Hai's house and gets an idea.

RAYA (CONT'D)

Hey. How would you like to earn some honest loot?

SEQ. 260 - THE HEIST

EXT. TALON CHIEF HOME - NIGHT

Noi and the Ongis nod to Raya, hiding nearby - *it's showtime*.

Several scary BODYGUARDS stand at the ready in front of the Talon Chief's fancy home.

Noi cutely waddles in front of them and falls down. She stands and coos, being adorable. The Ongis join in.

All eyes go to Noi and the Ongis as...Raya sneaks into

Dang Hai's palace.

She sneaks up the steps to a BIG GUY on the balcony. Raya immediately

points her sword at his back.

RAYA

(cool and threatening) Alright, Dang Hai, I'll take that dragon gem piece.

He turns to reveal -

CHAI THE FLOWER GUY

Whoa! I'm not Dang Hai! I'm Chai, the flower
guy.

RAYA
Where is Dang Hai?

CHAI THE FLOWER GUY
He's right over there.

The Big Bodyguard points to a decorated statue... it's astoned Dang Hai.

RAYA
What? Who has his gem piece?

CHAI THE FLOWER GUY
The most vicious Chief Talon hasever seen.

CUT TO:

SEQ. 270 - MOB BOSS

EXT. TALON GATES - NIGHT

Dang-Hu walks with Sisu through the market towards the city's sedge.

SISU-HUMAN
Those folks were like crazy mad. Ijust wanted to bring some gifts tothe Talon Chief, Dang Hai.

DANG HU
Is that who you're looking for dear? I know exactly where he is.

SISU-HUMAN
You do?

DANG HU
Mm-hmm. I'll take you there.

SISU-HUMAN
SEE! That's what I've been tryingto tell my girl Raya. But she's alllike - "You can't trust people. Don't talk to anyone. I only eatterrible foods I dried myself."

Two large HENCHMEN join Sisu and Dang-Hu as they walk.

She gives them big smiles, but they don't react to her atall.

From the looks exchanged between Dang Hu and her “sons” we sense that she’s more Mob Boss than Sweet Old Mother.

The Henchmen nod and lower a draw-bridge for Sisu and Dang Hu to cross.

They cross the bridge and...

DANG HU

Come, dear. Chief Dang Hai is just outside the city,
beyond the gates.

...they continue on through some gates.

SISU-HUMAN

Away from the water, huh? Wow. Here I like
living on the edge.

EXT. TALON JUNGLE - NIGHT

Dang Hu leads Sisu out of the gates into the jungle. It’s screepy, quiet.

Sisu is relieved to see someone else out there -

SISU-HUMAN

Hi there, Dang Hai. I’m Sisu and I’ve come here
to offer you some -

- but is shocked to see it’s a Stone Person. The rattle of druun....

Sisu looks and finds a Druun emerge from the woods, it approaches Sisu - but a “glow” pushes it away.

Dang Hu stands by the doors with her two large bodyguards...

DANG HU

Now, you’re going to tell me where I can find those
other dragon gem pieces. Or...

Dang Hu reveals she’s hold a dragon gem piece of her own.

DANG HU (CONT'D)

I’ll have to leave you outside with that... thing. Take
your pick.

The Druun paces back and forth, looking for a way past Dang Hu.

Dang Hu steps backward into the city walls, not giving Sisu a moment to react.

SISU-HUMAN

But I trusted you.

DANG HU

Big mistake.

Dang Hu steps behind the gates.

DANG HU (CONT'D)

You better talk fast. It looks hungry.

More druun begin to emerge from the woods.

SISU-HUMAN

No, no, no.

Mob Boss lowers the gem and the Druun rushes towards Sisu as -

Raya and Tuk-Tuk blast through the city gates and grab-up Sisu -

SISU-HUMAN (CONT'D)

RAYA!

DANG HU

Stop her!

RAYA

Sisu, I told you to stay on the boat!

SISU-HUMAN

Sorry!

As they sweep past Dang Hu, Raya swipes the gem from Dang Hu hands and gives it to Sisu.

RAYA

Hold onto this for me, will ya?

Raya barrels towards them. A giant blast of FOG covers the area, scaring away the druun.

Raya clears out. Door closes.

EXT. DOCKYARDS - NIGHT

Raya and Sisu ride on Tuk-Tuk, away from the Talon gates.

RAYA
(celebrating)Fog?!

SISU-HUMAN
Yeah, that was my brother Jagan's magic.

SEQ. 280 - WHERE'S THE BOAT?

RAYA
Okay, three down, two to go!

They hop on board.

RAYA (CONT'D)
(yells out)
Alright, Captain Boun. Next stop -(ducks a bowl
thrown at
her)
Spine!

Reveal: Boun standing there with Noi and the Ongis chugging down congee like frat boys at a keg party.

BOUN
Thanks for the new customers!

RAYA
Yeah, I sorta promised to buy them all the congee they could eat.

BOUN
Well, we're stuck with them for awhile. Cause Ongis have nine stomachs.

RAYA
Oh, *toi*.

Raya and Sisu walk over to the table.

SISU-HUMAN
I can't believe it. That old lady was really going to hurt me.

RAYA
Well, I'm sorry, Sisu, that's what the world is now. You can't trust anyone.

As Sisu sits, Noi approaches her. She super adorable.

SISU-HUMAN

Does that include babies?

RAYA

Uh, well...

SISU-HUMAN

She's so cute. I mean looks at those cheeks!

Noi grabs Sisu by the cheeks.

SISU-HUMAN (CONT'D)

(muffled) Hi,

I'm Sisu.

NOI

Soo-soo.

Noi leaps on her face.

SISU-HUMAN

Aw, she loves my face.

RAYA

(bemused)

Watch out she doesn't steal your teeth. Here, lemme help you.

SISU-HUMAN

Oh, that's so sweet... okay, too much sweetness, too much sweetness! It's too much!

SEQ. 290 - ISLAND OF FANG

INT. FANG THRONE ROOM - DAY

Virana speaks to FANG OFFICERS, over a map of Kumandra.

