

Title: Ocean Whirled
Author: Sam Webb
Treatment By: Bryan Okamoto

Mission Statement:

OCEAN WHIRLED is an exciting, charming and adventurous romp that is a dream come true for fans of fantasy and the oceans. However, the book also has much broader appeal due to its endearing characters, thrilling action and endless creativity. The author has fashioned a world the likes of which has never been seen in theaters – and which would be amazing to behold on the big screen.

All novels undergo significant changes upon the long road to film adaptation. OCEAN WHIRLED benefits from engaging protagonists and plotting, so changes in the treatment were constrained to certain areas. To fit a film's runtime, some sequences and subplots had to be cut or combined. This is most noticeable in the second half, where the pacing has been ramped up. The battle against Fhon and the climactic battle against the Vi'ned have also been given extra layers of conflict to increase tension and give all the protagonists something to do. Other episodes have been shaped to highlight character conflict and growth and forward the plot in the discrete scenes necessary in film.

Other than that, all attempts were made to maintain the book's colorful cast of characters, breathtaking creativity and positive messages. While a treatment is like a skeleton, showing how all the pieces fit together, the screenplay will layer in character nuances, lush yet succinct visual descriptions, and engaging dialogue. Once completed, OCEAN WHIRLED will get the chance it deserves to excite, charm and inspire wider audiences on the big screen.

Logline:

Penure and K'noko, the last Guardians of the Sea, must unite whales, mythical beings and misguided humans to battle an otherworldly terror emerging from the ocean depths.

Treatment:

We hurtle across the surface of the ocean – its ripples stretching on forever in the sunlight. Dolphins leap into the air, saltwater spraying off of their sleek bodies, and plunge into the blue of sea. The majestic creatures twist gracefully through the water. PANORA, the matriarch, tells the playful adolescents to follow her to a coral reef. Male DEEWAR teases a straggler: PENURE, who is no dolphin. He’s an N’harmae, his upper torso that of a beautiful young man with purple-green eyes and braided blond hair, his lower torso ending in a powerful fin. The dolphins gulp down fish. Penure tries to catch one but he’s too slow – until Panora dazes a fish with a flip of her tail. By a reef, Penure munches down the fish as Panora lectures on the importance of protecting the coral – all life hangs in a delicate balance. Penure sees Deewar digging in the sandy seafloor – a scallop shoots away and reburies itself, much to Deewar’s frustration. Penure laughs and digs his hands into the sand, easily pulling up a scallop and splitting its shell. He gifts the scallop to an appreciative Deewar. Panora watches, smiling with a hint of sadness.

The adolescent dolphins play in the surf, riding waves close to the shore. Penure soars out of the water belly-up, marveling at the gulls and petrels drifting effortlessly overhead. Penure and the dolphins ride a huge wave all the way to the beach, Penure laughing from sheer joy. Desperate cries reach his ears – his dolphin friends wriggle helplessly in the sand, unable to return to the sea. Penure uses his strong arms to drag himself over and push Deewar and the other dolphins back to sea. Penure and the adolescents rejoin the elders in a large pod, Deewar excitedly chattering of Penure’s heroics. Panora somberly tells the youngsters to enjoy their last night with Penure – for he will have to go on a great journey tomorrow. Penure swallows uncertainly.

Panora and Penure swim through the blue. Penure longs to rejoin the pod, but Panora says his purpose is something greater, something he can’t learn from the dolphins. Only the whole of the ocean can teach him – he must listen and learn from everything, especially the voice inside him. A mammoth shape approaches – BEHUME, a blue whale accompanied by her CALF. Penure marvels in awe as Panora explains that Behume will escort Penure on the first fin of a journey to hopefully find others of his kind. She warns him to be wary of the land-dwelling “split legs” and their ships, and even more wary of a white threat from the deep.

Penure journeys with Behume through a stormy night, seeking cover from the surface turbulence beneath her belly and using his gills to breath. They swim through a swarm of squid, glowing like underwater stars. The squid dart away, and Penure peers into the darkness below. He can just make out an ominous, swirling white mass. Shivering, Penure darts closer to Behume.

