

SCARLET HALO
Series concept
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by Sarah Kuhn and Javier Grillo-Marxuach

INTRO

JAVI: There are two reasons why, in my teenage years, I did everything I could to sneak into movie theaters and watch R-rated fantasy movies like *Excalibur*, *Conan the Barbarian*, and *The Sword and The Sorcerer*. Boobs and blood.

SARAH: And as a precocious tween, I learned everything I needed to know about sex – and how to sling a broadsword – from thick fantasy paperbacks with dragons on the cover.

AND SWITCHING OFF FROM HERE...

JAVI: Let's not kid ourselves, an entire generation was inspired by the heroism and horniness of these wild, epic sword and sorcery tales... but the majority of these stories starred and were pitched exclusively to a single demographic: heterosexual white men. Suburban boys and their dads. Both of us grew up loving these stories. Neither of us ever saw ourselves as the hero.

SARAH: If *Game of Thrones* taught us anything, it is that the world still wants bloody, thirsty fantasy... but the target audience is more diverse than ever, and many of us (women, people of color, queer people) – still haven't seen ourselves in these adventures as the main character.

And when you don't see yourself reflected authentically onscreen, it's easy to believe that you don't matter. That you are disposable. That you will never truly be seen.

All the characters in *Scarlet Halo* have, in some way, never truly been seen – they all think of themselves as disposable. Their inner, character-driven quest is about learning they are important, that they matter – which perfectly reflects the journey of those of us who haven't been represented much in these types of adventures.

We're tired of waiting for someone else to make a big, epic fantasy show for the rest of us. We want to give everyone the cathartic release of heroic adventures and bloodthirsty battles and copious nudity through a modern lens - with an empowered attitude in which sex is not a weapon or a threat, but an expression of joy.

All of this will be rooted in our characters' journeys – and through that, we hope to send the revolutionary message that everyone can be a hero – or a heroine.

THE FORMAT

JAVI: *Scarlet Halo* will be a half hour serialized drama like *The Mandalorian...* and like *The Mandalorian*, we will be telling the story of a lone warrior – in our case, a woman – who finds redemption through a strange relationship with a very unlikely companion. (And as far as that companion goes – we've added a little twist to make our story truly grounded and modern... which we'll tell you about in just a bit.)

We want to create something that's like nothing you've seen before, and our production partner, Trioscope Studios, makes it possible for us to say that and mean it. Our show isn't live action, or animation, it's a state-of-the-art hybrid of the two.

Trioscope allows us to film actors on a green screen, directly use their performances as the underpinnings of enhanced characters, and place them into animated environments. Imagine the technique used in Richard Linklater's *A Scanner Darkly* and *Waking Life*, or the Amazon series *Undone*, used to render a universe as vast as *Star Wars*. Real actors, giving real performances and epic animation – blended into a heavily stylized whole.

What this production method provides is three-fold. First: the ability to shoot in a controlled, COVID-friendly environment. Second: Trioscope can deliver the scale of *Game of Thrones* wedded to the infinite possibilities of *Star Wars* for a third of the price. Third, and most important: we can deliver the emotional immediacy of live performance with the unlimited imagination of animation.

This format will empower us to tell the thrilling adventures of an ass-kicking warrior woman with a revolutionary look that truly stands out, and a tone that will be uniquely our own...

THE TONE

SARAH: We want to send our heroine on a mythical quest with massive stakes... melded with the wild, anarchic, joyful spirit of *Birds of Prey*, or *Thor: Ragnarok* (if Valkyrie was the star).

We will take our heroine's journey with the Shakespearean seriousness it deserves... but, let's not kid ourselves, the world of swords and magic is kind of ridiculous – and ridiculously misogynistic – and we want to push the envelope and

turn these tropes and conventions on their ear so our story feels current and cutting edge. We also want to have major fun with these tropes – our show will be joyous and funny and surprising in all the best ways. In our opinion, showing marginalized characters having a good time is one of the most truly revolutionary things you can do.

