

HOLE IN THE WALL

Written by

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Spec Episode of The Mandalorian
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Based on Star Wars by George Lucas

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FADE IN:

EXT. SPACE - DAY

Mando's and Bo-Katan's ships glide through space.

EXT. T'NILK ORBIT - DAY

The two ships eclipse the beautiful black, green, and blue planet of T'Nilk.

They fly down towards the surface.

EXT. T'NILK SURFACE AIRSPACE - DAY

The two ships fly at low speeds over dense and lush green, tropical-style vegetation, interspersed with black volcanic rock, including some active lava flows. The trees, vines, flowers and other vegetation is all significantly oversized.

EXT. T'NILK SURFACE - CLEARING AIRSPACE - DAY

They land in a black, rocky clearing. Dense oversized, foliage crops surrounds the clearing, which isn't much bigger than the space their ships take up.

EXT. T'NILK SURFACE - CLEARING - DAY

Mando, holding a scanning device, and Bo-Katan exit their ships and meet up. Grogu is in his hover bassinette, floating alongside Mando.

The three of them take in the view. A volcano in the distance has a minor, yet fiery eruption. Grogu coos in awe.

MANDO

I think Grogu likes it here.

BO-KATAN

It's raw and overgrown. A place only an outlaw could call home.

MANDO

They say to watch out for the plant life here.

BO-KATAN

Watch out for it? How?

MANDO
Don't turn your back on it.

BO-KATAN
Okay...

Grogu stares at some giant red tropical flowers and gurgles in elation. Mando taps buttons on his scanner.

BO-KATAN (CONT'D)
Know anything about this outfit?

MANDO
Led by a guy named Dorn Sordo. One of the bigger players in these parts.

BO-KATAN
Think he can help us locate Nijeen?

MANDO
Hope so.

BO-KATAN
Wish we could have parked closer to town.

MANDO
It's not far. Just need to take a reading before we head out.

Unbeknownst to all, as they speak, a tendril from one of the large vines creeps up behind Mando and attaches itself to the back of his boot. Then three other tendrils follow and do the same, attaching to the back of both of his boots.

He tries to take a step but his feet are held in place - he falls awkwardly. Bo-Katan sees what's going on and smirks. The tendrils start pulling Mando backwards slowly.

Mando draws his blaster and fires at the tendrils attached to his feet. The blast severs two tendrils. He fires again, severing the other two.

Mando brushes off the tendrils from his boot and gets up.

BO-KATAN
(teacherly)
Try not to turn your back on the plant life.

MANDO
Thanks.

EXT. T'NILK SURFACE - JUNGLE PATH - DAY

The group follows a narrow path through the oversized tropical jungle. Mando leads, using the dark saber to hack off vines falling in their way.

BO-KATAN

I think it was his victory against the Velnath Swarm that inspired me most.

MANDO

Why Velnath?

BO-KATAN

Not the most impressive victory from a strategic standpoint... It was his commitment to the way, in a situation where he had every opportunity to compromise. To tarnish the name of the Mandalorian for even a short time to save his own skin and he didn't do it.

MANDO

The swarm wasn't kind to him.

BO-KATAN

They say their phage can get under the armour and cause permanent damage to the skin... he suffered immensely... And stayed true.

MANDO

Then disappeared.

BO-KATAN

He spent some time on Palanar - healed up as much as he could. Brought in one or two more bounties there, and then, nothing, for years. Just rumors he made his way to T'nilk. Basically no word about him for nearly my whole adult life.

MANDO

Some say a bounty killed him.

BO-KATAN

I don't believe it...

MANDO

Why so quiet then?

BO-KATAN

I just think he went dark. He never needed fame. He just wanted to follow the way in the purest way possible - some believe you can do that better in seclusion.

MANDO

He picked the right place for bounties.

(beat)

You really think we need him?

BO-KATAN

(considers)

Who better to inspire unification?

Mando is silent as he considers this.

They come around a bend and take in the landscape for a few moments.

Near them is the walled outpost known as "Dorn Town", home to several hundred inhabitants. It includes several detached dwellings but is also partially built into the side of a high volcanic cliff.

EXT. T'NILK SURFACE - DORN TOWN GATE - DAY

Mando, Bo-Katan and Grogg in bassinet approach the main gate of the gang outpost, a patchwork of old, rusted sheet metal.

A GUARD (30s) in a perch shielded by scrap metal, aims his blaster rifle at them.

GUARD

Halt. Who the rotting empire are you guys?

MANDO

Bounty hunters. Searching for a fellow member of our guild.

GUARD

Nice try - pretty weak way for a rival gang to get in here.

BO-KATAN

You're not too familiar with Mandalorian armour are you?

GUARD

Yeah I know it... But you could have traded for it.

MANDO

A Mandalorian would never willing give up their armour...

BO-KATAN

And it doesn't go so well for those who try to steal it...

Bo-Katan twists to show her jetpack to the guard.

BO-KATAN (CONT'D)

How about we just jet-pack in?

The guard is silent for a moment, staring at them suspiciously.

He nods at someone behind the gate. The rusty gate door opens for them.

Our heroes walk through the gate and nod at the guards behind the gate.

The perched guard jumps down from his perch and smacks another guard, who is lazily sitting propped against the wall. The smacked guard scrambles up and replaces the first guard at his post.

GUARD

Follow me. I'll take you to see the boss.

They follow the guard.

EXT. DORN TOWN - MARKET AREA - DAY

The group walks through a market area that houses several kiosks and shops with wares. Gritty, rough-looking gang members and outlaws walk the streets.

Bo-Katan spies a unique rifle from one of the weapons vendors. She walks over and picks it up, checks it out.

BO-KATAN

Is this Empire issue?

GUN VENDOR

Yes. 90 credits.

BO-KATAN
That's robbery.

GUN VENDOR
No, robbery is what you can do with
it. You'll have your credits back
in no time.

BO-KATAN
I'm good with what I've got.

GUN VENDOR
You know where to find me.

The group continues on, following the Guard. Grogu is sitting up in his bassinette taking in all the sights and sounds.

A SQUAWKING RED AND BLACK SPECKLED BIRD in a cage on a table, lunges toward Grogu, who shudders in fear. Mando reflexively pulls Grogu away from the cage, but there is no actual danger.

GUARD
(laughing)
Good thing that's in a cage. They
eat bugs like him for breakfast.

Grogu gurgles his displeasure.

MANDO
He's not a bug.

GUARD
(laughing)
To the bird he is.

EXT. DORN TOWN - DORN'S PALACE AREA - DAY

The group approaches a large domed building with several guards at the main doors.

The Guard speaks with one of the door guards, who opens the door and enters, closing it behind him.

GUARD
Now we wait.

MANDO
What can you tell me about Dorn
Sordo?

GUARD

A leader for the people. Took over leadership here quite a few seasons back - more popular than the old guy.

MANDO

How did that happen?

GUARD

The usual way... A significant disagreement...

MANDO

What happened to the old leader?

The Guard mimes a shoot-out gun battle.

GUARD

The perils of leadership...

The door guard opens the door and signals the group to enter.

INT. DORN TOWN - DORN'S PALACE - DAY

More guards position themselves around the group.

DORN SORDO (30s), bald with head tattoos, in robust outlaw armour and gear, walks down a staircase at the back of the room and walks up so he's level with his guards, in front of the group.

DORN SORDO

It's not everyday I get visited by Mandalorians. And two of you... Must be *some* bounty you're after.

MANDO

No bounty - member of our clan. His name's Pok Nijeen. We heard he... retired here.

DORN SORDO

Pok Nijeen... I recall the name... but it was years ago... I think he holed up with another gang... not too far from here. But I don't recommend going to visit them - they're a pretty violent bunch.

MANDO

We can handle it. Can you tell us how to get there?

DORN SORDO
I can do better - I'll take you
there.

BO-KATAN
Thanks, but we can take care of
ourselves.

DORN SORDO
It's no offense - but my rivals are
both powerful and ruthless - and I
just can't bear the thought of them
getting ahold of two pairs of the
most valuable armour in the
galaxy.. why turn down the free
protection...

Mando looks at Bo-Katan. Dorn notices their hesitation.

DORN SORDO (CONT'D)
You Mandalorians - always so
standoffish.
(a nod to their jetpacks)
Feel free to fly away any time you
like.

Bo-Katan gives Mando a frustrated, but "why not?", look.

MANDO
Fine. But we're in a hurry.

DORN SORDO
No problem - just need to fix my
hair.

EXT. T'NILK SURFACE - PATHWAY - DAY

The group walks beside Dorn as his guards walk on all sides
of them - Dorn isn't taking any chances.

BO-KATAN
We met up with some of this
planet's rather "active" plant life
earlier.

DORN SORDO
Life gets wilder the further to the
outskirts of the galaxy you go.

BO-KATAN
Anything else we should be warned
about?