The sun crests the horizon, illuminating an island dominated by a jungle-covered peak. Voices whoop through the air, followed by their owners – TYRUL and N’GAIRE. The

brothers are Dryads – delicate humanoids with paper thin wings running from their hands to their ankles. Their skin is golden brown; Tyrul’s hair and eyes are dark while N’gaire’s are blond and blue. Tyrul shows off his acrobatics, taunting his more conservative brother. He somersaults into a glade, splashing into the water and surprising three long-haired Water Nymphs – SOONII, AHNEE and MYHA. They turn translucent, blending into the rocks and water defensively, until they realize it’s Tyrul. The Nymphs titter at his antics, but Ahnee seems more interested in N’gaire, landing softly beside her. The Dryads flirt until a voice calls from high above.

Tyrul and N’gaire join their father, TYRONE, drifting on a thermal. He says it’s time for another lesson in controlling the weather, pointing to a canoe halfway between their island and the other islands in the archipelago. Tyrone says these humans are too close. The Dryads must keep their identities hidden from humans, who cannot be trusted to respect nature. Tyrul squints down at the canoe and sees two blond women climb from the water. The younger one gesticulates excitedly about something. Tyrul voices an opinion that these humans seem different from the others, but Tyrone tells his son to stop thinking – it’s not his strong suit – and start storming. Tyrul’s hurt, but he throws himself into whipping up a storm, flying through the clouds with his brother and turning them dark and ominous. Wind blows the sea into choppy waves, sending the canoe back to its island. Lightning flashes and thunder bellows. N’gaire shouts that Tyrul is going too far – he doesn’t want to be electrocuted or, worse, blown into the ocean – he almost drowned once. Tyrul’s too excited to stop, mocking N’gaire’s fear of water. Tyrone grabs Tyrul, yelling at him to listen. A distant wailing reaches their ears. The Dryads swoop down to the glade, where they discover Soonii and Ainee in hysterics. The Nymphs say that they took refuge from the frightening storm in the kelp forest, where a white, tentacled monster swallowed Myha whole and carried her off. The Dryads are horrified. N’gaire comforts Ainee, shooting an accusatory glare at Tyrul.

In the ocean, Penure swims along as the calf nurses from Behume. Penure looks down and panics – a huge white mass rockets up towards them. But the mass stops right next to Penure, investigating him with a large eye. This is KEEKO, a white sperm whale, scarred from many battles. Squid legs dangle from his mouth as he chews on his latest catch. Keeko cheerfully offers Penure some squid. Penure turns to Behume – to see that she and her calf are already swimming off. They call farewell. Keeko explains that he’s to accompany Penure the rest of the way to Ossnar’s Lair. Seeing that Penure seems sad and worried, Keeko tries to cheer him up by diving down and surging up, carrying Penure high into the air. Penure frantically grabs Keeko’s blowhole. After the second leap, he begins to enjoy the ride, laughing.

Penure and Keeko swim along, Penure scratching the whale’s belly and asking questions. Keeko explains that he and Ossnar used to fight the split bodies together until they discovered a worse enemy emerging from the depths. Since that enemy decimated the N’harmae pods, Ossnar has become a dangerous recluse, brooding over her shiny trinkets. However, she’s Penure’s best hope for reuniting with any other N’harmae survivors. Penure asks more questions about what happened to his people and Keeko

grows uncomfortable. He dives down into the murky depths for a meal. Penure continues alone until a sonic blast hits him – Keeko screaming, “Fly, Penure!” The N’harmae spots Keeko rising, white tentacled creatures with huge, toothy maws swarming all over him. Several creatures tear off and pursue Penure, so he leaps up into the air, crashing back down and stunning them with his tail. One tries to swallow him whole, and Penure grabs hold of either side of its mouth, struggling to keep it away. Other creatures bite down on Penure’s tail and he cries in pain, losing consciousness. One is about to engulf him when an electric eel swims into its mouth, zapping it. The creature retreats in shock. More eels, as well as sea turtles with snapping beaks, drive away the creatures. However, several turtles are swallowed whole and carried off.

In another part of the ocean, two blonde women with purple-green eyes – 18-year-old K’NOKO and her mother MARNI – dive collecting oysters. Both conceal their torsos with garments. K’noko and Marni climb aboard their canoe, where K’noko cracks open an oyster and excitedly shows her mother the beautiful black pearl within. The wind picks up and the women look skyward, feeling like they’re being watched. Marni says that they should head in – something doesn’t want them near the stormy island. As they paddle home, they hear faint wailing drifting towards them between the bouts of thunder.