In other words, we want our band of heroes to be the gleefully punk rock version of *The Fellowship of the Ring*.

THE WORLD

JAVI: *Scarlet Halo* will take place in a galaxy that is equal parts sci-fi and fantasy, and will blend savagery with superscience and sorcery.

We want it all: magic wands and lasers, dragons and demons, horses and hovercycles - things that glow from science, and things that glow from sorcery, and planets full of new civilizations, aliens, monsters, and fantastical cities.

To create a world that is both fantasy and sci-fi, we will be adventurous in our use of color and design, defiant in the diversity of our cast and world building, and audacious in every way we can be... it will be like being plunged into a moving-image version of a mad wizard's runaway brain.

But the grounding element in all of this will be character - we want the audience to love and relate to our formidable warrior woman, the unlikely sidekick who jump-starts her quest, and the rag-tag band of adventurers who join them for a journey beyond imagination.

So let's talk about our characters. We will say this up front: they are all joyfully pansexual! (Or will realize they are by the end of the first season.)

THE CHARACTERS

SARAH: HALO, THE NOBLE WARRIOR - (30s): Imagine a modern interpretation of a classic sword and sorcery valkyrie – Xena meets Tessa Thompson in *Thor: Ragnarok*, an instant icon with a modern twist – we see her as a mixed race woman of color.

And we want to explore who she is underneath all that. Because female heroes who are this kind of icon are often either served up as pure sex objects or put on an impossible “strong woman” pedestal – never allowed to be messy and authentic and complicated.

Halo is all of those things.

All her life, she's trained to be a great warrior, destined to join the celebrated ranks of the Talons of Demora, an order of heroic paladins that protects the galaxy. This path has always felt like the one she's supposed to take – Halo's mother, Tempest, was a revered warrior, the most legendary of the Talons. Years ago, Tempest perished during one of the most brutal battles the Talons ever faced, heroically sacrificing herself to save her people. Halo has always struggled to live up to her mother's legend, and has learned that projecting that sense of iconic amazingness means never letting anyone see you sweat, keeping all those messy emotions inside. She's stoic, steely, and a woman of few words – she perhaps comes off as a bit of an endearing-yet-badass Vulcan.

JAVI: When her people are massacred by the evil warlord Margor of Hardtide, she feels completely lost – what is a dutiful soldier with no mission, no leader? After Demora, the patron saint of the Talons, sends her to defeat Margor, Halo has a mission once more – she's still following orders, still going by the playbook, still holding all her feelings in. Doing what she thinks she's supposed to do and trying to live up to her mother's legacy.

But as she assembles her rag-tag band of messed-up losers, Halo discovers that these people are looking to her for more – for leadership. And when Margor proves to be unlike any evil she's ever faced before, she realizes she has to throw out the rules and the long shadow cast by her mother – to look within and find that passion that's uniquely her own. Because ultimately, Halo doesn't want to simply give her team orders – she wants to help them become the warriors they are meant to be. Halo goes from being a dutiful soldier to a wounded warrior...to a true leader. And while she remains an endearing-yet-badass Vulcan, she learns how to let her emotions fuel her rather than shoving them down, to break the rules and break free of her mother's shadow – so she can lead with her own fire.

SARAH: SCARLET MORITA, THE HUMAN CHAOS PRINCESS – (20s): And who's the best sidekick and sister-in-arms for this steely warrior? Here's our twist: she's a party girl from Laguna Beach.

Scarlet is a modern Japanese American Earth woman from 2021 and Halo's polar opposite – Scarlet doesn't follow rules, she bends them to her will. She is a hot mess, a flaming disaster... and somehow, against all odds, she makes it work.

A college drop-out and part-time bartender, Scarlet prides herself on being the best at what she does: drinking, partying, and fucking. No one knows how to get out of a jam like Scarlet, and there have been a lot of jams – her floundering finances, her string of passionate flings, and her complete inability to get her life together.