DORN SORDO

It takes a lifetime to learn how to survive here... That's why it's better to get some help from the locals.

MANDO

How far do we have to go?

DORN SORDO

(pointing)

Just up the cliff path ahead.

EXT. T'NILK SURFACE - CLIFFSIDE PATHWAY - DAY

Their path becomes a narrow walkway gradually rising up the side of a cliff.

Below the path, hugging the side of the cliff like giant ivy, is a group of oversized, stalky trap-plants with jaw-like heads and sharp "teeth" (like a venus flytrap). One reaches to just below the path near the top of the cliff.

A large red bird (like the caged one) flies overhead in the direction of the trap-plant, which SPITS A BURST OF ACID UP, hitting the bird, which arcs and falls into the waiting open mouth of the plant. The jaws snap shut on its prey.

DORN SORDO

I wouldn't recommend using your jetpacks here.

They begin walking up.

At the top of the path, there are two rock pillars that they have to walk through - what's beyond them is obscured. The cliff path gets really narrow near the top.

DORN SORDO (CONT'D)

Watch your step. The path gets narrow. Keep your back right up to the wall.

Near the top there are a group of recesses into the cliff wall. As soon as Mando and Bo-Katan are shuffling past them - backs to them - LARGE METAL CLAMPS spring out to clamp around their chest's, including their jetpacks.

Bo-Katan, ahead of Mando, gets clamped and is locked in place - she seethes in anger and writhes against the clamp.

Mando who saw something a split-second before it clamped onto him dodges reflexively - but not enough - the clamp locks onto his jetpack. He tries to pull free - tries activating his jetpack. No luck.

The clamps, on long metal arms, push out and begin to raise them up to a waiting cage at the top of the cliff.

Dorn looking pleased as punch.

Mando looks down and sees the ground, now a hundred feet below them, and the TALL JAW PLANT DIRECTLY UNDER HIM. Bo-Katan sees that Mando is only clamped by his jetpack.

BO-KATAN
Get free. Find Pok!

MANDO
But--

BO-KATAN
You're no good captured-- Find Pok
and come back!

Mando pulls on a release and drops free from his clamped jetpack. As he falls toward the jaw plant, he pulls out the black saber and activates the blade.

DORN SORDO
Stop him!

He stabs the blade deep into the jaw plant's throat - it goes through like butter and stays in the stalk, slowing him just enough as he continues to fall. He "rides the cut" all the way down, the plant spraying acid on him from the open cut.

Grogu's bassinette follows him all the way down.

EXT. T'NILK SURFACE - CLIFFSIDE ROCKY OUTCROPPING - DAY

Blaster shots rain down on him as he falls, tumbles onto the ground - shots scorch the ground where he lands.

The previously eaten red bird falls to the ground beside Mando, only now it's a partially digested mass of singed skin, feathers, and skeletal bones.

Mando scrambles around a rocky outcropping to get shelter - Grogu follows. They're out of sight.

MANDO
(at Grogu)
You alright buddy?

Grogu gurgles that he's okay. Mando looks him over - no injuries.

MANDO (CONT'D)
Good job getting away from those
guys.

Grogu sighs, accepting the praise.

Acid from the jaw plant has eaten away some of the leather straps holding up Mando's chest armour - it's so loose, he pulls it right off, exposing his thin undercloak, which smolders.

MANDO (CONT'D)
That's not good.

Blaster fire on the other side of the outcropping flies off to the side. The guards are on their way down, coming after them. He looks around and sees a large crack in the cliff wall a little ways behind them.

MANDO (CONT'D)
Come on, we'll go back for her
later.

Mando places the chest plate on the ground, off of the path, and piles some stones on top of it to try and keep it hidden - he'll come back for it later.

MANDO (CONT'D)
Let's go.

They hurry towards the opening.

EXT. T'NILK SURFACE - CLIFFSIDE PATHWAY - DAY

Dorn's men extract Bo-Katan - still fully clamped - from the rock wall. Two heavy chains are attached to the clamps so they can fully control their captive.

DORN SORDO
(at Bo-Katan)
Two would have been nice, but I
consider this quite the success.
(beat)
I've never owned a Mandalorian
before.
(smiling)
Come along now.

They lead her back down the path.

EXT. DORN TOWN - MARKET AREA - DAY

Dorn is in his glory as he parades his captive through the town. People are excited and cheer as they pass by. Others hear the commotion and come to see what's going on.

Bo-Katan, still led along by the two heavy chains, is furious at this demeaning display, but plays it cool, waiting for the perfect moment.

When the chain-holders are unprepared, she forcefully leans, yanking the chains one after the other, pulling the guards off their feet - one into a wall - out cold - and the other into a market seller's table - causing all sorts of chaos.

More gang members scramble to hold the chains - she didn't do it to escape, just to show them she could. She gives a calm look to Dorn, who smiles, pleased at her capability.

INT. DORN TOWN - ARENA OUTER BARRACKS - DAY

Situated at a high point of the city, some of the women in the barracks, wearing several layers of makeshift gladiatorial armour, see the havoc that Bo-Katan is causing.

They watch as Dorn leads Bo-Katan into the Barracks common area.

DORN SORDO

Take her armour.

Dorn eyes the armour as a pirate eyes a mound of gold.

INT. DORN TOWN - ARENA PREPARATION AREA - DAY

Dorn and the guards lead Bo-Katan - now in shabby prison clothes - into the arena staging area where you can see the whole battle area as well as the stands. Bo-Katan eyes it with concern but is still playing it cool.

DORN SORDO

(at guards)

Secure her and leave us.

They follow his orders.

BO-KATAN

Planning to feed me to the
Reevgors?

DORN SORDO

If only I had a reevgor! No -
you'll have much more of a fighting
chance than that. But you have the
right idea. Only it'll be far more
man-to-man - so to speak.

Bo-Katan with an uncertain look - then formulates a response.

BO-KATAN

At first, I was sure you were going
to make me your wife. But you don't
even have the guts to do that -
settling for the cheap thrill of
blood.

She gives him a look of dissatisfaction.

DORN SORDO

Of course it's not for lack of
interest - but I've come to know
that your type are never honest
about their willingness for wifely
things - in fact you're often
rather dangerous without these
chains.

(gesturing at the arena)

So I've settled on the next best
thing.

BO-KATAN

Do I at least get the honor of
fighting you?

Dorn smiles.

DORN SORDO

So eager to get right to it. I
suppose I should have expected that
from a Mandalorian.

Dorn walks over to an ornate glass pitcher and pours himself
a drink.

DORN SORDO (CONT'D)

Unfortunately, I'm not much of a
fighter anymore, myself - those
days are behind me.

(notices Bo-Katan)

Drink?

BO-KATAN

No thanks.

Dorn shrugs and continues. Puts down the pitcher, holds his glass.

DORN SORDO

I'm more of a business owner now -
priorities change, you know.

(smiles, takes a sip)

But I'm sure you'll enjoy your
skirmishes with the other
warriors.. I do think you might be
the favoured player.

BO-KATAN

Is this where you tell me I can win
my freedom?

DORN SORDO

Oh, my dear--

BO-KATAN

Don't! ..call Me that.

Dorn seems impressed by her spunk.

DORN SORDO

(smiling)

I would tell you your freedom can
be earned by your success, but I'm
afraid of what you might do to me
if you ever got out of these chains
- and I imagine you know that - so,
no, your freedom comes in death and
death alone.

Bo Katan absorbs this dire news.

INT. T'NILK CAVES - ENTRY PASSAGE - DAY

Mando and Grogu enter the underground caverns, colorful
iridescent flora is sprawled all over the interior walls of
the cavern tunnels, illuminating the tunnels in a strange and
beautiful glow. Grogu coos in awe and surprise at the sights.

As they move forward, the cavern gets narrower and more
enclosed. Some glowing purple alien algae on the cavern roof
shifts and coalesces into a spiny tube that extends out as
Mando passes it and attaches itself to Mando's helmet.

Mando feels the resistance as he walks forward. Stops. Tries
pulling free. It doesn't work.

He tries again, harder. The algae tube SNAPS, and Mando
stumbles to the ground.

He picks himself up and dusts himself off. Grogu is still enamored by the colored plants.

MANDO

It's pretty stuff, but watch out
for it, okay?

Grogu gurgles something, but he's not really paying attention.

INT. T'NILK CAVES - PURPLE PASSAGE - DAY

They continue on into a cavern that glows purple. There are two craggy tunnel openings on the other side of the room, one larger and one smaller.

They move slowly - Mando isn't going to let these plants get the drop on him again. Grogu is still in awe of the pretty colored plants and algae in the walls - this cavern has new, strange and wonderful plants that capture the eye.

MANDO

Stay close - okay buddy?

Grogu coos, his senses totally stimulated - not listening to Mando.

