

D U N E

Property of:

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FIFTH DRAFT
(REVISED)

DAVID LYNCH
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1. INT. ROCK LEDGE - SIETCH TABR - NIGHT

BLACK

FADE IN to the dark eyes of the mysterious face of the REVEREND MOTHER RAMALLO, who sits against smooth black rock. Her eyes are deep blue-within-blue and her skin is a haunting translucent white. Her voice ECHOES as if in a great cavern.

REVEREND MOTHER RAMALLO

We are the secret of the Universe.

RESPONSE OF TWENTY
THOUSAND VOICES

Bi-la kaifa.

REVEREND MOTHER RAMALLO

We are the secret. We know of CHOAM in this Universe... Combine Honnete Ober Advancer Mercantiles... controlled by the Emperor Shaddam IV and all the Great Houses of the Landsraad. We know of CHOAM. Yet we are the secret. We know of the Bene Gesserit sisterhood... the ancient school of mental and physical training... the ones they call the witches... yet we are the secret.... We know of the Guild and the Navigator's power to fold space... their control over all inter-planetary travel.... We know they have the seeing eye. Yet we are the secret.... The Bakka shall weep no more for there is now at work a higher power....

RESPONSE OF TWENTY
THOUSAND VOICES

Bi-la kaifa.

REVEREND MOTHER RAMALLO

And now the prophecy...

Silence...then a powerful low organ NOTE resounding in the cavernous space.

REVEREND MOTHER RAMALLO (CONT'D)

One will come...the voice from the outer world... bringing the Holy War, the Jihad, which will cleanse the Universe and bring us out of the darkness... . He will have been born...

The Reverend Mother continues speaking of the Prophecy, but we do not hear it. The huge wind organ BLOWS louder and louder, obscuring her voice.

The picture FADES.

2. INT./EXT. DROP - NIGHT

FADE IN to

interior of one drop of water. The image changes subtly.

CREDITS.

PULL BACK to a shot revealing the outside of the drop. There is a distant ROARING and within the drop we can see the distorted image of a space ship landing on a sophisticated landing field. Yellow chemical lights are discharged and they soar out to meet the approaching ship. We hear complicated electrical SOUNDS from the steel machine upon which the drop is hanging. The focus subtly changes and we now lose the drop and SEE:

3. EXT. LANDING FIELD - EMPEROR'S PALACE - NIGHT

... the huge ship land below and a beautiful giant Palace of the Padishah Emperor Shaddam IV.

4. INT. GUILD SHIP - NIGHT

Inside the darkness of the ship a loud warning TONE sounds. A dark elevator descends...

5. INT. ELEVATOR - GUILD SHIP - NIGHT

... carrying a huge forty-foot-long black steel box surrounded by tank-suited GUILDSMEN.

6. EXT. LANDING FIELD - EMPEROR'S PALACE - NIGHT

On the dark landing field, chemicals spill out of the ship in troughs and tank-suited Guildsmen begin to swarm out of a hatch opening.

7. INT. THRONE ROOM - EMPEROR'S PALACE - NIGHT

The EMPEROR is nervous and paces the floor in his golden chamber. The room is being cleared of crowds of COURTIERS. Several SARDAUKAR OFFICERS stand near the Emperor.

EMPEROR

(out loud, but more to
himself than the officers)

Why does the Guild send a Third Stage
Navigator here?

(thinking, struggling)

Spice!... It has to be... He senses my
plan!!

OFFICER #1

My lord... The Reverend Mother is here. All entrance corridors and chambers have been cleared. We are dismissed?

EMPEROR

Yes... Yes!.... He'll sense any surveillance.... No eavesdropping of any kind.

All the others have now left. The Reverend Mother is ushered in and the Sardaukar Officers leave her alone with the Emperor.

EMPEROR

(quickly)

A Third Stage Guild Navigator will be here in minutes!

REVEREND MOTHER

We felt his presence.

EMPEROR

I want telepathy during his visit and a report when we're finished.

REVEREND MOTHER

Their minds are so.... They move in... strange directions.... The spice gas they live in distracts... I must sit close to him.

EMPEROR

He know he will not permit anyone but me to see him. You must be outside this room.... Do what you can.

REVEREND MOTHER

I am your Truthsayer, my lord, and...
(sensing something outside
the room)
He is here, my lord.

The doors to the Emperor's chambers slide open and FIFTY GUILDSMEN wheel in the giant black box. Some wear grey suits, others are in tank suits with orange gas swirling about inside. One of the tank-suited Guildsmen addresses the Emperor through a translating device.

GUILDSMAN #1

The Bene Gesserit witch must leave.

The Emperor looks to the Reverend Mother and she exits the room.

EMPEROR

We are alone...

8. INT. HALLWAY - EMPEROR'S PALACE - NIGHT

The Reverend Mother takes a seat on a chair just outside the door. She closes her eyes.

9. INT. THRONE ROOM - EMPEROR'S PALACE - NIGHT

Inside the Emperor's chamber, the tank-suited Guildsmen are arranging themselves in a "V" formation around the box. Suddenly the box opens, slowly and beautifully revealing a huge, thick glass tank. Inside the tank floats a THIRD STAGE NAVIGATOR twenty feet long, much like a cross between a pasty, pale human being and a fleshy grasshopper.

The tank is filled with swirling orange spice-gas, and Guildsmen continuously vacuum up the toxic chemical spills dripping from under the tank. Suddenly the Guild Navigator swims towards the Emperor. His head is enormous and fleshy, like a huge grasshopper head -- the eyes are totally deep blue. His voice is a high, fleshy whispering and an intricate electrical apparatus in the front of the tank translates into English and broadcasts it into the room.

NAVIGATOR

We have just folded space from Ix...

EMPEROR

(extremely nervous)

Yes?... And how was your journey?

NAVIGATOR

(after a long pause)

Many machines on Ix... new machines.

EMPEROR

Oh yes?

NAVIGATOR

Better than those on Richesse... You are transparent... I see many things... I see plans within plans.

EMPEROR

Is there a problem?... Usually there is a problem when one of you makes a visit.

No answer.

EMPEROR (CONT'D)

(to the other Guildsmen)

Can he hear me?

(to Navigator)

Can you hear me? Is there some sort of problem?

NAVIGATOR

(finally)

The answer is within the problem...

10. INT. HALLWAY - EMPEROR'S PALACE - NIGHT

Outside the Emperor's chamber the Reverend Mother sits, her eyes closed, straining.

11. INT. THRONE ROOM - EMPEROR'S PALACE - REVEREND MOTHER'S MENTAL IMAGE - NIGHT

A very blurred scene of the Emperor with the Guild Navigator. She is not getting the English version but a much different language version which is fascinating to listen to. A lilting, sing-song monologue.

12. INT. THRONE ROOM - EMPEROR'S PALACE - NIGHT

NAVIGATOR

I see two Great Houses -- House Atreides, House Harkonnens -- feuding... I see you behind it.

EMPEROR

Yes.

The Navigator breathes the spice-gas heavily and swishes gently in his tank.

NAVIGATOR

You must share with us.

EMPEROR

The Atreides house is building a secret army!... using a technique unknown to us.... The Duke is becoming more popular in the Landsraad... He could threaten me.... I have ordered House Atreides to occupy Arrakis to mine the spice... replacing their enemies the Harkonnens.... House Atreides will not refuse because of the tremendous power they think they will gain. At an appointed time the Baron will return to Arrakis and launch a sneak attack on House Atreides... I have promised Baron Harkonnen five legions of my Sardaukar terror troops.

NAVIGATOR

So the Harkonnens will rid you of House Atreides...

13. INT. HALLWAY - EMPEROR'S PALACE - NIGHT

Outside, the Reverend Mother is seeing the scene mentally. She suddenly sees and flinches.

14. INT. THRONE ROOM - EMPEROR'S PALACE - REVEREND MOTHER'S MENTAL IMAGE - NIGHT

The Guild Navigator turns toward her and comes very close to her. We hear the Navigator speak to her.

NAVIGATOR
 (to Reverend Mother,
 mentally)
 Reverend Mother... I will give you the
 Tleilaxu Path.

REVEREND MOTHER (V.O.)
 (an excited whisper)
 A chance for escape? But for whom?

15. INT. THRONE ROOM - EMPEROR'S PALACE - NIGHT

EMPEROR
 Can you hear me?... If this visit has
 anything to do with spice...

The Guild Navigator shudders and swishes quite violently in his tank.

EMPEROR (CONT'D)
 (taken aback)
 I am the last person to want you to be
 without melange... for you to be unable to
 fold space... My Empire would once again be
 isolated unreachable planets. I can assure
 you the flow of spice will continue
 uninterrupted.

NAVIGATOR
 (quietly... strangely)
 The spice must flow...

EMPEROR
 I can assure you...

NAVIGATOR
 (interrupting)
 One small point.

16. INT. HALLWAY - EMPEROR'S PALACE - NIGHT

REVEREND MOTHER (V.O.)
 Here it comes...

17. INT. THRONE ROOM - EMPEROR'S PALACE - NIGHT

NAVIGATOR
 We ourselves... foresee a slight problem
 within House Atreides.... Paul... Paul
 Atreides.

EMPEROR

You mean, of course, the Red Duke... Duke Leto Atreides... his father.

NAVIGATOR

I mean... Paul Atreides.... Blend his extinction into your recipe and you will come with a meal to our liking.... I didn't say this.

The box begins to fold back over the Navigator.

NAVIGATOR (CONT'D)

I am not here...

EMPEROR

I understand.

The Navigator has now disappeared within the black box and the Guildsmen are removing him. The Emperor watches as they leave. He wears a very perplexed, worried look on his face.

18. INT. THRONE ROOM - EMPEROR'S PALACE - NIGHT

The Emperor turns as the Reverend Mother approaches him. In the B.G. the door is closed again by the Sardaukar Officers.

EMPEROR

Well?

REVEREND MOTHER

(hesitantly)

He worries that putting Atreides on Arrakis will hurt spice production.... You use only a small amount of spice... but you know, they consume tremendous quantities.... You look seventy even though you are two hundred and four. They take enough to have evolved the "seeing eye." The eye will close without the spice.... Much was unclear... They worry over the spice.

EMPEROR

The universe worries when they worry.... You may go, Helen Mohiam... Bene Gesserit.

REVEREND MOTHER

(looking alertly into the Emperor's eyes)

Yes, my Lord.

19. INT. HALLWAY - EMPEROR'S PALACE - NIGHT

The Reverend Mother hurries along. She starts down the stairs.

20. INT. THRONE ROOM - EMPEROR'S PALACE - NIGHT

The Emperor stands with THREE SARDAUKAR OFFICERS dressed in black uniforms. MORE OFFICERS are entering.

EMPEROR

She's Bene Gesserit... and there's nowhere in the Universe you can escape them. Her loyalty to the sisterhood is stronger than her loyalty to me... In situations like this it's interesting to watch her work... Watch her carefully.

21. INT. BENE GESSERIT ROOM - EMPEROR'S PALACE - NIGHT

The Reverend Mother hurriedly gathers some of the sisterhood together; in the background, women sit with their hands hovering over brilliant, glowing circles of light.

REVEREND MOTHER

Make arrangements immediately for my journey to House Atreides on Caladan. I want to fold space on the next Guild ship. I must have a look at this Paul Atreides....

(she turns)

Where there is this much smoke, there may be a volcano.

22. EXT. SPACE - NIGHT

MUSIC -- DARKNESS -- WIND

23. EXT. SEA - CALADAN - NIGHT

Out of the DARKNESS now WAVES can be seen. Great smooth, rolling waves like black glass. THUNDER warns in the distance. MUSIC creeps out of the WINDS. RAIN begins to pelt the surface of the NIGHT SEA and a FLASH of lightning illuminates red fish in the depths.

24. EXT. CASTLE CALADAN - NIGHT

Waves crash against a black rock cliff wall with rivulets of rain weaving down its face. High on the rock cliff stands Castle Caladan. Its appearance is dark and medieval, yet behind it there are several space ships hovering, locking together, then moving upwards. There is a window on the seaward wall lit from within by a drifting glowglobe.

25. INT. TRAINING ROOM - CASTLE CALADAN - NIGHT

Paul sits at an L-shaped table studying filmbooks and maps of Arrakis and the Universe. CU Paul's face studying.

INSERT - FILMBOOK

We SEE vast star fields and galaxies.

BACK TO SCENE

PAUL
(whispering)
Here we are now... nineteen million
light years beyond...

INSERT - FILMBOOK

We SEE the galaxies move as we HEAR a HUM.

PAUL (V.O.)
(whispering)
... beyond Epsilon Alangue... is Arrakis.

We HOLD on this, then we SEE Arrakis grow larger in the filmbook screen and we SEE it is a planet of vast deserts.

BACK TO SCENE

PAUL
(whispering again)
It does look dry.... Where is Giedi Prime
from here?

INSERT - FILMBOOK

The star fields and galaxies move slightly then.

PAUL (V.O.)
(whispering)
There!... Giedi Prime and the Baron
Harkonnen... the enemy.

BACK TO SCENE

In the background, FOOTSTEPS grow louder, pounding on thick wooden floors. THUFIR HAWAT, GURNEY HALLECK and DR. YUEH enter. Paul has his back to the door. Thufir suddenly looks perturbed when he notices this.

PAUL
(without turning)
I know, Thufir, I'm sitting with my back to
the door.

Hawat suppresses a smile.

PAUL (CONT'D)
I heard you coming down the hall, and I
heard you open the door.

THUFIR
Those sounds could be imitated.

PAUL
I'd know the difference.

THUFIR

(inner voice)

Yes. Perhaps he would at that.

PAUL

My father sent you to test me.

Thufir scowls.

GURNEY

Just a short fight and some questions....

PAUL

Gurney... we had practice -- this morning..... I'm not in the mood.

GURNEY

(angered)

Not in the mood?! Mood's a thing for cattle and love play... It's not for fighting.

PAUL

I'm sorry Gurney.

GURNEY

Not sorry enough.

Gurney activates his body shield, sending a shimmering FORCE FIELD around his body. He draws his knife and advances swiftly toward Paul. Paul snaps on his FORCE FIELD, draws his knife and jumps back, collecting himself hurriedly for the fight.

GURNEY

(his voice sounding strange
coming through the force
field)

Guard yourself for true!

Gurney leaps high, then forward, pressing a furious attack. Paul falls back. The shield edges CRACK loudly as they touch each other.

PAUL

(inner voice)

What's gotten into Gurney? He's not faking.

Paul presses forward and the fight moves quickly around the room. The smell of ozone grows stronger as the shields hit and SPARK off one another. Paul directs a parry downwards, turns, and leads Gurney against the table, plunging at just the right moment to pin Gurney against the table top with his blade right at Gurney's neck.

PAUL

(strange shielded voice)

Is this what you seek?

GURNEY

(strange shielded voice)

Good... the slow blade penetrates the shield... but look down.

Paul looks and sees Gurney's blade at his groin.

GURNEY (CONT'D)

We'd have joined each other in death.
However, you did seem to finally get the
"mood".

PAUL

(shielded voice)
Would you really have drawn my blood?

GURNEY

(shielded voice)
If you'd fought one whit beneath your
abilities I'd have scratched you a good one.

Paul stands and snaps off his shield as does Gurney.

PAUL

Things have been so serious here lately.

GURNEY

I sensed the play in you lad, but this can
no longer be play. Tomorrow we begin our
trip to Arrakis! Arrakis is real. The
Harkonnens are real.

Thufir, Yueh, Gurney and Paul stare at each other for a moment in
silence. Dr. Yueh moves forward and begins to take Paul's pulse rate
and to collect other data with a small black machine.

DR. YUEH

You'll be happy to hear we don't have time
for regular lessons today, however I have
scheduled several filmbook lessons for you
on the crossing to Arrakis.

PAUL

Anything on the worms?

DR. YUEH

I have a book on a small specimen... only
125 meters long.

PAUL

Only?!

They smile at each other.

DR. YUEH

There have been documented sightings of
worms as large as 450 meters in the deep
desert -- far from where we'll be in
Arrakeen.... The desert belt and south polar
regions are marked forbidden.... Why?

PAUL

The worms... and the storms. Is it true,
Dr. Yueh, that the sand blowing at this
speed can render flesh to dust in minutes

YUEH

Seven hundred kilometers per hour.

PAUL

How do the Fremen survive there?

YUEH

We don't know much about the Fremen... They
live in the deep desert... some in the
cities... they have blue-within-blue eyes...

PAUL

(smiling)

The eyes -- yes... saturation of the blood
by the spice -- melange.

THUFIR

(intruding)

A world is supported by four things...

PAUL

Learning of the wise... justice of the
great... prayers of the righteous and valor
of the brave.

THUFIR

The first law of a Mentat...

PAUL

Thufir... please...

THUFIR

Paul... the first law... and in the proper
form!

PAUL

Because a Mentat is trained for supreme
logic, he knows a process cannot be
understood by stopping it. Understanding
must move with the flow of the process...
must join it... must flow with it.

(then)

Will I get to see a Guild Navigator on the
crossing to Arrakis?

THUFIR

No, they will be far off in the control rooms of the Heighliner. Some in the Universe see the lower stage Navigators. Even the Third Stage Navigators can be moved outside the Heighliners in tanks of the spice gas. But the highest stage Guild Navigators are never seen. They exist in total isolation high in the control rooms of the Guild Heighliners. No one knows more than this about them. Now tell me of the Harkonnens and some history of Arrakis. It's still testing time.

PAUL

Our mortal enemies, the Harkonnens, held Arrakis in quasi-fief for eighty years under a CHOAM Company contract to mine the geriatric spice, melange. Now, under orders from the Emperor we must replace the Harkonnens, but we shall hold Arrakis in fief-complete... A victory for my father... or at least an apparent victory.

THUFIR

Apparent... indeed. This appearance contains the deadliest peril. Duke Leto is extremely popular among the Great Houses of the Landsraad, and... a popular man arouses the jealousy of the powerful...

PAUL

The Baron is our enemy, yes... but behind him is the Emperor.

THUFIR

You will make a formidable Duke!... Now remember... the first step in avoiding a trap is knowing one exists.

PAUL

But if it's a trap why are we going?

THUFIR

We have our new army.
(in the same breath)
Dr. Yueh, put the weirding module on him.

Dr. Yueh places a plastic device around Paul's neck. He tightens it around the Adam's apple above Paul's voice box. Thufir, noticing a SQUAD OF GUARDS at the other end of the training room, calls out to them.

THUFIR (CONT'D)

Lock the room.

Gurney activates a series of locks. LIGHTS GLOWS above each doorway.

THUFIR (CONT'D)

Activate a fighter.

Suddenly a FIGHTER ROBOT rises up out of the floor. Paul turns and emits a very strange, powerful sound through the weirding module as he advances rapidly towards the robot.

26. INT. HALLWAY - CASTLE CALADAN - NIGHT

The hallway is empty in the foreground but in the distance a changing of the guard is seen.

27. INT. HALLWAY - CASTLE CALADAN - NIGHT

In the distance, moving TROOPS load a giant bull's head into a plasteel moving crate.

28. EXT. CLIFF WALL - CASTLE CALADAN - NIGHT

In the dark of night, DUKE LETO leaves his GUARD and walks out to the cliff wall overlooking the stormy sea below. He meets Paul near the wall.

PAUL

(diffident)

Father.

DUKE LETO

Thank you for waiting for me.

(voice tired)

It will be good to get to our new home and have all this upset behind us.

They look out over the sea. The Duke turns to Paul.

DUKE LETO (CONT'D)

(inner voice)

My son.

(out loud)

Thufir Hawat has served House Atreides three generations.... He swears you are the finest student he's ever taught. Yueh, Gurney and Duncan say the same.... It makes me feel very proud...

PAUL

I want you to be proud of me.

Paul smiles up at his father. The WIND blows the Duke's hair and behind him stands the castle and the green and black Atreides banner against the night sky beyond. The RAIN starts again -- lightly. Paul takes a closer look at the Atreides banner moving in the wind.

DUKE LETO
 (studying the dark sea
 below)

I'll miss the sea... but a person needs new experiences... they jar something deep inside, allowing him to grow. Without change, something sleeps inside us... and seldom awakens... The sleeper must awaken.

Paul's attention goes to his father's hand where he sees the Duke's signet ring. Again he smiles at his father.

29. INT. TRAINING ROOM - CASTLE CALADAN - NIGHT

Dr. Yueh turns to Gurney in shadow. Gurney and Dr. Yueh are looking at the filmbook of Paul's fight with the robots.

GURNEY

It's not Duncan's style... it certainly is not mine.... It's his mother's influence and he's been practicing on his own... this is flawless fighting.

INSERT - FILMBOOK

Shot from camera in robot. In SLOW MOTION Paul's hands weave in and out and his mouth moves very quickly and carefully forming weirding SOUNDS which are also slowed down on the sound track. In SLOW MOTION the robot catches of FIRE and falls. We FALL with it to the ground.

FADE TO:

30. INT. PAUL'S ROOM - CASTLE CALADAN - NIGHT

Paul is sweating during his sleep and WHISPERS as if struggling with some disturbing thought.

31. DARK WATER - MENTAL IMAGE

We see Paul's dream. It is very dark.

PAUL (V.O.)

Arrakis... Dune... Desert Planet.

Suddenly a drop falls into the black, and white hot widening rings appear on the dark water's surface. Dark again. A figure turns toward Paul. It is a BEAUTIFUL GIRL in deep shadow. She speaks.

BEAUTIFUL GIRL

Tell me of your homeworld, Usul.

32. INT. PAUL'S ROOM - CASTLE CALADAN - NIGHT

CU Paul's face in fitful sleep.

33. EXT. COURTYARD - CASTLE CALADAN - NIGHT

In a small stone courtyard, the figure of a woman moves toward us through the heavy RAIN and darkness. As she nears an iron gate, she suddenly steps into a sliver of light, and we see JESSICA, a beautiful woman, beneath an ornate umbrella. At the gate, she meets the Reverend Mother and takes her back toward the Castle. The rain rushes loudly into the storm drains.