In their little hut by the beach, K’noko counts the pearls they’ve accumulated for the traders. She looks out the window and sees islander children – all in loin clothes with darker skin and hair – daring each other to run closer to the hut. When K’noko waves, they scatter. She asks Marni, who tests a purple dye on a strand of her hair, why they are so different from the other islanders. Marni says it is sad that some people look on differences with fear. She and K’noko are people of the sea, possibly the last of their kind. Marni is growing old and needs medicine, so she will use the pearls and dye to buy passage on the trader ship before it departs. K’noko is stunned – she doesn’t want to be even more alone. Marni hugs her daughter, promising that she’ll return. She warns K’noko for the thousandth time to keep her body clothed and never enter the sea at night.

Bubbles tickle Penure awake. He finds himself amidst huge, swirling tentacles and panics. The tentacles hold him in place, above a bubbling fissure in the ocean floor. They part, revealing OSSNAR – a gigantic blue-grey octopus. She explains that as soon as “mother light” shines into the cave, Penure’s wounds will be healed by the “refreshing.” Penure looks down at his body – the bite marks from the creatures pulse with white puss. He looks up to see that he’s within an extinct volcano. The moon crests the narrow opening rim of the volcano, its light shining down. The fissure erupts with a fine fizz all around Penure.

Penure sees a vision of a different place and time – he sees N’harmae swimming all around, rubbing the bellies of dolphins and cleaning barnacles off of whales.

Penure returns to the cavern, the moon passing the other side of the volcanic rim. His body fully healed, he swims around the cavern, seeing many sea creatures nestled in its walls. One entrance is guarded by LAURETON, an ancient, senile sea turtle covered in

algae and corals. Laureton greets Penure as Penash. Ossnar, sitting atop a mound of treasure, explains that Penash was Penure's father. Long ago, Penash brought Ossnar to this cavern, where the power of the refreshing gradually turned her into the largest octopus to ever live. Penash tasked Ossnar with keeping the cavern a closely guarded secret – one the Vi'red must never learn about. A ripple of angry red flows across Ossnar's skin. Penure learns that the Vi'red are the tentacle beasts from the deep. They cannot reproduce without devouring another creature whole. Years ago, they decimated the N'harmae – their favorite food. Penash left Penure with the dolphins to keep him safe in the shallows, for the Vi'red are afraid of the light. Now that he is of age, Penure must seek out other possible survivors and try to defeat the Vi'red. Penure feels afraid – he has never had such responsibility. Ossnar replies that the ocean has suffered without its guardians – the N'harmae – and Penure must rise to fulfill his purpose. Since Keeko is off feeding, ATARI, a magnificent female manta ray, will escort Penure to an archipelago that represents his best chance of finding his kind.

K'noko drifts in her canoe. She longingly watches a pair of islander adolescents kiss on the nearby shore. K'noko leans back gazing into the sky. She closes her eyes. Marni, deep in the ocean, reaches out to K'noko, screaming for help amidst swirling bubbles. K'noko jerks awake in her canoe. The red orb of the sun sinks into the horizon. K'noko searches for her paddle, seeing it drifting many meters away. K'noko looks around helplessly, afraid to enter the water. The paddle veers toward her and rises up, held by a toned arm – Penure's smiling face lifts above the water. K'noko warily accepts the paddle and Penure invites her for a swim. She paddles away, saying she has to get to land. K'noko stops close to shore, calling out her gratitude. Penure is nowhere to be seen. K'noko berates herself for being scared and rude.

The next morning, K'noko sets out to sea, scanning the ocean for Penure. Dipping her head overboard, she looks underwater. Across the underside of the canoe, she sees large white wingtips flapping down. K'noko lurches up, turning to see Penure sitting atop Atari. Once she's overcome her shock, Penure and Atari introduce themselves and explain that they're looking for the last of the N'harmae. While K'noko has a split body, she has eyes like Penure's. He also glimpsed gills when she swam yesterday. K'noko reflexively hugs her arms in. She admits she doesn't know much about her past, but no one like Penure lives on her island. The young couple looks up to the nearby peak, feeling watched. Penure suggests they explore it, and K'noko agrees.

As they approach the island, they split up to explore. K'noko paddles forward to a rivulet. No matter how hard she paddles, the canoe floats backwards. A soft "Go-ho-na!" chant rises from the water. K'noko looks overboard and squints – there appear to be transparent maidens beneath the waves, pushing her boat. Atari rises from below, raising the squealing Nymphs out of the sea. Tyrul rockets in, appearing to stand on the water as he hovers with wings outstretched. He yells at Atari to let the Nymphs go. N'gaire lands behind K'noko, perching on the tip of her canoe. Atari complies as Penure surfaces, promising the Dryads that they come in peace, searching for allies against an enemy from the deep. N'gaire perks up, asking if this enemy is a tentacled white beast.