All her fleabag bravado hides deep scars: Scarlet was her elderly parents' "jiko" (that means "accident" in Japanese, or sometimes just "trouble"), a surprise baby, and has never been able to measure up to her three successful older brothers – she is an afterthought in her own family, and her own life. And since pop culture, society, and her brothers have fed her a steady diet of ideas about women of color being disposable sidekicks – and of Asian American women being submissive, dehumanized sex dolls with no agency of their own – she's never really seen herself as someone who could ever be worthy of anything: not respect, not love, and certainly not being a hero. Yes, the world needs to see Scarlet as more – but she needs to see herself that way too. This mirrors the complicated journey that many Asian American women living through the current moment in our world are experiencing – including myself.

When she's dropped into Halo's world, Scarlet is forced to go on a quest like nothing she's ever experienced – and she'll discover that so many of the things she (and basically everyone around her) have always thought of as fatal flaws – her "big" personality, her tenacious ability to find a way out of any situation, her terrifying bar fight scrappiness – are exactly what make her powerful, worthy – and yes, heroic. Scarlet's spent her whole life thinking of herself as an accident, a mistake, a blight on her family and society in general. She initially thinks there's no way she could be a hero – but she'll soon see that that potential has been within her all along, that your own "worthiness" is not something that should be determined by anyone but you.

She and Halo will develop a true bond, realizing that they complement each other perfectly – Halo needs to break out of her box and Scarlet needs to take herself as seriously as Halo takes everything.

ISIADORA VREENAX, THE DEPRESSED SORCERESS – (40s): Once upon a time, Isiadora Vreenax was the Chosen One, the most powerful sorcerer her home planet of Kyrraxia had ever seen... but now she's a near-catatonic husk of the woman she was.

Isiadora used her spell-casting prowess to confront the forces of evil who cursed her world and plunged it into the Forever Darkness, where it was always nighttime, relentlessly dark. Only her spell worked too well... the planet was suddenly in the Forever Light and it was always day, with no relief from the relentless sun. Her homeworld shriveled and dried up and Isiadora's people have suffered ever since. Now she's a deeply traumatized pariah who spends her days in hiding. Isiadora truly believes that, at the core, she is an irredeemable villain. Her only remaining quest is finding a way to die – a challenge, since her people are immortal.

But Halo needs a sorcerer to defeat Margor, and she must get Isiadora to see that she can still be a hero, if she can only forgive herself. Halo and Isiadora bond over the shared trauma of losing their people, leading to a tender romance between these two warriors. Through her new friends, Isiadora will learn that choosing life can be the bravest thing someone can do.

JAVI: BROK, THE WHOLESOME HIMBO - (late 20s/early 30s): With his square jaw, chiseled biceps, and ten-pack abs, Brok looks exactly like the Conan the Barbarian type that usually stars in this kind of show. But although he is our tank, our ass-kicker... his actual personality is more akin to a big, drooly golden retriever. Pure kindness is his superpower – and naturally, Scarlet responds to his Channing Tatum-esque aura by dubbing him “Tragic Mike.” In other words, our version of Conan is always getting you a blanket and a hot tea post-battle.

Like Isiadora, Brok is a washed-up Chosen One, but he’s kinda cheerful about it. After successfully defeating Molmari, a dragon-like monster the size of a shopping mall, Brok was celebrated. Bards composed songs, fruit platters were delivered, he got his very own castle. And yet, he found himself yearning for something more. Because Brok is the sweetest, sunniest, most wholesome people-pleaser you can imagine, he ended up becoming the star attraction of a local brothel, where he cheerfully pleasures beings of all genders and species. He loves his work, but sometimes he feels empty inside and can’t figure out why. What he doesn’t quite realize is just how lonely he is.

When our band of adventurers comes together, Brok will finally realize what’s been missing from his life all along – a family. True friends who love him for who he is rather than idealizing him while holding him at a distance, or projecting their own desires onto him. And he’ll be the one who recognizes the importance of this and fights like hell to keep the family together – he’s the connective tissue of the group.