34. INT. PAUL'S ROOM - CASTLE CALADAN - NIGHT

PAUL

(whispering again)

Arrakis... Dune... Desert planet... moving...
moving.

CU Paul's face.

Paul's eyes snap open. He hears footsteps outside his door. As the door opens he closes his eyes, however, and pretends to be asleep. Jessica and the Reverend Mother stand in the doorway looking at him.

REVEREND MOTHER

He's small for his age, Jessica... We'll
salvage what we can... but I can tell you..
dear God... for the father ...nothing.

Jessica turns to the Reverend Mother, stunned! She turns back to look at Paul. Her hand trembles.

REVEREND MOTHER (CONT'D)

Did you really think you could bear the
Kwisatz Haderach?... How dare you!

JESSICA

I sensed the possibility...

REVEREND MOTHER

Indeed!... my greatest student... and my
greatest disappointment.... He's awake!...
He's listening to us.

(considering)

Good... Royalty has need of slyness... and
if he is really the Kwisatz Haderach...
Ready yourself, young Paul Atreides... I
want to see you in your mother's chambers in
one quarter of an hour.

She turns and walks away. Jessica remains at the door and calls out to Paul in the darkness.

JESSICA

Paul?... This is very important... remember
you are a Duke's son... hurry.

Jessica leaves, closing the door behind her. Paul sits up in bed.

PAUL
(inner voice)
Kwisatz Haderach?... For the father...
nothing?

35. INT. JESSICA'S CHAMBER - CASTLE CALADAN - NIGHT

Jessica and the Reverend Mother enter. It is quite dark. Jessica WHISPERS a code number and a glowglobe LIGHTS on a very dim setting.

REVEREND MOTHER
(angrily)
Jessica... You were told to bear only
daughters to the Atreides... Jessica!

JESSICA
It meant so much to him...

REVEREND MOTHER
You thought only of a Duke's desire for a
son?... Desires don't figure in this! An
Atreides daughter could have been wed to a
Harkonnen heir and sealed the breach.
You've hopelessly complicated matters. We
may lose both bloodlines now.

JESSICA
I vowed never to regret my decision. I will
pay for my own mistakes.

REVEREND MOTHER
And your son will pay with you.

JESSICA
(confused, scared)
Is Arrakis... Is it really that terrible on
Arrakis? Will Duke Leto...

REVEREND MOTHER
(interrupting)
You entered all this with full knowledge of
the delicate edge you walked...
(she softens)
Jessica, girl, I wish I could stand in your
place and take your sufferings. But each of
us must make her own path.

JESSICA
I know... I understand.

REVEREND MOTHER

About Paul... what you did and why you did it... we both know. But... kindness forces me to tell you there's little chance he will be the Bene Gesserit totality... however, I will observe him. In a few minutes, Jessica, your son will be proven to be a living human being or... he will be a dead animal.

(looking up -- sensing)

He's here... call him in...

Paul enters the room and Jessica closes the door behind them.

JESSICA

Paul, this is the Reverend Mother Gaius Helen Mohiam. She is going to... observe you...

(to Reverend Mother)

Your Reverence, I ...

REVEREND MOTHER

Jessica, you know it must be done. I enjoin you to stand guard at the door and practice the meditation of peace.

JESSICA

Yes... of course...

PAUL

(inner voice)

What does she fear?

(out loud)

What about my Father?

JESSICA

Paul... please, Paul... listen to the Reverend Mother and do what she tells you.

Jessica leaves the room. The Reverend Mother speaks to Paul using The Voice, a Bene Gesserit training which permits an adept to control others merely by selected tone shadings of the voice. It sounds as if two people are talking -- one normal and the other guttural and slightly electronic. The effect is strange, yet subtle.

REVEREND MOTHER

(using The Voice)

Now you come here.

Paul finds he cannot help but obey her, yet he fights her controlling him.

PAUL

(inner voice)

She's using The Voice.

She sees him struggling yet obeying.

REVEREND MOTHER
(inner voice)
He's strong... He's fighting it well.

The Reverend Mother holds up a green metal cube.

REVEREND MOTHER (CONT'D)
See this... Put your right hand in the box.

Paul stares at the hole in the box.

PAUL
What's in the box?

REVEREND MOTHER
Pain.

Just then, she raises one hand to his neck. Paul sees a glint of metal. He tries to back away.

REVEREND MOTHER (CONT'D)
(The Voice)
STOP! Put your hand in the box.

Paul's hand goes in. Fear passes over his face.

PAUL
(inner voice)
The Voice again.

REVEREND MOTHER
I hold at your neck the gom jabbar. It's a needle with a drop of poison on the tip. Don't pull away or you'll feel that poison. A Duke's son must know about many poisons -- Here's a new one for you... it kills only animals.

PAUL
Are you suggesting a Duke's son is an animal?

REVEREND MOTHER
Let us say I suggest you may be human. If you withdraw your hand from the box, you die. This is the only rule. You will feel an itching -- there... see? Now the itching becomes burning... heat, upon heat, upon heat.

PAUL
(whispering)
It burns.

REVEREND MOTHER
SILENCE...

PAUL
 (inner voice)(struggling
 to compose himself)
 I must not fear. Fear is the mind-killer.
 Fear is the little death that brings total
 obliteration. I will face my fear... I will
 permit it to pass over me and through me.

The Reverend Mother moves her face up to his. Her ancient face with
 its metal teeth gleaming inches away breathes hotly. She is smiling.

REVEREND MOTHER
 You feel the flesh crisping?

36. THE HAND - PAUL'S MENTAL IMAGE

Paul's inner mind sees his hand on fire with all sorts of sores. The
 skin is bubbling.

37. INT. JESSICA'S CHAMBER - CASTLE CALADAN - NIGHT

REVEREND MOTHER
 Flesh dropping and the dull ache of the
 burning bones.

38. THE HAND - PAUL'S MENTAL IMAGE

He pictures this. The destruction of his hand is complete -- now only
 blood spurts out and burns.

39. INT. JESSICA'S CHAMBER - CASTLE CALADAN - NIGHT

Paul's face registers extreme pain.

PAUL
 (cannot help the explosion)
 THE PAIN!

REVEREND MOTHER
 NO!! ENOUGH!!! Kull wahad! No woman child
 ever withstood that much. I must have
 wanted you to fail. Take your hand out of
 the box and look at it, young human.... Do
 it!

Paul pulls his hand out of the box. No sign of anything wrong. He
 turns his hand, flexes his fingers. He looks to the Reverend Mother.

REVEREND MOTHER (CONT'D)
 (explaining)
 Pain by nerve induction... A human can
 resist any pain. Our test is crisis and
 observation.

PAUL
 I can see the truth of it.

REVEREND MOTHER
 (inner voice)
 Could he be the one?...

(out loud)
You know when people believe what they say?

PAUL
I know it.

Suddenly the Reverend Mother holds her hand against Paul's head. She closes her eyes.

40. DARKNESS - REVEREND MOTHER'S MENTAL IMAGE

She sees a blurred image of Paul's earlier dream. She sees the beautiful girl turn. She hears a muffled voice say "Tell me of your homeworld, Usul."

41. INT. JESSICA'S CHAMBER - CASTLE CALADAN - NIGHT

REVEREND MOTHER
Your mother wants you to tell me about your dreams. I only want to know one thing....
Do they come true?

PAUL
Not all of them... I know which ones will.

REVEREND MOTHER
Perhaps you are the Kwisatz Haderach.

PAUL
What is that?

REVEREND MOTHER
(profoundly)
The person who can be many places at once...
the one who bridges space and time.... He
will look where we cannot.

PAUL
Where?

REVEREND MOTHER
Do you know of the Water of Life?... the
Truthsayer drug?

PAUL
I have heard of it.

REVEREND MOTHER

It is very dangerous... It is used by the Bene Gesserit sisterhood to see within.... But, only down feminine paths. There is a place terrifying to us... to women. It is said a man will come... the Kwisatz Haderach... he will go where we cannot... Many men have tried...

PAUL

Did they fail?

REVEREND MOTHER

They tried and died....
(she calls out loudly)
Jessica!

Jessica enters immediately and sees with great relief that Paul is still alive.

REVEREND MOTHER

Jessica... I sense your teachings in him. Now I caution you... ignore the regular order of training. His safety requires the Voice... He already has a good start in it, but we both know how much more he needs... and that desperately.

PAUL

I've heard enough of my safety... What about my father?... I heard you talking. You speak as if he was dead. Well, he isn't!

JESSICA

Paul!

She tries to hold him.

PAUL

Well he isn't... and he won't die... Tell me he won't die!

REVEREND MOTHER

What can be done has been done.

PAUL

MOTHER! Tell me!

The Reverend Mother covers herself with her shawl and moves quickly to the door.

REVEREND MOTHER

Good-bye, young human... I hope you survive. But if you don't, well, we shall yet succeed.

(to Jessica, quietly)

Jessica, remember The Voice could save him.

Jessica catches sight of tears on the Reverend Mother's face. This frightens her more than anything. The Reverend Mother disappears and the door closes behind her.

42. INT. DUKE LETO'S QUARTERS - CASTLE CALADAN - NIGHT

Under a dim glowglobe, the DUKE is bent over a writing table, finishing a message on a scroll-like piece of paper. He places the message in a metal cylinder. He caps it and presses a signet ring, with a red hawk symbol of House of Atreides, into the hole, which seals the cylinder with a swift HISSING.

He kisses the seal of his ring. He pauses, studying the metal tube, and he listens to the far-off SOUND OF TRUDGING BOOTS of the House Guard.

Suddenly, we HEAR the sound of boot-heels CLICKING to attention just outside the room. The DUKE hides the cylinder and, with a VOICE COMMAND, extinguishes the glowglobe above him, as Jessica enters.

DUKE LETO
Did you look in on Paul?

JESSICA
Yes... He's fine...

Jessica moves toward Leto. She looks into his eyes, her love for him apparent.

JESSICA (CONT'D)
I...

She starts to cry.

DUKE LETO
Yes? Jessica! What is it?

Jessica falls into Leto's arms. She can't look at him. She struggles to maintain her composure, but can't.

JESSICA
(crying)
I'll miss Caladan so much.

CU on Jessica's saddened, fearful eyes.

43. EXT. CASTLE CALADAN - DAY

MUSIC. THUNDER sounds from thick grey-black clouds.

An honor guard lowers the huge green and black Atreides banner from atop the castle. One of the men cries.

44. EXT. LAKE - CALADAN - DAY

In the reflection on a still lake, the banner can be seen descending. The sky darkens and the reflection of the banner is obscured by spaceships ROARING slowly by. Suddenly there is a loud CRACK. Wild geese SCREAM and fly.

45. INT. ATREIDES SHIP - SPACE

The Duke places a hand on Paul's shoulder. We see the signet ring. Jessica is there. She tries to get Paul to look at her, but he scowls and turns to his father.

JESSICA

(turning away)

I must not fear. Fear is the mind-killer...
the little death that brings total
obliteration...

46. EXT. GIEDI PRIME - DAY

As seen from space, the black planet as we saw it in Paul's filmbook.

47. EXT. GIEDI PRIME - DAY

FROM HIGH ABOVE, looking down on a black steel shuttle landing field in the middle of a vast sea of black oil. A small cable car zooms up toward us on an elevator of black steel. The car comes to a stop and is transferred to another cable and it begins rocketing horizontally across the black oil lake.

In the distance can be seen a gigantic black city in the shape of a rectangular box over 100 stories high. Each level is lined with columns and passageways but no doors. Before the city there are rows of gigantic black steel towering figures atop massive furnaces. The figures serve as chimneys and black SMOKE billows out of their mouths.

48. INT. CABLE CAR - GIEDI PRIME - DAY

Inside the cable car stands PITER; his eyes are covered with black steel goggles. In one hand he holds the cylinder with DUKE Leto's ring imprint.

49. EXT. GIEDI PRIME - DAY

The car zooms past the gigantic figures -- colossal -- larger than the Statue of Liberty -- in spaced rows toward the city. The furnaces below ROAR with tremendous power. Now closer and closer to the city, building up speed until the city looms gigantic and overpowering -- millions of electrical cables stretch off the top into dark energy taps above the city.

50. INT. GIEDI PRIME - DAY

Inside we pass through dark columns and passageways to a huge inner room (one of thousands) filled with open-topped lime green porcelain rooms with tremendous electrical lines criss-crossing above.

51. INT. STEEL STAIRS - GEIDI PRIME - DAY

The cable car stops and Piter gets out, steps down steel stairs...

52. INT. BARON'S ROOM - GEIDI PRIME - DAY

...and enters a porcelain room where the BARON is being treated by a DOCTOR for sores on his face and body. Piter removes his goggles. His eyes are deep blue within blue. FEYD and RABBAN, the Baron's young nephews, sit across from him. The doctors wear bakelite earplugs and restrictive goggles. A WORKER with goggles and earplugs arranges violet flowers at the far end of the room. The doctor uses a lasbeam on a big sore on the Baron's lips. From time to time the doctor drains fluid from a bag-like sore on the Baron's neck. The Baron is sickly and hugely fat and sweaty and looks like he has been sickly for some time. He turns to Piter as he enters the room.

PITER

They've left Caladan, Baron, and I have here your answer from Duke Leto.

BARON

The driest planet in the universe, where they speak in hushed tones of moisture, let alone water.... It would, of course, be a worthless rock were it not for the spice. So... it becomes now the biggest mantrap in history and Duke Leto is headed into its jaws... What does Leto say, Piter?

PITER

He advises you that Vendetta -- as he puts it, using the ancient tongue, the art of Kanly -- is not dead. He does not wish to meet or speak with you.

BARON

I made my peace gesture... the forms of Kanly have been obeyed. Piter... enlighten Feyd and Rabban concerning my delicious plan for Arrakis and the Atreides.

PITER

Sir... Is this knowledge to be...

BARON

Enlighten them, Piter... I want them to know!

PITER

Baron Vladimir Harkonnen has given up Arrakis to take part in a secret partnership with the Padishah Emperor Shaddam IV. Under this new plan, the Baron will have the use of the Emperor's own terror troops -- the Sardaukar, to finally crush the Atreides and end their line. An attack will be made upon House Atreides using five legions of Sardaukar -- They may suspect an attack, and Thufir Hawat may even suspect Sardaukar, but never five legions. No other Great House of the Landsraad must ever know of the Emperor's aid to the Baron. The Landsraad would turn against the Baron and the Emperor.

Rabban breaks open a squood (living food). The squood makes a tiny SCREAM, then Rabban drinks the blood and bodily fluids. He throws the empty container of tiny animal meat into the dark water trough running through the center of the room.

BARON

I will have Arrakis back for myself... he who controls the Spice, controls the universe... and what Piter didn't tell you is we have control of someone who is very close to Duke Leto. This person... this traitor... will be worth more to us than ten legions of Sardaukar.

FEYD

Who is the traitor?

BARON

(laughs)

I won't tell you who the traitor is or when we'll attack. However, the Duke will die before these eyes and he'll know that it is I -- Baron Vladimir Harkonnen -- who encompasses his doom.

The Baron gets up, buoyed by suspensors around his waist. He begins a strange, gleeful, floating dance. TWO ATTENDANTS against the wall stroke small drums which go "BRUUM" "BRUUM" as the Baron floats slowly upwards and across the room. Tremendous frightening SOUNDS swell louder and louder.

53. EXT. HEIGHLINER - SPACE

3,415 Atreides ships are approaching the Guild Heighliner, which is staggeringly colossal. The Atreides ships look like dots next to the sun. The Duke's ship enters the frame and moves toward the Heighliner.

54. EXT./INT. HEIGHLINER - SPACE

The Atreides ships enter a towering, ornate doorway. The planet of Caladan looms in the background.

55. INT. ATREIDES SHIP - SPACE

Paul looks out a porthole and sees:

56. INT. CORRIDORS - HEIGHLINER - SPACE

The huge doorway of the Heighliner is closed and a signal Light begins to travel at high speed across the gigantic hold. The Light goes through passageways. Finally, there is the huge five-part shielded entrance to the control rooms and cockpit of the Heighliner. The Light passes through the shields; electrical TONES; and arcing, changing patterns become violet.

57. INT. CONTROL ROOM - HEIGHLINER - SPACE

The light enters the control room, which is a huge, 2000 ft. high room, filled with orange gas. On the floor are large gratings covering an exhaust and vacuuming system. Tons of spice gas are being converted into toxic chemicals as it cools down at floor level. A Third Stage Navigator swims down near the bottom.

The Light EXPLODES into a triangular symbol. The Navigator swims upwards carrying the symbol to thirty or forty other Navigators who hover around a six dimensional layered miniature replica of the entire Universe. The first Navigator feeds the triangular Light into the miniature Universe. As they all make strange NOISES, electrical currents and symbols issue from them, manipulating the miniature Universe. It is as if they are chanting to a god.

58. INT. MINIATURE UNIVERSE - HEIGHLINER - SPACE

The Universe -- stars, galaxies, billions of tiny points of light -- elongates in the control room, causing tremendous VIBRATIONS of TONES.

59. INT. CONTROL ROOM - HEIGHLINER - SPACE

The Navigators feed in more SOUNDS and light symbols issue from their mouths. They gently put their long arms and long fingers into the starry masses. They suddenly stop and look up. Something huge is hiding high in the cockpit. There is a tremendous ROAR and pale white LIGHT comes from within the hiding form...

60. INT. MINIATURE UNIVERSE - HEIGHLINER - SPACE

... and the Universe begins to curve.. The Navigators swim to a certain area of the Universe and tear out a hole. Stars, like sparks and SOUNDS and rings of light appear along with a roaring WIND. All the Navigators swim into the hole, through the rings of light -- to darkness. The sounds fade.

61. EXT. ATREIDES SHIP FORMATION - SPACE

Out of the darkness the Atreides ships appear -- entering the atmosphere of Arrakis.

62. INT. ATREIDES SHIP - SPACE

Paul is watching with awe as they descend to their new home.

63. EXT. LANDING FIELD - ARRAKEEN - DAY

The 3,415 ships ROAR across the barren dunes to huge rock formations and the airfield of Arrakeen -- beyond.

The airfield is between the Palace and the three-mile-high Shield Wall. The 3,415 Atreides ships begin to land one by one in perfect rows of fifty. The air is vibrating with HEAT WAVES. The atmosphere is oppressive.

64. EXT. PALACE - ARRAKEEN - DAY

The Atreides banner is raised on the top of the Palace. The bridge to the rock Palace stands in blinding light.

65. EXT. GROUNDS - ARRAKEEN PALACE - DAY

Clouds of insects swarm over the barren grounds of the Palace and clusters of troops stand at attention around the enormous dark, cool doorway.

66. EXT. WALL - ARRAKEEN PALACE - DAY

Thousands of city people of Arrakeen crowd outside the Palace wall to try to catch a glimpse of the new rulers of Arrakis. Some blow on dipsticks making strange NOISES that ECHO. Others CALL OUT "Lisan al-Gaib" and "Mahdi." A slow-moving spike-backed dog sucks ants up out of a small anthill. He snorts.

67. INT. MILITARY SUB-BASEMENT ROOM - ARRAKEEN PALACE - DAY

Atreides army soldiers milling, YELLING noisily.

68. INT. PASSAGEWAY - ARRAKEEN PALACE - DAY

In a darkened passageway, fans turn, casting deep, slow-moving shadows. SOUNDS ECHO in the distance.

69. INT. COMMUNICATIONS ROOM - ARRAKEEN PALACE - DAY

A room of technicians and electronic gear. The SIGNALS are being heard and interpreted.

ATREIDES MAN #1

Harkonnens.

70. EXT. BLACK ROCK - ARRAKEEN - DAY

Far in the distance in deep black rock, Harkonnen spies move, carrying strange electronic equipment.

71. EXT. LANDING FIELD - ARRAKEEN DAY

The 'thopters take off, flying in various directions on patrol.

72. INT. PASSAGEWAY - ARRAKEEN PALACE - DAY

Thufir marches down a hallway with a squad of TROOPS with electronic gadgetry, LIGHTS and SOUNDS going constantly.

THUFIR

(into a radio microphone)

Why isn't the shield up yet?

73. INT. GENERATOR ROOM - ARRAKEEN PALACE - DAY

Down in the basement, Atreides engineers are removing a complicated device from heavy machinery. A MAN radios back to Thufir.

RADIO MAN #1

We found and removed another sabotage device. I think it will go up now.

The engineers activate a series of atometric Holtzman generators. Suddenly SOUNDS begin. The machines start; at first low, then they WHINE upwards to a high pitch. When the pitch is steady, a series of levers are pulled.

74. EXT. PALACE - ARRAKEEN - DAY

Just after the second set of levers is pulled, a huge house shield is seen going up in a box shape, encompassing the Palace with SHIMMERING protection.

75. EXT. WINDOW - ARRAKEEN PALACE - DAY

From a small window, Thufir observes the shield with a critical eye.

THUFIR

(inner voice; worried)

We found these sabotage devices too easily...

76. INT. GREAT HALL - ARRAKEEN PALACE - DAY

Jessica and Dr. Yueh stand in a large hall where the giant bull's head is being hung above a massive fireplace. The MOVING TROOPS are unpacking crates and organizing furnishings. Jessica watches them. Distant SOUNDS reverberate inside an elaborate air vent beside them.

DR. YUEH

Listen here.... You can here the people of Arrakeen outside.... Can you here the cry "Soo Soo Sook" of the water sellers?

JESSICA

So many reminders of the scarcity of water.

DR. YUEH

Have you noticed the line of palms along the wall... the Harkonnen put them in ... to flaunt their water wealth in front of these people.... Each day those palms take enough water to sustain the life of one hundred men.

JESSICA

The way you say Harkonnen... I didn't know you had so much reason to hate them.

DR. YUEH

(swiftly)

My wife... you didn't know my wife... they...