MANDO (CONT'D)

I mean it - I don't want you
getting close to anything strange
down here - no matter how pretty it
looks.

Mando glimpses a unique purple leafy bulb on the side of the wall ahead of him, with smaller ones growing beside, it's pulsing and swirling with many shades of purple illumination. It's unlike anything he's seen.

He walks up to the one he is staring at. He raises his hand, moves it slowly towards the bulb, which seems to get bigger as his hand gets closer.

Suddenly, SNAP, through the bulb, thrusts out a large viney stinger, dripping with purple fluid, which makes direct contact to Mando's helmet, and glances off it, knocking Mando backwards.

MANDO (CONT'D)

(at Grogu)

Watch out!

Another stinger vine thrusts out of another bulb near Grogu. Grogu activates the door on his bassinette just in time to shield himself from the powerful attack. The stinger glances off, but knocks Grogu, hard, into the smaller opening.

When he makes contact with the side of the tunnel wall, rocks fall, closing off the tunnel from the cavern.

MANDO (CONT'D)

Grogu!

Mando sees another bulb enlarging. He pulls out the dark saber and activates it. A stinger launches out but he's prepared and dodges it - a swift swipe cuts it off.

Behind him another stinger shoots out and hits him square in his still-armoured back, pushing him forward. He falls forward through the large opening, glowing subtly orange.

INT. T'NILK CAVES - ORANGE PASSAGE - DAY

Several stingers launch out at him from behind, but he is now beyond their reach.

He looks back into the purple cavern. Another stinger launches out from the purple cavern - it's stinger misses his chest by inches.

He needs to find Grogu, but the stingers are much more of a danger for him without his chest armour.. he doesn't know what he should do.

MANDO

(yelling)

Grogu!

He listens for a response. There are little openings in the rock walls - like little lava tubes that amplify sounds. He hears a faint sound coming from up ahead. GROGU GURGLING for him.

MANDO (CONT'D)

I'm coming Grogu!

(beat; to self)

Hang in there little guy.

He goes onward.

INT. DORN TOWN - ARENA PREPARATION AREA - DAY

Bo-Katan, looking grim, is staring out at the arena, now filled up with people.

The arena isn't huge - holds maybe 500-1000 people. Currently, there is a "JESTER"-TYPE ENTERTAINER on the arena floor, throwing "LIGHT STREAMERS" into the air - colorful bursts of light that twist and twirl in the air. OOOHS AND AAHS FROM THE CROWD.

BO-KATAN

The new republic banned combat entertainment you know.

DORN SORDO

You'd be surprised how motivated the clientele are to keep the secret... every once in a while, watching eyes pay a visit - we have our 'famous', and very polite, sparring events on those nights... still entertaining...

BO-KATAN

I'm sure they are.

CHEERS as two female gladiators walk out from separate tunnels, into the center of the arena. An announcer steps up onto a small, elevated stage in the stands.

ANNOUNCER

Good evening citizens and visitors alike, and welcome to the one and only, Dorn Town combat show!

CHEERS

Get ready for the adrenaline, the skill, the desperation, the show of shows, brought to you by our most benevolent head of state, Dorn Sordo!

CHEERS.

ANNOUNCER (CONT'D)

Tonight's combatants are: the fierce, Kiva Roon!

CHEERS.

ANNOUNCER (CONT'D)

And the acrobatic, Jomali!

CHEERS.

ANNOUNCER (CONT'D)
A moment of silence for those who
have entertained us and are with us
no longer.

SILENCE for a LONG four seconds. Then CHEERS as the
combatants face each other.

ANNOUNCER (CONT'D)
Combatants... Do Battle!

More CHEERS.

Bo-Katan and Dorn watch the two combatants battle - one
wielding a double-bladed spear and the other with two short
swords.

It is a ferocious battle - swipes - thrusts - blocks -
counters - and melee strikes. CHEERS abound.

The battle ends with the spear woman stumbling and dropping
her guard - SLICE - she dies by the other's short sword.

CHEERS throughout the arena.

The victor does not bow - just breathes heavy, and looks
downward.

Bo-Katan is silent but seethes underneath. Dorn catches this.

Dorn shows only the faintest sense of dismay.

DORN SORDO
Many weaker specimens as you can
see... I knew that one wouldn't
last long...too slow on the
counterattack... she came from a
troubled situation - you might say
I rescued her...
(beat)
You'll be much better - maybe even
the best.

BO-KATAN
I'll cherish the glory while I'm
rotting in my cell.

DORN SORDO
Come on, now. You're a bounty
hunter, and a Mandalorian - one of
the most disciplined and well-
trained religions in the galaxy.
(MORE)

DORN SORDO (CONT'D)
 Trained in both blasters and hand-
 to-hand combat. You are perfectly
 suited to this career.

BO-KATAN
 (scoffing)
 Career.

DORN SORDO
 Forced career, yes, but a career
 nonetheless. You, my dear--

BO-KATAN
 I'm not your dear...

DORN SORDO
 --are situated to do very well,
 working in this capacity - very
 well indeed. Being a crowd
 favourite has its perks believe it
 or not.

BO-KATAN
 New leather wrist guards?

Bo-Katan catches the faintest expression that this comment
 miffs Dorn a little.

DORN SORDO
 (composed)
 You'll learn to be appreciative of
 the gifts afforded you for your
 performance.

BO-KATAN
 Maybe I won't perform at all... All
 the hype for a Mandalorian - only
 to watch her die without lifting a
 weapon...

DORN SORDO
 (calmly assured)
 You'll perform.
 (beat)
 I know your type... In all the
 years, I've offered this show -
 I've seen only the rarest combatant
 stand and receive their death
 without fighting. Some go into the
 arena thinking they won't fight...
 (smiling)
 ...but they do.

Bo-Katan is silent for a moment, lost in inner fury. She's frozen in place, with eyes of death aimed at Dorn.

DORN SORDO (CONT'D)
That's the way!

INT. T'NILK CAVES - YELLOW PASSAGE - DAY

The force of the vine striking Grogu's bassinette has thrown it against rocks, knocking him out of it, and down a large embankment. Grogu picks himself up and dusts himself off.

He walks over to the bassinette, tipped over on the ground nearby, pushes it, but it is damaged and no longer hovers. SPARKS from a large hole in its side, made by the vine.

Grogu is now in a large chamber, lit with yellow algae, with many similar looking paths. He looks around, but doesn't know where he came from.

Grogu, scared, "calls" out for Mando... did he hear a faint response? It's muffled by a strong current of airflow flowing through the chamber - no real possibility for communication.

Grogu calls out again, half-heartedly - realizes he must find his way back to Mando on his own. He gulps - the caverns with their strange plants and lighting, look foreboding.

He picks a path in the direction that he might have heard Mando, and walks forward through a small opening.

INT. T'NILK CAVES - BLUE PASSAGE - DAY

Some cracked sheets of rock block a path in the direction he wants to go (Mando may be on the other side, he thinks) - another path is available that goes the other direction, but it has a foreboding blue glow with shifting shadows.

Grogu decides to try the force on the cracked wall. He concentrates and raises his hand. But the force efforts just make the rocks more UNSTABLE AND CAUSE MORE ROCKS TO FALL. No path.

He gives up on that plan. He turns and walks into the blue cavern.

INT. T'NILK CAVES - BLUE CAVERN - DAY

He encounters a strange but beautiful blue flower with uniquely bright IRIDESCENT ACORN-SIZED BLUE PODS hanging from it - he's attracted to their pulsing glow - semi-hypnotic.

He gets closer to them and we see the leaves of the flower shift to look like SINISTER "EYES" - just before he gets to it, one of the pods BURSTS OPEN, SPRAYING OUT A LARGE PATCH OF STICKY BLUE LIQUID onto the ground.

The liquid sprays on Groggu and the splatter on the ground touches the bottom of Groggu's robe, and quickly hardens, binding him in place. Oh no!

A smaller flower on the stem, reveals a sharp KNIFE-LIKE LEAF that slowly moves toward Groggu. Groggu tries to get free but can't. He reaches for a nearby rock to perhaps pull himself free but can't quite reach it..

Groggu worried, reaches out and "pulls" with the force. As he pulls, the room subtly shakes from the disturbance - RIGHT BEFORE THE KNIFE-LEAF STRIKES, HE BURSTS FREE and flies against the wall, avoiding the strike. He groggily gets up.

One of the blue pods ROLLS UP TO HIS FEET, still intact, he looks at it - will it explode? He's once again transfixed by the glow. HE PICKS IT UP and holds it up to his face.

INT. T'NILK CAVES - ORANGE PASSAGE - DAY

Mando walks through the passage, carefully, and watchfully. The glow of orange algae illuminating his way. Strange vines and plant-life shift on the walls as he moves.

MANDO

Groggu!

Nothing.

He clambers over a large outcropping of black volcanic rocks.