Much later in the day, Penure, K'noko and the Dryad brothers sit on rocks by the shore, learning about one another. Tyrul, flirting with K'noko, shows off his weather skills. He flies over the water in a tight spin and whips up a whirlwind. N'gaire chastises his brother for showing off, and Tyrul uses the whirlwind to suck up a water spout and douse N'gaire. He turns to Penure and pledges his help in the fight against the Vi'red. K'noko eyes the sails of a distant ship heading for her island and excuses herself.

K'noko walks through the islander village to a pier. A large sailing ship – the Old Lady – is docked at the end, sailors carrying goods to and fro. Several leer at her as she steps aboard. JACK, the scrubby, peg-legged first mate, brings her to the dark and ruggedly handsome CAPTAIN MONGAN. K'noko inquires about her mother. Captain Mongan uneasily glances at Jack and says that there was a problem. Marni needed all her money for the medicine, so she couldn't pay for her passage. K'noko must bring more money, or work aboard the ship to pay her mother's debt.

K'noko sits in her canoe with Penure hanging off the edge. He doesn't understand the concept of money. K'noko sighs, saying it's a human – or split body – invention. She'd love to help Penure, but first has to help her mother.

The next morning, Penure broods on a rock underwater, watching the departing Old Lady. He feels too small and alone to fight the Vi'red. Atari advises that if Penure believes K'noko and Marni are N'harmae, his first task is helping them. Penure asks Atari to notify the Dryads and Keeko and pursues the ship.

As the Old Lady surges forward with tattered sails, circled by gulls and petrels, Penure follows below the surface. He's joined by Atari and an eager Keeko. Penure asks Keeko what he knows about money. Keeko thinks it has something to do with the shiny stuff that Ossnar sits on. Surfacing, Penure calls out to a PETREL, asking if it's seen a woman aboard the ship. The rude bird has not. Penure learns that long ago, the petrels saw the Vi'red plummet to the sea from the sky like a falling star. Deewar arrives, begging Penure to come quickly – the Vi'red have attacked. Penure shouts to Keeko to get some money from Ossnar – they can use it to help K'noko – and departs with Deewar.

On a beach beneath the moon, stranded pilot whales moan helplessly. Many of them sport bite marks full of white puss. In the ocean, a wounded Panora explains to Penure that the pilot whales beached themselves to escape a Vi'red onslaught. Penure crawls onto the sand and pushes the surviving pilot whales. As he strains, his tail fin morphs in the moonlight into a pair of legs. Shocked, Penure awkwardly tries out his new “split body.” Pushing the whales to sea is much easier. When finished, Penure swims back to Panora, his legs returning to a fin. Panora says the ocean once more has a true guardian.

Aboard the Old Lady, K'noko weeps in a locked cabin. A mouse crawls out of a hole in the wall, sniffing curiously. Outside the cabin, Jack and Captain Mongan whisper. The

captain says he doesn't like imprisoning K'noko, but selling her is the only way to save their ship. Jack hobbles off in disgust and Captain Mongan hangs his head.

Weeks earlier, Captain Mongan and Marni dine in his cabin together, eyes shining at one another. After the ship makes port, Marni departs in search of medicine. Night after night, Captain Mongan waits for her on deck, looking out across the port town. FHON, a weasel-like man with a long black plait of hair, approaches and claims to have an auction the captain might be interested in. In a warehouse on a pier, Captain Mongan joins men crowding around a netted ocean pen. Marni and R'MEIRA, a pregnant N'harmae, cower within. Captain Mongan hides his face, horrified, as the bidding for the "fish girls" commences. Awkward Englishman SIR FRANCIS wins. Captain Mongan approaches Sir Francis to ask for Marni's freedom. Sir Francis, however, wishes to study the women in the name of science and promises to treat them well. He says he could pay the captain handsomely if he finds another such creature.

Back in the present on the deck of the Old Lady, Captain Mongan looks up at his ships tattered sails, torn over his decision. Jack approaches, saying in a hushed tone that the men are starting to ask questions about the sobbing below deck. They also believe something is following the ship. Captain Mongan tells Jack to have the cook make a special meal of fish for K'noko and quash any other rumors.