ZAF, THE PEACEFUL HOLY PERSON - (early 20s): Zaf is non-binary and uses the pronouns they/them. They were fated from birth to become High Priestex of La’ku – the most serene, peaceful, beautiful planet in the galaxy. Zaf's driving purpose is to watch over their people.

Unfortunately for Zaf, they've been too good at being a holy person: their planet is so peaceful and perfect that their people have become complacent – there’s nothing to fight for, no real purpose to life, and the passion that once burned so bright among the La’ku species has dimmed to nothing. Which means (among other things) that none of them are fucking and the whole species is dying out.

So Zaf decides to take matters into their own hands – they sneak off-world to explore the galaxy, hoping to find something that

will ensure the continuation of La'ku. Zaf's relentless sense of calm, peace, and ability to find hope in the darkest of places is both charming and annoying to everyone else in this party – how can they still believe in anything when everything is so awful?

Zaf comes into this quest a naive child – and is forced to grow up along the way. But their new friends help Zaf realize that in such a dark, dangerous galaxy, Zaf's ability to find hope and light is vital.

SEASON ONE – PILOT AND SEASON STORY

SARAH: PILOT - Our journey begins with HALO on the beautiful world of DEMORA – a large, rainbow-hued asteroid that serves as the central training base of the TALONS OF DEMORA, an order of heroic paladins that protects the galaxy from evil. The Talons are made up of representatives from a variety of intergalactic species who have sworn a sacred oath (and are a bit like the Jedi before everything went to shit). Halo's mother, TEMPEST, was the most legendary of the Talons.

On Demora, Halo girds herself for her first big battle – this is what she's trained for all her life, and even though she doesn't know if she can ever live up to her mother's heroic memory, she feels ready for this moment. She practices a few daring, dazzling moves with her GLOWING BULLWHIP (the trademark weapon of the Talons, which slices through the air with magic, power, and purpose) – and is quickly admonished by the Talons' leader, who reminds her that the bullwhip must be wielded a certain way – the very precise, methodical way her mother wielded it, a revered practice that has been passed down to all the Talons.

Halo, always the good soldier, complies and touches the NECKLACE at her throat – a claw-like talon holding a small crystal. This was her mother's magical talisman, the one that guided her through so many of her most heroic battles. Halo doesn't know exactly how to use the talisman – with her dying breath, her mother simply told her: "You will know when it is truly yours." Halo tries to trust in this, even though she has never felt worthy of her mother's legacy.

Halo also draws strength from her Qaiso – the Talons train and fight with a Qaiso or counterpart. Your Qaiso is greater than a soulmate, spouse, life partner, or fuck buddy. Without their Qaiso, a Talon is incomplete.

Halo and her Qaiso – a beautiful man named SEEON – follow their leaders through the capitol's FARWAY portal, located right outside the massive castle where the Talons live and train. Farways are how we will handle trans-planetary travel in this series: they are magical portals from one world to another. All cities and major landmarks in our galaxy have a Farway portal.

The Talons land on a planet besieged by a gang of mercenary RAIDERS – the battle is brutal, bloody, and hard-won, and Halo and Seeon cheer as the leader of the Talons wields his glowing bullwhip to deliver the death blow to the commanding Raider.

The Talons transport themselves back to Demora and celebrate (as they usually do) with a huge orgy in the castle, during which we see Halo and Seeon's intimate bond – Halo actually lets her guard down for a moment, elated that her first battle as a Talon was a triumph, and we see some of the joy and tenderness underneath her stoic facade...

JAVI: Until the planet is hit by a surprise attack from an invading army led by an imposing Battle-Mage named MARGOR OF HARDTIDE. Margor furthers his power by stealing the souls of his victims, and with his army, he has become nigh-invincible. He is egged on by his sidekick NAX, a vicious little creature who is constantly perched on his shoulder – like an unholy, horrifying mash-up of a monkey and a parrot. Salacious Crumb on steroids.