As he goes forward, there are plenty of unsteady, loose rocks to navigate around...

...he uses one of them as a handhold, but it jars loose as he puts his weight on it, causing him to fall flat on his back.

A vine with a scorpion-like stinger on its end, slithers out from behind a rock and on top of a prone, and chest-armourless Mando.

With slow, intimidating movements, it seemingly glories in its advantage over the warrior-turned-prey.

Mando ever-so-subtly reaches for his saber... how much time will the vine give him?... HE GRABS THE SABER IN A LIGHTNING FAST ACTION, ACTIVATES IT AND SWIPES THE STINGER OFF THE VINE.

The vine falls off of him, writhing around. Mando's safe.

INT. DORN TOWN - ARENA PREPARATION AREA - DAY

Bo Katan, calmer now, stands, still chained to the wall.

Dorn, still well outside Bo Katan's reach, is handling a spear that's shaped somewhat like a lightning bolt, demonstrating to Bo Katan how it's used. CROWD NOISE ebbs and flows in the background, as combat continues in the arena.

Looking like a skilled martial artist in both weapons use and footwork, he goes through the well-practiced motions of a thrust - a block - a counter - a kill-strike with flourish.

DORN SORDO

Those who take time to master the
Cyrkonian lance often do
exceedingly well.

Bo Katan studies him. Dorn hopes the unique weaponry may entice her in some small way. She lets her silence hang in the air.

DORN SORDO (CONT'D)

Now let me show you the Velusian
axe--

BO-KATAN

Why are you doing this?

DORN SORDO

Well, of course, I want to see you
do well. I have no qualms about
having a favourite.

BO-KATAN

No - why are you making me a
gladiator, when I could do you far
more good as an instructor?

Dorn Sordo's head tilts as he looks at Bo-Katan, as if contemplating the idea for the first time.

Bo-Katan now has her audience hooked and goes fully into her pitch.

BO-KATAN (CONT'D)

Sure, I could go far in your...
little company... from what I've
seen I would make short work of
your... average gladiators...

(MORE)

BO-KATAN (CONT'D)
but since you're forcing me into
service-
 (serious tone)
-which may lead to my death,
whether or not you believe it-
 (back to pitch voice)
-why not have a better product?

DORN SORDO
But you would be aiding me in my
cruel endeavor...

BO-KATAN
I would do it for the sacred art of
battle - not for you. It is more
honorable for these gladiators to
die as a trained warrior... than as
feeble brawlers.

She means that to sting, and Dorn knows it.

Dorn strokes his face as he seemingly contemplates her offer.

DORN SORDO
And for this role, you would demand
to be exempt from fighting yourself-
- if it wasn't such a good idea, I
would think you were begging for
your life, Mandalorian.

BO-KATAN
I won't lie to you, Dorn -
Truthfully, I will try to escape
any chance I get, but I see in you
the ruthlessness of a man who is so
committed to his... business...
that he knows he could keep me
secured despite my desire to leave.

Dorn smiles.

DORN SORDO
It seems you are quite the business-
minded professional as well. I do
suspect you are correct that a
better product would increase my
income.

Dorn continues to contemplate, walking around the room, but
keeping his eyes on Bo-Katan.

As Bo-Katan replies, she turns on the charm, and he walks
slowly and continuously closer to her, as if becoming MORE
and MORE ENTICED BY HER WORDS.

BO-KATAN

(alluring)

And perhaps after several years, I
may tire of my wish to escape...

(Dorn walks closer)

...And I may grow to enjoy my
position of a cherished mentor -
the one who can help my warriors
survive longest-

(Dorn comes even closer)

-and I may grow appreciative of the
man who had mercy on me - sparing
my life and giving me a chance to
teach others the skills I hold
dear...

(he slows, must be in
reach now)

...if only for a few fleeting
moments--

SUDDENLY BO-KATAN SPRINGS FORWARD, LUNGING AT DORN WITH BOTH
HANDS AS IF TO GRAB HIS NECK. HER CHAINS GO TAUT - HER HANDS
NARROWLY BRUSHING AGAINST HIS SKIN - JUST OUT OF REACH.

Dorn stays put, calm, tilting his head back only slightly to
avoid the deadly hands coming in contact with his head as
they dove for his neck - he knew how far she could reach the
whole time.

He smiles at her and laughs.

DORN SORDO

Well, you do have honor, my girl -
sorry, my Mandalorian - you speak
the truth. And it is exactly for
that reason that I cannot accept
your offer - you see, I might one
day fall for such deception - and
we can't have that now can we?

Bo-Katan glares, seething at him.

DORN SORDO (CONT'D)

Go ahead and train my warriors all
you like - I certainly won't turn
down the free help - but you will
have your day in the arena as well-
(overly conciliatory)
Use it however you wish.

A CRESCENDO OF CROWD NOISE that had been building.

DORN SORDO (CONT'D)

In fact--

Dorn glances into the arena, sees the previous battle has ended.

DORN SORDO (CONT'D)
...Use it now. Guards! Take her in.

Guards enter and untether Bo Katan from the wall. They take her out of the room and towards the gate to the arena floor.

EXT. DORN TOWN - ARENA FLOOR - DAY

The gate from the barracks area opens and Bo Katan is ushered in to the arena in chains, by six guards who are wielding their swords. THE CROWD ROARS at the new combatant.

Bo-Katan watches as two guards drag away the bloodied combatant who was just killed.

The guards stop positioning themselves all around Bo-Katan, swords still drawn, not taking any chances. One of the guards unlocks each chain and removes it. He steps back into formation.

Another two guards carry out a rack of weapons and place it next to the ring of guards.

ANNOUNCER
Is today the day that a fighter
defeats two challengers in a row?
If anyone can do it, it is Ja'Kell.

Bo-Katan looks over at her opponent and sees she is also bloodied, wounded - she stands holding a spear-like weapon with a sleek, curved axe-head. She adjusts her footing showing signs of being in pain.

BO-KATAN
This isn't a fair fight.

LEAD GUARD
Shut up knave!

ANNOUNCER
We will see how she fares against a
brand new challenger, named--

The announcer scrambles to find out a name for Bo-Katan from one of the other staff. Someone trots up to him and whispers in his ear.

ANNOUNCER (CONT'D)
(mispronouncing)
The Mal-Danorian!

The CROWD CHEERS as the guards walk away, revealing Bo-Katan to the audience, and leave the arena.

ANNOUNCER (CONT'D)
This fighter is known for her elite
training, guided, or perhaps
hindered, by her furious temper!

CHEERS.

ANNOUNCER (CONT'D)
Combatants. Fight!

More CHEERS from the crowd as Ja'Kell rushes furiously at Bo-Katan with her axe. Bo-Katan, who hasn't even had a chance to take a weapon from the rack, dodges and rolls away.

BO-KATAN
(at Ja-Kell)
We don't have to do this.

Ja'Kell takes another swing at Bo-Katan, which Bo-Katan again dodges. CHEERS from the crowd as Bo-Katan stays just ahead of several more attack moves from Ja'Kell.

Bo-Katan eyes the weapons rack. Ja'Kell recenters, still showing pain in her leg, as Bo-Katan circles around her carefully.

BO-KATAN (CONT'D)
Let's stand together against the
guards.

Ja'Kell breathing hard, looks stoic.

BO-KATAN (CONT'D)
It'll have more honor--

Ja'Kell takes another forceful swipe, which is dodged. Bo-Katan is seeing her opponent is both injured and tiring.

BO-KATAN (CONT'D)
You're in no shape to fight. I
cannot kill you.

JA'KELL
Then we both die!

Ja'Kell lunges forward with another fury of swings, which Bo-Katan evades, allowing her to get to the weapons rack. The crowd CHEERS.

JA'KELL (CONT'D)
Ready to fight now?

Bo-Katan looks at the weapons - she can have her pick - but she reconsiders.

BO-KATAN
I don't want to give Dorn the
pleasure. I refuse.

JA'KELL
Fine, then let me kill you so I can
go home.

BO-KATAN
Home? And where's that?

Ja'Kell takes another leaping swing, dodged again, then winces loudly in pain as she lands and drops to a knee... and loses heart, lowering her weapon... Crying.

JA'KELL
Nowhere. Not after they killed my
family, my daughter. He took
everything.

Bo-Katan watches in horror as Ja'Kell turns the tip of her axe at herself and thrusts it into her abdomen.

The CROWD ERUPTS IN A MIXTURE OF YELLS AND BOOS.

ANNOUNCER
And the Mal-Danorian is victorious!

More CHEERS and BOOS from the crowd. Bo-Katan looks over towards Dorn in the barracks. She catches his eye - she is not done with him.

INT. T'NILK CAVES - BLUE PASSAGE - DAY

Grogu walks through the cavern carefully and still in awe of the beautiful and eerie glow of the blue bioluminescent algae on the cavern walls.