At night, Penure rejoins Keeko and Atari to find Tyrul and N'gaire riding atop the whale. Tyrul was too worried about K'noko to stay behind. Penure asks Keeko if Ossnar gave him money, and Keeko begins his story in embarrassment.

Days earlier, Keeko hovers outside an entrance to the cavern, begging Ossnar for some shiny trinkets. Ossnar turns a dull red in displeasure. She reluctantly tosses a single coin to Laureton the turtle, who flips it with his fin out of the cave. Keeko catches the coin on his tongue and asks for more. Ossnar grumbles. Later, Keeko swims through the deep, his tongue laden with gold. A squid flits by, and Keeko surges in pursuit, swallowing it whole. Keeko sticks his now empty tongue out of his mouth and says, "Uh-oh."

Back in the present, Penure holds back laughter. He says he seems able to transform only at night, so he's going to sneak aboard the ship tonight and talk to the captain. Keeko had better concentrate really hard to produce some gold quickly.

Aboard the Old Lady, sailors warily scan the sea. A blanket of fog drifts in, so thick that they can't see more than a few feet away. The chubby, always-drunk COOK reclines near clotheslines, smoking a cigar and dangling a fishing line overboard. Something whooshes by behind him, snatching a pair of pants from the clothesline. The cook sits up, seeing nothing. He investigates, and two bare feet hit the deck nearby with a wet slap. The cook spins to see Penure, wet and holding up the pants which are much too large for him. The cook's jaw drops, his cigar falling. Penure asks for the captain and the cook nods dumbly. Moments later, Captain Mongan and Jack step onto the deck, approaching Penure, who asks for K'noko. When the captain demands to know who Penure is and how he got

aboard, Penure replies, “I am the Guardian of the Ocean, protector of all its creatures.” He offers money in exchange for Marni and K’noko’s freedom. The captain says they have been bought by a scientist. Tyrul angrily thumps down on the deck, frightening the captain and Jack. He demands their release. Captain Mongan says that Sir Francis could probably be swayed with money. Penure deposits a gold coin in his hand, and says he will bring more from the sea the following night. Captain Mongan marvels at the coin, asking how Penure got it so shiny. He looks up, but Penure and Tyrul are gone.

The following night, the sailors finish unloading the Old Lady in port. Captain Mongan pays them their wages and gives them a month leave. As soon as the sailors depart, Tyrul and N’gaire deposit Penure, holding a sack of gold, on deck. N’gaire asks curiously about a fishing net aboard the ship and Jack shows him how it works. A carriage arrives and Captain Mongan tosses better-fitting clothes at Penure. They ride in the carriage through town, Penure marveling at golden water that flows into the sky from pits. The captain explains that it’s called “fire.”

Penure and Captain Mongan enter Sir Francis’ huge country manor. Penure is fascinated by a painting. Sir Francis enters the room and grows ecstatic when he sees Captain Mongan has brought him a male. He does not, however, like the captain’s proposal to have the N’harmae freed. Captain Mongan entices Sir Francis with the chance to study the N’harmae in their natural habitat. Penure doesn’t understand what “science” is, but agrees to help Sir Francis learn about his kind. Captain Mongan tells Sir Francis that he’s already learned from the N’harmae – friends are more precious than gold. Without hesitation, he hands over all the gold to Sir Francis. The scientist agrees to the deal. He brings Penure and Captain Mongan to Marni and R’meira, who look pale and sickly. Penure grows furious, but R’meira says Sir Francis has been kind to them. Captain Mongan helps calm Penure and gently carries Marni to the carriage.

In a tavern, a drunken SAILOR drawls about a purple-and-green-eyed woman hidden on the Old Lady. Across from him, Fhon narrows his eyes and summons his THUGS.

Two thugs steal aboard the Old Lady, sneaking below deck and checking the cabins. They find one door locked. The larger thug rears back and bangs against it. K’noko screams from within. The thug batters the door until it gives. He and his companion find the room empty. Jack charges into the room, fighting the thugs. He knocks out one, but the larger thug gets him in a strangle hold. Something thuds against the thug’s skull and he collapses, revealing the cook with a cast iron frying pan. Jack searches the room, calling out for K’noko. She miraculously appears, squeezing out of the mouse hole. Jack and the cook are stunned by her magical ability.

Captain Mongan, Sir Francis and the N’harmae race toward the port in the carriage. Seven thugs block the road, but the Old Lady’s fishing net drops from the sky, entangling them. The carriage races onward, pursued by a mob led by Fhon. Captain Mongan, Sir Francis and the N’harmae make it aboard the Old Lady and the ship instantly moves. Surprised, Captain Mongan runs to the bow and sees Keeko towing the ship to sea.