GENERAL ATITĀYA

Chief Virana, we're running out of room. We need to expand to the mainland.

VIRANA

And how do you propose we handle the druun, General Atitāya? Without proper protection, it would be a death sentence for our people.

Namaari enters the palace.

NAMAARI

I might have a solution for that, mother.

VIRANA

(genuinely happy)

My little morning mist, it's good to see you home.

NAMAARI

I located Raya. She's out stealing gem pieces.

VIRANA

What?

Virana reacts, looks at her gem on a staff.

NAMAARI

I'd like to take the royal army and intercept her in Spine.

VIRANA

Well, if she's going into Spine, I doubt there will be much left over to intercept.

NAMAARI

She's more capable than you realize. We have to stop her.

Virana hears the anger in her daughter.

VIRANA

Walk with me.

Virana leads Namaari to the balcony.

VIRANA (CONT'D)

Look around.

(points to Fang)

We made all this by making smart decisions, not emotional ones. We are safe. Our canal protects us from those monsters. I don't think it's wise to risk yourself when you don't have to.

NAMAARI

But you heard the General - we're running out of space, we need to expand. If we had all the gem pieces, we could do that safely. You're right.

(MORE)

NAMAARI (CONT'D)

This isn't an emotional decision, it's the only decision we can make to secure Fang's future.

Virana thinks it over.

VIRANA

Namaari, you're truly growing into the leader I raised you to be.

(to the General)

General Atitāya, ready the royal army for my daughter's command.

NAMAARI

Thank you, Mother. I won't let you down.

SEQ. 295 - BRAT PACK

EXT. KUMANDRAN RIVER - ESTABLISHING - DAY

Boun's shrimp boat floats towards snow covered hills.

EXT. SHRIMP BOAT - DAY

Noi and the Ongis shove as much congee and condiments into their mouths as they can. Boun chases them off!

BOUN

(to Ongis) Hey!

Stop eating!

The Ongis knock hot sauce into Tuk-Tuk's plate. He eats and immediately knocks Raya over to get to the side of the ship.

RAYA

Sorry, Buddy. I got this.

Raya walks over to Boun, Noi, and the Ongis fighting with each other.

BOUN

Did you just throw a shrimp at me? That's not even edible! Don't look at me like that, you fuzzy garbage can.

RAYA

(big smile)

Hey, guys. Do you want to play hide and seek?

Tuk-Tuk, Noi and the Ongis nod yes.

RAYA (CONT'D)

Alright, ready? One, two...

They run away and hide. (Tuk-Tuk is terrible at it.) Rayastops counting and walks away.

BOUN

(whispers) Thanks.

RAYA

Two and a half... Three...(to Sisu)
Remind me to never have kids.

SISU-HUMAN

Being people is hard.

RAYA

(to Sisu)

Yep.
(over her shoulder)
Six...Seven...

SISU-HUMAN

You have small heads, no tails, youlie to get what you want. Like theTalon Chief back there.

RAYA

Yeah well, the world's broken, youcan't trust anyone.

SISU-HUMAN

Or maybe the world's broken BECAUSEyou don't trust anyone.

RAYA

(wistful)

You sound just like my *ba*.

SISU-HUMAN

Well, he sounds like a smart man.

RAYA

Yeah. He was. I really wanted tobelieve him. I really wanted tobelieve that we could be Kumandraagain.

SISU-HUMAN

And we can.

RAYA

Literally thousands of people turned to stone would argue otherwise.

SISU-HUMAN

That doesn't mean you shouldn't try.

RAYA

And I did. And you know what happened? I got kicked in the back by someone who gave me a "gift" - Look around. We're a world of orphans because people couldn't stop fighting over a gem. Wanna know why other dragons didn't come back? Because people don't deserve them.

SISU-HUMAN

But you can change that.

RAYA

I am done trying. Kumandra is a fairy tale. The only thing important to me now is bringing my *ba* back.

The ship comes to a stop.

BOUN

Um... I think we're in Spine.

Clouds part, revealing the imposing structure of Spine.

Suddenly - Splash - Sisu pops out of the ship, storms up the beach-side. In her arms, she carries a large pot of Boun's soup.

RAYA

Sisu!!!

BOUN

Hey! My congee!

RAYA

(to Boun)

Don't go anywhere. I'll be right back.

Raya leaps off the ship with her gem satchel and sword. Chyron: SPINE

SEQ. 300 - SHORES OF SPINE

EXT. SPINE VILLAGE - NIGHT

Sisu carries a pot of food up the hill...

RAYA

Sisu! Come back! Please. What are you doing?

SISU-HUMAN

I'm going to show you that you're wrong!

RAYA

How? By getting squashed by a bunch of Spine rage-heads?

SISU-HUMAN

No. By proving to you that if you want to get someone's trust, you have to give a little trust first.

Sisu walks right up to the Spine village doors and starts knocking.

RAYA

Sisu, don't!

Suddenly, a burlap sack swoops from above and traps Raya and Sisu inside.

SISU-HUMAN

In hindsight, maybe I was a little hasty. But... who's hungry? No?
I'll leave you alone.

SEQ. 310 - MEET TONG

INT. TONG'S CABIN - NIGHT

Raya and Sisu are alone, tied up, dangling from a woolly mammoth tusk. From Raya's POV, we see her sword nearby.

RAYA

(to herself) Okay...

Where are we?

SISU

Interesting choice of digs.

Suddenly the doors of the cabin open.

The silhouette of a large barbarian (TONG) stands there, axe in hand.

Tong slams his axe into the wall.

TONG

You two must be dung of brain to think you could steal Spine's dragon gem.

He slams his axe into some wood.

RAYA

Gem? Who said anything about gems? We have no interest in gems.

Tong drops Raya's satchel full of gems in it.

RAYA (CONT'D)

Okay, yeah. I can see how that makes me look like a liar.

SISU-HUMAN

Actually, I think it was the lying that made you look like a liar.