He gets to a rocky pile that's as tall as he is - he climbs it and pushes himself over. At the peak, he swivels and slides down the other side on his butt.

He gets up and is once again taken by the glow of the cavern walls.

He walks up to one of the walls where there is a particularly bright patch of algae. As he nears it, he notices that it seems to be moving, rippling, on the face of the wall.

Grogu reaches out to touch the algae... as his hand gets close to it, the algae, ripples faster and retreats from his touch, leaving a circular empty patch in front of his finger. Grogu coos in awe.

Then Grogu hears Mando's ever-so-faint "Grogu!", which pulls him from his gaze. Mando! He gurgles as loud as he can but of course there's no way he will be heard.

Grogu turns and presses onward as fast as he can, deeper into the cavern in the direction that he heard the voice.

Suddenly his step misses its mark as the floor angles downward. Grogu falls forward onto his chest and slides down a small but steep incline. He slides down, face-first, arms outstretched, and getting rocks and dust pushed in his mouth.

He slides to a stop at the bottom of the incline. He spits out a mouthful of rocks and dust.

He gets up, coughing and sputtering, and gives a "yucky" face.

He continues following the underground caverns hoping it leads him to Mando.

He gets to a very narrow tunnel that's so small, he'd need to shuffle through on his stomach. He peers through the tunnel, fearfully. There's a faint silvery glow at the other end - but it's a long way.

He crawls in.

There is a current of air in the tunnel and no algae, so it is dark and cold and forlorn.

INT. T'NILK CAVES - LARGE CHASM - DAY

Mando exits a passage and steps out onto a ledge on the edge of a huge chasm (an old massive lava tube) - much too large to jump across. On the other side, Mando sees there is a passage that continues on in the direction he's travelling.

He peers over the edge - there are rocks that jut out haphazardly but there doesn't look to be a safe way down either.

Mando lifts his grappling hook-enabled arm and points it at the rock face on the other side of the chasm.

He FIRES THE GRAPPLING HOOK. It shoots across the chasm and embeds into the opposite rock face, close to the passage opening.

Mando gives the line a firm tug to test the strength of the purchase. THE LINE SHEERS OUT OF THE ROCK, dust and broken pieces of rock bursting out with the hook.

MANDO

I hate volcanic rock.

Mando makes an adjustment on his arm controls (the suit controls for his grappling hook).

He aims up again. Fires. The hook shoots across the chasm, faster this time, and embeds deeper in the rock.

He gives the line another tug. It doesn't shift. He tugs again, with force equivalent to his body weight. No movement. It's a sturdy anchor point.

MANDO (CONT'D)

Okay then.

Mando SPRINTS FORWARD and LEAPS over the chasm, activating the retraction of the grappling hook as he moves through the air - it pulls him forward, TURNING HIS LEAP INTO FLIGHT.

The retracting line pulls him right into the rock wall. He slams into the rock and bounces off of it forcefully, he is THROWN BACKWARDS OFF THE LEDGE. Instead of falling off, he activates the lock on the line and it suspends him like a rappeler "standing" 90 degrees outward off the cliff wall.

He slowly retracts the line once again and pulls himself back up onto the ledge on the newly accessed side of the chasm.

He continues onward through the passage.

MANDO (CONT'D)

(as if to Groggu)

I'm comin' buddy.

INT. T'NILK CAVES - REALLY LARGE CAVERN

Mando emerges on the other side of the passage, arriving at a chasm that's even bigger (wider and deeper) than the previous one. Algae far below, illuminates the walls and shows how deep the chasm is.

MANDO

Great.

He steps to the edge to survey as much as he can.

Again, no path down.

On the far side of the chasm, several dozen feet lower on the wall than where he is currently standing, there is a ledge that appears to have a passage that continues the path he's on.

Will his grappling hook even go that far?

There are a few small ledges on the sides of the cavern walls, but they look to small to be viable places to grapple to.

Mando doesn't see another good option. He aims up the far ledge across the chasm. FIRES. The grappling hook hits its full length and stops. It silently falls, and then is FORCEFULLY REELED BACK as Mando retracts it.

MANDO (CONT'D)
Jet pack would be nice right about now.

Mando looks around, surmises the situation for a few more moments.

He levels his gaze at the ledge.

It's impossibly far.

He turns and walks away from the ledge - in a straight line, all the way into the passage. Has he given up?

MANDO (CONT'D)
Not smart, Din.

He turns - he hasn't given up at all - he's doing something crazy - before he can convince himself not to do it - HE SPRINTS FORWARD TO THE LEDGE AND LEAPS WITH ALL HIS MIGHT.

Mando sails through the air, falling as his momentum carries him forward.

When he is about level with the ledge he is aiming at, he FIRES HIS GRAPPLING HOOK. It sails out, (still a very large distance), and embeds into the rock wall just above the passage.

He retracts as fast as the retraction will work so that his horizontal velocity negates his fall and now pulls him laterally into the passage, which he approaches at a very high speed.

He sails forward into the passage, hoping it provides a runway to land without slamming him into a wall, or something else detrimental.

INT. T'NILK CAVES - PASSAGE OFF REALLY LARGE CHASM - DAY

It does - he tumbles through the passage and into a large stalky plant, glowing with green bioluminescence. His momentum crushing its thick stalk, but cushioning his high-speed acrobatic leap.

INT. T'NILK CAVES - BLUE PASSAGE - DAY

As Grogu shuffles down the narrow tunnel towards the shimmering silver light at the other end, he notices some small silvery, reflective tendrils on the walls of the tunnel. The tendrils seem to extend all the way to the end of the tunnel.

So far he hasn't touched one but he approaches a bundle of them that are hanging down from the roof of the tunnel - no way around them.

He shuffles up to them and looks at them. They flutter and sparkle in the air current going through the tunnel. He gurgles with joy. On closer inspection, they are narrow and flat, like long blades of grass, but silvery and mirrored on the flat side. Reflections dance and Grogu coos, once again transfixed.

Then as they dangle and flutter, one of them lands on Grogu's face and slides across it, touching his eyes and mouth. No sooner than it has done so, it, along with all of the other tendrils in the bundle, suddenly retreat back into the far end of the tunnel. Grogu gasps, surprised at the quick movement.

The silver glow of the other end of the tunnel flickers, and seems to get brighter. Grogu coos at the light.

Grogu keeps sliding forward. He gurgles for Mando. No sound is heard in return... no Mando. But wait - now there is something - a faint sound that sounds like - like what? - it's very faint - it's...

...COOING...

...and GURGLING...

...the SOUND OF ANOTHER GROGU!

...It seems to be calling out for him...

Grogu, excited, gurgles back as loud as he can... He's coming!

He shuffles in the direction of the sound - onward to the end of the tunnel. He still can't see much other than shadows and a silvery glow at the end of the tunnel... but then, coming into focus: A SHADOWY OUTLINE OF A HEAD THAT LOOKS LIKE HIS!

He hears the sound again - it's even clearer now - another Grogu - a friend! He GURGLES at it again - it GURGLES back!

He crawls forward excitedly.

INT. DORN TOWN - ARENA INNER BARRACKS - DAY

Bo-Katan, shackled with an electronic wrist shackle with a green LED, is lead to the barracks, by three bulky and well-armed prison guards - a large dusty room, longer than it is wide, with a dirt floor - half carved into the side of a rock wall. The non-rock wall sides are open-air walls of steel bars.

Prison Guard 1 unlocks the door with a multi-angular metal key. A green LED-style light on the wrist guards of each of the guards illuminates - and CHUNK the door unlocks. They push Bo-Katan inside.

Benches, bed rolls, gladiatorial armour, and sparring equipment are scattered all over the room. Ten other female gladiators take up residence there - they are comprised of several different alien species of diverse colors.

Each woman has an electronic waist shackle (with green LED) linked to their own retracting cable hanging from a central steel runner on the ceiling, running the length of the room all the way to the door. A loose cable hangs down near the door, at about head-height - for Bo-Katan.

Bo-Katan's arrival is met with muted interest by the others - a few look up when the door opens - but immediately look back at their original focus (resting, eating, repairing armour, etc.) - getting a new team member happens all too commonly.

PRISON GUARD 1

Hook in.

Bo-Katan takes in her surroundings - the room, the ceiling - and sees the hanging cable - sees how the other women are held. She looks at the helmeted guard who has a blaster in a holster and means business.

PRISON GUARD 1 (CONT'D)

Come on!

Bo-Katan grabs the loose end of the hanging cable - it WHIRS as she pulls it downward and inserts it into her waist shackle - it CLICKS and the green LED turns red. The retracting cable and sliding base in the central runner allows the prisoner to walk anywhere in the room.

PRISON GUARD 1 (CONT'D)

Hands.