K'noko and Marni embrace on deck. Marni introduces R'meira, but K'noko can't keep her eyes from Penure in his human form. Captain Mongan and Jack help the women below deck, where Marni tells K'noko about being enslaved by Fhon. R'meira cries out – her labor has begun.

Outside, Penure swims alongside Keeko and Atari, relieved to be back in a world he understands. Penure tries to describe the things he encountered, like fire. He wonders if it can be used against the Vi'red, which fear the heat of father light, the sun. He's disrupted by Marni yelling from the Old Lady – she needs Penure's help with a water birth.

Penure and Marni hold R'meira atop Atari, who glides beneath the surface. Keeko circles anxiously and they yell at him to stop causing waves. Nearby, Sir Francis and K'noko excitedly watch from the Old Lady. R'meira cries out from the contractions – until her expression changes to fear. A distant, steady drumbeat approaches. R'meira says that it belongs to Fhon's ship. Captain Mongan looks behind the Old Lady and sees Fhon is indeed gaining on them. Keeko helps push the laden Atari ahead in the water and Captain Mongan orders the Old Lady's anchor dropped to put distance between them. K'noko watches the anchor plunge into the water, fascinated, until the captain orders her below deck. As his ship pulls alongside, Fhon nods to six darkly-clad thugs at the rear of his ship, and they slip into the water. Fhon calls to the captain, saying he only wants the young fish girl. Captain Mongan plays innocent, but Fhon says he'll sink the Old Lady if he doesn't get what he wants. K'noko steps out, deciding that she doesn't want the others hurt.

Flying high above, Tyrul and N'gaire debate intervening. N'gaire is against it – they can't reveal their existence to more humans. Besides, the white mass of Keeko is heading towards the ships to help. Tyrul spots Fhon's thugs climbing up ropes on the far side of the Old Lady. Infuriated, he dives down – and kicks a thug into the sea. However, another thug grabs Tyrul's leg. Tyrul yelps until Jack hits the thug over the head with a paddle, knocking him into the water. The cook pours a pot of boiling broth onto another thug. Seeing this, a frowning Fhon lights the long fuse of a hand bomb, continuing his threats. Thugs near him lower a gang plank between the two ships. K'noko agrees to Fhon's demands despite Captain Mongan and Sir Francis' protestations, stepping onto the gang plank. High above, N'gaire sees the white mass approaching the ships splinter into distinct objects – it's a horde of Vi'red, not Keeko. N'gaire locates Keeko – still with Atari and the N'harmae. He dives to them and reports the incoming Vi'red. Keeko frantically asks what he should do, and Marni tells him to sink Fhon's ship – maybe the split bodies will lure the Vi'red. Penure dives into the water to lure the Vi'red away from R'meira. Marni grabs N'gaire by the ankle and pulls him down. He panics in the water, but she says she needs his help – the baby is coming. N'gaire looks down and gulps.

Beneath the waves, Penure whirls in front of the mass of Vi'red and lures them toward the ships. Above the surface, K'noko edges halfway across the gangplank as Fhon's bomb fuse burns down. Fhon's ship lurches as Keeko rams it – Fhon and his thugs fall,

the bomb rolling across their deck. K'noko plunges into the ocean. Captain Mongan hurls a rope towards K'noko, calling for Jack's help. The bomb explodes, splintering Fhon's bow. The cook calls for help – too many thugs are climbing up the sides for him to handle alone – but Sir Francis disappears below deck. The cook thwacks thugs with a paddle, but two reach the railing – when Penure launches out of the sea, smashing into them and dragging them down to the sea. The cook knocks another back – and the thug is swallowed whole by a Vi'red. The water turns into a swarming mass of pallid tentacles as the thugs are engulfed. On the other ship, a furious Fhon hoists a second bomb, using a machete to shorten the fuse. He lights it and rears to throw it onto the Old Lady. Beneath the waves, Keeko hurtles into Fhon's ship, raising it out of the water and onto its side. Fhon, bomb in hand, falls screaming into an open Vi'red mouth. The Vi'red explodes. The other thugs are swallowed by the hungry creatures. Jack and Captain Mongan pull K'noko up on a rope, but Vi'red have bitten onto her legs and won't let go. She screams in agony, losing her grip on the rope. Francis appears beside the captain with a tub of paraffin oil – he pours it on the Vi'red below and drops a lit cigar – the oil ignites. Squealing in pain, the Vi'red release K'noko and flee into the depths.