JESSICA

(out loud)

Forgive me...

(inner voice)

... His wife was Bene Gesserit too... the signs are all over him.... They must have killed her.

Jessica sees a droplet of sweat break out on Yueh's cheek.

DR. YUEH

I'm sorry I'm unable to talk about it.

TWO ATREIDES WOMEN in uniform approach.

WOMAN #1

(referring to several robed
figures standing in the room)

My lady... the local people... the maids and
servants await your inspection. Hawat has
cleared them.

Dr. Yueh turns to Jessica.

DR. YUEH

The Harkonnens may have tampered
medically.... please wait.

He turns a yellow light on and moves it over the crowd. The yellow
beam plays over the blue-within-blue eyes. One of the women, the
Shadout Mapes, watches Jessica continuously. Yueh's hand shakes
slightly.

JESSICA

(inner voice; noticing
Yueh's hands)

He's hiding something -- holding something
back.

(She studies his face
closely.)

It's not just his wife... He's a good man
though. He's probably trying to save my
feelings...

(We see her mouth.)

I could use The Voice... make him tell me...
It would only shame him.

(We see her eyes.)

I must place more trust in my friends.

(We see Yueh turn toward
her, fearful.)

77. INT. PASSAGEWAY - ARRAKEEN PALACE - DAY

Paul wanders through the darkened passageways alone, his footsteps
echoing as he goes. He takes pleasure observing the details of the
rock Palace but all the while he feels an uneasiness -- a feeling of
fear builds in him.

78. INT. PAUL'S BEDROOM - ARRAKEEN PALACE - DAY

Paul enters a small bedroom and sits down on the bed. He opens a
filmbook, and activates it.

INSERT - FILMBOOK

We SEE a gigantic carryall lower down above a spice harvester and pick
it up off the desert floor as a narrator speaks over.

NARRATOR (V.O.)

One carryall handles four spice mining teams; however, it will fly only two harvesters at a time. Today, we have nine hundred and thirty harvesters and nine hundred and eighty-one carryalls....

BACK TO SCENE

Paul looks up. Across the room he sees a tray of small pastries which have been laid out. He goes to them and scans them with his poison detector, which he carries on his belt. A pleasant tone SOUNDS and the word "safe" appears in green light. Paul takes a pastry, bites into it and turns back toward the bed. Suddenly he stops. He looks at the pastry.

PAUL

(inner voice)

Spice...

As he continues eating it he notices the sunlight through the slats over the window begins to GLOW white hot. Paul's eyes are intense as the light GLOWS brilliantly.

PAUL (CONT'D)

(whispering inner voice)

Terrible purpose.... What is it?

Some red droplets appear rushing through the white light. Three images follow:

79. MENTAL IMAGES: A blurred Guild Navigator; Paul dead on a stone floor;
fire burning.

80. INT. PAUL'S ROOM - ARRAKEEN PALACE - DAY

The LIGHT decreases and Paul stands trembling. As he moves to the bed he sees a portion of the headboard slowly folding down and he sees a chrome sliver of metal glide out from within the dark opening. He freezes.

PAUL

(inner voice)

A hunter-seeker!... It can't get me if I don't move... It's too dark in here for it to see clearly...

The hunter-seeker begins to lift and swing across the room and back -- searching.

PAUL (CONT'D)

(inner voice)

I've got to grab it -- the suspensor field will make it slippery on the bottom -- I must grip it tightly.

The seeker drops a little, circling around the bed. A faint HUMMING sound is heard.

PAUL (CONT'D)

(inner voice)

Who is operating that thing?... It has to be someone in the Palace. I could shout for help but it would kill whoever opened the door...

Just as Paul finishes this thought the other door to his room begins to open and the Shadout Mapes peers in. The hunter-seeker arrows past Paul toward the motion. Paul swiftly reaches out and grips the deadly thing. It HUMS and twists violently in his hand. With a powerful turn and thrust, Paul slams the glass nose of the seeker into the stone wall. The seeker goes dead in his hand. He looks up into the deep blue eyes of the Shadout Mapes.

SHADOUT MAPES

(shaken)

It would have killed me... not so?

PAUL

I was the target. It went to the motion. Who are you?

SHADOUT MAPES

I am the Shadout Mapes... the housekeeper.

PAUL

(inner voice)

Could she be the operator? No...

SHADOUT MAPES

I must cleanse the way between us.... You saved my life... and we Fremen pay our debts. It's known to us that you've a traitor in your midst. Who it is we cannot say but we're certain of it.

PAUL

(inner voice)

A traitor...

Before he can speak the Shadout Mapes is gone -- running off down the passageway.

PAUL (CONT'D)

(inner voice)

A Fremen!

Paul goes immediately to his shield belt and puts it on and activates it, sending a VIBRATING SHROUD around him, then radios his father.

PAUL (CONT'D)
(into radio microphone)
Father... I've found and destroyed a hunter-
seeker in my room... seal off this section
of the Palace... the operator may be sending
more.

Jessica enters.

PAUL (CONT'D)
(looks to Jessica)
There is a traitor among us.

81. INT. PASSAGEWAY - ARRAKEEN PALACE - DAY

Running TROOPS storm down the hallway with electronic gear and big
stun guns.

82. INT. PASSAGEWAY - ARRAKEEN PALACE - DAY

Thufir walks quickly toward SEVERAL TROOPS.

THUFIR
Set up a sonar probe immediately!

83. INT. AUTOPSY ROOM - ARRAKEEN PALACE - DAY

Dr. Yueh sticks his head out the doorway as SEVERAL TROOPERS run past.

84. INT. OBSERVATION ROOM - ARRAKEEN PALACE - DAY

Duke Leto is calling on a radio phone. GENERALS surround him, as well
as Gurney.

DUKE LETO
(on phone)
Thufir?... anything?... keep looking.
(inner voice)
...and a traitor... God help us.

85. INT. SUB-SUB-SUB-BASEMENT - ARRAKEEN PALACE - DAY

TROOPS come off an elevator. The glow-span indicates the very bottom
floor of 18 sub-floors. The ground is uneven rock and the ceiling is
low. The air is thick. The troops fan out shining chemical lamps
here and there. A soldier suddenly stops. Ahead in his light beam is
a dead Harkonnen -- bloody vomit dried around his mouth. He lies
beside an electronic device.

86. INT. AUTOPSY ROOM - ARRAKEEN PALACE - DAY

Dr. Yueh covers his face with his hands in a darkened room... sobbing.

87. INT. OBSERVATION ROOM - ARRAKEEN PALACE - DAY

Duke Leto sits with Paul, Thufir, EIGHT GENERALS and SIX SUB-LIEUTENANTS. In front of Thufir is a device FLASHING brilliant light bursts over his face. The others are all talking among themselves. Suddenly Thufir's face turns brilliant red (as red as his sapho-stained lips) and he begins speaking rapidly into the machine in code using a strained high voice.

THUFIR

(Mentat voice)

Sector 6 - 80 -- copy the sixth -- the summit -- the eight the quadrant over the ninth plus eighty -- four circles -- weave the eighty and call the fourth copy -- enter nine -- seven by seven a seven the seven call seven B seven -- enter the circles call the sixth copy the sixth over the summit.... eight.

The machine FLASHES several bright irregular SIGNALS. Then it stops and HUMS. The blood leaves Thufir's face.

THUFIR (CONT'D)

(very fast and casually)

Eight.... Thufir Hawat... Mentat... Master of Assassins.

The hum stops. Thufir turns to Duke Leto. He looks up. Everyone is quiet now.

THUFIR (CONT'D)

The Palace is now secure. The city of Arrakeen is under martial law... we have troops here headquartered underground on sub-floors six through ten. The rest of the troops are stationed in Arrakeen and we have some on the airfield. Our new army is still training, but everything is shielded.... With the shielding, we are impenetrable. Dr. Kynes is waiting, Sire, for your inspection of spice mining operations, but since the attempt of the young master, I am against your leaving the Palace.

DUKE LETO

(very angry)

The attempt failed... Harkonnen captives have already been taken. We must crush the Harkonnen machine on Arrakis.... You all know what to do.

(turning towards Gurney)

...Gurney! We desperately need more spice miners... many are threatening to leave on the next shuttle. We need spice drivers, weather scanners, dune men ... any with open sand experience. You must persuade them to enlist with us.

GURNEY

They shall come all for violence: their faces shall sup up as the east wind. And they shall gather the captivity of the sand.

DUKE LETO

(squints at Gurney)

Very moving, Gurney. On your way... and take care of Dr. Kynes until Paul and I arrive. We will not be prisoners here in this place.

GURNEY

(artfully easing the Duke's anger)

Behold as a wild ass in the desert go I forth to my work.

Gurney strides off. Thufir sits, contemplating. Paul and Duke Leto smile at each other and shake their heads.

88. INT. JESSICA'S CHAMBER - ARRAKEEN PALACE - DAY

Jessica is sitting in a small room, smiling, reading a note. It reads "I miss you. Leto." She sets the note down. She begins to tremble. She becomes fearful. In her mind she SEES three quick images:

89. MENTAL IMAGES: A blurred Guild Navigator; Paul dead on a stone floor; fire burning.

90. INT. JESSICA'S CHAMBER - ARRAKEEN PALACE - DAY

Jessica continues to tremble.

JESSICA

(inner voice)

I must speak with you Leto!

91. INT. PASSAGEWAY - ARRAKEEN PALACE - DAY

Outside in the passageway, feet suddenly move quietly toward the door to Jessica's room.

92. INT. JESSICA'S CHAMBER - ARRAKEEN PALACE - DAY

Jessica HEARS this and looks up just as the Shadout Mapes silently enters her room.

JESSICA

(staring at the blue-eyed woman -- waiting for possible danger.)

Yes?

SHADOUT MAPES

I am the Shadout Mapes, your housekeeper,
Noble Born. What are your orders.

JESSICA

You may refer to me as "my lady." I am not
noble born. I'm the bound concubine of Duke
Leto -- mother of the heir designate....
"Shadout"... that's an ancient word.

MAPES

(strangely asked)
You know the ancient tongues?

JESSICA

I know the Bhotani Jib and Chakobsa, all the
hunting languages.

MAPES

As the legend says.

JESSICA

(inner voice)
That's it! The Missionaria Protectiva has
been here planting protective legends
against a day of Bene Gesserit need. And
that day has come. I must play out this
sham.

(out loud)
I know the Dark things and the way of the
Great Mother. Miseces prejin.

Mapes takes a step backward to flee.

JESSICA (CONT'D)

I know many things. I know you came
prepared for violence with a weapon in your
bodice.

MAPES

My lady, I... the weapon was sent as a gift
if you should prove to be the one.

JESSICA

And the means of my death should I prove
otherwise.

(inner voice)
Now we will see which way the decision tips.

Slowly Mapes reaches into her dress and brings out a sheathed knife.
She unsheathes it and the knife GLOWS as if lit from within.

MAPES

Do you know this my lady?

JESSICA

(inner voice)

It could only be one thing....

(out loud)

It's a crysknife.

MAPES

Say it not lightly...

(very slowly)

Do you know its meaning?

JESSICA

(inner voice)

Here is why this Fremmen has taken service with me, to ask that one question. Delay is as dangerous as the wrong answer. Shadout is Chakobsa... knife, in Chakobsa is... maker of death.

(out loud)

It's a maker...

Mapes SCREAMS with elation and grief.

JESSICA (CONT'D)

(inner voice)

Maker?... Maker... Maker is the key word... That was close...

(out loud)

Did you think that I, knowing the mysteries of the Great Mother, would not know the maker?

MAPES

My lady, when one has lived with prophecy for so long, the moment of revelation is a shock.

Mapes sheathes the blade... slowly

JESSICA

(inner voice)

There's more here... yes!

(out loud)

Mapes, you've sheathed that blade unblooded.

With a GASP Mapes drops the knife into Jessica's hands and opens her blouse.

MAPES

Take the water of my life!

Jessica withdraws the knife from the sheath and, with the blade, scratches a line just above Mapes' right breast.

MAPES (CONT'D)

You are ours.... You are the one.

Jessica's eyes stare ahead. She knows these words ring with truth.

93. EXT. LANDING FIELD - ARRAKEEN - DAY

The Duke, Paul and SEVERAL ARMED GUARDS enter the heat of the airfield and walk out toward Kynes, who is standing next to Gurney.

KYNES

(to Gurney)

So, this is Leto the Just...

GURNEY

(sharply)

I hope I made myself clear. You may call him "The Duke," "My lord," or "Sire." And there is a more ancient term you might keep in mind -- "Noble Born."

KYNES

(inner voice)

Play out your little comedy while you can, off-worlders...

The two parties meet and are introduced.

DUKE LETO

So you are Dr. Kynes, the Imperial Ecologist?

KYNES

(turning to Gurney)

I prefer the more ancient term, planetologist... Noble Born.

DUKE LETO

This is my son, Paul.

PAUL

Are you a Fremen?

KYNES

I am a servant of His Majesty the Emperor. I have served His Majesty on Arrakis long enough for my eyes to change.

PAUL

(inner voice)

He's hiding something.

DUKE LETO

I understand we have you to thank for these stillsuits, Doctor.

KYNES

They are Fremen suits. I hope they fit well, my lord.

PAUL

"Your gift is a blessing of the river."

Kynes' FREMEN GUARDS, hearing this are siezed with agitation. Kynes QUIETS them, then studies Paul.

KYNES

(inner voice)

The Mahdi will greet you with holy words and your gifts will be a blessing.

(spoken, nonchalantly)

Most of the desert natives here are a superstitious lot. They mean no harm. With your permission, I will check the security of your suits.

Gurney and the guard move forward warily.

GURNEY

(angrily)

The Duke is to be addresses as...

The Duke cuts him off.

DUKE LETO

Our ways are new here, Gurney.

(to Kynes)

We are in your hands, Doctor. I'd appreciate an explanation of the suits.

Kynes comes forward and adjusts the Duke's suit, checking seals and pulling on straps.

KYNES

Basically, it's a high-efficiency filter and heat exchange system. Perspiration passes through the first layer and is gathered in the second... salt is removed. Breathing and walking provide the pumping action. The reclaimed water circulates to catchpockets from which you drink through this tube at the neck. Urine and feces are processed in the thigh pads. In the open desert, you wear the face mask. Breathe in through the mouth filter, out through the nose tubes.

The Duke is now properly fitted.

KYNES (CONT'D)

With a Fremem suit in good working order, you won't lose more than a thimblefull of moisture a day.

DUKE LETO

My thanks.

Kynes turns to Paul, running his hands over the slick fabric. He stands back with a puzzled expression.

KYNES

You've worn a stillsuit before.

PAUL

No.

KYNES

Your suit is fitted desert fashion. Who told you how to do that?

PAUL

No one. It... seemed the proper way.

KYNES

That it is.

(inner voice)

He shall know your ways as if born to them.

Kynes' Fremen guard are watching Paul very closely now.

GURNEY

We're wasting time, my lord.

They make their way to a large black ornithopter. A button on the outside is pushed and it folds open ready for flight. They enter. They lift off.

94. INT. ORNITHOPTER - DAY

They fly over the fields of spice silos and over the huge spice factories which belch out orange and black SMOKE. Then, through the windows, we see the black stone of the Shield Wall race past as the 'thopter rises.

KYNES

Southeast over the Shield Wall. That's where I told your sandmaster to concentrate his harvesting.

95. EXT. ORNITHOPTER - DAY

They crest the top of the wall which opens out into a black, level expanse of rock, cratered and fractured. In the distance, on the other side, is the huge, seemingly endless plain of sand, the Great Desert.

96. INT. ORNITHOPTER - DAY

PAUL

Will we see a worm?

KYNES

Where there is spice and spice mining there are always worms.

PAUL

Always?

KYNES

Always.

PAUL

Why do they come?

KYNES

To protect their territory. Vibrations attract them. A shield will draw a worm. A shield in the desert is useless. Worms ignore their territory and come from miles to attack a man with a shield. No man has ever survived such an attack.

Kynes looks around and sees that each of the Atreides carries a shield belt.

Paul studies Kynes as he and Duke Leto speak.

PAUL

(inner voice)

I've registered him now... a knife in a sheath on his left arm... He's strong... a person born to command... He's hiding many things.

(out loud, suddenly)

Is there a relationship between the worms and the spice?

Kynes turns instantly and stares at Paul. Gurney sees the wonder in Kynes' eyes.

GURNEY

The young master is a trained Mentat, an advanced student of Prana Bindu training and has studied under some of the finest teachers in the Universe.

Kynes takes a second look at young Paul.

KYNES

As I said... they defend the spice sands. But as to their relationship with the spice... who knows.

97. INT. AUTOPSY ROOM - ARRAKEEN PALACE - DAY

Thufir enters and approaches Dr. Yueh, who is scanning dead Harkonnen bodies with a yellow light. Yueh is somewhat startled and acts nervously.

THUFIR

More enemy dead coming in for your inspection, Dr. Yueh. Are you alright?

DR. YUEH

(strangely)

I'm fine... thank you. Take a look at this.

Dr. Yueh hands Thufir a message cylinder. Thufir studies it, looks at Dr. Yueh, then leaves. Dr. Yueh continues to scan several of the bodies already in the room. He suddenly stops. He looks around, then lasbeam-cuts the stomach of a Harkonnen agent. He looks on the sonar monitor. He sees a black shape. He reaches in the stomach cavity and pulls out a very small message cylinder, and moves into the shadows. He opens the cylinder and reads. His hands tremble.

98. INT. ORNITHOPTER - DAY

GURNEY

Dust cloud ahead, Sire.

KYNES

That's it... spice mining... no other cloud quite like it. See the spotters over it? They're watching for wormsign... the telltale sand waves. Seismic probes on the surface, too... worms can travel too deep for their waves to show... Looks like a good patch of spice.

DUKE LETO

Is it wormsign?

KYNES

Yes!... worm. Big one! You've got sharp eyes.... May I?

Kynes grabs the microphone and dials in the correct frequency.

99. EXT. HARVESTER - DESERT - DAY

Down below the sand is rippling, like water with a big fish just under its surface. The ripple is moving toward the harvester.

100. INT. ORNITHOPTER

KYNES

(into radio)

Calling Harvester Pad Nine. Wormsign!

STATIC... then a voice.

VOICE

(over radio)

Who calls Pad Nine?

GURNEY

(quickly)

Don't mention the Duke.

KYNES

Unlisted flight northeast of you... wormsign on intercept course... estimated contact fifteen minutes.

VOICE

(over radio)

Have sighting confirmed. Stand by for fix.
Contact in sixteen minutes minus.

DUKE LETO

What happens now?

KYNES

The carryall will come and lift off the
spice harvester. Get in close over the
harvester... you'll find this interesting.

As the Duke brings their ornithopter in closer, Paul can SEE...

101. EXT. HARVESTER - DESERT - DAY

...huge amounts of sand being spewn out of the gigantic stacks atop
the metal and plasteel harvester.

102. INT. ORNITHOPTER - DAY

KYNES

They'll work until the last minute.

The yellow cloud of the harvester envelops them. The Duke flies up to
get a clearer look.

VOICE

(over radio)

Spotter control... no sign of the
carryall... it isn't answering.

Everyone looks at one another.

GURNEY

The worm is now eight minutes away.

VOICE

(over radio)

Spotter control -- give me a report by the
numbers.

Over the radio MANY VOICES report they have no contact with the
carryall.

DUKE LETO

Damn it... Harkonnens.

He punches a control button and grabs a microphone.

DUKE LETO (CONT'D)

(into microphone)

We are coming down to take you off the
harvester... All spotters are ordered to
comply.

VOICE
 (over radio)
 Ordered by whom?

DUKE LETO
 (angrily)
 Duke Leto Atreides....

Gurney and Paul turn to each other, worried.

VOICE
 (over radio)
 Yes... yes, Sire!

DUKE LETO
 How many men do you have?

VOICE
 (over radio)
 Full crew -- twenty-six men -- but Sire, we
 can't leave this spice...

DUKE LETO
 Damn the spice! Get out of there.

103. EXT. HARVESTER - DESERT - DAY

All the spotters begin landing and the Duke descends directly in front of the harvester which has stopped mining yet still emits a tremendous rhythmic GRINDING noise. No one is coming out. Gurney nervously scans the sky for enemy ships.

104. INT./EXT. ORNITHOPTER/DESERT - DAY

A very low, powerful SOUND starts now and the ground begins to shake.

DUKE LETO
 (over radio)
 Everyone out now!... or I'll cut the
 harvester open with a lasgun.

105. EXT. HARVESTER - DESERT - DAY

A hatch opens and MEN come pouring out.

106. INT. ORNITHOPTER - DESERT - DAY

DUKE LETO
 (yelling at the men)
 Two men in each of the spotters... You!...
 over here... run!!

The ground is really shaking now. A tremendous low THUNDERING sound grows along with a high rasping HISS.

KYNES

(to Paul and Gurney --
yelling over the noise)

I can't see it yet but it's very close...

DUKE LETO

(out loud to himself as he
watches the men scrambling)

Damn sloppy -- really damn sloppy.

FOUR MEN begin tumbling into the Duke's machine.

GURNEY

Hurry up boys...

(then, to the Duke)

We're going to be heavy.

The men press on Gurney and Paul. Paul can feel the fear. The sound is a horrible ROAR and deeper RUMBLING now and the 'thopter is vibrating and shaking violently. The air suddenly begins to SPARK with static electricity.

KYNES

(nervous)

Here he is... We've better go.

(inner voice)

My God he's a cool one this Duke.

The Duke closes the doorways, surveys the area one last time, then takes the controls. The ship strains and lifts off -- slowly.

Paul sees the brown powder clumped on the suits of the men... their blueish eyes.

PAUL

(inner voice)

Spice!... All this for spice!

A spice miner turns and sees Kynes.

SPICE MINER #1

(astonished)

Liet!

SPICE MINER #2

Shhhhh.

Paul hears this, then looks to Kynes -- locks on his image.