Bo-Katan turns around and looks at the guard. He holds up the key. Bo-Katan puts her shackled hands through the bars. Guard 1 uses one of the smaller key ends and places it into the shackle lock. Once again the green lights illuminate on all three guards wrist straps. CLICK, the shackles unlock. The guard takes them.

Bo-Katan turns around and looks at her bunk mates - they are a truly "defeated" bunch - no hope of escape exists with them - and their eyes show this utter lack of hope.

ARBARID (27) sitting nearest the door, sits adjusting the tightness of the straps on a set of armour. Kiva Roon, the one who battled earlier lays across the room from her, next nearest to Bo-Katan. HARUNI (20s) sits on a bed roll next to Arbarid.

ARBARID

(directing with a nod)

You can use Jomali's bed roll over there... or Ja'Kell's at the back.

She points to an empty bed roll across from where she's sitting, next to Kiva Roon's bed roll.

ARBARID (CONT'D)

...they won't need them anymore.

BO-KATAN

Thanks.

(beat)

Bo-Katan.

Arbarid continues to work on her armour, doesn't look up.

ARBARID

Arbarid.

Bo-katan continues to study her surroundings and her bunk mates. A few cast a gaze at her, but remain silent.

BO-KATAN

(at Arbarid)

How long have you been here?

ARBARID
(coldly; not looking up)
We try not to get friendly here.
(a meaningful look)
I think you can imagine why.

BO-KATAN
Sure...

She looks around again at the defeated bunch.

BO-KATAN (CONT'D)
What I don't understand is why you
put up with this - there's ten of
you.

ARBARID
We're in prison if you haven't
noticed.

BO-KATAN
I get that. But why give this piece
of wamp rat feces what he wants -
why not make a run for the guards -
all together - you may die - but
better to die with the honor of
fighting back - than as a
gangster's showpiece.

ARBARID
You'll see.

BO-KATAN
What do you mean?

ARBARID
Dorn is smart - he knows how to
make sure we never have a chance to
overpower the guards.

Bo-Katan is silent. A few of the women seem to take notice of
the conversation.

ARBARID (CONT'D)
Even if they were to drop the key
right in our lap and walk away - it
wouldn't help us because there
needs to be three guards within
proximity of the lock for the key
to work. A press on their wrist
controls retracts our cables,
dangling us from the ceiling. Not
as easy as you think to escape.

Bo-Katan is put in her place... for now. She thinks.

ARBARID (CONT'D)
What are you anyway? Some outer rim
soldier or something.

BO-KATAN
I'm a Mandalorian.

ARBARID
(scoffs)
Sure you are. A Mandalorian would
never allow themselves to get
caught by the likes of Dorn.

Bo-Katan is once again silent, her face fallen. She walks over to the bars nearest her and grips them tightly, pulling on them to test their strength. Arbarid looks over and takes in what she's hearing and seeing.

Some of the other women are watching.

ARBARID (CONT'D)
Wait, are you serious?

Bo-Katan is silent for a moment as she continues to look at the design of the cell. She looks over to Arbarid.

BO-KATAN
I'm going to need everyone's help
to get us out of this place.

HARUNI
(concerned)
It'll never work.

Arbarid stands and faces Bo-Katan.

BO-KATAN
How do you know?

ARBARID
Contrary to what this comfy room
may lead you to believe, Dorn is
merciless in punishing misbehaviour
- most of us have learned the hard
way - but if you try and stage a
break-out he'll punish all of us.

BO-KATAN
And?

KIVA ROON
Who needs more scars?

BO-KATAN
Exactly. You're all getting more
scars every day.

They all stare at Bo-Katan, who looks at each - each having
eyes that have known pain.

ARBARID
What makes you the one to get us
out of here, alive?

BO-KATAN
I don't know that it will work - I
can't promise that - but I do know
that my convictions and my training
do not allow me to stand here and
be a slave.

HARUNI
And what do convictions matter in
this galaxy?

BO-KATAN
My convictions give me
determination and clarity of
purpose - something you seem to be
in need of here.

KIVA ROON
Staying alive might be better than
clarity of purpose.

ARBARID
At least winning in the arena lets
us determine our own destiny here.

BO-KATAN
Some destiny.

Bo-Katan walks over to a weapons rack and picks up a short
sword.

BO-KATAN (CONT'D)
When's the next time Dorn will
bring in another prisoner?

She feels the sword's weight and swings it a few times to
gauge its feel. She walks back to her position near the door.

ARBARID
His men will return from a large
raid in the evening - perhaps then.

BO-KATAN

Good - we'll hope they have
someone... Now - if you're with me -
here's the plan.

INT. T'NILK CAVES - PASSAGE OFF REALLY LARGE CHASM - DAY

Mando, goo scraped off, walks through the passage towards the light coming from the other end. Multicoloured algae, again, coats the walls.

MANDO

Grogu!

Nothing.

He approaches the exit of the passage.

INT. T'NILK CAVES - MAIN CAVERN - DAY

Mando emerges onto a ledge, high up on a cliff wall, inside a massive, expansive cavern. Below and across from him sits "Hole in the Wall" base - a vast multi-storied community lair for a gang, hewn into the walls of the cavern. Light comes from a mixture of torches and algae. Far above, an open crevasse lets in some daylight.

From his perch, above the base, he can see the many windowed dwelling rooms, storage areas (some barred, some open), food and drink establishments - basically everything a small town has. The floor of the cavern is a main street with sellers and shops.

Mando, half in awe of the magnitude of the underground base, observes the base and its activities for several moments.

The ledge he is on does not continue far. There is nowhere for him to progress. There are several other ledges and jagged rocks jutting out all over the cavern walls.

There are two ledges, nearest him - the first, below and to the side, and the second, only slightly below the first, but even further beyond it on the wall - within grapple distance, but still too much of a drop for him to safely reach.

Wall structures make it impossible for him to fire his grapple above the ledges to make a regular swing point. He studies the ledges and wall layout and makes some mental calculations.

He aims his grappling tool at the first of the ledges, several dozen yards below him. FIRES. It sticks firmly into the top of the ledge.

He leaps off the ledge, diving downward, he's not trying to land on the ledge - that would lead to injury or death - rather, he's using the ledge as a tether point and making himself a pendulum. Gaining speed as he falls, he begins swinging forward under the ledge and then back up as his grapple wire hugs the underside of the ledge.

At the peak of his rise, velocity cancelled, he disengages the grapple wire and sails gently forward onto the further ledge, landing deftly on one knee.

MANDO

Oh yeah.

From here, the ledge becomes a rocky way forward with a number of short, easy drops, leading to a path that continues down to the floor of the cavern (but to the far side where it's dark, fairly hidden, and not very populated).

Mando looks again at the base, now closer to him. It's still business as usual down there. He's now close enough that some of the town's light is illuminating the area he's in. He'll have to be careful not to be seen.

As he continues to scan the base he notices a large portico-type area near the center of the street, where a group of five people are eating from a table overflowing with food and drink - one man, who is obscured to Mando, sits at the head of the table on a decorated chair.

MANDO (CONT'D)

Pok.

Mando continues down the rocky stretch towards the path.

INT. CAVERN BASE - MAIN STREET - DAY

A YOUNG GIRL (3), holding hands with her MOTHER (20s) who is buying wares from a SELLER (50s), looks up at the cavern walls and sees the distant form of Mando dropping from a ledge to another ledge. She's too young to know what it means. Her mother, pulls her forward. Mando now out of view.

INT. CAVERN BASE - OUTSKIRT PATH - DAY

Mando drops down onto the outskirt path leading downward to the base.

He looks around again - no one is aware of his presence.

He sneaks closer to the base.

INT. CAVERN BASE - GUARD POST - DAY

A single, extremely bored guard sits at a guard post.

Then, silently - MANDO RISES BEHIND HIM - rock in hand. A swift swing with the rock and the guard drops, unconscious.

INT. CAVERN BASE - MARKET BINS - DAY

Mando weaves through piles of stored goods and stacked up building materials, sneaking closer to the center of the base where he saw Pok.

He sneaks past several oblivious gang members.

As he moves, sneaking carefully, watching the nearby guards, he brushes against a stack of square metal plates (about 8" x 8") - right before they fall over, he stops them and steadies the pile. Phew.

INT. CAVERN BASE - MAIN STREET - DAY

Two of the base guards who are walking on the street, stop and listen.

BASE GUARD 1

It's just a Quellum - we're getting overrun by those mass reproducing things.

INT. CAVERN BASE - POK'S PORTICO ENTRANCE AREA - DAY

Mando is now just below the portico area where Pok's party was eating. He makes sure the coast is clear. He aims his grapple at an area above the portico - FIRES. He pulls himself up and into the portico.

INT. CAVERN BASE - POK'S PORTICO - DAY

He glides like a ghost into the room and near the opposite end of the table to Pok...

...Only, the face that stares back at Mando is none other than Dorn Sordo - now wearing his traditional Mandalorian armour - though not his helmet.