Tong starts maniacally laughing.

SISU-HUMAN (CONT'D)

I'm not sure what's funny.

TONG

Your fear is like a delectable nectar feeding the tum tum of my soul. It's good. It tastes like... mango.

SISU-HUMAN

Ooo, I love mango.

TONG

(gets in Sisu's face)

OF COURSE YOU LOVE MANGO! Only a tongue-less cretin wouldn't.

SISU-HUMAN

Oh *toi*.

TONG

It's been such a long time since I've last peered into the eyes of a trembling enemy.

(MORE)

TONG (CONT'D)

(contemplates the time)
Where has the time gone? It's been so long...

Tong slumps.

SISU-HUMAN

(to Raya) He
seems lonely.

TONG

NO! I'm not lonely. I'm a Spine warrior, I was
born and bred to do only one thing - to invoke fear
and to crush the skulls of my enemies.

SISU-HUMAN

That's actually two things.

TONG

RWAR!!!

SISU-HUMAN

Ah!

TONG

Hehe. Look at your face.

RAYA

Hey. What do you plan on doing with us?

TONG

Oh, it's going to be bad. Horrifying. It'll take me
two weeks to clean up.

RAYA

You have no idea, do you?

TONG

Yes I do! I'm formulating this gruesome plan in
my head of... It makes me sick just thinking about
it. You just wait. Until then...

(looks at them dangling)

... why don't you just hang around? Good one, huh?
Hehe.

Suddenly Tuk Tuk smashes through the front door as -Boun, Noi, and the

Ongis leap off of him onto Tong. Tong is immediately subdued, gets tied up. Noi

hisses.

TONG (CONT'D)

A little one?

SISU-HUMAN

Alright!

Boun cuts Raya and Sisu free.

RAYA

Good work, Captain Boun.

Boun however is concerned about something else.

BOUN

Fang's here.

RAYA

What?

NAMAARI (O.S.)

People of Spine -

EXT. SPINE VILLAGE - CONTINUOUS

Hundreds of Fang soldiers are on the outside gates of Spine.

NAMAARI

We are hunting for Raya, a fugitive from Heart. Send her out or we're coming in!

INT. TONG'S CABIN - CONTINUOUS

Raya looks out the window and sees stone Spine people all around.

She looks into Tong's cabin and spots... an empty crib. She looks over at Tong.

RAYA

You're the only one here?

TONG

My people battled the druun with much valor... but lost.

Raya looks at Sisu and the bag of gem pieces. She realizes what's at stake, makes a decision.

RAYA

(thinks)

Okay, the Fang gang's here for me, not for you. So if I can distract them, you guys can get out of here.

SISU-HUMAN

You're gonna fight an entire army?

RAYA

No, I'm just gonna stall them. Look, I know how to push Namaari's buttons. Once you guys are clear, I'm out of there.

(to Tong) What's your name?

TONG

The moniker given to me is Tong.

RAYA

(to Tong)

Okay, Tong, look, you don't know me, I don't know you. But I'm sure that you know a back door or way outta here and it's really important that my friends stay safe. Okay? So, I am sincerely asking you, will you help us? Please.

He nods.

SEQ. 320 - INJURY AND ALLIES

EXT. SPINE GATES

Raya takes a deep breath.

RAYA

Okay. Note to self: don't die.

Raya puts on her hat.

ON THE OTHERSIDE OF THE GATE.

Namaari is still waiting for a response.

NAMAARI
(commands)Burn
them out.

The soldiers aim their flaming cross-bows. However...The giant gates of Spine open.

All the Fang Soldiers lower their arrows as... Raya, alone, armed with only her sword, walks out.

RAYA

Hey there, princess undercut, fancymeeting you here.

NAMAARI

You and those dragon gem pieces arecoming with me.

RAYA

My sword here says we're not.

All the Fang soldiers raise their weapons.

RAYA (CONT'D)

Yeah, I knew you couldn't handle rolling solo. You're nothing without your band.

They start to advance. Did Raya's bluff not work? Namaari's hand finally signals her men to stop.

NAMAARI

Stand down. This shouldn't take long.

Raya smiles. She got she wanted.

The two women go at it. It's a martial arts fantasia, as our Luke Skywalker battles with our movie's Darth Vader.

With everyone watching the fight, Raya is able to clock Tong, Sisu, and the kids start to escape.

Raya goes back to the fight and disarms Namaari.

RAYA

Didja need that, *dep la?*

Namaari kicks Raya's sword out of her hands.

NAMAARI

Nah.

This is an evenly matched fight.

RAYA

Looks like somebody's been taking classes.

Raya charges and throws her signature move (a 540 kick).

... but Namaari catches it in mid-air.

Namaari smirks and lets loose a flurry of blows. She finally lands a hit.

NAMAARI

Why are you stealing gem pieces?

Raya clocks Tong and the gang escaping from the cabin.

RAYA

Oh, I'm just trying to get a matching set.

Namaari knocks Raya down again...

RAYA (CONT'D)

(through gritted teeth)

You didn't happen to bring Fang's gem, did you?

Smack! Raya goes down again.

Tong and company escape during the fight, but Sisu stops and looks back. She sees Raya on the ground, losing the fight.

RAYA (CONT'D)

No? Never mind, I'll just swing by and grab it later.

That's enough - Namaari reels back for the final blow.

NAMAARI

Oh, I'm going to enjoy this... But she is

interrupted by a blast of FOG.

Sisu - in dragon form - scares away the other Fang soldiers. She gets in Namaari's face and roars!

Tong, Boun, the Baby and Ongis run up and also see the dragon. It stops them in their tracks, in awe.

Raya gets up and runs to them.

RAYA
 (approaches the team)
 Yep. She's a dragon. Let's go. Come on!

Raya ushers them along, as they continue to look back in shock.

All of the Fang soldiers are reeling...

But Namaari doesn't flinch, staring in wonder at Sisu. Sisu locks eyes with

Namaari, it rattles her.

But then, just as fast as she arrived, Sisu turns and disappears into the safety of the forest.