PAUL

(inner voice)

Liet?

KYNES

(pointing down and yelling)

You are about to witness something few have
seen -- watch.

Paul looks down as the Duke banks over the harvester.

107. EXT. HARVESTER - DESERT - DAY

Static electricity is IGNITING in the air and the sand is swirling around the harvester. Then they see it. A wide hole emerges from the sand, glistening spokes within it. The hole is twice the size of the harvester. Suddenly the machine turns and slides into the hole, parts of it EXPLODING. The SOUND is deafening. The Duke's ship is WHINING to stay aloft.

108. INT. ORNITHOPTER - DAY

GURNEY

God what a monster.

DUKE LETO

Someone is going to pay for this... I promise.

KYNES

(inner voice -- as he studies the Duke)

This Duke is more concerned over his men than the spice! The threat to life has him in a rage. A leader such as this would command fanatic loyalty. He would be difficult to defeat.... I must admit... against all better judgement... I like this Duke.

FADE TO:

109. INT. GURNEY'S ROOM - ARRAKEEN PALACE - DUSK

Gurney sits in a small room under the warm light of a glowglobe playing a forlorn song on his baliset. Dr. Kynes sits contentedly across from him, listening and eating a bowl of soup.

110. EXT. OBSERVATION ROOM - ARRAKEEN PALACE - DUSK/NIGHT

Duke Leto is on a balcony overlooking the airfield and the three mile high Shield Wall. The Duke looks tired. The colors are changing rapidly as the sun goes behind the Shield Wall. From yellows to brilliant orange to hot violet to blue violet. Suddenly it is black of night. The Duke catches sight of a FLASHING LIGHT far in the distance on the Shield Wall.

DUKE LETO

Harkonnen... signals.

Just then, overhead, an Atreides ornithopter rushes in the direction of the flashing light.

DUKE LETO (CONT'D)

Good lads... Good lads. You've seen it too.
(inner voice)
They've tried to take the life of my son....

111. INT. OBSERVATION ROOM - ARRAKEEN PALACE - NIGHT

Thufir enters the observation room and continues on to joins Duke Leto on the balcony.

112. EXT. OBSERVATION ROOM - ARRAKEEN PALACE - NIGHT

The Duke turns to greet him.

DUKE LETO

Thufir... haven't you heard from Duncan Idaho yet?

THUFIR

No, sire... I did however find out what the city Fremmen were calling out to Paul as we entered the city.

DUKE LETO

"Mahdi" and "Lisa al-Gaib," yes.

THUFIR

It is a prophecy... that a young leader will come to them with a Bene Gesserit mother.

(He says "Bene Gesserit"
with slight contempt --
the Duke notices)

It follows the familiar Messiah pattern.

DUKE LETO

But... "Mahdi"?

THUFIR

Supposedly, he will lead them to true freedom.

(lowering his head)

My lord...

(he hesitates)

DUKE LETO

What is it?

THUFIR

My lord... this is very difficult for me.

DUKE LETO

Get to it Thufir!

THUFIR

Yes, My lord... A Harkonnen agent was killed last night. Before he died he started an acid erasure in a message cannister he carried. We stopped that erasure. The remaining portion, my lord, is... I'll read it to you... it starts, "Leto will never suspect, and when she strikes, the blow falling upon him from a beloved hand, its source alone should be enough to destroy him." I've authenticated that it was under the Baron's own seal.

The Duke stares at Thufir.

113. INT. PAUL'S SUB-BASEMENT ROOM - ARRAKEEN PALACE - NIGHT

Paul is lying in bed studying a filmbook.

INSERT - FILMBOOK

FILMBOOK NARRATOR (V.O.)

...saguaro, burro bush, creosote bush, barrel cactus...

BACK TO SCENE

Paul pushes a button.

INSERT - FILMBOOK

FILMBOOK NARRATOR (V.O.)

...worm specimens we've examined lead us to suspect complicated chemical interchanges within them. We find traces of hydrochloric acid in the ducts, more complicated acid forms elsewhere...

BACK TO SCENE

There is a knocking at the door. Paul responds; the Duke enters, smiles.

DUKE LETO

Sorry you have to sleep so far underground... we can't take any chances.
(sits down -- studies Paul's face)

Paul... I'm doing a hateful thing but I must...

Paul is silent, waiting.

DUKE LETO

The Harkonnens wish to trick me into thinking your mother is the traitor. I'd sooner distrust myself.

PAUL
(sits up quickly)
Or me...

DUKE LETO
But they have to think they've succeeded.
Your mother must not know.

PAUL
It must look real -- I see.

DUKE LETO
But... if... anything should happen to me...
tell her the truth -- I never doubted her,
not for the smallest instant. I should want
her to know.

PAUL
(fearful)
Nothing's going to happen.

There is a KNOCKING on the door.

DUKE LETO
Yes?

VOICE
An urgent message, my lord.

Duke Leto opens the door. A SUB-LIEUTENANT stands waiting.

SUB-LIEUTENANT
It's Duncan Idaho. He carries a message
from the Fremmen.

DUKE LETO
(to Paul)
I'll be back, son.

114. INT. OBSERVATION ROOM - ARRAKEEN PALACE - NIGHT

Duke Leto walks into the room. The NIGHT GUARD comes to attention as he passes. DUNCAN IDAHO, wearing a dark, dusty stillsuit, emerges from the shadows.

DUKE LETO
(happily)
Duncan!

The men embrace and separate.

DUNCAN
The Fremmen have sent a message to you, sire.

Duncan hands the Duke a rolled message.

DUKE LETO
(reading it)
Have you read this?

DUNCAN
No... I was instructed if was for you.

DUKE LETO
It says a column of smoke by day... a pillar
of fire by night.

DUNCAN
A warning.

DUKE LETO
An obscure one at best. How are you making
out with the Fremen, Duncan -- tell me. Why
haven't we heard from you?

DUNCAN
My lord... I suspect so much. I think they
are the allies we seek... they are strong,
fierce... they do not give their loyalty
easily or quickly.... As you know, there has
never been a census taken by the Imperium of
the Fremen. Many say there are but a few
Fremen -- wandering here and there in the
desert.... My lord, I suspect an incredible
secret has been kept on this planet... that
the Fremen exist in vast numbers... vast
numbers... and it is they who control
Arrakis.

115. INT SUB-BASEMENT PASSAGEWAY - ARRAKEEN PALACE - NIGHT

Dr. Yueh walks quickly down a dark passage. Up ahead we see Paul's
room.

116. INT. OBSERVATION ROOM - ARRAKEEN PALACE - NIGHT

DUNCAN
You look tired, My lord.

DUKE LETO
Very tired, Duncan... morally tired. The
degeneration of the Great Houses has
afflicted me at last, perhaps. And we were
such strong people once.

DUNCAN
Our house has not degenerated... and we will
prevail.

DUKE LETO
Good old Duncan... It's good to have you
back.

117. INT. PAUL'S SUB-BASEMENT ROOM - ARRAKEEN PALACE - NIGHT

Paul is in a fitful sleep. Leto enters and tucks Paul in. He smiles at his son.

DUKE LETO

Sleep well... my son.

The Duke smiles at Paul then leaves the room, but after he goes, Paul strains with all his might to lift himself to call out.

PAUL

(struggling painfully)

Father!... father... drugged...

118. INT. SUB-BASEMENT PASSAGEWAY - ARRAKEEN PALACE - NIGHT

The Duke walks down a very narrow passageway. The passageway becomes very dark but up ahead it is lit by very thin neon tubing on the ceiling. As he walks:

DUKE LETO

(inner voice)

Jessica, my dear Jessica. Would that we were anywhere away from this terrible place -- alone, the two of us without a care.

He picks up the speed of his walk. Suddenly the Duke hears a strange mewling sound. He turns down an even darker passageway. We can hear the shield WHINING in the distance. He almost has to feel his way. Up ahead he sees a shape. He bends down and sees the Shadout Mapes dying on the cold stone floor in the darkness. She tries to speak but cannot. She falls dead. Suddenly the Duke HEARS the shield generator start whinning down.

DUKE LETO

The shield!

The Duke reaches to activate his shield but a large dart is shot into his shoulder. The Duke lurches upwards then tumbles to the ground. Out of the darkness comes Dr. Yueh. The dart drops and CLATTERS as in a dream.

DUKE LETO (CONT'D)

(mind racing -- struggling)

Yueh!

(inner voice)

He's sabotaged the house generators, we're wide open.

YUEH

(with self-disgust)

I've destroyed the new army's weirding modules. I've brought House Atreides down.

DUKE LETO

(hoarse whisper)

...Why?

The generator WHINES lower and lower

YUEH

I wish to kill a man... not you, my dear Duke, but the Baron.... You were dead already... but you will get close to the Baron before you die. You will be tied and drugged but attack can take strange forms. When you see the Baron you will have a new poison gas tooth. He will want you close to gloat over. One bite into this tooth and a strong exhale...

DUKE LETO

Refuse...

YUEH

No! --You mustn't... for in return I will save the lives of your Paul and Jessica.

Yueh removes the Duke's signet ring and shows it to him.

YUEH (CONT'D)

For Paul...

He implants the tooth.

Yueh becomes more and more blurred. His image begins to fade, all except his purple lips. His lips move in the darkness. The generator WHINE is very low and going lower and lower.

YUEH (CONT'D)

Remember the tooth! The tooth!

119. EXT. LANDING FIELD - ARRAKEEN - NIGHT

The guards see the shield disappearing.

GUARD

The shield is down!

GUARD CAPTAIN

Check the power! The shield is down! Go!

A warning TONE begins. TROOPS begin pouring onto the field. Suddenly a guard sees something.

GUARD

There's something over... what is it?

A red line of FIRE appears in the sky over the Shield Wall.

GUARD CAPTAIN

Get that shield up!

120. INT. PASSAGEWAY - ARRAKEEN PALACE - NIGHT

Thufir runs down a passageway. A loud warning TONE vibrates. Gurney comes out of another doorway and his eyes meet Thufir's.

THUFIR

(angry)

Jessica!!

121. EXT. LANDING FIELD - ARRAKEEN - NIGHT

TROOPS race to the space ships.

GUARD

(as he runs)

There's something happening over...

Suddenly there is an EXPLOSION, then ANOTHER and ANOTHER. The ships are hit. One or two are airbourne but EXPLODE in the sky. There is a deafening ROAR overhead.

122. INT. BARON'S QUARTERS - HARKONNEN SHIP - NIGHT

The Baron's face -- expressionless. The SOUND of his ship screams in the background.

123. EXT. PALACE - ARRAKEEN - NIGHT

A thousand Harkonnen ships dive over Arrakeen and the Palace. Giant deep thunderous EXPLOSIONS shatter the land. Billowing SMOKE clouds column upwards, forming a black wriggling death curtain around the Palace.

124. INT. PASSAGEWAY - ARRAKEEN PALACE - NIGHT

SMOKE is everywhere and the horrible SOUNDS of the explosions continue. The SOUNDS of stone crunching, shifting, and breaking. SCREAMS.

125. EXT. PALACE - ARRAKEEN - NIGHT

The twenty palm trees are ablaze like white hot torches. SMOKE fills the sky. Searchlights wave through the smoke trying in vain to spot targets.

126. EXT. LANDING FIELD - ARRAKEEN - NIGHT

Harkonnen hammer ships thunder the ground, sending cracks and fissures throughout the landing field. Harkonnen scare SIRENS scream.

127. INT. AUTOPSY ROOM - ARRAKEEN PALACE - NIGHT

The distant HAMMERING of the Harkonnen hammer ship. Jessica's eyes open and she sees two big boots but they seem to be floating above the stone floor she is lying on. She is gagged and tied. She looks up. She sees the huge Baron Harkonnen staring down at her. In the distance she HEARS the battle raging.

BARON

The drug was timed. Dr. Yueh has been very valuable to us.... What a pity you must remain gagged. We can't let ourselves be swayed by your witch's Voice, now, can we?

JESSICA

(inner voice)

Leto... where are you? Where is Paul?
How simple to subdue us.

The Baron moves to another corner of the basement, where Jessica sees Paul, likewise bound but not gagged, lying on a stone table. The Baron gently strokes Paul's face.

JESSICA

(inner voice)

NO!... Paul!

BARON

They are alike, this mother and son -- dangerous. The training they have had... beyond most people's imaginations. Far too deadly to... play with.

JESSICA

(inner voice)

Leto!

BARON

We were ordered to kill them... so kill them. I leave it in your hands, Piter.

The Baron floats across the room with suspensor-borne lightness.

BARON (CONT'D)

Goodbye, Jessica and goodbye to your sweet son.... I want to spit once on your head... just some spittle on your face -- what a luxury.

He spits on her cheek. The Baron floats out of the room into the passageway. Piter snaps his fingers. NEFUD enters.

NEFUD

What are your orders, sir.

PITER

Take them into the desert, as the traitor suggested. Worms will destroy the evidence. Their bodies must never be found.

(whispering to Jessica,
rubbing the spittle around
on her face with his hand,
delicately)

I'd thought of many pleasures with you. You are perhaps lucky to die in the innards of a worm. Desire clouds my reason.... That is not good... that is bad.

Piter, hot and red in the face, leaves hurrying after the Baron. The guards load Paul. Paul is carried out first. As he passes his mother he opens his eyes for a moment. They are bright and clear.

128. INT. SUB-BASEMENT PASSAGEWAY - ARRAKEEN PALACE - NIGHT

Duncan Idaho kills a Sardaukar soldier and rushes forward frantically. His eyes blaze intensely. He yells out to other Atreides soldiers.

DUNCAN

They're on this floor somewhere.... Hurry!

The soldiers disappear, searching in another direction. Duncan runs, pounding, down the passageway -- his eyes searching in every doorway. Suddenly twelve huge Sardaukar round a corner on a quick march. Duncan turns his shield up and charges them. Behind them he sees Paul and Jessica bound in straps and being carried. Duncan attacks and fights valiantly but he is outnumbered. In the fight the lights are blown out and Duncan is killed by a slow stunner pellet through the head. Paul strains to help.

PAUL

(seeing Duncan)

Duncan!! DUNCAN!!

Paul and Jessica are carried off, quickly, through the darkness. The battle SOUNDS thundering. Duncan's dead, shielded body slides sparking in the dark against the passageway walls.

129. EXT. GROUNDS - ARRAKEEN PALACE - NIGHT

FIRE and SMOKE. SCREAMS. An ATREIDES SOLDIER's head is hit with a large white hot piece of explosion. Through the black smoke, large SARDAUKAR chase after THREE SOLDIERS and stab them with hydraulic knife-guns. One blade enters the back of one man's head and comes out his nose. Tremendous NOISE of battle. Gurney and a squad of TROOPERS climb through bodies and thick smoke. Small glimpses, as the smoke moves this way or that, let them see thousands of Sardaukar fighting.

TROOPER

(panting -- bleeding)

Who are these fighters? They can't be Harkonnen.

GURNEY

They aren't -- these are the Emperor's own
Sardaukar!

TROOPER

Sardaukar!

GURNEY

This runs deeper than any of us imagined...

(under his breath)

She's brought us down to this.

(he suddenly yells
very loud)

LONG LIVE DUKE LETO!

A CRY from the men rings out and they attack with frenzy equalling that of the Sardaukar. A large palm falls in to a pile of dead Atreides. Their hair is instantly burned off.

130. INT. HARKONNEN ORNITHOPTER - NIGHT

Jessica and Paul, bound by cabin straps, lie in the back, the two guards at the controls. They are flying over the Shield Wall, 'thopters and ships flying past them toward the city. The cockpit is dimly illuminated by distant FIRES and EXPLOSIONS. Jessica can see Yueh's triangular tattoo scratched in the cabin roof.

GUARD #1

I'd like to have some fun before we kill her.

GUARD #2

(laughing)

Of course... what did you think?

Jessica looks to Paul.

PAUL

(struggling to use The Voice)

If you touch my mother...

JESSICA

(inner voice)

He's trying... Oh my God... the Reverend Mother said The Voice could save him.

GUARD #1

Did you hear a noise from the little one?

GUARD #2

I didn't hear anything.

He turns and kicks Paul in head. Paul recovers and starts taking long, calming breaths.

JESSICA

(inner voice)

The calming exercise.

Suddenly, Guard #1 reaches around and puts his hand up Jessica's skirt. He starts breathing hard. Paul clears his throat.

PAUL
(using The Voice)
Remove her gag!

JESSICA
(inner voice)
Excellent!

Guard #1 finds himself removing Jessica's gag. Guard #2 turns away from his controls but seems powerless to stop him. Once it's off, Jessica smiles seductively and writhes on the 'thopter floor.

JESSICA (CONT'D)
(The Voice)
Gentlemen, there's no need to fight over me.

The two men stare at one another a moment. Then Guard #1's hand, glinting silver, flashes into Guard #2's chest, killing him. Guard #1 pulls the knife out, smiling. The ornithopter begins to veer off into a dangerous nose dive.

GUARD #1
Now?

JESSICA
(The Voice)
First cut my son's bonds.

Guard #1 slowly cuts Paul's big straps, never taking his eyes off Jessica. The ornithopter gets closer and closer to the top jagged surface of the Shield Wall.

JESSICA (CONT'D)
(The Voice)
That's it. And when you're done...

The blade cuts through the strap holding Paul's legs. Paul kicks upwards extremely powerfully and his foot breaks through the man's chest cavity and drives his heart up into his head, spewing blood out the man's mouth, nose and eyes. Paul grabs the controls but it's too late. The 'thopter slides across the rock, shearing off a wing. Suddenly they are beyond the rock three miles above the great desert and plummeting fast toward the dunes below. Paul pulls desperately on the controls and slows the ship enough for a safe landing. He turns and cuts Jessica's bonds. They jump outside.

131. EXT. ORNITHOPTER - DESERT - NIGHT

JESSICA
(pointing -- quickly)
Yueh's sign.... He left a satchel under the seat... I felt it.
(starting to cry)
A million deaths are not enough for Yueh...

As Paul picks up the sachel he feels something. He opens it and finds his father's ring. He stares at it silently, then closes his hand around it.

PAUL

(picking up the satchel)
Hurry -- run. These men will have watchers!
(inner voice)(reacting
to his mother's tears)
Where are my feelings... I feel for no
one...

132. EXT. PALACE - ARRAKEEN - NIGHT

FIRE and SMOKE.

133. INT. OBSERVATION ROOM - ARRAKEEN PALACE - NIGHT

The Baron's face, the light of FIRE and EXPLOSIONS playing over it. The Baron turns as Piter ushers in the traitor Yueh.

BARON

(yelling)
Keep him back from me!!
(to Yueh now - quietly)
You wish now to join your wife, is that it,
traitor?

A sudden flash of hope crosses Yueh's face.

YUEH

She lives?

The Baron smiles, almost sympathetically.

BARON

You wish to join her... join her, then.

Piter moves to Yueh, a knife glistening in his hand. It flashes into his back. A GASP escapes Yueh's throat, a sad look passing over his face, as if to say: "I thought as much." As he stands swaying stiffly, he begins to gasp out some words.

YUEH

You... think... you... have defeated me...
You... think I didn't know... what I
bought... for my wife.

He falls and dies.

BARON

Take him away. Bring in Duke Leto.

Piter exits. The sound of TORTUOUS CRIES coming from the hall. Piter re-enters with the Duke, a dazed, almost insane look in his eyes.

BARON

Duke Leto Atreides. Someone's torn the insignia off your uniform. Such carelessness.

Leto shows no sign that he has heard.

PITER

The Duke seems a little dazed. It's been an eventful day.

LETO'S POV: The Baron and his Mentat are only DIM FARAWAY SHAPES. Their voices reach Leto as if travelling across a great distance. The Baron looks to Leto and then moves to him, looking him over.

BARON

Where is the ducal signet ring? I must have his ring.

PITER

The ring... I... he was brought to us as is, Baron. I...

BARON

You killed the doctor too soon, you fool!

DUKE LETO

(inner voice)

The doctor... Yueh... Yueh... dead... what did he say... Paul and Jessica safe... the tooth... yes the tooth!

PITER

He's coming round, Baron.

The Baron moves from behind a table stacked with dirty dishes and foodstuffs and goes to Leto.

DUKE LETO

(inner voice)

Wait... wait... he must be near...

BARON

Where is your ring?

The Baron's face is now very close to Duke Leto's.

BARON (CONT'D)

You do not answer!

DUKE LETO

(very faint)

A... little... closer.... The... water... of my life... for Paul.

The Baron briefly wonders at these words and then turns to Piter.

BARON

Piter! What did he say?

Piter moves forward. The Baron sees a succulent piece of chicken skin on the table.

LETO'S POV: It's grown HAZY again. The Baron is beginning to move away, reaching for the small piece of chicken skin. Piter leans close to Leto.

DUKE LETO
(inner voice)

Now!

We hear a CRUNCH, hear a tumultuous RUSHING SOUND as Piter's face is pushed forcibly away. The Baron is turning, a dumbfounded look on his face.

There is a tremendous ROARING. Bits of visions of Caladan rush through Leto's ever-darkening consciousness --

134. MENTAL IMAGES: Jessica smiling; Paul; Water; the Atreides banner, the green of it, then the black. The blackness flaps; then all fades to SILENCE.

135. EXT. THE SHIELD WALL - DESERT - NIGHT

Paul and Jessica running along the base of the Shield Wall. Suddenly, Jessica stops and rests her head and places her clenched fists against the huge rock.

JESSICA
(crying out to the night
with tremendous premonition
and fear)
Leto! Leto!

Tears course down her cheeks as Paul returns to her, urging her on.

JESSICA (CONT'D)
(to Paul)
He's dead! He's dead...

PAUL
I know. Come on!...
(inner voice)
I have NO FEELINGS!! Why?

136. INT. OBSERVATION ROOM - ARRAKEEN PALACE - NIGHT

Duke Leto and Piter lie dead and bloated.