Margor uses his magic to literally MELT the Talons. It is genocide. Halo only survives because Seeon sacrifices himself, instinctively throwing himself on top of her – his body and armor protect her from the magic blast and conceal her from Margor. After Margor leaves in triumph, Halo desperately tries to revive Seeon, curling her shaking fingers around his armor, telling him to fight – but it's useless. All the Talons are dead. Summoning her last bits of strength, Halo barely manages to make it to the castle's Farway portal, transporting herself to a more isolated part of Demora – the site of the Talons' most precious temple.

She is the only survivor.

Halo realizes she's still clutching a broken piece of Seeon's armor in a literal death grip and - tears in her eyes - burns it in a ceremonial funeral for her people. She touches her mother's talisman, the necklace, hoping for guidance...but there's nothing. Now Halo is alone, riddled with survivor's guilt and doubt: without Seeon, the Talons, and her mother's legacy... what kind of a warrior can she be?

This is the lowest point of Halo's life thus far...

Meanwhile, on his mothership, Margor is informed that one of the Talons lives. This sends him into a vengeful fury – he believes strongly in a prophecy that he will be killed by a Talon of Demora, and he thought he'd fixed that by exterminating all of them.

But instead of mounting a massive campaign to hunt her down, Margor has a much more insidious plan to bring her to him...

On Demora, Halo stumbles into the Talons' temple, feeling her life is over, ready to die. But then, the spirit of DEMORA, the patron saint of the Talons and namesake of the planet, animates the ruin of a statue... and tells Halo that she cannot die yet. She is the only Talon to survive this massacre. There may be other Talons out there, warriors who were off on other missions during this battle – and Demora has sent out a call to find them. But until she does, it is Halo alone who must seek vengeance.

She must avenge the Talons by destroying Margor.

Demora tells Halo that Margor can only be defeated with the Misericord of Quuorta: a legendary magical weapon. Halo's mind reels: now that her Qaiso is gone and her leaders are dead, all her hopes for being a great warrior like her mother are dashed. She is convinced there is nothing she can do. Demora tells Halo that there is another who can stand with her... a new Qaiso.

But... who is it? Demora tells Halo she must journey back to the castle Farway. There she will find her answer...

SARAH: JUMP CUT TO Laguna Beach - in a jarring change of tone - where SCARLET MORITA sits at a bar, expertly flirting with a bro-dude who she's already charmed into buying her like a million drinks by affecting the cutesy, giggly, anime-inspired persona most bro-dudes expect from Asian girls and are complete suckers for.

When bro-dude asks her to watch his messenger bag while he goes to the bathroom, Scarlet ransacks it, and takes his laptop and phone... and she is just about to exit the bar when...

A FARWAY PORTAL OPENS and SWALLOWS HER.

At the same time, Halo arrives at the castle's Farway – and her necklace, her mother's talisman... LIGHTS UP! But before Halo can even process that, the Farway DEPOSITS SCARLET MORITA IN FRONT OF HER.

And as these two women stare at one another in fuckstruck astonishment - and before anything can be said or done... **END OF PILOT.**

SEASON STORY

JAVI: Episode two begins with Scarlet having a MAJOR freakout and a still traumatized Halo trying to calm her down – now this is the lowest point of Scarlet's life so far! (And that's really saying something.)

While neither woman will fully accept the reality of their situation (until later in the season), there's no choice but to

join forces in the hopes they'll find a way to complete Halo's mission and send Scarlet back to Laguna Beach.

In tracking down clues about the current location of the Misericord (which Scarlet is very skilled at, thanks to her affinity for gossip), Halo and Scarlet discover that the last person to wield the magical weapon was BROK. But when they find him, he explains he left it in the heart of MOLMARI, the shopping mall-sized dragon. And more bad news, a cult of death worshippers has taken residence inside Molmari.