Off Namaari, heightened, emotional, in disbelief of what she just saw.

ACT 2B

SEQ. 330 - ONBOARD

EXT. RIVER - ESTABLISHING - NIGHT

The boat zooms down the river, being pushed by Sisu.

EXT. BOUN'S SHIP - LATER - NIGHT

As Raya looks at Spine fades in the background, a shrimp tail smacks her in the face.

RAYA
 Did you just hit me with a shrimp tail??

An angry Boun with Noi at his side chomping on shrimp.

BOUN
 (agitated)
 When were you going to tell us she was Sisu?

RAYA
 Technically, you always knew she was Sisu.

Another shrimp tail hits Raya.

RAYA (CONT'D)

Seriously? Sisu

climbs onboard. Tong steps

forward.

TONG

Why are you here, divine waterdragon?

SISU

(shaking water out of herears)

Isn't that obvious, big guy? Mygirl Raya and I
are gonna fix theworld - bring everyone back.

BOUN

You're gonna bring everyone back? I want to help.

RAYA

I'm sorry, I can't let you do that. It's too dangerous.

BOUN

You're not the only one who lostfamily to the
Druun.

(kneels)

Please let me help you. Noi and the

Ongis kneel as well.

Tong kneels and presents the Spine Dragon gem.

TONG

I too wish to join this fellowshipof druun butt-
kickery.

Raya takes the gem and looks at Sisu.

Sisu reaches out and touches the gem, her eyes brighten. Above them, water begins
to fall.

SISU

My big brother Pengu's magic...

The team takes in the moment when...

SEQ. 335 - RUNNING ON RAINDROPS

Sisu begins to run. Her feet bound onto rain-drops and she begins climbing into the heavens.

We see her swoop around in circles, do loops, and dives. It's magnificent.

Sisu climbs higher and higher into the rain, the clouds part and the sun beams down on her.

Tuk-Tuk catches raindrops on his tongue, Noi giggles, Tong laughs - it's magical.

Sisu flies back down from the clouds and dives into the water. Everyone takes cover from the giant splash behind Tong. He gets soaked.

Sisu resurfaces and smiles at Raya, who warmly smiles back.

RAYA

Alright, Captain Boun. To Fang!

BOUN

You got it!

MONTAGE:

The boat gently drifts through the different landscapes of Kumandra - from temple ruins to marshlands.

SEQ. 340 - THE PLAN

EXT. KUMANDRAN RIVER - DAY

A map wipes screen and slams down onto a table.

RAYA

Alright, everyone. Here's the plan.

Spy music...

RAYA (CONT'D)

The last gem piece is in Fang -(Noi and the
Ongi hiss)
- the most heavily guarded of the five lands.

EXT./INT. FANG CITY & PALACE - NIGHT

An aerial shot of the city of Fang.

RAYA (V.O.)

Now, they're protected by an artificial canal that separates them from the rest of the world. The only way in or out is by water.

The camera zooms into one of the ports and we see...

RAYA (V.O.)

Luckily for us, we have a magicwater-dragon.

... Raya, Tong, Boun, Noi the Ongis, and Sisu-Human emerge from the water - all dressed as Fang citizens.

The team strolls into the city, undetected. They approach the palace.

RAYA (V.O.)

Now, the palace will be swarming with Fang soldiers.

Zoom into a group of Fang Soldiers, staring ruthlessly directly at the camera. (No more voiceover. Now Raya and the gang interact in the fantasy normally.)

RAYA

To sneak past them, we'll need to--Boun steps forward.

BOUN

I got this, guys.

The dozens of Fang soldiers all turn to Boun.

BOUN (CONT'D)

I'll take care of the first wave.

Boun takes out guards with an impressive array of martial arts.

BOUN (CONT'D)

Tong will follow up with his GIANT AXE OF BAD-AXERY!

Tong slams his axe down in a fiery rage!

INT. FANG PALACE - CONTINUOUS

The team runs into the palace...

BOUN

And then come the Ongis and that crazy con-baby...

They lunge at Virana, taking the gem.

BOUN (CONT'D)

... who will toss the gem to THEMIGHTY SISUDATU... RAWWRRR...and then...

Noi and the Ongis throw the last gem to Sisu.

SISU (VOICED BY BOUN)

Bye, bye, *binturis* -

A bright light bursts out of the gem, making the screen go white.

EXT. BOUN'S BOAT - DAY

BOUN

(smiles big at Raya) Superflow plan, am I right?

RAYA

(unamused)
Uh, no. Yeah, that's not flow. That's a clog.

SISU

I agree. Here's my plan!

FANTASY.

Reveal: a super BUFF Sisu.

SISU (V.O.)

We infiltrate Fang, confront Namaari...

Buff Sisu walks up to Namaari...

SISU (V.O.)

(presents something nice)
...and offer her something nice and go...

... and gives her a present.

SISU

Hey. Want to help us save the world? Because all it takes is one gem piece!

NAMAARI (VOICED BY SISU)

YES!!! I've been waiting for someone to ask me!

(hands the gem over) Here ya go!

Sisu and Namaari skip off into the sunset.

NAMAARI (VOICED BY SISU) (CONT'D)

Best friends forever!

BACK TO REALITY.

They all blankly stare at Sisu.

RAYA

Yeah, I think I'd rather go with Boun's plan.

SISU

What?

BOU

YES!

N

Why?

SISU

(duh) RAY

A

Because it's Fang.

TONG

Their blades are specially designed for the stabbing of backs.

BOUN

If it weren't for them, none of this would have happened. They're the worst.

No! hisses.

SISU

If we're just honest with her, deep down, I got a

feeling she wants to fix the world as much as we do.

RAYA

You weren't there when Namaari betrayed me.
We're sticking with my plan.

Sisu scowls.

More rain starts falling hard.

RAYA (CONT'D)

Whoa! Uh, what's with the downpour?

SISU

Come on. I need to show you something.

Sisu grabs Raya and leaps off the boat into the water and runs on rain into the heavens.