Captain Mongan and Jack pull K'noko aboard. N'gaire and Tyrul, straining, deposit R'meira onto the deck. She clutches her baby. Behind her, cook hoists a net up with Marni clinging to it. She and Tyrul rush to K'noko, concerned about her white-puss-filled wounds, but K'noko only wonders where Penure and Keeko are. No one knows.

A delirious Keeko swims through the ocean at an odd angle, a beam of hull timber embedded in his head. He jerks, visions of Vi'red passing before his eyes. Keeko thinks he sees Ossnar's Lair ahead, and Atari nearby, but he burps and white gunk streams out, burning his eyes. Losing his strength, Keeko sinks into the depths head first... until a huge tentacle wraps around his tail. Ossnar, flashing purple and orange, strains with all her might to drag Keeko up a cliff wall onto the plateau holding her lair. Atari swims nearby, saying she think Keeko ate a Vi'red. Ossnar wraps more tentacles around Keeko to drag him over the cliff edge and squeezes for the final haul – Keeko belches, ejecting a mass of white slime and Penure, unconscious and cocooned in a sack of white puss.

Aboard the Old Lady, R'meira shows her baby S'BUCA – human but with purple-green eyes – to Sir Francis. He marvels at mother and child and asks if R'meira would ever consider marrying a human. She replies that she'll give him his answer if they survive. Marni reports that the Old Lady has reached the location of Ossnar's Lair. Jack and the cook help carry K'noko to the deck – she is deathly pale, with white puss spreading out from her wounds. Marni and R'meira take K'noko and dive into the sea.

Tyrul flies over a different part of the ocean. He sees a flock of sea birds circling over a foamy mass consisting of a dead, burned Vi'red and the dying birds that tried to eat it. Tyrul asks the Petrel if he has seen Penure, but the Petrel and other birds only shout warnings that eating the Vi'red means certain death.

Tyrul returns home to see N'gaire and Tyrone. He excitedly reports about the flock of birds, but they cut him off and accuse him of wasting time. Penure has already been found – at Ossnar's Lair. Furthermore, N'gaire encountered Dooga the Revered, leader of the orcas. All the whales are gathering, preparing for a final battle against the Vi'red. Tyrul worries in horror: "They're not planning on eating them, are they?"

On the Old Lady at night, Sir Francis awkwardly bounces and sings to a crying S'buca. Jack and the cook bring him a makeshift comforter of muslin filled with white fish – it resembles a breast. S'buca happily sucks on it as the embarrassed Sir Francis wonders what's going on below the surface.

Whales and dolphins converge on the extinct volcano. Keeko swims around it, weak but eagerly peering in through openings. Within, Ossnar holds the unconscious Penure and K'noko over the fissure. Cuttlefish, sea turtles and other creatures line the walls. The moon shifts into position, its light filtering down into the lair. The bubbles of the rift explode into a fine fizz, bathing Penure and K'noko. They wake up and behold one another's radiance – K'noko has transformed into her finned state for the first time. Marni and R'meira also swim through the fissure waters, healthier and younger. Above the volcano, Keeko sucks the remaining fizz into his gut.

Atari drifts in to announce that a huge pod of orcas led by Dooga is arriving. A ripple of fear spreads through the creatures, many hiding or camouflaging. Ossnar squeezes out of her lair into the open ocean and swells up to look as imposing as possible. To everyone's relief, DOOGA, a battle-scarred killer whale, greets Ossnar as an ally. He says the foretelling has come to pass: "When the eight legs no longer attacks the split bodies' ships—great change must come or all life shall be lost." Dooga is here to recruit others in an attack on the Vi'red.

R'meira climbs aboard the Old Lady to find Tyrul, N'gaire and many other Dryads perched in the ship's masts. Huge tentacles lift out of the sea – terrifying the men present – and dump Penure and K'noko on the deck. Tyrul swoops down to make sure K'noko is unharmed. Penure explains that Marni went into the depths as Vi'red bait. Penure wanted to do it himself, but Ossnar agreed with Marni that the last known N'harmae male couldn't be risked. The plan is that Marni will lure the Vi'red and the whales will entrap the beasts in a huge bubble net, working them into a tight mass. The orcas will shoot through the net, stunning the Vi'red with their tales and then ripping them apart. Tyrul jumps forward, warning that any creature that eats a Vi'red will die. Penure leaps into the sea to warn the whales – but Ossnar catches him in midair and deposits him back on the ship. Ossnar says some sacrifices must be made to assure the safety of the seas. K'noko asks if Marni, too, will be sacrificed, and Ossnar does not respond.