As Halo breaks down this mission, she realizes she and Scarlet will not be able to accomplish it alone. They will have to build a war party to take on this quest: a powerful sorcerer, a person of faith who can heal with the touch of their hands, and at least one more warrior of incredible strength and agility – for which Brok volunteers immediately, since he's always the eager adventurer (and has nothing else to do). And thanks to the fact that he's slept with basically every species in the galaxy, Brok has some leads on other adventurers who might be just what they're looking for...

SARAH: Halo, Brok, and Scarlet find and recruit ISIADORA and ZAF. Isidora joins because she needs the Misericord – she believes it might help her finally die. Zaf joins because – after a single barroom brawl alongside scrappy, street-smart Scarlet – the passion that's been missing from their life is ignited!

Halo and Scarlet can't stop bickering... but their two wildly different points of view actually help them hatch a master plan to use brute force, sexual persuasion, and sorcery to infiltrate the Corpse of Molmari, defeat the death cultists, and steal the Misericord.

Now Halo has a team. Struggling through her trauma, she's been able to complete the first big step of her quest! She trains them the way she thinks her mother would have – as the stoic, by-the-book soldier Halo has always aspired to be: even as she starts to let her guard down with these people she's coming to care for.

After A LOT of adventure and carnage, Halo and the gang come face-to-face with Margor and his army. In the heat of battle, Halo's instincts push her to wield the whip in that daring, dazzling, unconventional way we witnessed in the opening.

And it works! Halo takes out the enemy one by one, maneuvering herself closer and closer to Margor! This is the first time she's felt like a true warrior – and her necklace, her talisman...lights up!

Meanwhile, Isidora finds herself invigorated, fighting for a cause she's come to believe in...this battle is the first time in forever that she's felt alive, watching her new friends give

it their all. Particularly Zaf, whose exuberant hope and zest for life inspire Isiadora. So much so that she rejects her secret plan to use the Misericord to kill herself, and instead throws the mighty weapon to Halo just as Halo finally moves in on Margor!

Halo plunges the Misericord into his chest, KILLING HIM.

JAVI: But our characters have precious little time to celebrate, as they soon discover that Margor is not the man: Margor is the tiny sidekick perched on the man's shoulder!

The man was a petty warlord that Margor seduced. Margor then takes over Zaf's body so he can speak through them... and before the team can process the horror of their most hopeful, innocent member becoming a vicious warlord's puppet, another legion of Margor's soldiers storms the field of battle, hands our shocked heroes their asses, and takes them captive.

Margor reveals that he, much like Halo, is the last of his kind. The rest of his people were hunted down and killed millennia ago, and he has decided to take vengeance by destroying anyone who threatens his hard-won and increasing dominance over certain sections of the galaxy.

But... a prophecy foretold he would ultimately be defeated by a Talon of Demora. Rather than take up all the time and energy hunting Halo, the only survivor of his massacre, Margor spoke to Halo as the voice of Demora in order to lead Halo right to him!

It was Margor who brought Halo and Scarlet together, knowing Scarlet would very likely get Halo killed – he searched the entire galaxy until he found the worst possible person who was also still compatible enough with Halo to be her Qaiso. It was all a set-up designed to deliver Halo on a silver platter!

Margor proceeds to steer his ship to Zaf's homeworld and DESTROYS IT. That's right, the most peaceful, verdant, and spiritual world in the galaxy... consumed by pure evil: and Margor plans on blowing up Isiadora's world, and then Brok's, and then Scarlet's. What a dick.

SARAH: Remember earlier, when we mentioned the lowest points in Halo and Scarlet's lives? Well, this is worse – here, at the mid-point of our season, Halo and Scarlet have found rock bottom. For everyone.

So everyone is thrown in Margor's dungeons to rot (except Zaf, who is still Margor's puppet) – and as if things can't get any worse, Halo discovers she's lost her precious necklace. Her mother's talisman.

Brok and Isiadora are thrown in a cell together, and a devastated Isiadora laments the loss of Zaf – she should have known better than to hope for anything. Brok tries to comfort her... and as he does, he realizes he's come to love the team as a family. This is what's been missing in his life, and he's determined to fight for it. So he takes it upon himself to initiate a rescue mission! After a jaw-droppingly violent breakout, Brok commandeers a ship and saves the rest of the team, and they take refuge in a desolate asteroid.