137. INT. PASSAGEWAY - ARRAKEEN PALACE - NIGHT

The Baron is slumped outside his hidden door. He is PANTING and GASPING. Between his fingers he still holds the chicken skin.

BARON

(gasping)

Am I alive? Am I alive?

Nefud rushes up to him, a look of astonishment on his dull face. The Baron sees him and begins to GIGGLE repulsively with a gleeful relief. He kisses the chicken skin and chews it up.

BARON (CONT'D)

I'm alive! I'm alive! Nefud, I'm alive!

138. EXT. SHIELD WALL - DESERT - NIGHT

Paul and Jessica running. Paul pulls Jessica to a place in the wall where a small overhang offers shelter. Jessica falls to the ground. She CRIES, pouring out her grief, but soon the sound of it is carried away by the building rush of WIND. Paul turns and looks out to the open desert, this portion of which is a dust ocean.

PAUL'S POV: Ripples of dust undulate tide-like in the light of the moon. The WHISPERING grains billow up like the foam of waves as they hit the Shield Wall.

Paul turns, his face illuminated by the moon above. His face becomes enveloped in a HAZE, as if the light of the moon were congealing around it. Inside the light, Paul's eyes are closed -- straining.

139. MENTAL IMAGES:

Dark folds of skin. The skin moves and stretches. The SOUND is a moist stretching. Suddenly the skin stretches very tight and rips open, exposing an eye burning brightly -- almost white hot. The picture burns to white. The white turns into giant FLAMES which ROAR.

We see the burning Palace of Arrakeen. We move close to it.

We then see Duke Leto's face. The Baron leans over and with his fat hand he clutches the skin on the Duke's face and begins pulling it. It slowly rips open -- making a hideous tearing SOUND. Black SMOKE issues forth from the hole which tears larger.

Inside and through the SMOKE is more FIRE. The fire burns brighter and in the brightness the eye watches. The picture burns to white. The brightness turns to red hot.

Then the burning red becomes a meteor which ROARS over the castle on Caladan. The meteor crashes in the black sea.

Foaming confusion turning into a small, twisting fetus under the sea. Its eyes closed. Moving close to it, its eyes snap open. Through the eyes is the pale white face of JESSICA.

There is a huge soaring WIND sound and beyond JESSICA the dunes roll like ocean waves. Pieces of moving images in broken, flaming, burning glass zoom by.... the last image which passes is dark blue water. Then darkness.

PAUL
(inner voice)
The future has exploded... I can see it...
parts of it... I have another kind of sight.
I see another terrain.

His eyes watch -- burn out to white -- FADE DOWN to

140. EXT. ROCK - DESERT - NIGHT

Paul looks down. We follow to his clenched hand. It opens, revealing the signet ring. Paul looks upward to the moon of Arrakis. He looks back to the ring. Seeing the ring, Jessica lets out a woeful sigh.

JESSICA
What terrible things we do to those we love.

PAUL
Listen to me!... you wanted to know about my
dreams... and I've just had a waking
dream... do you know why?...

JESSICA
Calm yourself.

PAUL
The spice! It's in everything here. The
air, the soil, the food... It's like the
Truthsayer drug.... It's a poison!!!! You
knew the spice would change me, it changes
everyone. But thanks to your teachings it's
changed my consciousness. I can see it... I
can see it.

JESSICA
(inner voice)
Is he....?

PAUL
You carry my unborn sister in your womb!

JESSICA
(inner voice)
He knows.

PAUL

You and your Bene Gesserit sisterhood... I'm not your Kwisatz Haderach... I'm something different, something unexpected! I am so much more... You don't begin to know me...

(inner voice)

I'm a seed.

(out load)

I curse the day you awakened the awful thing
I am that was sleeping deep inside me!

A strange, forlorn feeling inside him begins to make him tremble.

CU Paul. He closes his eyes. He back in time to...

141. EXT. CLIFF WALL - CALADAN - NIGHT

...his father on the cliff above the night sea of Caladan.

142. EXT. SHIELD WALL - DESERT - NIGHT

Paul's eyes open and look to the moon. The trembling increases, invades his entire frame.

PAUL

(screams with all
his being)

FATHER!!!! THE SLEEPER HAS AWAKENED!!

His head goes down. He places the ring on his finger. He kisses the seal as he had seen his father do so many times before.

PAUL (CONT'D)

Now... now, my father, I can cry for you.

His head comes up into the light of the moon, crying, tears coursing down his checks.

FADE TO:

143. EXT. THE SHIELD WALL - DESERT - NIGHT

Later: Paul and Jessica are in stillsuits. The moon has moved further across the sky, the second moon is rising. Jessica sits motionless staring at Paul, who stares out at the desert beyond. Paul watches and listens. Through the WIND he can HEAR the moon, he can HEAR an insect crawl over grains of sand. He can HEAR sand shift and sand fall and he can HEAR his own body living.

Lying open beside him is the Fremkit Dr. Yueh left for them. Glowing in green light letters are some words: literjons, stilltent, energycaps, makerhooks, thumpers, filt-plugs.

Suddenly Paul turns and studies his mother. A stronger WIND comes up, blowing over the dark dust ocean.

PAUL

There will be no watchers for those men. We have to get back to that 'thopter and into the desert.... We have entered the time when all will turn against us and seek our lives...

Paul turns, shuts the Fremkit and stands. Jessica gets up and they hurry off -- back to the damaged Harkonnen 'thopter.

144. EXT. GROUNDS - ARRAKEEN PALACE - NIGHT

Black smoke palms.

145. EXT. LANDING FIELD - ARRAKEEN PALACE - NIGHT

Rabban strides in front of his uncle's ship. Harkonnen and Sardaukar SOLDIERS stand at attention. In front of the troops stands Dr. Kynes, who is dazed and covered with blood. Rabban steps up to Kynes and tears off his stillsuit. Kynes falls.

RABBAN

(to Kynes)

You were in the Palace with the Atreides...

We also say you are a spy for the Emperor.

(looking up to the troops)

Take him into his desert to die.

Rabban steps up the ramp. He wears a large smile. His thick head sweats and the sweat runs down his thick neck.

146. INT. HARKONNEN SHIP - NIGHT

He enters the ship and moves down within to the Baron's quarters.

147. INT. BARON'S QUARTERS - HARKONNEN SHIP - NIGHT

As he enters, the Baron turns toward him and away from the two nude young drugged BOYS on his loveseat.

BARON

(very excited)

Rabban!!... we're knee deep in Atreides blood! We've gutted them.

RABBAN

It was good.

The Baron crosses to Rabban and begins lovingly massaging Rabban's massive neck as he speaks to him.

BARON

Rabban... I place you in charge of Arrakis.
It's yours to squeeze, as I promised. I
want you to squeeze and squeeze and squeeze.

(massaging in rhythm)

Give me spice! You must not show the
slightest pity or mercy. Drive them into
utter submission... as only you can... Never
stop!

(releasing him)

Go.... Show no mercy!

RABBAN

Yes, my lord Baron.

Rabban leaves....

BARON

(inner voice)

And when you've crushed these people enough
I'll send in my beautiful Feyd... they'll
cheer him as a rescuer... lovely Feyd...
really a lovely boy.

148. INT. HARKONNEN SHIP - NIGHT

As Rabban leaves, he looks into one room of the ship. Behind the
glass porthole sits Thufir Hawat bound head and foot, his eyes darting
this way and that.

FADE TO:

149. INT. HARKONNEN 'THOPTER - NIGHT

Paul is fighting the controls of the Harkonnen 'thopter.

PAUL

I can't maintain any altitude... we won't
make it to rock.

JESSICA

Where are we do you think?

PAUL

The South Polar regions... the forbidden
area. When we land we will draw a worm....
We must make it to that rock.... Hold on...
this landing is going to be rough.

150. EXT. HARKONNEN 'THOPTER - DEEP DESERT - NIGHT

The 'thopter hits the sand hard and flips up -- almost turning over.
It falls slowly back, then slides down the side of a dune.

151. EXT. DEEP DESERT - NIGHT

Paul and Jessica leap out.

PAUL

Hurry: a worm will come soon. I'll plant the thumper.

JESSICA

I'm ready...

(inner voice) (as Paul leaves to light the thumper)

...the night is a tunnel... a hole into tomorrow... if we're to have a tomorrow...

PAUL

(returning)

Remember... try walking without rhythm and we won't attract the worm... it'll go to the thumper.

Paul and Jessica begin the uneven walking up and down the dunes. The distant rock seems to grow no larger. Their muscles begin to ache. Suddenly they HEAR the thumper start behind them.

PAUL (CONT'D)

Keep going...

152. EXT. DEEP DESERT - NIGHT

Their breathing becomes very labored. The sand moves like slow water, forever rolling down and up. Sand spills look like water. Jessica remembers Leto and Caladan and a MOAN of grief escapes her. Then they hear the worm, the low thundering HISS shaking the tonnage of sand and rock. The thumper stops. Paul turns.

PAUL

Faster!!

JESSICA

(screaming)

It's deafening!

Their bodies ache and they feel like dropping, yet the cliff is still a good distance away.

153. EXT. DEEP DESERT - NIGHT

The worm SOUND grows louder and Paul turns to look. The worm is now coming toward them. The mound of sand over the worm is enormous and is approaching at a terrifyingly fast speed. The power of this worm is awesome.

PAUL

(screaming)

Run!

JESSICA

I can't... I can't.

She turns to see. Then she runs. All at once their feet tromp down on firmer sand. The SOUND is very loud.

PAUL

Drum sand!

The DRUMMING sound ECHOES deep within the ground. Jessica falls. Paul stops and drags her up. They run again. The worm SOUND becomes unbearably loud. Static electricity SPARKS giant bolts of pure white LIGHTNING and the air turns to ozone. Finally they find rock. Behind them the SOUND of the worm changes. They turn.

154. EXT. DEEP DESERT - NIGHT

The gigantic head of the worm is just breaking through the sand. The mouth begins to open in an eighty-foot circle of teeth and darkness. The mouth arches forward searching for them.

155. EXT. BASE OF THE CLIFF - DEEP DESERT - NIGHT

Paul and Jessica climb up and up inside a narrow slit of rock. The worm's mouth climbs higher also but it cannot penetrate the narrow opening in the rock.

156. EXT. ROCK CLIFF - NIGHT

Paul and Jessica have scrambled upwards a couple of hundred feet. Still the worm stretches up to them. Suddenly the worm begins BANGING on the rock. Huge SHUDDERS drive through the black stone. Over and over again the worm mindlessly hits at the rock.

Paul and Jessica crouch further back in the tiny passageway of safety, but a solid back wall of rock prevents them from moving back any more. The breath from the worm is like a hurricane of WIND.

PAUL

(inner voice)

Cinnamon... the spice!

(out loud)

Do you smell it?

JESSICA

Yes...

157. EXT. ROCK CLIFF - DEEP DESERT - NIGHT

Suddenly a colossal section of the rock wall cracks and topples off into the worm's mouth. Instantly the worm pulls back. A huge FIRE roars deep within the worm consuming the rock.

158. INT. ROCK CLIFF - DEEP DESERT - NIGHT

The worm now can get even closer to Paul and Jessica. It looms up again and crushes its mouth up against the rock. Another fissure opens, and suddenly half the rock wall protecting them splits off entirely and falls against the worm.

159. EXT. ROCK CLIFF - DEEP DESERT - NIGHT

Paul is knocked off the cliff and falls straight down two hundred feet. His feet skid along the face of rock. He bounces and brakes. He hits and jumps. He careens from one boulder, flies upside down, rights himself then tumbles and skids into the sand. Unhurt, he jumps up and scrambles up another part of the rock to safety.

160. EXT. ROCK CLIFF - DEEP DESERT - NIGHT

Up above, Jessica takes a big sigh of relief as she sees that Paul is all right. She presses against the narrow ledge that is left after the worm assault.

161. EXT. BASE OF THE CLIFF - DEEP DESERT - NIGHT

The worm is just coming up again when distant THUMPING is heard. The worm, as if charmed by the sound, turns and moves off towards it.

PAUL
(inner voice)
A thumper.

162. EXT. ROCK CLIFF - DEEP DESERT - NIGHT

Jessica climbs further up and manages to get over to a place where she can meet up with Paul, who is now climbing back.

JESSICA
Paul!!... here!

PAUL
Are you... alright?

JESSICA
Yes.... What's happened?... Why did it leave?

PAUL
(breathing heavily)
Someone started another thumper.... We're not alone.
(pointing)
Those poles -- there are more of them over there -- leading upwards... see? They mark the way up the cliff.

The climb upwards until the ledge ends at the mouth of a dark crevice. Paul and Jessica try to see into the inky black hole.

163. EXT. CREVICE - DEEP DESERT - NIGHT

Slowly Paul enters, inching forward. A low moan of WIND comes up. He can see nothing, then suddenly he SEES stars above and SEES the hint of stairs cut into the rock. Jessica follows. She too SEES the stairway.

JESSICA

(whispering)

Man-carved steps.

PAUL

(whispering)

Yes...

164. EXT. FREMEN PLACE - DEEP DESERT - NIGHT

They climb the steps and enter an extremely narrow dark channel of stone. As they make their way, they SEE at the end that the channel opens out into a small moonlit basin filled with small bushes, cacti, and tiny clumps of leaves. Around the basin are more rock walls. Paul sees a tiny mouse hopping away.

PAUL

(spellbound)

This must be a Fremen place... I wonder where they are?

Before Jessica can answer.

STILGAR (V.O.)

Most intruders regret finding the Fremen.

Paul turns and moves one step.

STILGAR (V.O.) (CONT'D)

Please do not run, intruders.

JESSICA

(inner voice)

A whole troop!... Such stealth! I didn't hear them.

JAMIS (V.O.)

Time wasted... Get their water, Stilgar.

PAUL

(inner voice)

They mean to kill us.

STILGAR

Perhaps these are the ones Mapes told us about.

JAMIS (V.O.)

We haven't time for a test.

STILGAR

Yet he could be the Lisan al-Gaib.

JAMIS (V.O.)

But the water fat woman.... She cannot live with the desert.

STILGAR

Be quiet, Jamis.

JAMIS (V.O.)

We cannot stay out...

STILGAR

(interrupting)

I will not tell you again, Jamis, to be quiet.

(to Jessica)

Are you trained in the ways of the desert?

JESSICA

No, but many consider my training valuable.

(inner voice)

I have him registered now... also the voice up there... it has death in it.

STILGAR

I will take the boy-man... he shall have sanctuary in my tribe...

A LOW NOTE on a dip stick is blown by one of the Fremen tribe. Jessica shifts, Paul sees it, and just as Stilgar begins a reach for his weapon, Jessica turns, slashes out, utters a SOUND, whirls again and with rock behind her holds Stilgar helpless in front of her -- her hand at his throat. Paul moves on her first move. He races up a rocky incline and cripples Jamis and takes his weapon away.

165. EXT. CLIFF - FREMEN PLACE - DEEP DESERT - NIGHT

He then jumps higher up and presses himself between two rocks on a low cliff overlooking the rest of the Fremen troop.

166. EXT. FREMEN PLACE - DEEP DESERT - NIGHT

The troop starts shooting projectile weapons in Paul's direction.

STILGAR

Stop! Get back!! She'll break my neck. She has the weirding way. Why didn't you tell us! Great gods... if you can do this to the strongest of us you're worth ten times your weight of water.

JESSICA
 (inner voice)
 Now the test of reason...
 (out loud)
 You ask after the Lisan al-Gaib....

STILGAR
 The legend needs testing... but as a leader
 of my people I give you my bond; teach us
 this weirding way and you both shall have
 sanctuary. Your water shall mingle with our
 water.

JESSICA
 Then I will teach you my way of battle....
 you have the word bond of a Bene Gesserit.

FREMEN #1 (V.O.)
 It is the legend!

JESSICA
 (inner voice)
 Ahh... the Missionaria Protectiva.... These
 Fremen are beautifully prepared to believe
 in us.

STILGAR
 (studying Jessica)
 We must go now.... Your son made much noise
 climbing up there.... He has much to learn
 lest he endanger us all.

JESSICA
 No doubt we have much to teach each other.
 Meanwhile, you'd better see to your
 companion over there. My noisy son was a
 bit rough in disarming him.

STILGAR
 (whirling)
 Where??

JESSICA
 Beyond those bushes.

STILGAR
 (to two other Fremen)
 See to it...
 (back to Jessica)
 Even your son knows the weirding way!

The two Fremen bring Jamis, the Fremen whom Paul injured. Jamis is
 stumbling and gasping between them. Stilgar is amazed.

167. EXT. CLIFF - FREMEN PLACE - DEEP DESERT - NIGHT

Up on the rock, Paul turns. He takes a step, then notices a small
 figure standing in front of him. It is a girl.

CHANI

I am Chani, daughter of Liet.... I would not have permitted you to harm my tribe.

PAUL

(inner voice)

From my dream... so beautiful. Liet... Is this Kynes' daughter?

Paul stares at her in wonder.

CHANI

You were very noisy. Follow me. I'll show you an easier way down.

The climb to the bottom with the others.

168. EXT. FREMEN PLACE - DEEP DESERT - NIGHT

JAMIS

(hate)

He surprised me... It was an accident... I invoke the amtal rule!

JESSICA

(inner voice)

The man with death in his voice. He means to have single combat with Paul!

STILGAR

But Jamis... you force this fight.... These people have my countenance... if you should win I will cut you down.

PAUL

(to Jamis)

Jamis, I don't want to fight you.... Maybe if I explain....

JAMIS

Explain!?! Explain death! I'm going to sheath my knife in your blood.

Jessica is pulled away tenderly by some of the Fremens. Chani comes up very close to Paul.

PAUL

(quietly to Chani)

No shields... I'm used to shield fighting...

CHANI

(whispering)

Take my crysknife... Jamis turns to the right with his knife after a parry... and watch for a knife switch.

Paul is suddenly moved forward and a ring of Fremmen surrounds him. Jamis unsheathes his crysknife.

JAMIS

May thy knife chip and shatter!

They begin circling each other.

PAUL

(inner voice)

Fear is the mind killer... the little death...

Jamis leaps. Paul easily evades him. Jamis attacks again and Paul stabs, but too slowly because of his shield training. Jamis turns and springs, trying to surprise Paul, but again Paul easily outmaneuvers him but is too slow on his attack. On the next attack, Paul cuts Jamis' hand and Jamis begins to show fear.

JESSICA

(inner voice)

He's never killed a man like this.

The two circle slowly. Suddenly Jamis can wait no longer. He leaps high, strikes down with his right hand but the knife has been expertly shifted to his left hand. Paul shifts beautifully and switches his knife hand. He plunges his knife deep into Jamis chest as Jamis comes down for him. Jamis continues down and crumbles dead on the ground.

Suddenly several of the Fremmen rush forward and surround Jamis' body, cover it and whisk it away. Jessica studies Paul. She sees the excitement in him, in Chani and the others.

JESSICA

(inner voice)

He must not grow to enjoy such a victory.

She moves to Paul.

JESSICA (CONT'D)

Well, how does it feel to be a killer?

Paul stands, stunned by his mother's words. He really just then realizes what he has done. Tears begin to fall from his eyes. The Fremmen are amazed. They move to Paul and he at first backs away, but then lets them touch his eyes and face with their fingers.

FREMEN #2

(whispering)

He gives water to the dead.

JESSICA

(to everyone)

He has never before killed a man with a blade.

They stare in disbelief.

STILGAR

I respect you. You have strength... real strength... You shall be known as Usul, which is the strength of the base of the pillar. This is your secret name in our troop. But you must choose the name of manhood which we will call you openly.

PAUL

(thinking)

What do you call the little mouse which hops.

Several Fremmen laugh.

STILGAR

We call that one Muad'dib.

PAUL

I am Atreides, It's not right that I give up the name my father gave me... Could I be known as Paul Muad'dib?

STILGAR

You are Paul Muad'dib, and your mother shall be a Sayyadina among us.... We welcome you.

169. INT. STAIRCASE - GIEDI PRIME - DAY

The Baron and Feyd descend several steps into a darker area of Giedi Prime. Feyd is carrying a strange creature in a small wire cage. The Baron is floating as he descends.

BARON

Feyd... we know Jessica and Paul are dead, killed by storm or worm in the deep desert of Arrakis. But I have Thufir believing they live. His hatred for Jessica is so strong that he'll do anything for me if I help him get his revenge on the witch. I believe he will just do anything!... and he is, even though he's aging, one of the finest Mentats in the Universe... and he's mine, Feyd... all mine.... Quiet now.

FEYD

I will.

170. INT. BASEMENT ROOM - GEIDI PRIME - DAY

BARON

Very quiet.... He's here.... Thufir?...
Thufir? There you are. We've brought you a
 little cat, Thufir. You must care for it if
 you wish to live... and get your revenge on
 the witch Jessica who betrayed you. A
 poison has been introduced into you, Thufir
 Hawat. By milking this smooth little cat
 body you receive your antidote... it must be
 done each day.... Also, you must do some
 work for me if you wish my help. You know I
 lost Piter, my dear Mentat...

171. EXT. DESERT - DAY

Dr. Kynes is dying. His body is blistering and filled with soars.
 HEAT WAVES. Dr. Kynes is mumbling with a mouth filled with a swollen
 dried yellow tongue.

KYNES

No... not here.... A pre-spice mass.... My
 God... I've got to move.... A pre-spice mass
 right below me...

Dr. Kynes collapses. His face hits the sand. His eyes roll back.

KYNES (CONT'D)

Soon the captured water below me will
 explode... new trout... new worms.... I know
 the secret.... The worm is the spice.... The
 spice is the worm.

With a deafening ROAR the bubble explodes into a huge cloud of spice
 dust. Kynes is killed instantly and disappears from the face of
 Arrakis.

Having been blown above ground by the explosion, several little sand
 trout scamper around, then they burrow back below the sand.

172. EXT. DEEP DESERT - DUSK/SUNSET

HEAT WAVES and sand dunes. Dark sky; the sun sets and a WIND comes
 up. The troop of Fremen marches along. Paul watches two Fremen carry
 the wrapped body of Jamis.