Dorn and the four other men fall silent, surprised by the sudden entrance of a stranger. One of them, KI'DAL (30s) wears Bo-Katan's armour, but not her helmet. Though unexpected, it was so silent, they don't even raise their weapons, assuming it was a fellow gang member. (Mando does not have his weapon raised as he hopes this will all be diplomatic.)

It takes them a moment to realize..

MANDO

Dorn... Or should I say Pok?

(beat)

Only wear the armour when it suits
you I see.

The four men, scramble to draw their weapons, but Pok lifts his hand to signal them to ease off - knowing they have the upper hand.

DORN SORDO

(at his men)

It's okay - a friend has dropped in
without telling me.

(at Mando)

You didn't let me tidy up the
place.

MANDO

Must be tough - caring for two
places this big.

DORN SORDO

That's the thing with becoming an
entrepreneur: growth opportunities -
I admit the negotiations were quite
hostile for the other gang's town,
but they seem to like the changes
I've made.

MANDO

You scorn our ways - How could you?

DORN SORDO

The helmet never quite fit right.

MANDO

You've brought shame to all
Mandalorians - we looked up to you.

DORN SORDO

I suppose I loved the fame more
than the way - just took me a while
to realize it.

(MORE)

DORN SORDO (CONT'D)

(beat)

You'll realize it too some day - we Mandalorians are all outlaws at heart... be honest now.

MANDO

You're wrong. You never even understood the way. With discipline-

-

DORN SORDO

Discipline! Don't tell me there's any meaning in that boring, repetitious nonsense.

(beat)

I see you have maintained faithful effort at keeping your helmet on, but a very poor effort at maintaining your chest armour - a rather odd choice - but what do I know.

Mando shifts uncomfortably, being reminded of his exposed chest, covered only by an undergarment.

DORN SORDO (CONT'D)

(eyeing Mando's armour)

A partial set of armour is better than nothing - but I would very much like to make it a full set for one of my men... I'll eventually find the chest piece... and then put all the pieces together.

Dorn turns his gaze to the side to look at Mando's jetpack sitting up against the wall of the room. Mando sees it.

MANDO

You're just going to kill me and take my suit? That's low - even for you.

DORN SORDO

Well how about a fighting chance then?

INT. T'NILK CAVES - BLUE PASSAGE - DAY

Grogu gets closer to the end of the tunnel - silvery, shimmering light getting brighter. His eyes eager catch another glimpse of the other Grogu-friend among the dancing shadows in the silvery area ahead of him.

There it is again! A Grogu-shaped outline - now we're close enough to see some slight definition to it's skin - it looks more silver than green... and has a crooked smile... But Grogu isn't yet concerned.

Grogu is close enough to it now - he gurgles and reaches out to touch it. The silver Grogu gurgles, lifting its hands out to Grogu... its gurgle turns into a HISS as it suddenly morphs into the ARM OF A CARNIVOROUS VINE (one that can mimic a victim it wants to devour).

The vine lashes out at Grogu and wraps around him like a giant boa constrictor. It lifts him up and holds him horizontally, facing down so he is face to "face" with a carnivorous plant mouth with eerie eyes and jagged teeth - it's jaws open, revealing A MOUTH DRIPPING WITH ACID.

Grogu, strangely calm, stares at it.. he reaches into a fold in his cloak, retrieving the BLUE POD he picked up earlier.

Grogu throws it into the vines "mouth". It BURSTS when it touches the acid and the BLUE GOO SPRAYS OUT and coats the whole inside of the plant's mouth, choking it - the vine reactively throws Grogu down...

...into another tunnel - he tumbles a long way down the tunnel, as the vine writhes around - its viney arms frantically picking at the goo.

INT. DORN TOWN - ARENA INNER BARRACKS - DAY

Bo-Katan and Kiva Roan are standing near the cell door, ARGUING LOUDLY - voices at full volume. Bo-Katan still holds her short sword. Kiva Roan holds an axe.

KIVA ROON

We don't believe in your way! Your way is just going to get us killed!

BO-KATAN

You are all already dead! You're walking around but you're dead!

Prison Guard 1 walks in from the hallway, perturbed.

PRISON GUARD 1

Hey! Keep it down in there!

They don't. The guard, more angered, continues to walk towards their cell.

KIVA ROON

(at Bo-Katan)

Just let us live out our final days
in peace - the way we want to live -
on our terms!

BO-KATAN

How are these your terms?

PRISON GUARD 1

What's gotten into you bloody
fiends? A guard's gotta get his
sleep you know.

As he speaks, the guard walks up the door and picks up a stun
prod from a rack on the wall. He activates it - its tip
CRACKLES and lights up with an electric glow.

He goes to shove it against Bo-Katan, still standing next to
the door, facing Kiva Roon, but lightning fast, Bo-Katan
twists to avoid it, grabs it and pulls - pulling the guard
forward so his arm is now inside the cell. With a powerful
and precise swipe, she slices through the guards forearm in
the seam between pieces of armour - severing it.

His arm, complete with wrist controller, falls to the ground.

Bo-Katan, rapidly follows up her strike with another - this
time a plunging strike into the guards abdomen, another only-
slightly exposed area, between the chest and lower armour.

The guard wheezes as he expires. Bo-Katan holds his body in
place - staring at the hidden eyes behind his helmet visor.

The other women are silent, staring at the scene, readied.

BO-KATAN

(nodding at the
dismembered arm)

Hide it.

Arbarid, scurries over and picks it up, removing the wrist
controller.

Bo-Katan still hasn't moved or let the guards body fall.

BO-KATAN (CONT'D)

Get me some rope... Two more to go.

INT. T'NILK CAVES - LIGHT GREEN CAVERN - DAY

Grogu finds half of his body wedged between a large rock and
the rock wall, several feet above the cavern floor.

He grasps at something to pull himself free but there's only empty air. He pushes at the rock but he's wedged in too tight.

He raises his free arm and uses the force on himself - freeing himself and levitating his body away from the rock/wall and gently setting himself down on the ground. He dusts himself off.

He turns...

...And realizes he's standing face-to-face with some small (waist-high to Groggu), cute, blue and green, somewhat intelligent alien marsupials (like an armadillo meets a possum) with large round eyes, and decorated with viney sashes with RED PODS hanging on them. They are wide-eyed and mouths-open - they've never seen anything like him before - let alone something that can levitate.

They bow down and worship him as their god. Groggu coos - overjoyed that he has found some new friends.

He accepts their worship, which turns into kingly treatment - they bring him tasty salt crystals - one of the marsupials licks it and then holds it out to him. He takes it and tastes it - it's salty goodness, thrills him. He takes another so he holds one in each hand. He gurgles in joy as he eats.

The marsupials lift him up and carry him forward through the tunnels. He thrives on this forgetting his plight.

Groggu watches as one of the marsupials takes a RED POD from his sash, similar to the earlier blue one. He throws it into a nearby dark tunnel and it explodes into bright sparkling red light that persists on the walls, illuminating their way.

INT. CAVERN BASE - POK'S PORTICO - DAY

Mando still standing in the same spot. Dorn ambles around the portico - his four men standing menacing with their hands on their still-holstered blasters.

DORN SORDO

I say fighting chance, but you're unlikely to beat Ki'Dal - he's a remarkably fast shot.

(at Ki'Dal)

If you please.

Ki'Dal walks over the far end of the portico, to the side of the table. He turns and faces Mando.

It'll be a quickdraw battle - and Mando without his chest armour - not good.

MANDO

Gonna let someone else do your
dirty work?

DORN SORDO

Four people actually - can't have
any loose ends.

MANDO

Cowardly, isn't it?

DORN SORDO

I'm giving you a chance to get at
least one shot away. Maybe some of
that old rubbish about honor is
still in me.

Dorn nods at one of the other men.

MANDO

Sure.

The man he signaled holds up his blaster, removes a capsule with a charge level LED indicator - he holds a button on it so the LED goes from a full set of green bars to one single red bar. He walks over to Mando, removes Mando's blaster from its holster and replaces it with his - only one shot left.

He pulls Mando's shoulder, leading him to a position opposite Ki'Dal - the length of the portico between them - classic quick draw set up.

DORN SORDO

The truth is, I've got business to
attend to. I've got new recruits to
welcome - and I never miss a chance
to do that personally... But I
can't miss this either.

Dorn walks to the edge of the portico where Mando entered. He pulls his blaster - he's off to the side and behind Mando, but has it at the ready, just in case Mando tries anything funny.

Everyone is at rapt attention as Mando and Ki'Dal stand silent and still, facing each other, hands hovering over their blasters.

INT. CAVERN BASE - OUTSKIRT LEDGE - DAY

Exactly at this moment, Grogu with entourage of Marsupials, enter the chamber on a cliffside ledge, lower and closer to the base. Grogu coos in awe when he sees the expansive base - he looks all around - his EYES WIDEN as he sees Mando in a precarious situation - he doesn't know what to think.