Marni hurtles through the water, refreshed. She's accompanied by glowing cuttlefish and followed by Atari. From the depths, the Vi'red horde emerges, tentacles writhing. Atari peels off and alerts Dooga, who bellows to the assembly of whales to begin their circles.

Aboard the Old Lady, Sir Francis leads the other men in preparing sacks of oil and torches. The Dryads will set alight any Vi' red that surface. Penure watches their resourcefulness, remembering his mentor Panora's words to see and listen to everything. Tyrul wants to start a lightning storm, but Tyrone says the lightning will be more dangerous to them than the Vi' reds. Penure steps forward, an idea forming. He'll need the help of all the Dryads. K'noko calls to Ossnar – she has her own plan to save Marni.

In the ocean below, the whales circle in two large pods – one near the surface, one near the sea floor. Marni and her glowing cuttlefish swim in between the pods, a few cuttlefish blown away by the current. She stops in the eye of the underwater hurricane. The cuttlefish see the Vi' red approaching and scatter, momentarily confusing the tentacled beasts. Directly above, Ossnar peers down, hanging onto the Old Lady. She snaps the chain of the anchor, and the heavy anchor sinks towards Marni. Ossnar yells for her to shrink and hide in a crack on the anchor. Below, Dooga yells for his whales to close the trap. Marni looks up – the anchor drops towards her – just as the Vi' red converge upon her – and the whales release the air from their blowholes. Marni and the Vi' red are lost from view in a whirling maelstrom of bubbles. The whales keep swimming in circles, tighter and tighter, taking shifts to swim up for air and then descend to release it. A few Vi' red slip out, but they are stunned by humpback tails or grabbed by Ossnar and flung back into the whirlpool. On the surface, Keeko tows the Old Lady to safety. Up above, the Dryads circle in the sky, summoning the winds into a huge funnel. Finished towing the ship, Keeko dives to help the other whales. He sees a loose Vi' red and attacks, forgetting not to swallow it. Ossnar grabs Keeko and squeezes – ejecting the Vi' red back out of his mouth. Dooga yells for the whales to tighten the bottom of the trap, packing bewildered Vi' red even closer together and to the surface. He leads Keeko and other whales in charging through the trap, stunning Vi' red with their tails. Up above, the Dryads intensify their vortex, sucking the beasts up into the sky. The Dryads guide the airborne vortex to a rocky islet nearby and smash the Vi' red upon the rocks.

Tyrone and his sons land upon the islet, wondering why there are so few Vi' red, and only large ones. As the sun rises, its rays dissolve the Vi' red into foaming puss. Tyrul approaches a dead Vi' red and its mouth splits open. A live Vi' red lurches out at him from within – but collapses under its own weight and dies in the sunshine. Its open mouth reveals another Vi' red, now dying. N' gaire realizes they ate their own within the whirlpool – perhaps to protect one another. The Vi' red have truly been defeated. A cheer goes up, spreading below water to the whales and to the Old Lady. K'noko and Penure dive down and locate the ship's anchor – but Marni is not in it. They surface sadly, relating the grim news.

On the islet, N' gaire sees something sticking out of a dissolving mass of Vi' red – Marni, alive, pushing out of a cocoon.

That evening aboard the Old Lady, the humans, Dryads and N' harmae feast and celebrate. Penure and K'noko laugh together, eyes only for one another. Tyrul sadly watches this, but his father approaches and lifts his spirits, saying he's proud of Tyrul. Sir

Francis and R'meira announce that they wish to have Captain Mongan marry them. Everyone toasts the N'harmae, the returned Guardians of the Ocean. Below the surface, the sea creatures also celebrate. Keeko offers squid to an attractive female sperm whale as Ossnar and Atari chuckle.

Past the cliff edge, deep in the murky waters of the abyss, translucent white eggs are clustered in a trench. Baby Vi'red grow within them, a huge tentacle caressing the eggs. The mammoth VI'RED QUEEN looks up as a wounded Vi'red swims down, the lone survivor of the battle above. Furious, the Queen plucks the Vi'red drone from the water and consumes it. She launches up from the sea floor, surging for the surface....

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