173. EXT. ROCK OUTCROPPING - DEEP DESERT - DUSK

... with the desert in the distance. The Fremen troop climbs higher
 and higher to a secret doorway, this one very large and intricate.

STILGAR
 (to Paul and Jessica)
 Sietch tabr.

174. INT. ENTRANCE - SIETCH TABR - NIGHT

They enter into a large square room with slot passageways going off in various directions. The door is closed. Stilgar motions to the Fremens with Jamis' body and also to Chani and a few others.

175. INT. PASSAGEWAY - SIETCH TABR - NIGHT

They all move down one of the passageways which are beautifully but very plainly cut with lasguns. They are like passages in the pyramids, dark with sharp turns and inclines upwards or downwards, some very steep and long, and others descending hundreds of feet.

176. INT. FURNACE ROOM - SIETCH TABR - NIGHT

They come to a room with a large black furnace-like machine. The doorway is closed and Jamis' body is unwrapped. His body is solemnly placed in the machine. The machine WHINES and WHIRRS and through a window tremendous heat can be seen. Suddenly water can be HEARD shooting into a plasteel container with pole handles. The machine turns off and ashes fall silently out of the bottom of it. Paul and Jessica watch with amazement at what the others seemingly take as an ordinary process.

STILGAR
 This water belongs to Usul.... May he guard
 it for the tribe. May he be generous with
 it in time of need...

GROUP
 Bi-la kaifa.

STILGAR
 Jamis carried thirty-three liters and seven
 and three thirtyseconds drachmas...

He hands Paul several rings of different sizes.

STILGAR (CONT'D)
 Do you accept them?

PAUL
 Yes.

STILGAR
 Watermasters...

The two watermasters carry the container of Jamis' water out...

177. INT. PASSAGEWAY - SIETCH TABR - NIGHT

... and down another passage. Paul and Jessica and the others follow. They come to a large, beautifully cut door guarded by ten Fremmen dressing in black stillsuits, carrying black guns. They recognize Stilgar and he signals them to open the door. The group goes through.

178. INT. PASSAGEWAY/STAIRS - SIETCH TABR - NIGHT

A quiet WIND can be heard -- deep and moaning.

JESSICA

(inner voice)

Moisture...

She looks at Paul. He, too, notices.

PAUL

(inner voice)

Wind traps... huge ones.

Down a long, sloping, narrow passageway they go until they reach a stairway cut into the stone. It is very dark and gets increasingly darker as they descend. The WIND sound grows. The air grows colder and damper. Paul and Jessica share another questioning look. At the bottom of the stairs they pass through a narrow slot doorway which suddenly opens out on something so totally unexpected it shocks Paul.

179. INT. RESERVOIR - SIETCH TABR - NIGHT

It is an enormous, deep reservoir of water sitting silently in the depths of this sietch and stretching out into the darkness.

PAUL

(inner voice)

I have seen this place in a dream.

He turns to Chani. She is staring at the water. He notices they all are, as if in a religious trance. He HEARS drops falling. Stilgar pours the water into the reservoir through a sophisticated water meter.

STILGAR

(to Paul and Jessica)

We have more than thirty-eight million decaliters here... this is the tribe's water. No matter the personal need, none shall touch it.

PAUL

A treasure...

STILGAR

Greater than treasure, Usul. We have thousands of such caches. Only a few of us know them all. When we have enough... we shall change the face of Arrakis.

FREMEN

Bi-la kaifa.

STILGAR

Listen!...

Paul and the Fremen listen to the water dripping. MUSIC (Moonlight Sonata) comes up and the droplets and water rings on the black surface of the water make a magical water ballet -- dreamy and mystical. SLOW MOTION leaps of drops. SLOW MOTION of rings expanding. Dark water rolling into the shadows -- into the darkness.

CU Paul in the darkness. Chani's hand touches his shoulder. He turns slowly to see the innocent face of Chani.

CHANI

Tell me of your homeworld, Usul.

These words rend Paul's soul. He cannot speak. He tries to touch her face. The MUSIC of the droplets goes on...

180. INT. PASSAGEWAY - SIETCH TABR

Paul stands alone. In the distance many Fremen surround Chani, who is visibly shaken although she sheds no tears. Jessica and Stilgar are among those with her but they soon cross to Paul.

PAUL

(worried)

What is it?

STILGAR

Liet... Chani's father... is dead.

PAUL

(inner voice)

For the father... nothing.

(out loud)

Both of us have lost our father... May I go to her?

STILGAR

You may not, Usul... Chani is not meant for you... You are to be with Harah, Jamis' wife.

PAUL

But...

STILGAR

It is our way, Usul. I will take you to Harah now.

Paul looks to Jessica but she cannot help him. Paul looks up and at that moment Chani is being taken away into the darkness at the end of the passageway.

181. INT. HARAHA'S ROOM - SIETCH TABR - NIGHT

Stilgar leads Paul into a small, smoothly cut black room sietch room where Harah is waiting. Harah is also beautiful but not as beautiful as Chani. She stands and faces Paul.

HARAH
(referring to Paul)
This bested my Jamis?

She moves closer to Paul. Paul tenses.

STILGAR
This is Harah. She will look after you.

Stilgar leaves

HARAH
(small, playful smile)
Your eyes are different... but not altogether unattractive.

PAUL
You don't hate me?

HARAH
No.... You truly gave water to the dead?

Paul stands nervously. Suddenly two small boys enter -- each carrying crysknives on their belts. They stare up at Paul.

HARAH (CONT'D)
These are my sons.... They will look after you too.

182. INT. TRAINING ROOM - SIETCH TABR - DAY

Large room with a low ceiling. A huge hammer hits a plasteel drum pod and makes a low echoing musical hit. A big block of stone is moved across coarse sand -- band and forth -- fast. A rhythm is started -- powerful. Paul stands in front of over 100 Fremmen men. Jessica sits behind him alongside Stilgar. Along the far wall stand Harah's two sons.

PAUL
You can be the fiercest fighters in the Universe when you know the weirding way. Rhythm is the base... out way of battle is built on rhythm. You understand rhythm like this... but you do not understand the rhythm of the higher sounds, the sounds that heal and build... the sounds that destroy. Motion is the base. You understand motion... but you do not understand the motions that heal and build... and the motions that destroy...

Paul puts out his hand.

PAUL (CONT'D)
 (to the rhythm makers)
 Stop... The weirding block is lit.

The weirding block sends a haunting siren-like SOUND traveling around and around the room. Paul steps forward. A large rock obelisk has been placed near Paul for this demonstration. He stands by it. He calls one of the Fremmen up by the rock.

PAUL (CONT'D)
 Kick it... (he does -- the rock doesn't move)... Hit it... (he does -- the rock doesn't move)... Yell at it... (he does -- the Fremmen laugh -- the rock doesn't move)

Paul motions him back, slightly. Paul moves close to the rock. He puts on a weirding module. He pats the rock in a rhythm. He opens his mouth and makes a small SOUND, which the module amplifies. Suddenly he kicks and hits the stone, shattering it to pieces. The one hundred Fremmen YELL with surprise and awe.

PAUL (CONT'D)
 This is part of the weirding way. This is what we will teach you. Some thoughts have a certain sound... that being the equivalent to a form. Through sound and motion you will be able to paralyze nerves, shatter bones, set fires, suffocate an enemy or burst his organs....
 (inner voice)
 To avenge my father, I will turn you into killing machines.

Stilgar turns to Jessica.

STILGAR
 Sayyadina. Our Reverend Mother tells me she is too old...She has been calling through space and time for you to come and let her rest. She asks that you pass within.

JESSICA
 (inner voice)
 They want me to take the Water of Life... the Truthsayer drug... so dangerous, yet... we must move swiftly if we're to secure our place among these Fremmen.
 (out loud)
 I will try to pass within.

Stilgar nods.

STILGAR
 Death may be the result.... Are you sure?

JESSICA

(inner voice)

I must do this for Paul, but what of my unborn child?

(out loud)

Stilgar... I exist to serve...

STILGAR

Then I will let the rite proceed.

183. INT. HARAH'S ROOM - SIETCH TABR - NIGHT

Paul lies asleep in a small bed surrounded by a gauze insect net. Harah and her two boys sleep in the background. It is very dark and quiet. We move very close to his face.

PAUL

(whispering in sleep)

Turn you into killing machines... turn you into killing machines... NO.... NO!!

184. MENTAL IMAGE

Paul sees a burning broken shape float toward him over undulating dunes. In the shape is the dark face of Reverend Mother Ramallo. She speaks as she moves slowly by -- burning and smoking.

REVEREND MOTHER RAMALLO

The Jihad... which will cleanse the Universe and bring us out of darkness.

Suddenly Paul sees into another shape. He sees the Atreides banner flapping viciously.

Suddenly the banner starts turning red with moist blood until it reaches a point of saturation. Then the flapping banner spits forth droplets of blood...

...which begin to HOWL like the wind and fly across and spatter against the dunes. Thousands and thousands of droplets hit until they turn the dunes completely red.

They begin to undulate like a huge red blood ocean. WIND begins to howl and the howling wind seems to scream and it seems to scream "Muad'Dib!!... Muad'Dib!!"

185. INT. HARAH'S ROOM - SIETCH TABR - NIGHT

Paul's eyes snap open with fear. He fights for breath.

PAUL

(inner voice)

My terrible purpose!... The Holy War -- the Jihad!!! Am I the one... Am I the one?

186. INT. PASSAGEWAY - SIETCH TABR - NIGHT

Paul walks with Stilgar. In the distance they hear the SOUND of many voices. Paul turns to Stilgar.

PAUL

People... it sounds like thousands...

STILGAR

Twenty thousand in Sietch Tabr alone... We
Fremen are over ten million strong.

Stilgar smiles at the awestruck face of Paul.

STILGAR (CONT'D)

The rocks on Arrakis hold many secrets...

187. INT. HALL OF RITES - SIETCH TABR - NIGHT

Paul and Stilgar enter the enormous Hall of Rites escorted by several fierce Fremen GUARDS, and mount the stairs to the ledge. Paul is amazed by the number of Fremen, thousands of them, continuing to come out of the passages in the black rock, like ants, filling the vast Hall of Rites.

188. INT. ROCK LEDGE - HALL OF RITES - SIETCH TABR - NIGHT

Jessica and several monks are on the high rock ledge overlooking the hall. We hear the low musical ROAR of a sand pipe organ, as the hall is cleansed for the ceremony by Fremen MONKS.

PAUL

(inner voice)(looking out
at the crowd of Fremen)

The holy warriors. No one ever dreamed
there were so many.

He looks to his mother.

PAUL (CONT'D)

(inner voice; thinking)

Does she not know she brings the Jihad? She
bore me; she trained me.

Suddenly Paul sees Chani. She climbs the stairs with several Fremen WOMEN, including Harah.

CU Chani.

CU Paul. He cannot stop looking at her.

CU Harah -- she sees Paul and notices his look to Chani.

CU Chani.

CU Paul -- he continues watching her.

Chani moves to a slot doorway where she and the other women join some MONKS who carry the Fremmen REVEREND MOTHER RAMALLO in on a litter. The old Reverend Mother is old and frail yet extremely beautiful and mysterious. Chani helps her sit. She turns to Paul with a strange look.

REVEREND MOTHER RAMALLO
 (to Jessica, in an
 ancient voice)
 So you are the one.

She turns away towards the monks who are very busy with pots of burning spice, purifying the area for the rite. Several Fremmen blow on dip sticks and the giant pipe organ blows beautiful low notes.

Stilgar motions to Paul.

STILGAR
 (whispering to Paul)
 Do you know the Water of Life?... Come...
 ...Watch... the mystery of mysteries... the
 end and the beginning.

He shows Paul through a narrow passageway -- almost a slot through the stone to a small room. Through an opening in the stone wall, Paul is shown a very strange and somewhat horrifying scene.

189. INT. MAKER ROOM - SIETCH TABR - NIGHT

A thirty-foot baby worm is being lowered into a stone chamber. The chamber is then covered with a wire top. Valves are turned and water rushes into the chamber. The worm begins to writhe violently and SMOKE pours from it. The worm dissolves partially and suddenly, before it dies, it secretes a dark blue bile out its mouth. It spasms and dies. The bile and worm water are combined into ceremonial containers. Paul turns to Stilgar.

STILGAR
 The Water of Life.

PAUL
 (inner voice)
 The most lethal poison in the Universe.

190. INT. ROCK LEDGE - HALL OF RITES - SIETCH TABR - NIGHT

Stilgar and Paul return to the ledge above the Hall of Rites. A MONK PRIEST steps forward, addresses the crowd, silencing them. The other monks move back carrying their smoking cleansing bags.

MONK
 One among us has consented to enter the
 rite. She will attempt to pass within that
 we not lose the strength of our Reverend
 Mother.

PAUL
 (inner voice) (turning
 to his mother)
 What if she should fail?

MONK
 Let the watermasters come forward.

A BAND OF MEN makes its way two by two, each carrying heavily sloshing water sacks. Two of the men deposit their load at the Reverend Mother's feet. They step back. Monks begin to strap Jessica to her throne chair. Paul watches.

PAUL
 (inner voice)
 Straps... great gods!

MONK
 Is there water?

WATERMASTERS
 There is water, but we cannot drink.

MONK
 Is there seed?

WATERMASTERS
 There is seed.

MONK
 Blessed is the water and its seed.
 (to Jessica)
 Here is the Water of Life. Water greater
 than water. The water that frees the soul.
 If you be a Reverend Mother, let Shai-Hulud
 judge now.

He brings the water sack's spout close to Jessica.

MONK (CONT'D)
 Drink!

Jessica takes the spout to her lips and the monk squeezes the bag, filling Jessica's mouth with the fluid.

JESSICA
 (inner voice)
 Spice essence. Pure and unrefined. Poison.

She swallows. Her hallucination begins, like curtains being torn aside. Her body contorts and spasms violently.

191. JESSICA - MENTAL IMAGE

Inside her mind, Jessica's form -- her mouth again filled with the gushing fluid -- expands, darkening and containing yet another image of herself.

REVEREND MOTHER RAMALLO (V.O.)
(distant)

Again.

The small Jessica looks up and sees the fluid pouring down over her, becoming smoke and columns of insects. The columns grow thicker around her, forming whirling patterns. The sudden light of clarity glows on her face, and a thin stream of crystal water flows from her mouth, enveloping the insects, forcing them into new patterns. With a mounting, tremendous roar, they fall and become a vast rising pool of shimmering, translucent blue.

192. INT. ROCK LEDGE - HALL OF RITES - SIETCH TABR - NIGHT

We see Jessica sitting, shoulders tight and spasming -- straining, her eyelids half-closed and flickering.

193. INT. HALL OF RITES - SIETCH TABR - NIGHT

Everyone in the sietch is absolutely silent, staring and waiting.

194. INT. ROCK LEDGE - HALL OF RITES - SIETCH TABR - NIGHT

The old Reverend Mother slowly extends a hand towards the back of Jessica's neck.

195. JESSICA - MENTAL IMAGE

Inside Jessica, we see the Reverend Mother Ramallo's hand pass first through the large form and slowly descend through the dark void towards the small Jessica. The shimmering pool starts to ripple, lightly stirring her. As the hand enters, something deep within her starts to GLOW.

It is a fetus, a female, its skin finely whorled, the membranous eyelids tightly closed. The Reverend Mother Ramallo's hand flinches over the nascent child.

196. INT. ROCK LEDGE - HALL OF RITES - SIETCH TABR - NIGHT

REVEREND MOTHER RAMALLO
(whispers urgently into
Jessica's ear)
You should have told us you were pregnant.

197. JESSICA - MENTAL IMAGE

Inside, the hand gingerly touches the fetus. Its head jerks up, the eyelids snap open, eyes wide with horror.

REVEREND MOTHER RAMALLO (V.O.)
(gasping)
Great Mother! This changes both! What have
we done?

The child begins to float UPWARD on its umbilical cord. The cord fills with water from the pool, which begins to boil and insects and SMOKE begin to pour out of the fetus' mouth.

REVEREND MOTHER RAMALLO (V.O.)(CONT'D)

(distantly)

Cleanse you child, gently, now... gently.

Jessica's face radiates love and tenderness as a thin crystalline stream issues from her mouth.

The stream clouds over the fetus. Its look of terror begins to subside.

REVEREND MOTHER RAMALLO (V.O.)

(distant)

I've been a long time waiting for you. Here is my life.

A GLOW appears and from it comes the face of the old Reverend Mother in a long tunnel, whispering silently. It grows and disappears in a blaze of light. Moving down the tunnel, another woman's face appears, yet ANOTHER REVEREND MOTHER, and vanishes in the same way. Another face, and another, again and again, all blazing and merging into the unconsciousness of Jessica and her unborn child, until suddenly, a gaping BLACK hole appears, a horrible WIND, SPARKS and circles of expanding light issuing from it.

JESSICA (V.O.)

(inner voice)(fearful)

No! This is the place where we cannot look.
The place only for the eyes of the Kwisatz Haderach.

Alia twists down the tunnel to join Jessica, her umbilical cord trailing behind. She SCREAMS as she looks into the hole. She and Jessica see a shape moving deep within the windy hole. It is a Third Stage Navigator, ROARING.

JESSICA

What is this?... Is this what kills the men who enter here.

She quickly takes Alia back up the tunnel.

JESSICA (V.O.)(CONT'D)

(inner voice)

We are both Reverend Mothers.

198. INT. ROCK LEDGE - HALL OF RITES - SIETCH TABR - NIGHT

The old Reverend Mother Ramallo slumps forward onto the stone, dead. The crowd waits. The corpse is tenderly removed. Jessica very slowly opens her eyes and looks about her. The monk holds the bag to her lips.

MONK

Change it.

Jessica spews blue water into the spout. The monk swirls the bag, sniffs as the spout and then drinks.

MONK (CONT'D)

It is changed!

PAUL

(inner voice)

She did it!

199. INT. HALL OF RITES - SIETCH TABR - NIGHT

The Fremmen suddenly turn their attention to Paul.... They whisper "It is the prophecy!" They soon begin to CHANT... "Muad'Dib.... Muad'Dib" over and over again. The chanting sounds fill the hall along with the ghostly wind organ.

200. INT. ROCK LEDGE - HALL OF RITES - SIETCH TABR - NIGHT

The Monk holds the bag before Paul.

MONK

Drink it. It's safe. Our Reverend Mother has changed it. You delay the rite.

(whispering)

To be the true one you must drink it as she did -- before it's changed.

Paul sips from the bag and moves back as others drink. As he moves back he comes face to face with Chani. She doesn't speak but their eyes meet. Chani is moved forward by the other girls to drink. Several other bags are changed by Jessica. Paul continues to watch Chani. He sees her drink. Paul's sight now is growing light and dark. The CHANTING of "Muad'Dib" continues below in the vast hall. People are looking at him and Jessica. The low organ NOTES grow more intense. Harah moves back away from Paul. Chani notices. She turns to Paul. Paul stares at her. She turns away.

201. INT. HALL OF RITES - SIETCH TABR - NIGHT

Down below, the crowds are drinking the changed water. Several close their eyes and lapse into mystical trances, as others continue CHANTING "Muad'Dib, Muad'Dib."

202. INT. ROCK LEDGE - HALL OF RITES - SIETCH TABR - NIGHT

Paul continues to stare at Chani. He moves to her. Chani turns. Paul is at her side. Their eyes meet and lock.

CHANI

(whispering)

Come with me.

Stilgar, Jessica and Harah watch them go down a narrow dark rock corridor off the ledge. Harah looks to Stilgar and gives a small smile, resigned that Paul loves another.

203. INT. PASSAGEWAY ON ROCK LEDGE - SIETCH TABR - NIGHT

At the end of the dark black corridor, Chani turns and she and Paul fall together in a long kiss filled with love. As they embrace after the kiss:

PAUL

Chani.... I love you... I've always loved you....

They kiss again in the darkness.

PAUL

I hear a wind.

CHANI

You're traveling on the changed water...
What do you see?

PAUL

The future floats past me... I see darkness
in each flame... So much is unknown.

204. INT. HALL OF RITES - SIETCH TABR - NIGHT

Thousands of Fremens in the dark Hall of Rites chanting "Muad'Dib... Muad'Dib".

205. INT. PASSAGEWAY - SIETCH TABR - NIGHT

PAUL

I see time passing.

Chani's face in the dark looks to Paul, as a WIND begins to moan. The image of Paul and Chani suddenly moves as if it were on liquid. The image then wraps itself around a drop of black water. The drop falls with the image into a black void. Suddenly the drop hits the surface of black water below and light bounces white hot over the newly-agitated surface. The expanding rings take on a new image as we move closer. Suddenly we are in a MONTAGE of scenes -- the Moonlight Sonata plays -- dark and mysterious as each scene becomes a drop and falls into the next scene. We SEE:

206. INT. PASSAGEWAY - SIETCH TABR - DAY - (MOS)

Stilgar and Paul walk and talk. Image drops.

207. INT. PASSAGEWAY - SIETCH TABR - DAY

Fremen workers lasgun into black rock. Brilliant LIGHT as the cutting torches burn deeper. Sparks fly. CU sparks -- they dance beautifully. Image drops.

208. INT. TRAINING ROOM - SIETCH TABR - DAY - (MOS)

Paul shows some Fremen warriors a robot. We see him explaining how it works. He shows them the weirding module. Image drops.

209. INT. TRAINING ROOM - SIETCH TABR - DAY

Fremen fight robots as Paul watches. A Fremen makes a SOUND and a robot bursts open. Paul smiles, then signals to a group of bodyguards who move in and join Paul as he leaves. Image drops.

210. EXT. FREMEN PLACE - DEEP DESERT - NIGHT (MOS)

Stilgar shows Paul hundreds of tiny plants in a small, dark rock basin. He shows him the dew collecting spheres they grow in. Image drops.