Boun, Tong, and Noi watch them fly away.

BOUN

So... what do we do now?

Tong shrugs.

SEQ. 360 - BROTHERS AND SISTERS

EXT. SKY (OVER HEART) - DAY

Sisu carries Raya through the air. Raya hugs onto Sisu for dear life.

RAYA

Where are you taking me?

The cloud parts to see where Sisu is headed: Heart. Raya's eyes lock onto the
Heart bridge.

Sisu flies them into the top of the temple opening. Chyron: Heart

INT. CHAMBER OF THE DRAGON GEM - CONTINUOUS

The interior of the gem chamber has crumbled, huge shafts of light now peek into it.

RAYA

Sisu, why did you bring me here?

SISU

This is where it all happened.

RAYA

(remembering)

Yeah, I know. I was there.

SISU

No, this is where it all happened
500 years ago.

Sisu pulls down some foliage to reveal the dragon statues.

SISU (CONT'D)

I want you to meet my brothers and sisters. The real
mighty ones. I miss them.

Raya looks at the statues.

RAYA

I never knew they were here.

SISU

(points)

See that classically looking one over there? That's
Amba - I get my glow from her. And that's Pranee -
she's the shapeshifter. Jagan - fog. And Pengu... he's
our big brother. He brings the rain.

(beat)

We were the last dragons.

FLASHBACK

Years ago. The four dragons and Sisu (who's much smaller than the others) are gathered
right there - in the spot that will one day become the dragon gem chamber.

They've been cornered. Druun are all swirling around them.

SISU (V.O.)

All the other dragons had been turned to stone.
We were drowning in a sea of Druun.

Sisu sees an opening. CU on

Pengu.

SISU (V.O.)

But my oldest brother, Pengu, refused to accept defeat. This is where we'd make our last stand, united.

Pengudatu uses his powers to conjure a sphere of water.

SISU (V.O.)

So, one by one, they combined all their magic, creating the dragon gem.

Each of the dragons concentrate and place their magic into the gem, making it stronger.

With the last power added, the water-sphere solidifies into a gem.

The four dragons, with their hands on the gem, turn and look at Sisu.

SISU (V.O.)

I don't know why they chose me. It could have been any of us. All I know is I trusted them and they trusted me. And so...

The four dragons hand Sisu the gem.

They immediately get turned to stone by druun. Sisu stares at the gem, takes a calming breath. And on an exhale...

Boom.

BACK TO THE PRESENT.

SISU

When they put their faith in me, it empowered me beyond anything I could imagine. The same can happen with Namaari.

RAYA

I really wish I could believe that. I once thought that we could be friends.

SISU

After all this, maybe you can be.

RAYA

Even if she wanted to help us, how could I possibly trust her?

SISU

But if somehow you could, you wouldn't just bring your *ba* back - you'd also bring back his dream.
Kumandra.

Raya looks at the bridge through a crack in the wall. She plucks a flower.

Off the flower, match-cut to...

EXT. HEART BRIDGE - DAY

The flower being placed in the small pool of rain water that has gathered in Benja's stone hands.

RAYA

(touches his hands)

Do you think he would even recognize me? So much has changed.

SISU

Of course he will.

RAYA

You remind me of him.

SISU

Oh yeah? Strong, good-looking, with impeccable hair.

RAYA

Hopeful.

Raya touches her father's hand.

RAYA (CONT'D)

How would I even approach Namaari after all that's happened?

SISU

It may feel impossible. But sometimes you just have to take the first step even before you're ready. Trust me.

Raya nods.

RAYA
Okay. We'll go with your plan.

SISU
(surprised)
What? My plan? You're gonna go with my plan?

RAYA
Yeah.

SISU
ALRIGHT! You're not gonna regret this. But we're gonna need a really good gift. What do you think she's into? Cats? Knives? Cats with knives? Knives with little cats on them?

An idea hits Raya.

RAYA
Actually, I know exactly what to give her.

Raya pulls out the dragon pendant.

SEQ. 380 - NAMAARI'S BURDEN

EXT. FANG COURTYARD OR FIELD - DAY

Chyron: Fang

Virana narrates a shadow puppet show.

VIRANA
... and that is how the land of Fang rose in spite of all the monsters that wanted to destroy us. Because we're smart, resilient, and we take care of one another.

Namaari storms in.

NAMAARI
Mother, we need to talk.

KID
It's Princess Namaari!

All the kids cheer.

Namaari smiles at the children. They melt for her.

VIRANA

(laughs)

Alright, alright. Now run along, kittens. I have to speak with the princess.

The children are ushered away by their parents.

As soon as the children are out of Virana's presence, her face turns serious.

NAMAARI

Mother, you won't believe what I saw -

VIRANA

You saw a dragon.

Namaari's taken aback.

VIRANA (CONT'D)

General Atitāya informed me that you'd be returning home without the gem pieces.

NAMAARI

It was Sisu. She can fix what we broke. She can bring everyone back.

Virana overlooks the fang children playing in a nearby courtyard.

VIRANA

And that's what scares me. When everyone comes back, who do you think they'll come for? You forget, the other lands blame us for what happened.

NAMAARI

But we never meant for anyone to get hurt.

VIRANA

Yes, but if we had the dragon and the gem pieces, we would be forgiven. We could save the world. But more importantly, our people would remain safe.

NAMAARI

Raya isn't just going to give Sisuto us.

VIRANA

We're not going to give her a choice.

NAMAARI

What are you going to do?

VIRANA

That's no longer your concern, my love. You've done enough.

Virana leaves with her General. Off Namaari,
heartbroken.

SEQ. 385 - ONGI DELIVERY

EXT. FANG OUTSKIRTS - DAY

Raya, Sisu, and the rest of the team stand a beachside. Their eyes locked onto the skyline of Fang.

TONG

If she refuses to help, we've just flushed our tactical advantage into the dung pot.

RAYA

I know.

BOUN

Yeah. She really has no reason to help us.

RAYA

I know.