INT. CAVERN BASE - POK'S PORTICO - DAY

Back to the tension, Ki'Dal's eyes sharp - Mando's helmeted face, stoic as ever - and - lightning fast, KI'DAL DRAWS AND FIRES - Mando doesn't even get a shot off - a burning and smoldering hole now glows on his chest undercloak.

Mando crumples and falls to the ground in a fetal position.

Dorn smiles.

Dorn nods at Ki'Dal, and then jumps off the edge of the portico and ENGAGES HIS JETPACK - he flies upwards towards the opening at the top of the cavern, heading to town.

The guard who replaced Mando's blaster walks over to Mando and places his foot on Mando's body to make it lie flat - immediately, MANDO fires his single shot at the man's chest, who dies, dropping his blaster - Mando flicks away the empty blaster and catches his own, spins and fires at the other un-armoured man, dropping him.

Mando sees that Ki'Dal hasn't moved, so he stands, slowly. Still training his blaster on him.

Mando lifts the lower portion of his undercloak to reveal a square metal plate from the stack he bumped into before - a strip of cloak holding it in place.

MANDO

I'm going to need you to take off
the armour.

Ki'Dal hesitates.

MANDO (CONT'D)

Really think I'm that slow?

(beat)

I'm going after Dorn - You play
this right and you might be able to
take this place over.

Ki'Dal throws down his blaster.

INT. DORN TOWN - ARENA INNER BARRACKS - DAY

Two prison guards enter the barracks area, carrying a pot of stew and a stack of bowls.

PRISON GUARD 2
Rot's on, girls.

The guards notice something isn't right when they see Prison Guard 1 standing face to the bars, holding Bo-Katan with his arm around her neck against the bars (of course it's Bo-Katan holding his arm up to her own neck).

PRISON GUARD 2 (CONT'D)
She giving you trouble, mate? Let
me take a swing at 'er.

Prison Guard 2 walks up to the prison door, while Prison Guard 3 puts the pot and bowls on the table behind them.

PRISON GUARD 2 (CONT'D)
(noticing)
What's this?

Just then Arbarid, who was hanging on her cable, drops down from the ceiling above the door, she has some of the cable slack pulled out, and as she falls she reaches out through the bars and wraps the cable twice quickly around Prison Guard 2's neck, pulling him hard against the bars, choking him.

Prison Guard 3 gasps and turns around, rushing towards the doors. A focused and ready Kiva Roan, spear in hand, aims and lobs the spear, with a rope tied on, with a warriors force - perfectly striking deep into the guard's neck. He falls dead, and Kiva Roan begins to pull him in.

Arbarid releases the cable and the second guard's body falls to the floor. They each retrieve the wrist controller from the guards, and Bo-Katan grabs the key.

Using the controllers and the key, they open the prison door and then begin releasing each woman from her cable.

Bo-Katan meets Arbarid's eyes.

ARBARID
Good work.

BO-KATAN
You too.

Three freed women, one of whom is Haruni, go over and grab the dead guards blasters. Haruni and another run to guard either side of the door into the barracks area.

When they're all ready, Bo-Katan leads them out.

INT. DORN TOWN - ARENA PREPARATION AREA - DAY

The group rushes through the preparation area on their way out of the arena. Arbarid looks over into the now empty arena just in time to see Dorn jet pack in and land.

ARBARID

It's Dorn.

The group stops and sees Dorn coming towards the entrance. Bo-Katan leads them out.

EXT. DORN TOWN - ARENA FLOOR - DAY

The three blasters immediately get trained on Dorn, his weapon still holstered, as the group encircles him - the rest of the gladiators hold up their blade weapons. Haruni points her spear at his face.

HARUNI

Drop your weapon.

Dorn claps in faux applause.

HARUNI (CONT'D)

Fine - I'll just end you.

She goes to strike - He complies, throwing down his weapon - she holds off.

Bo-Katan, holding the Cyrkonian lance that Dorn demoed earlier, walks closer to Dorn, faces him, taking notice of his armour - she studies it carefully.

BO-KATAN

(regarding armour)

Where did you get that?

DORN SORDO

I used to be a... man of faith.

Bo-Katan spits on the ground.

BO-KATAN

You have faith in nothing of value.

DORN SORDO

I used to believe in something,
other than myself you know... I
came to this planet because I was
questioning it all. I sold my
relics to a gangster and went on a
journey - to seek out the truth...
I liked being a hero, but I
realized I didn't need faith for
that... and if I didn't have faith -
If I didn't have truth - why be a
hero?

Bo-Katan pieces things together.

BO-KATAN

Pok.

DORN SORDO

So -
(gesturing at his armour)
I went and got my relics back - and
took the town as well - might as
well, you know.

BO-KATAN

The depths you've fallen--

DORN SORDO

I know - there can be no
forgiveness.

BO-KATAN

That's just it - there can be.

KIVA ROON

Not from me there can't!

She lifts her sword and moves forward as to strike.

BO-KATAN

Hold! Only attack if he tries to
flee.

(Kiva Roon complies)

I orchestrated this - he's my
prisoner until I say otherwise.

(at the gladiators)

Make a run for it if you want - or
defeat the guards in battle and
take the town for yourselves -
right all the wrongs here - I'll
deal with him.

DORN SORDO
You will now become a slave master?

BO-KATAN
Not a slave master - a mentor who
can reconnect you to the way.

Dorn looks shaken to the core, his voice quavers.

DORN SORDO
You would not believe me...

KIVA ROON
This is too messed up.

Dorn looks at his surroundings.

DORN SORDO
I cannot--

Dorn engages his jet pack, launching up and away.

Blasters fire after him, as the three women with blasters
rush to the window and continue to fire at him. Shots glance
off his armour, but they keep firing

One shot strikes him, now high up in the air, and his jetpack
stops engaging. He drops, from an impossibly high position,
to somewhere out of view.

KIVA ROON
(at Bo-Katan)
I won't rest until I make sure he's
dead.

BO-KATAN
Fine. He made his choice.

ARBARID
I'll go too.
(looks around at the other
women)
We'll all go.
(they all nod)
Then we'll decide what we want to
do here.

BO-KATAN
Fair enough.

INT. CAVERN BASE - OUTSKIRT PATH - DAY

Grogu, salt crystal in hand, and the marsupials, still carrying him along, now closer to town, watch as Mando, carrying a bundle (Bo-Katan's armour) jet packs up from the town.

Grogu, excited, points at a RED ORB on a marsupial's sash and gurgles - one of the Marsupials sees this and figures out what Grogu wants - he tosses one at the wall ahead of them. It explodes into RED SPARKLING LIGHT.

Mando sees this flare and flies over to it to investigate - he sees Grogu. He lands near the group, sets down the armour and walks up to them. The marsupials cower and take a few steps back. Mando sees and slows his advance.

MANDO

Fancy meeting you here.

Grogu gurgles and takes another lick of his salt crystal.

MANDO (CONT'D)

I see you met some of the locals.

(at the marsupials)

Thanks for taking care of my friend.

The marsupials slowly warm up to Mando.

MANDO (CONT'D)

(at Grogu)

So - you coming?

Grogu looks around at his marsupial entourage - they look back at him with big round worshipping eyes - he looks back at Mando - looks at his salt crystal.

He lifts his arms to Mando. Mando slowly walks up and takes him.

Grogu turns and faces his new friends and holds up his free hand to wave goodbye.

They hold up their hands in an emotional goodbye. One of the marsupials holds up another salt crystal - Grogu gurgles and reaches for it. Mando retrieves it for him.

MANDO (CONT'D)

Glad you didn't go hungry.

EXT. T'NILK SURFACE - CLEARING - DAY

Mando, armour repaired, jet packs to the ships and lands in the clearing. He is holding a bundle of Bo-Katan's armour, tied up with rope, and Grogu, who still holds two salt crystals, contentedly eating one.

Bo-Katan works on an open panel on her ship. She looks up to see Mando touching down.

MANDO

Thought I might find you here...
Found some of your things.

He hands her the bundled armour.

BO-KATAN

Thanks.

MANDO

Found Pok too... There's something
I need to tell you about him--

BO-KATAN

I know.

(a knowing look)

He forsook the way. Took prisoners
and made them fight each other...
Today he came back to prisoners who
were ready.

MANDO

And?

BO-KATAN

His girls made sure there was a
change in power.

MANDO

I'd like to hear what happened.

BO-KATAN

Oh we'll have lots to chat about on
the way back.

MANDO

I'm sorry he wasn't who you thought
he was.

BO-KATAN

He made his choice and got what he
deserved... What's more important
is I stayed true.

Grogu gurgles and holds out a salt crystal for Bo-Katan.

MANDO
Salt crystal?

FADE OUT:

THE END