211. INT. JESSICA'S ROOM - SIETCH TABR - NIGHT

Jessica's face shows signs of straining. Suddenly, Alia, the newborn twirls upwards in front of Jessica. Alia's eyes snap open, burning brightly.

PAUL (V.O.)

I see Alia being born. My sister.

Image drops.

212. INT. PAUL'S ROOM - SIETCH TABR - NIGHT

Chani and Paul kiss in the darkness.

PAUL

I see two years of love between storms
then...

Image drops.

213. EXT. DESERT - DAY

An EXPLOSION. Paul turns and his eyes are totally blue. He lifts binoculars to them and looks. He sees the Fremen fighters below charging at the Harkonnens. As the Fremen run they make powerful SOUNDS with their weirding modules, exploding everything in their path and catching things on fire. In the distance, a huge spice harvester is shot down and it falls to the ground EXPLODING more violently on impact.

PAUL
 (to Stilgar)
 They're even better on the battlefield than
 in the training rooms!!
 (inner voice)
 If only you could see them, father.

Paul smiles as he looks at the battle in the distance.

PAUL (CONT'D)
 When the spice flow stops, the entire
 Universe will turn its eyes to Arrakis. The
 Baron and the Emperor himself will be forced
 to deal with me.

214. INT. GREAT HALL - ARRAKEEN - DAY

Rabban stares as many Harkonnen wounded and dead are brought through the passageway beyond.

HARKONNEN WOUNDED MAN
 (screaming at Rabban)
 They're screaming Muad'Dib!... Muad'Dib...
 making sounds... They're killing us...
 They've cut out Suttis' eyes!...

215. EXT. DEEP DESERT - DAY

HEAT WAVES; dunes. A big thumper is forced into the sands by two gloved hands. A RHYTHM is heard pounding on Fremen hand drums and rhythm instruments. Feet scramble. Black stillsuited Fedaykin warrior bodyguards gather. Stilgar turns.

STILGAR
 (to Paul)
 Usul... after two years... it is time you
 become a sandrider... and travel as a
 Fremen. Take the kiswa maker hooks of our
 sietch and ride as a leader of men.

The RHYTHM mounts. Everyone clears away. Paul moves forward alone, carrying two ceremonial maker hooks and a thumper.

216. INT. TRAINING ROOM - SIETCH TABR - DAY

Paul remembers: Stilgar teaches Paul in a dark stone room of the sietch.

STILGAR
 Two thumpers are planted... The worm may not
 surface for the first... He will rise for
 the second...

217. EXT. DEEP DESERT - DAY

Paul plants the second and sets it beating out its RHYTHM. In the distance the telltale SOUND of the worm's approach begins. This worm is deep underground and the sound is low and the ground trembles violently.

PAUL
(inner voice)
Only the very strong ones travel this deep...

The SOUND and VIBRATIONS continue to build. In the distance the Fedaykin and Stilgar watch.

STILGAR
(to the others)
Usul has called a big one. Again... it is the legend.

Paul walks crablike along the edge of a dune. He studies his relationship to the thumpers.

218. INT. TRAINING ROOM - SIETCH TABR - DAY

Paul remembers. Stilgar teaches.

STILGAR
When the worm approaches, you must be utterly still... and close enough to plant the hooks firmly under a ring segment.... The worm will turn to lift this exposed area as far from the abrasive sand as possible. It will carry you with it -- to the top. Do not get too close as he approaches... the sand will engulf you.... Wait till the head of the worm passes -- then go... quickly.

219. EXT. DEEP DESERT - DAY

HEAT WAVES... dunes RHYTHM. THUNDEROUS approach of the worm. Paul still cannot see the worm, but the sound begins to drown out the Fremen rhythm instruments and the sand begins to VIBRATE. Suddenly, Paul sees a mountain of sand rise up, towering, thundering -- lightning SPARKS fissuring throughout the dark air.

The mountain approaches at a terrifying speed. Then, the worm appears -- rushing. The mouth, at first a small opening, begins to widen -- exposing a thousand glistening teeth.

Paul freezes. He lets the worm get closer and closer. The HEAT WAVES distort the gigantic form, making it even more hideous -- more foreign. The worm devours the first thumper, and Paul feels the tremendous heat of the worm. He smells the cinnamon again in the hurricane WIND ushering from its wide open mouth which passes Paul now. He moves forward. The others watch anxiously. This worm is big. It is so much larger than imagined. Its top towers 125 feet in the air. The segments are each ten feet wide.

Paul gets very close and running alongside, he plants the hook under a segment and pulls back. The SOUND is excruciatingly loud. The sand is so deep and more is being thrown out beneath the body of the worm. Paul gets caught in it and falls. He narrowly escapes being sucked under the beast. He gets up -- runs again and plants the hook once more. He runs faster, bending the segment open to expose the tender flesh. Suddenly the worm begins to turn. Paul pulls himself up the body as it turns -- holding onto the hook. Soon he is fifty -- sixty -- seventy feet off the ground -- going higher. The giant worm gets the second thumper and Paul at that moment climbs to the top. He plants the second hook.

PAUL
(inner voice)
A sandrider!...

Paul works the hooks into the breathing holes along the body, causing the great beast to make a slow turn toward Stilgar and the bodyguard. They set themselves and as the worm passes, they all clamor on, climbing up the sides to the top.

PAUL (CONT'D)
(yelling)
Ach, haiiiii-yoh!!

They return the traditional CALL and Paul steers the maker in a giant circle. The WIND blows and they all are enjoying the ride. He straightens the worm and they head out across the dunes; the Fremmen on the end of the worm pound on the tail to drive the giant worm faster and faster.

220. INT. HARKONNEN ORNITHOPTER - DESERT - DAY

A furious Rabban looks down from an ornithopter. Below, several harvesters burn and a huge carryall lies smouldering in ruin.

RABBAN
(to THREE OFFICERS
next to him)
Falsify the reports. We can't hide it all,
but tell them we've lost only two hundred
harvesters... and forty carryalls... and
don't let my uncle know about the silos...
I must catch this Muad'Dib and suck the
blood from him!! SUCK THE BLOOD FROM HIM!!!

221. INT. BARON'S ROOM - GIEDI PRIME - DAY

The Baron sits in pink light talking with Thufir, Feyd and Nefud.

BARON

But what is going wrong? Why does the Emperor send me more Sardaukar...? Rabban suffers, yes... but we will kill this Muad'Dib... on our own!

THUFIR

The Sardaukar are sent to help put down the Fremmen -- but perhaps also to watch your activities on Arrakis.

BARON

My activities?!

THUFIR

Stories of the Fremmen's strength grow... He can't believe the Fremmen are all that people say... unless he sees for himself. And the Emperor may think you're hiding away this "lost" spice for yourself. Also, a superior always grows to loathe the inferior he's in league with.

BARON

Thufir!? This can't be!!

THUFIR

(inner voice)

How easy to keep this pig worrying.

BARON

Nefud... get me the Sardaukar Captain.

NEFUD

Sir.!!!

He runs off.

222. INT. BARON'S ROOM - GIEDI PRIME - DAY

Nefud bring the huge SARDAUKAR CAPTAIN to the Baron. The Baron stares at him intensely as Nefud retreat.

SARDAUKAR CAPTAIN

(condescending)

What is it, Baron?

BARON

Is it true that you are the fiercest of the Sardaukar in my employ?

SARDAUKAR CAPTAIN

Your employ? I am a servant of His Highness the Emperor Shaddam Four.

BARON

(yelling)

On Giedi Prime you work for me!

SARDAUKAR CAPTAIN

(sneering)

On Giedi Prime or anywhere else in the Universe,
I work for the Emperor...

(sneering)

... fat man.

BARON

(furious -- crazy!)

Feyd!! Kill this spy right now!!

Feyd swallows hard.

BARON (CONT'D)

Kill him! And run your arms deep into his
bloody filth.

The Sardaukar Captain instantly pulls a knife and takes a step back in preparation. Feyd slowly stands and draws his knife. The Sardaukar smiles. The Sardaukar suddenly ROARS and it is truly blood-curdling. He attacks, but Feyd out-maneuvers him. The Sardaukar is trembling with a killing rage. He advances again. Feyd moves back and turns. As he turns he activates needles on the backs of his hands. The giant Sardaukar ROARS again and leaps beautifully and kicks Feyd back up against a wall. Feyd is dazed. He gets up just as the Sardaukar attacks again. The Sardaukar's knife arm swings in and Feyd blocks it with the needle part of the back of his hand. The Sardaukar feels the poison but soon attacks and cuts Feyd's leg. Feyd sticks his knife into the Sardaukar's stomach. The Sardaukar ROARS again and spins, still possessing tremendous power.

FEYD

You're slowing, and now after your attack I
will reach up and slit your throat. Are you
ready?

The Sardaukar activates several needles on his legs and attacks. Feyd is barely fast enough to move away. The Sardaukar tries to drive the needles and his knife into Feyd and at the same time he protects his neck but Feyd puts his knife into the giant's chest.

FEYD (CONT'D)

Fool!

The Sardaukar falls heavily and Feyd cuts his head off before he hits the floor. The Baron turns to the wide-eyed Thufir and smiles.

223. INT. PASSAGEWAY - SIETCH TABR - DAY

At the end of the passageway, standing alone -- staring with powerful intense blue-within-blue eyes -- is a very small two-year-old girl -- ALIA. A strange smile that raises neck hairs plays on her face as we move in.

224. INT. JESSICA'S ROOM - SIETCH TABR - DAY

Jessica sits with Harah.

JESSICA

It's the strangeness of my daughter, is that it? It's the way she speaks of things...

225. INT. PASSAGEWAY - SIETCH TABR - DAY

CU Alia's strange face. She's listening mentally. Behind Alia, far down the passageway, TWO WOMEN walk quickly toward her.

JESSICA (V.O.)

...beyond her years and of things no child her age could know -- things of the past.

(pause)

... A daughter who knew at birth everything I know...

226. INT. JESSICA'S ROOM - SIETCH TABR - DAY

JESSICA

But Harah, you and I know she is no demon.

227. INT. PASSAGEWAY - SIETCH TABR - DAY

Alia is being confronted by Subiay.

ALIA

(strange little adult voice)

What do you know about it, Subiay? Would you deny me the right to use this mind...

She points to her head as she steps toward Subiay...

ALIA (CONT'D)

Would you deny me the use of these eyes...

She points to her eyes as she steps again -- closer to Subiay...

ALIA (CONT'D)

Would you deny me the use of these hands...

She holds them up, moving closer to Subiay...

ALIA (CONT'D)

Would you deny me the use of these lips...

She is directly in front of Subiay's horrified face as she moves her lips around with her tiny fingers.

ALIA (CONT'D)

(using The Voice)

Would you deny me the use of this voice...

Subiay's head nearly bursts with pain and she SCREAMS as if she were dying.

228. INT. THRONE ROOM - EMPEROR'S PALACE - NIGHT

The Emperor sits on his throne. Behind him are his Sardaukar officers. In front of him are two First Stage Navigators and one Second Stage wearing a tank suit which ROARS as it recycles orange spice gas. The two First Stage Navigators hold a large electrical apparatus up to the face plate of the Second Stage Navigator which translates his strange voice into English.

TANK-SUITED SECOND STAGE NAVIGATOR

Emperor Shaddam IV... You have one last chance to take matters into your own hands and bring the situation under control on Arrakis.

EMPEROR

What do you mean one...

SECOND STAGE NAVIGATOR

Do not speak!... Listen!... You do not have more than this one chance.... I represent the entire Guild in this matter.... You have failed to kill the Atreides heir... Paul.

EMPEROR

But he was said to...

SECOND STAGE NAVIGATOR

(moans like a cow)

Noooooo... he is not dead. He is not eaten by worms as you have wanted to believe. He is not missing. He is in the deep desert with the Fremmen. The Spice is in great danger. We are not asking... we are telling... remedy the situation or you will live out your life in a pain amplifier.

The Guildsmen turn and leave. The Emperor speaks quietly.

EMPEROR

Who is this Paul Atreides to the Guild?... Why?...

(now firmly)

I want fifty legions of Sardaukar on Arrakis at once.

OFFICER #1

Fifty legions?...

(he looks at the other officers with worry)

That's all our reserves as well.

EMPEROR

This is genocide... the deliberate and systematic destruction of all life on Arrakis.

The three Guildsmen walk down the hallway in the darkness.

FIRST STAGE NAVIGATOR

(speaking in English)

Time is running out... soon he will take the Water of Life... then we must kill him when he enters the Alam.

SECOND STAGE NAVIGATOR

(foreign language)

0XX-0W-0X-X-S

230. EXT. HARVESTER - DESERT - DAY

SMOKE billows from a burning harvester. Fighting is going on between Fremmen and some smugglers. Paul moves down a smokey dune with Stilgar.

PAUL

We surprised a band of smugglers.

STILGAR

(racing into thick smoke)

...thought they were Harkonnen.

Paul and Stilgar move through the smoke. A man runs up with a maula pistol aimed at Paul but Paul spins and punctures the man's chest with a sound from his weirding module. Paul turns and a large figure comes through the smoke. They surprise each other. The large figure reaches for a knife. Paul steps back.

PAUL

Don't reach for that knife, Gurney Halleck.

The figure stops -- stunned.

GURNEY

You know me?

PAUL

You've no need of a knife with me, Gurney.

GURNEY

(peering; whisper of hope)

Paul? Is it Paul?

Paul swings back his stillsuit mask.

PAUL

Don't you trust your own eyes.

GURNEY

They said you were dead. Paul...

Gurney moves forward, his eyes tearing, and the two embrace each other and pound each other on the back.

GURNEY (CONT'D)

(loud)

You young pup.... You young pup!!

PAUL

Gurney, man! Gurney, come with me...

(he looks Gurney in
the eyes)

I can't wait for my mother to see you.

GURNEY

(a strange look in
Gurney's eyes)

Your mother?

231. INT. JESSICA'S ROOM - SIETCH TABR - DAY

Jessica and Chani turn as Paul and Gurney enter.

PAUL

Mother... Look! It's Gurney...

With a startled smile, Jessica moves toward Gurney. Gurney cannot contain himself. He forces a smile as he crosses the room to her but a strange noise, almost a growl, escapes him. Paul gives a questioning look to Chani, then he sees Gurney grab Jessica around the mouth, twirl her and hold a knife to her throat.

GURNEY

(screams)

Paul... I swore an oath to slay the betrayer of your father! He gave me freedom, life, honor... and friendship. You see his betrayer under my knife.

PAUL

Gurney! Listen well. It was Yueh.

GURNEY

I... don't believe it.

PAUL

My Father read that Harkonnen message as you did, but he saw through it down to the thing it was, a lie. He never mistrusted her for an instant.

(to his mother)

Mother... I never told you this... you never knew you were suspect.... I'm sorry.

GURNEY

Yueh?

PAUL

I heard my Father when he spoke of my mother, as I've heard my mother cry into the night for the loss of him. I'm telling you, I know. She is not the betrayer. Gurney, hear me. It was Yueh.

Gurney's face is transfixed. Jessica's eyes are filled with tears. A tear falls on Gurney's knife hand. It acts as a key, the hand trembles and drops away. The other hand falls away from her mouth, and Gurney falls to one knee, breathing unevenly, gazing at them.

GURNEY

I am the betrayer now.

JESSICA

(quietly)

No, Gurney, you thought you were doing a thing for Leto, and for this I honor you.

232. INT. PASSAGEWAY - SIETCH TABR - NIGHT

Paul walks alone down a dark passageway. He seems to be totally lost in a thought. The passageway gets even darker. He meets the Fedaykin at the top of a narrow incline.

PAUL

Come with me. Now is the time.

They all silently move on.

233. INT. MAKER ROOM - SIETCH TABR - NIGHT

Paul watches while the Fedaykin bring a large baby maker into the ceremonial rock pit and he stares unemotionally as they prepare to drown him. Paul turns and opens all the valves for the ceremony of the Water of Life. The huge wind pipe organ MOANS a low note in the distance.

In the darkness the baby worm flips and turns as it dissolves. Finally a dark blue fluid flows out of the ceremonial fount.

PAUL

All the paths I saw have led me here... to darkness.... I must know what lies beyond.... Stand guard outside.

The Fedaykin reluctantly leave. Paul stares at the water. He finally takes a swallow. He falls to his knees.

234. MENTAL IMAGE

The room goes bright then disappears into a tunnel where Paul's awareness rushes through the faces of all the past Reverend Mothers. Their faces, though, are dark and distorted with pain.

235. INT. JESSICA'S ROOM - SIETCH TABR - NIGHT

Alia stands shaking violently in her very dark room. Suddenly blood rushes from her nose. She forces herself to walk to Jessica's bed. She finds that Jessica's nose is bleeding also, her pillow soaked in blood. Jessica wakes in pain. They stare at each other in the darkness.

JESSICA

What?... What is wrong?

ALIA

It's Paul...

JESSICA

(struggling)

What?

ALIA

He's taken the Water of Life.

236. INT. CHANI'S ROOM - SIETCH TABR - NIGHT

Chani turns in her sleep, a pained expression on her face.

237. INT. MAKER ROOM - SIETCH TABR - NIGHT

Paul lies on the floor unconscious.

238. PAUL'S MENTAL IMAGE

Paul's awareness continues through the tunnel, through the distorted faces until it reaches darker and darker areas -- then the hole where SPARKS are issuing forth and expanding circles of light glow deep within. A horrible WIND blows out of it.

Slowly Paul descends into the dark hole. The WIND howls in low haunting tones. Now only occasional spark stars shoot out and a small doughnut of light throbs as it moves over Paul. It is very dark. Paul goes deeper... and deeper. The sides of the hole suddenly disappear, and Paul is in deep space. His head instantly expands and the skin flaps. His eyes bulge. He looks slowly around himself.. Dim stars are dense in the far distance. It is strangely quiet save for a SOUND of vast space. Paul looks upwards and sees that high above there is a huge golden tunnel filled with golden light. He begins moving toward it.

Suddenly he turns and sees sparks moving and rings of light forming in a distant area of space.... Then out of the new hole hundreds of Third Stage Navigators race toward him at tremendous speeds. They fly and hit against his head but especially his eyes. Paul's head has expanded now so the Navigators appear quite small. They hit and chew and puncture Paul's eyes -- swarming in and out of the deep blue iris and lighter blue areas -- fluid and blood flow in dark streams out into space. Paul's screams are fire and water and earth and air opening from his mouth.

239. INT. JESSICA'S ROOM - SIETCH TABR - NIGHT

In the darkness Alia turns to Jessica, their noses still bleeding, their bodies wracked in pain.

ALIA

(Paul's voice comes out
of her mouth)

Help me.

JESSICA

Paul's voice...!!!

ALIA

(Paul's voice)

The Guild... they're fighting me in the
mental worlds. They're behind
everything.... They fear the one who will
come... who will know more... who will see
more. The Guild is behind everything. It's
not finished yet.... I'm not formed.

240. PAUL'S MENTAL IMAGE

Stars appear to move -- to fall in the distance as Paul moves toward the golden tunnel above.

241. INT. MAKER ROOM - SIETCH TABR - NIGHT

Paul lies on the stone floor. His body quivers slightly. His mouth opens. A small rushing SOUND comes from it. The floor begins to shake as in an earthquake.

242. INT. PASSAGEWAY - SIETCH TABR - NIGHT

The Fedaykin look at each other, the rock under their feet shaking. Deep rumbling SOUND in the distance and a WIND begins to moan.

243. INT. PASSAGEWAY - SIETCH TABR - NIGHT

Fremen come out of rooms - the rock shaking violently.

244. INT. TRAINING ROOM - SIETCH TABR - NIGHT

The ground is rumbling. Suddenly several rock obelisks EXPLODE and shatter, and the weirding way robots in a row EXPLODE or catch FIRE.

245. INT. JESSICA'S ROOM - SIETCH TABR - SPACE

Alia and Jessica cling to each other.

246. INT. EMPEROR'S SPACE SHIP - SPACE

The Reverend Mother Helen Mohiam is on the floor, bleeding from the nose and weak from pain. The Emperor looks on in horror.

247. PAUL'S MENTAL IMAGE

The stars fall to a white hot blur. The Navigators burn and dive away, unable to follow Paul into the light. Paul's awareness enters the golden tunnel. Paul passes through it and enters a Moonlight Sonata golden water world where surging water droplets stretch into the spiritual light and dissolve into ten thousand angels.

Paul's face, now perfect, turns to gold as it moves through the golden world.

248. INT MAKER ROOM - SIETCH TABR - NIGHT

Paul lies unconscious on the rock floor. Chani, Jessica and Alia are beside him.

CHANI

(whispering)

Paul... Paul please hear me?

(to Jessica)

Are you sure he's alive?

JESSICA

Yes, but the life thread is so thin...

Chani picks up the cup of Water of Life and looks at the deep blue liquid. She takes one drop on her finger and moves it toward Paul's face.

JESSICA (CONT'D)

No... what are you doing?

ALIA

Be still! It may work.

Chani holds the drop below Paul's nose. The nose quivers. She touches the drop to his lip. Paul suddenly draws in a long, sobbing breath. His eyes fly open.

JESSICA

Paul... you did drink the sacred water.

He reaches down and picks up the cup and drinks it all.

ALL OF THEM AT ONCE

PAUL!!!

He grabs Jessica. Alia steps back smiling.

PAUL

I send my awareness surging over you now.
Show me the dark place where you cannot
go... SHOW ME.

249. MENTAL IMAGE

Suddenly Jessica's face turns into the old Fremen Reverend Mother Ramallo's face, then all goes dark and SPARKS fly and rings of light pulsate.

250. INT MAKER ROOM - SIETCH TABR - NIGHT

Jessica's eyes snap open and she stares at Paul.

JESSICA

He has seen.

Paul turns to the narrow slot doorway in the darkness. Feet move and walk away.