SISU

(tries eating jerky) This jerky is terrible.

RAYA

I KNOW!

TONG

Are you sure those four miniature menaces will be successful?

RAYA

I... don't know.

EXT./INT. FANG PALACE - NIGHT

A Fang Guard keeps watch as...

From behind a wall, the eyes of Noi and the Ongis appear. They give each other a look.
Ready? Let's go!

One Ongi ties up the Guard's legs as another silently climbs onto his shoulder and -
THWAP - judo-chops him on the neck, dropping him.

They infiltrate the palace and shuffle down the dark hallways in military-like fashion.

Suddenly, Noi holds up her little fist - *stop!* She clocks a plate of food in the palace kitchen and signals to it. The Ongis quietly retrieve the food.

They continue onward, shoving the food in their mouths along the way.

INT. NAMAARI'S CHAMBERS - NIGHT

Namaari sits at the edge of her bed, the dragon scroll open in her lap.

Namaari hears Ongi chitters coming from outside. She turns to the window.

NAMAARI

Huh?

The Ongis throw her a small tied up bundle and disappear.

Namaari opens the bundle to find a note and... the dragon pendant.

SEQ. 390 - CAMPFIRE

INT. SHRIMP BOAT - NIGHT

The boat floats in a little alcove on the river, with Fang on the horizon.

Raya sits at the end of the boat, looking up at the palace, deep in thought.

Tong and Boun argue over a simmering pot which gets Raya's attention.

TONG

There's too much spice.

BOUN

Uh, no, there's too much bamboo.

TONG

What do you know? You have the taste buds of a tall baby.

BOUN

Well, you dress like a tall baby.

TONG

Give me the spoon! I'm taking over!

BOUN

Back off tidal wave, I'm the professional here.

Raya approaches, pulls some palm sugar from her pouch.

RAYA

(sprinkles in the sugar) May I?

Boun tastes the broth. It's delicious.

BOUN

Whoa. That's good!

RAYA

It's just a little something my *ba* showed me.

SISU

Aw. Did he also show you how to make that delicious jerky?

RAYA

No, that was all me. It'll be nice to share a meal with him again.

Boun gives Raya a bowl of soup.

BOUN

I know what you mean. I have this really obnoxious sister who always tussles my hair. I can't wait to see her the most.

He hands Tong a bowl.

TONG

After we win the day, I look forward to filling my eyeball with the joy-tastic image of my village full again.

Noi, on Tong's shoulder, babbles - touches his face.

TONG (CONT'D)

And you will be reunited with your family, Noi.

RAYA

Um, what did you just call her?

TONG

Noi. It's her name. It's written on her collar. Have none of you ever checked?

Everyone is guilty.

TONG (CONT'D)

And they think of me as the ruffian.

A firework goes off in the distance and breaks the moment.

SISU

What's that mean?

RAYA

It means we're on. (to Sisu)
Sisu, until we get that gem and confirm Namaari's actually on our side, promise me you'll stay hidden.

Sisu nods.

SEQ. 420 - SHOT THROUGH THE HEART

EXT. FANG CLIFFSIDE - NIGHT

Namaari stands alone, in her hands she holds the dragonpendant.

Raya emerges out of the woods, alone.

RAYA

(referring to the pendent)I see you got
my gift.

NAMAARI

(staring at the pendent)
I never thought I'd see this again.

RAYA

Well, I tried to take good care ofit.

Namaari looks up at Raya. They share a smile.

RAYA (CONT'D)

You're not the only dragon nerdhere.

Namaari unfolds the cloth to reveal the Fang gem piece, places it on the ground, then steps back. Raya's taken aback.It's really here.

Sisu-Dragon emerges from the woods, her eyes locked onNamaari.

Raya opens her satchel, showing that she has the rest of thegems. We clock on Namaari's eyes, noticing them.

SISU

(to Raya) The
final piece.

RAYA

Time to bring everyone back.

SOUNDFX: The click of a weapon being armed.

NAMAARI

Sisu and the gem pieces are comingwith me.

The rest of the gang emerge from the woods when they see Sisuin danger.

BOUN

Sisu!

NAMAARI

Stay back!

TONG

It was foolish to trust someone from Fang.

NAMAARI

(to the gang) Don't come
any closer!

RAYA

Namaari, it doesn't have to be like this.

NAMAARI

I don't have any other choice.

Raya puts her hand on her sword, on guard.

SISU

(to Raya) Hey. I
got this.

Sisu steps forward. Namaari reactively points the crossbow at Sisu.

SISU (CONT'D)

I know you don't want to hurt anybody.

NAMAARI

What are you doing?

SISU

You just want a better world. Like we all do.

NAMAARI

Sisu...

SISU

I trust you, Namaari.

Raya sees her opening. She pulls her sword and tries to disarm Namaari.

The crossbow goes off.

An arrow cuts through the air, striking Sisu in the heart. She falls into the canal,

DISSIPATING INTO THE WATER.

RAYA

No!

Namaari, shocked, drops her crossbow and leaves with the gempiece.

Raya runs towards the water.

RAYA (CONT'D)

SISU!!!!

Raya goes to leap into the water, but Tong stops her.

RAYA (CONT'D)

No...

The river begins to roil and then...

Rapidly, magically, the water disappears all around them as Raya backs away from everyone...

BOUN

What's happening?

TONG

I don't know. It appears that with the last dragon gone so too goes the water. Now there is nothing to stop the druun. Nothing.

Across the now empty riverbed, crowds of druun begin to emerge.

INT. FANG CITY - THRONE ROOM

From the balcony, Virana watches in horror as druun overtake her city.

EXT. FANG CLIFFSIDE - NIGHT

Boun pulls his eyes away from the vanishing water.

BOUN

Raya...

(realizes Raya is gone) Where's

Raya?

Pan down to Raya's empty sword sheathe and three gem pieces lying on the ground.

ACT 3

SEQ. 430 - THE GUNSLINGER

EXT. FANG OUTSKIRTS - ESTABLISHING - DAY

A heavy, emotionally-filled hip-hop beat thumps away, as Raya walks towards the Nation of Fang.

CU on her glistening sword blade in one hand. In the other... Her shard glows/protects her as

Druun run amok all around.

For the first time in this film, she truly is “The Gunslinger.”

Raya continues on and walks through the open gates of Fang as people flee from inside.

EXT. FANG CITY - CONTINUOUS

As she marches in, citizens rush past her as druun are now attacking everyone.

But from Raya’s POV, they’re all a blur. She’s focused on only one thing: Namaari.

SEQ. 440 - SHOWDOWN

EXT. FANG THRONE ROOM - DAY

Raya finds Namaari in the throne room, her eyes locked on her mother Virana who’s now been turned to Stone.

RAYA

Namaari!

Namaari turns and sees Raya.

NAMAARI

(resolute)

Let’s finish this, *binturi*.

Namaari raises her weapon. Its steel catches the light. The two women rush at each other.

Their blades clash.

SEQ. 450 - AVENGERS ASSEMBLE

EXT. FANG CITY ENTRANCE - CONTINUOUS

Boun, Tong, Noi, the Ongis, and Tuk-Tuk enter Fang. Each using their gem shards to repel the Druun.

It's complete chaos. The Druun have amassed and are swooping around the city like an unrelenting whirlwind. The glow of the team's shards barely breaks through the swirling dark clouds of demon spirits.

Boun spots Raya.

BOUN

Raya!

Raya doesn't hear him, as she is completely engulfed in her battle with Namaari.

TONG

She cannot see us. Raya's blinded by her own rage.

Boun sees people trying to escape the city, but it's chaos.

BOUN

(looks at his gem piece)

The gem's powers are fading. All these people are druun-food if we don't get them out.

They all nod. It's time to be the heroes they never asked to be.

Boun and Tuk-Tuk help a pair of kids hiding behind debris.

BOUN (CONT'D)

Come on. Trust me, it's gonna be okay.

The kids climb onto Tuk-Tuk and Boun races them out of there.

BOUN (CONT'D)

Stupid Druun! Outta my way! Go gogo!

As he does, Tong scoops up as many people as possible to get them out of the city.

TONG

(to elderly lady) Up we

go.

Druun start to close in on a scared civilian couple.

With the help of the Ongis, Noi uses a gem shard to ward it away.

BOUN

Get to the water! Keep going! Keepgoing!

SEQ. 460 - RAYA VS. NAMAARI

INT. FANG CITY - THRONE ROOM - CONTINUOUS

Raya and Namaari continue to clash. It's an epic sword-fight. (Think the best fights in Star Wars... but with steel.)

Like their last fight, Namaari once again gets the upperhand. But this time... instead of backing down...

Raya smacks Namaari's swords out of her hands. Raya kicks her to the ground.

As Namaari falls, the dragon pendant slides out. Namaari scrambles to grab it. She holds onto it.

Raya raises her blade...

NAMAARI

I never meant for any of this to happen.

RAYA

Liar!

NAMAARI

I don't care if you believe me. Sisu did. But you didn't trust her. That's why we're here.

Raya hesitates.

NAMAARI (CONT'D)

Do whatever you want, but you're as much to blame for Sisu's death as I am.

Raya looks at the reflection of her eyes in her raised blade. Namaari closes her eyes.

Raya looks back at her own reflection in her sword and notices the rage in her eyes.

Her ears catch the sound of her friends helping people amid the destruction. She looks outside and sees...

BOUN

Tong, there's still people back there! Hurry, we're running out of time.

TONG

Got it! Everyone out! Come with me!

Focus on Namaari.

She looks over to where Raya once stood and discovers...Raya's gone.

SEQ. 465 - TEAMWORK

EXT. FANG CITY - MOMENTS LATER

The camera swoops around Raya, as she joins Boun, Tong, Noi, and the Ongis in their efforts to help people evacuate the city.

It's a heroic sight of epic proportions (Think Marvel Studios' Avengers).

Tuk-Tuk rolls by with a bunch of kids on his back.

RAYA

(commands, to Tuk-Tuk)

Okay, Tuk. These are the last of them. Go! We're right behind you.

Suddenly...

A druun steps in between Tuk-Tuk and the exit.

RAYA (CONT'D)

Tuk-Tuk!

The kids and Tuk-Tuk are in jeopardy until...

Namaari leaps in front of the Druun and scares it away with her own dragon gem shard.

NAMAARI

(to Tuk Tuk)

What are you waiting for? Go!

Tuk-Tuk rolls away.

Namaari and Raya share a look. But then -

Another earthquake hits. Stones fall and crash. All exits are blocked.

BOUN

Raya!

TONG

(sees Namaari, rage-filled eyes)

It's the one who slayed Sisu!

Another quake.

The team falls into rubble.

SEQ. 470 - WE ARE KUMANDRA

The light in the dragon gem piece begins to fade even more. As Raya comes to...

BOUN (O.S.)

(faint, far away) Raya!

Raya!

Raya sees her team, they're completely engulfed by druun. Their gems are holding them off, but the druun continue to advance as the gem's powers fade.

BOUN (CONT'D)

The gem's magic is almost gone!

TONG

They aren't backing off!

BOUN

They're everywhere!

Raya's eyes catch something shiny on the ground, it's... the dragon pendent.

She picks it up, triggering a memory.

FLASHBACK. She's momentarily transported back to the Heart temple where the druun once swirled around Sisu and her siblings. She hears Sisu's faint voice from the past...

SISU (V.O.)

I don't know why they chose me. It could have been any one of us. All I know is I trusted them and they trusted me. And so...

BACK TO REALITY.

That's it!

RAYA

Everyone, give me your gems! We can still put it together, it can still work!

BOUN

Sisu's gone, Raya. We don't have her magic.

RAYA

It's not about her magic. It's about trust.

NAMAARI

WHAT?