PAUL

The Fedaykin have heard.... The story will
spread as fire across the land.... Muad'Dib
is not as other men... there can be no
further doubt.

JESSICA

Have you seen the future?

PAUL

I've seen the NOW.... The space above
Arrakis is filled with Guild ships. The
Emperor is there... the Baron... every great
House of the Imperium waits above us with
its raiders. The Guild will call the
hour... they think! Mother... we must
change a large quantity of water... we need
a catalyst.... And Chani, send a scout force
to find a pre-spice mass. Mother... do you
understand what will happen is changed water
is poured onto a pre-spice mass?

JESSICA

(suddenly seeing)

Paul!!

PAUL

The Water of Death... a chain reaction
destroying all spice... forever.

JESSICA

You can't.

PAUL

I can... and who can destroy a thing -- controls the thing. The Guild searches for me right now... How they tremble.... Get Stilgar... we must work fast or the many paths I see will lead to darkness.

251. INT. ROCK LEDGE - HALL OF RITES - SIETCH TABR - NIGHT

Paul stands with Stilgar in front of hundreds of Fremen warriors, who whisper and look in awe at Paul.

PAUL

Send word out to every sietch that the Emperor brings fifty legions of Sardaukar to Arrakeen by morning light. A storm is coming... our storm... and it will arrive before they have time to attack. Keep your attention on the south wall at Arrakeen.

DISSOLVE TO:

252. EXT. DEEP DESERT - DAY

An elaborate colored smoke signal EXPLODES in the air. A Fremen sees it in the distance and disappears into the rock. He returns and shoots up ANOTHER exploding smoke signal which hangs beautifully in the dark atmosphere of Arrakis.

253. EXT. ROCK OUTCROPPING - DEEP DESERT - DAY

A sietch door opens and Fremen warriors stream out.

254. EXT. DEEP DESERT - DAY

A WIND comes up and moves a smoke signal -- distorts it -- and blows it away.

255. EXT. DEEP DESERT - DAY

The WIND is howling and is starting to blow the sand. Dark sand clouds form in the distance.

256. EXT. ROCK OUTCROPPING - DEEP DESERT - DAY

Another sietch door opens and hundreds and thousands more Fremen pour out.

257. EXT. SHIELD WALL - ARRAKEEN - DAY

Paul, Stilgar and Gurney watch as the Emperor's enormous ship sets down on the Arrakeen landing field below. Behind them a Communication Room is being set up. Fremmen lasgunners burn through areas of the rock.

258. EXT. LANDING FIELD - ARRAKEEN - DAY

A nine-story steel tent open underneath the Emperor's ship.

259. EXT. SHIELD WALL - ARRAKEEN - DAY

PAUL

Gurney, when the storm hits... set off the atomics. We want an opening through the entire Shield Wall there... (he points). And Stilgar?

STILGAR

Yes?

PAUL

Do we have wormsign?

Stilgar and Gurney laugh.

STILGAR

Usul... We have wormsign, the likes of which even God has never seen.

260. EXT. DEEP DESERT - DAY

Thousands of Fremmen are running, planting thumpers as they go.

261. EXT. DEEP DESERT - DAY

Looking down over the huge desert it looks like a living sea of wormsign. Everywhere ripples appear and worms are surfacing. Thousands of Fremmen are running, positioning themselves to mount and ride.

262. EXT. DESERT - DAY

Dust clouds grow faster and the speed of the WIND increases. Sand particles hit at a rock outcropping and up close they sound like giant warrior drummers pounding before battle.

263. EXT. SARDAUKAR SHIPS - DESERT - NIGHT

Suddenly above come hundreds of SCREAMING space ships zooming down across the desert floor.

264. EXT LANDING FIELD - ARRAKEEN - DAY

Space ships come roaring down over the landing field. Some release 'thopters before they land and the little 'thopters soar back and forth as guards.

265. INT. HARKONNEN 'THOPTER - DAY

In one 'thopter sits the Baron Harkonnen. He is flown down to the Emperor's ship.

266. EXT. DESERT - DAY

The storm is howling now. Sand blasts against rock and rips pieces away.

267. INT. STELL TENT - EMPEROR'S SPACE SHIP - DAY

The Emperor is silent as the Baron is brought in to stand down below in front of him. The Baron is fighting to contain his fear because RABBAN'S HEAD SITS ALL BLOODY ON THE FLOOR in front of him. Finally the Emperor speaks.

EMPEROR

Why have you brought me here? You know I hate to travel.

BARON

Your Highness... There must be some mistake... I never requested your presence.

EMPEROR

Oh? But your lack of action, demanded it. Your dreadful mismanagement, your bad judgement in assigning Rabban --
(he gestures toward the head)
-- the governorship.... You forced me to come and set things straight... personally. And why did you not tell me of the fighting abilities of these people?! We have just flushed out a nest of them in the open desert and the women and children overpowered several of our Sardaukar. We only managed one hostage.
(the Emperor turns)
Bring in the hostage.
(he looks back to the Baron)
Only one!

Alia is brought in by a Sardaukar soldier. She is smiling.

ALIA

I heard you speaking. I wasn't captured.... I allowed myself to be taken. Poor Emperor, I'm afraid my brother won't be very pleased with you.

EMPEROR

Silence!... I do not court your brother's pleasure. Tell this man who your brother is!

ALIA

Muad'Dib.

BARON

What?

Suddenly the Reverend Mother looks horrified and grabs her throat.

REVEREND MOTHER

(struggling, speaking
as if possessed...)

There's more to the story... Ha ha ha.

(now she gets her
own voice back)

Kill this child!! She's an abomination!!

Kill her.

(points to Alia, who
is smiling at her)

Get out of my mind!!!

ALIA

Not until you tell them both who I really
am.

REVEREND MOTHER

(strained speech void of
emotion)

Alia... daughter of the Duke Leto the Just and
the Royal Lady Jessica.

ALIA

Yes?... Go on....

REVEREND MOTHER

Sister of Paul Muad'Dib.

The Reverend Mother slumps. The Baron's mouth flies open. The Emperor's face goes pale, his lips tremble.

EMPEROR

(inner voice)

Paul's sister... Paul is Muad'Dib?!

He turns quickly and looks at the two Guild agents present in the room. They stare at him icily. Alia smiles happily.

268. EXT. SHIELD WALL - ARRAKEEN - DAY

Paul smiles.

PAUL
 (laughs) (to Gurney and
 Stilgar)
 Alia keeps pace with the storm.

Gurney and Stilgar don't understand. Suddenly enormous dust clouds and LIGHTNING sweep up over the Shield Wall.

PAUL
 Gurney, take it out!

Gurney gives a hand signal and TWENTY EXPLOSIONS of hydrogen bomb intensity go off in a row, cutting a huge gorge through the width of the massive Shield Wall.

269. EXT. ARRAKEEN - DAY

As the EXPLOSIONS go off, a WIND howls, destroying much of Arrakeen and covering the rest with tons of sand. Sand rips at the Palace and the Emperor's ship.

270. INT. STEEL TENT - EMPEROR'S SPACE SHIP - DAY

Alia smiles as they HEAR the tremendous roaring, atomic screams of the explosions.

ALIA
 My brother is coming... with many Fremen warriors.

EMPEROR
 He will meet one million, five hundred thousand Sardaukar warriors.

ALIA
 I believe my brother brings five million.

The Emperor moves back aghast. A Sardaukar rushes in.

SARDAUKAR #3
 The shield is gone.

EMPEROR
 Impossible!

ALIA
Not impossible. I told you... He is here now.

EMPEROR
 (to his officers)
 Release the Sardaukar. Baron... give this little abomination to the storm.

271. EXT. SHIELD WALL - ARRAKEEN - DAY

Paul turns.

PAUL
(inner voice)
For you, father.

272. INT. STEEL TENT - EMPEROR'S SPACE SHIP - DAY

Alia feigns fear and backs toward the Baron's pudgy hands.

BARON
I have her, Majesty!

Alia turns to him -- still smiling. With a flash of her hand she reaches out and swipes at the Baron's face. He CRIES OUT in pain, thrusts her away and doubles over, his eyes bulging out. Alia shows him the tiny needle she holds in her hand.

ALIA
Meet the Atreides gom jabbar!

BARON
You... Atreides...

He collapses. His suspensors hold him floating inches off the floor. His face is turning dark grey blue and his tongue swells in his death throes. Suddenly the wall behind them is completely blown away by a blast.

SARDAUKAR #4
Majesty! Into the ship!

The Emperor moves quickly away with the dazed Reverend Mother and the others, but he continues to stare in fear at the smiling eyes of Alia. A door is shut suddenly and Alia is alone. She pulls out her crysknife and with a blood-curdling CRY she leaps out to join the battle.

273. EXT. SHIELD WALL - ARRAKEEN - DAY

Worms, each with hundreds of Fremmen on them, come slithering through the newly-formed canyon in the Shield Wall. The storm is howling and blowing with horrifying intensity.

274. EXT. ARRAKEEN - DAY

As the worms enter the Arrakeen basin they meet the Sardaukar. The Sardaukar don't have a chance -- the worms suck them up by the hundreds. The Fremmen up on the worms' backs fire weapons, killing the few Sardaukar the worms leave behind.

275. EXT. LANDING FIELD - ARRAKEEN - DAY

The space ships which were recently airborne are now crashing because of the storm.

276. EXT. LANDING FIELD - ARRAKEEN - DAY

Alia moves among dying Sardaukar and cuts their throats.

277. EXT. STEEL TENT - LANDING FIELD - ARRAKEEN - DAY

A thousand Fremmen battle Sardaukar outside the Emperor's tent. They soon overpower them and rush into the giant steel structure.

278. EXT. LANDING FIELD - ARRAKEEN - DAY

The entire airfield is now filled with wild worms, Fremmen, and dead or dying Sardaukar.

279. INT. EMPEROR'S SPACE SHIP - DAY

The Emperor stands in a very dark room looking out on a vast dark sea of destruction. There is a horrible rumbling from his broken space ship. In the half light we see a beautiful girl. She turns to the Emperor.

IRULAN

Father?... What will you do?

DISSOLVE TO:

280. EXT. LANDING FIELD - ARRAKEEN - DAY

The battle and the storm are over. Fremmen warriors surround the Palace.

281. INT. GREAT HALL - ARRAKEEN PALACE - DAY

Paul enters the Palace hall and the first thing he sees is an ominous sign indeed... the giant bull's head.

GURNEY

I remember the day we first came here... I didn't like it then... I like it less now.

PAUL stares at Chani tenderly. A wind MOANS through the Palace. His eyes turn to Jessica.

JESSICA

(whispering)

What are you bringing?

PAUL

Watch.

Paul turns. Gurney and several guards bring in the Emperor, Irulan, the Reverend Mother, Sardaukar generals, Guildsmen, Feyd and Thufir. The Fedaykin and Fremen troops line the walls.

Paul moves to the group surrounding the Emperor. His eyes meet Feyd's -- Feyd gives him an evil smile.

Paul turns and looks at the Emperor, who stares back defiantly. Paul moves his gaze to Irulan, who lowers her eyes.

PAUL

This is the beginning of it, mother.... She is the key.

The Emperor's eyes flare. Jessica looks at Chani, who is confused and hurt.

PAUL

Gurney... I see Thufir Hawat among the captives. That will never do. Let him stand free.

Gurney, smiling sadly, makes a gesture to Thufir, who looks very old and bewildered. His rheumy eyes peer at Paul as they come face to face. The Emperor seems strangely tense at this moment. Paul notices this. He looks to one of Thufir's trembling hands.

PAUL (CONT'D)

(inner voice)

A gom jabbar in his hand.

(out loud)

In payment of the many years of service to my family, you may now ask of me anything you wish. Hear me. Anything at all.

(quietly)

Do you need my life now, Thufir?

He turns his back on him, facing the bull above the mantle.

PAUL (CONT'D)

(quiet)

It is yours.

Thufir's eyes grow sad and wide. He looks to Jessica.

THUFIR

Lady Jessica, I but learned this day how I've wronged you in my thoughts. You needn't forgive. M'lord...

PAUL

I mean this, Thufir. If you're to strike, do it now.

THUFIR

I will.

Thufir's hand rises, as Jessica gasps, but the old Mentat swipes his own arm with the needle. Paul turns and catches him as he sags. Thufir manages to hold the needle up to the Emperor.

THUFIR (CONT'D)

Did you think for one moment that I would fail my Duke twice?

His head lolls back and he looks up to Paul urgently.

THUFIR (CONT'D)

Your signet... you signet, my lord.

Paul holds it to his lips which barely possess the strength to kiss it. Then his face spreads into a weary smile.

THUFIR (CONT'D)

Three... generations... of you...

His breath escapes him and he is dead.

PAUL

(to the guards)

Carry this noble Atreides warrior away. Do him all honor.

The guards do as they are instructed.

PAUL

Emperor Shaddam IV... there is a Guild Heighliner above us containing many of the Great Houses of the Landsraad.... SEND THEM HOME!

EMPEROR

How dare you speak to...

GUILDSMAN #2

Stop your speaking!!

More Guildsmen come in now and group around the original two. Some tanked Guildsmen follow in looking around. Paul turns to them... pauses.

PAUL

(to the Guildsmen)

You have some idea of what I would do but I will tell it to one who has never been seen... one who hides deep in the Heighliner control rooms. He deserves to hear it first.

GUILDSMAN #2

(fear)

No!

Paul smiles as we move closer and closer to him.

282. INT. CONTROL ROOM - HEIGHLINER - SPACE

Suddenly we are in the Heighliner control room, near the floor in the chemical spills. We move up into the orange gas. The Third Stage Navigators present here start MOANING and SHRIEKING. They swim off and cower in a corner. We move higher. THUNDERING begins to shake the Heighliner and the moaning grows louder.

PAUL (V.O.)

Where are you.... Let me see you or there will be no spice.

We move into very thick gas and there is a ROARING of gas through heavy gigantic pipes. Suddenly we see the Fourth Stage Navigator. He is five hundred feet long. Pasty white. The head of a Third Stage Navigator... the body of a white worm.

PAUL (V.O.)

There...

The Fourth Stage Navigator MOANS horribly and his body swishes. Pipes wrench apart. gas spews and EXPLODES out.

PAUL (V.O.) (CONT'D)

You know what I'm about to say is true.... I have the power to destroy the spice forever.

The MOAN is now overpowering and the pipes shooting gas into the mouth bend and break out and tons of heavy tubing begin to sag and fall the two thousand feet to the floor below. The giant Navigator MOANS again and flips violently.

283. INT. GREAT HALL - ARRAKEEN PALACE - DAY

The Guildsmen in the room are MOANING and SCREAMING and swarming out the doorway -- disappearing. The Emperor and all are amazed and frightened. There is a long hush. The old Reverend Mother then turns and glares at Jessica.

REVEREND MOTHER

I don't think I can find it in my heart to forgive you, Jessica, for this...

PAUL

You've never had the right or cause to forgive my mother for anything.

(he turns to Jessica)

I too misjudged my mother... it's plain that some part of her has known what had to be for a long time.

The old Reverend Mother stares at Paul.

PAUL (CONT'D)

Don't try your tricks on me. Try looking into that place where you dare not look. You'll find me there staring out at you!! You Bene Gesserit have waited ninety generations to produce the one person your schemes required. You now know that person has been produced. Here I stand. But... I will never do your bidding.

REVEREND MOTHER

Jessica, stop him!

JESSICA

Stop him yourself.

PAUL

I'll give you one thing. You saw part of what the race needs in the beginning. In time you perverted the truth. You sought to control human breeding and intermix a select few according to your selfish master plan. How little you understand.

REVEREND MOTHER

You mustn't speak of...

PAUL

(using The Voice)

SILENCE!

The old woman is shot backwards by the power of this shout. Her breath is knocked out of her.

PAUL (CONT'D)

I remember your gom jabbar, now you remember mine. I can kill with a word.

A Fedaykin stands forward and recites from prophecy.

FEDAYKIN #1

...and his word shall carry death eternal to those who stand against the righteous.

Feyd hears this and is angered.

FEYD

The righteous!

PAUL

(to Emperor)

There is a Harkonnen among you. You have promise of protection. But I wish to know if he is officially with you or if he is hiding behind a technicality out of cowardice.

FEYD

You call me coward while you hide among your women.

GURNEY

Let me, please, my lord.

CHANI

Muad'Dib need not do this thing.

PAUL

But the Duke Paul must.

GURNEY

This is a Harkonnen animal...

JESSICA

Gurney... He's like his father in this mood.... Let him be.

EMPEROR

If Feyd wishes it, he may meet you with my blade in his hand.

FEYD

(elated)

I wish it.

PAUL

You've overconfident. There's a natural advantage I can accept. The Emperor's blade!

A Fedaykin goes to Paul with the blade.

PAUL (CONT'D)

On the floor there.

The Fedaykin puts it on the floor.

PAUL (CONT'D)

Now, clear everyone back against the wall and let the Harkonnen stand forth.

CHANI

Paul!...

GURNEY

My lord...

PAUL

Enough!

(to Feyd)

May thy knife chip and shatter.

Feyd takes up the Emperor's blade with a smile. Paul takes out his crysknife. They begin to circle each other.

FEYD

How beautifully you dance.

PAUL

(inner voice)

He's a talker. There's another weakness.
He'll grow uneasy in the face of silence.

FEYD

Maybe you would like the Truthsayer to
prepare your spirit for its journey?

Paul smiles, circling still. Suddenly, Feyd leaps, his blade jabbing savagely outward, but Paul easily evades it, moving away. They begin to circle again.

FEYD (CONT'D)

Does an Atreides run, or stand and fight?
Your pretty dance prolongs your life... for
a few moments, anyway.

He makes another pass at Paul that comes dangerous close, but again, Paul is away, a smile frozen on his face.

FEYD (CONT'D)

Oh, come, why prolong the inevitable? Why
don't you speak? Ah, you just smile. Tell
me, has your study yielded anything?

Paul breaks his silence.

PAUL

You lead with your right hip. A gom jabbar
in your girdle, perhaps?

FEYD smiles. He lashes out, and Paul is slow, receiving a small slash on his wrist. Feyd LAUGHS in triumph. Paul looks to the Emperor, who smiles.

PAUL (CONT'D)

(inner voice)

Such elation at so small a scratch. Could
the Emperor have poisoned his blade? I feel
it! A soporific. They don't know that I
can now neutralize all poisons.

FEYD

(whispering)

Just enough to slow the muscles.

Feyd leaps forward jabbing, his right hip also thrust forward. Yet Paul, although a little slowly, again reels away. Again, Feyd thrusts.

FEYD (CONT'D)

You see, you were slower that time!

This time Paul jabs with his crysknife, but Feyd moves away effortlessly.

FEYD (CONT'D)

Yes! Definitely slower.

FEDAYKIN #2

Muad'Dib!

PAUL

Stay back!

GURNEY

My lord!

A frightened CRY escapes Chani.

FEYD

(smiling)

Who is the little one? A pet, perhaps?

Will she deserve my special attentions?

Irulan looks over to Chani, an uncomfortable curiosity in her eyes. Paul jabs out, his crysknife slashing. Feyd grabs his arm, and Paul his, the two men locked in a straining clinch. Feyd presses his right hip closer and closer to Paul's body. Paul strains to keep it away. Suddenly, the gom jabbar flips out of Feyd's girdle, but on the left side, and he lunges powerfully with it at Paul, who just barely misses taking it in his skin. He throws Feyd back, but not before Feyd's feet strike out, sending Paul to the floor. Feyd leaps onto him.

PAUL

(inner voice)

Treachery within treachery within treachery.

FEYD

(whispering)

Ah, you see it now. It's your death. It'll stop your muscles. My blade will finish you. There'll never be a trace left to detect. You're slowing....

Suddenly, Paul, with lightning swiftness, undulled by the drug, pushes Feyd up and over. He is on top of him in a flash.

FEYD (CONT'D)

(frightened now)

You... you...

Paul's crysknife flashes up, thrusting upward through Feyd's jaw. Feyd's mouth opens as the knife continues up through his tongue and through to his brain. Feyd's eyes go wild, then glaze over as he jerks dead on the floor. Paul slowly gets to his feet, breathing heavily. Anger still seething in him, Paul issues a SOUND -- a loud, horrible, powerful sound, and Feyd's internal organs rupture and the stone floor under him cracks open. The Fedaykin smile.

FEDAYKIN #3

(inner voice)

Usul no longer needs the weirding module.

Everyone stares in disbelief. Paul looks to the Emperor.

PAUL

I will tell you now how it will be. Irulan shall be my wife, opening the way for an Atreides to take the throne.

EMPEROR

I sit on the throne!!

PAUL

You will sit a throne on Selusa Secundus, your prison planet. Either that or you will die.

The Emperor is still. Paul moves to Chani.

PAUL (CONT'D)

(to Chani)

The Princess will have no more of me than my name... no child of mine or touch nor softness of glance... nor instant of desire.... This is my promise to you...

(whispering)

...my love.

Paul turns back to the others.

Jessica turns to Chani and whispers to her.

JESSICA

Chani... think on it... We who carry the name of concubine... history will call us wives.

Paul suddenly looks up.

PAUL

The Fremmen have the word of Muad'Dib. They will have their Holy War to cleanse the Universe... they will have Arrakis... Dune... their planet. There will be flowing water here open to the sky and rich green oases. For the spice there will always be some desert. There will be fierce winds and trials to toughen men. We Fremmen have a saying...

(he stares at the

Reverend Mother)

"God created Arrakis to train the faithful."
One cannot go against the word of God.

Everyone in the room stares at him soundlessly. Alia LAUGHS out loud with joy.

ALIA
(prompting)
And how can this be?

She gives a small handsignal and the Fremmen drummers pound out three powerful hits.

ALIA (CONT'D)
Because... he is the Kwisatz Haderach!

We Move through Paul's glowing blue eyes into beautiful blue luminescent light.

A gigantic WIND arises, and suddenly appearing in the blue light is an ocean of light rolling like gold glass off into the infinite.