RAYA

That's why it worked. That's why we can do it too. By doing the one thing Sisu wanted us to do — what my *Ba* wanted us to do — to finally trust each other and fix this. But we have to come together. Please.

Raya looks to her friends -

TONG

After what she's done -

BOUN

We'll never trust her!

Noi hisses!

Raya looks at her divided team and understands what she must do.

RAYA

Then let me take the first step.

Raya hands Namaari her gem piece.

BOUN

Raya, no!

Raya steps away and is immediately turned to stone. The group is in shock.

Did that just really happen?

Namaari stares at the gem piece in her hands. She looks up and sees Boun, his eyes locked onto Raya and his friends.

Moved by what he just saw, he knows what he has to do. He hands his gem to Namaari as well... and then goes to Raya, taking her hand, and being turned to stone as well.

Namaari's shook. But to add to her confusion, Noi and Tong follow suit. They give up their gem pieces to her and moments later, they too are turned to stone along with the Ongis.

Pan over to Namaari. She has all the gems. She's in shock... She looks up and sees... an exit.

She has a choice...

Namaari starts to flee, but stops and looks at Raya's stoneface...

It's too much, she can't keep going.

Namaari returns and hurriedly assembles the gem pieces as the pulsing light within them continues to DIM...

They stick together, but the pulsing light within is growing FAINTER...

Namaari places her hand on Raya's stone shoulder, as a Druun washes over her, turning her into stone.

On the GEM: THE LIGHT GOES OUT... Was Namaari too late?

SEQ. 480 - REBIRTH

For a moment, it looks like the Druun have completely won the day. They multiply, wreak havoc...

Then... something happens.

INSIDE THE GEM - a TINY PULSE OF LIGHT RETURNS.

The light gets bigger and bigger until... BOOM!

A blast of light suddenly explodes (just like in the prologue), destroying all the Druun. The light pulses out through the lands.

The land is finally free of the monsters... but all the statues remain, until that is -

Clouds roll in, illuminated by gentle thunder. And then... a droplet of glowing rain falls.

And then another. And

another.

Droplets hit the statues of Raya, Boun, Tong, Noi, the Ongis, and Namaari. As they do, the stone coating on their skin melts away.

THEY COME BACK TO LIFE.

BOUN

(in disbelief)

It worked! It worked! It --

Boun trips, looks at his feet which are still turning back to normal.

Noi and the Ongis jump happily on Tong.

Finally... Raya looks over to find Namaari's hand touching her shoulder. Raya's trust in her indeed transformed her.

Raya touches Namaari's hand, they acknowledge something new has been born between them.

SEQ. 490 - RETURN OF SISU

EXT. KUMANDRA (VARIOUS LOCATIONS) - DAY

We see the rebirth of the Spine, Talon, Tail, and finally Fang...

EXT. FANG CITY - THRONE ROOM STEPS - CONTINUOUS

Virana, back to life, exits her throne room and takes in this new world around her as...

EXT. FANG COURTYARD - CONTINUOUS

Our gang climbs out of the rubble where Raya finds Tuk-Tuk searching for her.

RAYA

Tuk-Tuk!

The two friends reunite as...

Water once again flows abundantly all around them - the dragon river has returned.

EXT. RIVER - NIGHT

But then...

Over the horizon, right above newly returned waterfalls, an amazing sight emerges -

All of the DRAGONS gallop through the air towards them.

Raya and gang stand in awe as the dragons swirl over Kumandran River.

As they do, droplets start to rise. Under the surface of the

water... a glow.

It gets brighter... and brighter... until -

SPLASH! SISU rockets up into the air...

She reacts with joy and surprise as she sees the other dragons now there.

SISU

(sees her siblings) Pranee! Amba!
Jagan! Pengu!

Sisu runs on the raindrops alongside her siblings, then lowers down to the ground.

Raya runs to her friend as Sisu playfully splashes her.

SISU (CONT'D)

Raya! Sisu.

RAY

A

SISU

I. Am. So hungry.

RAYA

I got some jerky.

SISU

Not that hungry.

They smile and hug. Tong shoves Noi in Sisu's face

NOI

Soo-soo!

TONG

(Big inhale)

Ah! It is good to breathe in your glorious dragon stench again.

SISU

Okay, I take that as a compliment.

Namaari stands apart, chastened. She remorsefully bows to Sisu who...

...reaches out and pulls Namaari into the group. She hugs them all.

SEQ. 500 - THE NEW WORLD

MONTAGE.

GATES OF SPINE. Tong returns home where he sees his people all alive again.

TALON MARKETS. The Ongis bring Noi back to her worried mother.

TAIL DOCKS. Boun sails back home where he finds his family looking for him the dock.

EXT. HEART BRIDGE - DAY

Raya rides back to Heart on Tuk-Tuk.

She nears the bridge her father was once frozen on and stops. She dismounts Tuk-Tuk and walks onto it where she sees...

RAYA

Ba.

...her father standing there, cleaning up debris. He turns to catch her eyes.

BENJA

Dewdrop?

Raya breaks into a run and they hug tightly, tears running down her face.

Benja gives his daughter a kiss on the cheek and then sees above him...

SISU standing on the bridge before him.

Benja is gobsmacked. He bows in respect to the dragon.

BENJA (CONT'D)

Is that... really her?

Sisu smiles.

SISU

Chief Benja, your daughter did
you proud. Hope you don't
mind. She brought some
friends.

Sisu steps aside to reveal Boun, Tong, Noi, the Ongis, and Namaari
standing side-by-side.

Behind them, hundreds of citizens from all over Kumandra are lined up.

Benja is overwhelmed, he can't believe his eyes.

RAYA

(to Benja)

Ba, welcome to... Kumandra.

As the crowd moves in to cross the bridge, Benja looks at Raya - this
is more than anything he could have dreamed of.

As Benja and Raya walk into Heart with the crowd, he puts an arm
around her and she leans her head on his shoulder.

Sisu flies through the air one last time past Raya, who smiles at
her from below. (End on Sisu.)

TITLE CARD: RAYA AND THE

LAST DRAGON THE END