The downtrodden team wants to go their separate ways – but Brok begs Halo to not give up on Zaf. They cannot leave a member of their team, their family, to such an awful fate. Halo, fighting the self-doubt that's rising up again and threatening to crush her, suddenly remembers how hard she fought to revive Seeon – and realizes that she's come to feel the same way about this team as she felt about him. They are family. And she will fight like hell for them.

Reaching deep into her soul, Halo finds within herself the vision of a true leader. She remembers the moment she used the bullwhip in the heat of battle – she didn't do what she thought her mother would want, or what she thought she was supposed to do. She threw out the rulebook and listened to her own instincts.

And that's what she has to do now. Before all her team's worlds are destroyed.

JAVI: Halo gives them a rousing call to arms – she needs this team as much as they need her. And she admits that she's been going about this the wrong way: not trusting them, holding herself at a distance, and trying to force them into what she thought was the one true warrior mold instead of helping all of them embrace their best, truest selves.

Would her mother have ever admitted she'd fucked up like this? Definitely not. But Halo is not her mother. And she's going to lead her own way.

Yes, the team could view their adventure up until now as a farce, engineered by Margor. But Halo – calling up her unique insight into others – points out that all of this did have a purpose. Now they're a team, a family, and they're going to figure out how to save Zaf and all the worlds and civilizations, all the life, Margor wants to destroy.

Scarlet is the hardest to convince – even after that speech, she's still so ready to leave. Margor's revelation hurt her more than she'd like to admit, and reaffirmed the things she's heard all her life – that she is disposable, worthless. But Halo passionately argues that she cannot do this without Scarlet. They both started on this journey feeling – for different reasons – that they were unworthy. But their growing friendship has

changed both of them for the better – now they are both true warriors. And Scarlet is the fiercest among them, the one who always finds some scrappy, outside the box solution, the one who never gives up. Halo thinks... neither of them should let anyone make them feel unworthy ever again.

There is a very weighted beat of silence, everyone wondering what Scarlet is going to do. Scarlet slowly approaches Halo, as if to say good-bye... but then, she hands Halo something.

Halo's necklace.

As Halo stares at the talisman, with its now-broken chain, Scarlet explains that she found it as they were being shipped off to the dungeon. She was going to hold on to it and pawn it because that's what she would usually do – but Halo has made her see that this journey has changed her. That maybe there's a more heroic path in store for her. And in the end... she can't leave Zaf behind, either.

Halo, deeply moved, wraps her broken necklace around her wrist – a makeshift bracelet, a symbol of her forging her own path. Even if it never lights up ever again... it is finally truly hers.

And our team has found their purpose again.

SARAH: As the season draws to a close, our heroes come together in an epic final battle against Margor – only to find themselves struck down, near death. And Margor offers Scarlet the chance to return to Earth. Margor points out that if Scarlet stays... she'll die, just like the rest of the team is about to, but he will spare Earth and send her home if she surrenders. This is her only chance to live.

The Scarlet of old – selfish and convinced of her unworthiness – would have accepted this deal in a heartbeat. But as she's faced with the one thing she thought she wanted most... she realizes that what Halo said is true: she has always been worthy – and she's finally found the power in realizing that. She can't leave these people she's come to love. Scarlet turns right back around and starts beating Margor with her scrappy, human barmaid fists. She will fight for her friends – to the death. Even if it's hopeless. Because that's what fucking warriors do.

Zaf is inspired by this – they'd given up hope after being captured, Margor is just too powerful... but witnessing their friends come for them reignites their hopeful nature and belief in kindness. And so they put up a fight against Margor, trying to break free.

As Halo, hovering near death, watches Scarlet and Zaf fight so hard, stubbornly refusing to give up... she realizes her friends have truly become the warriors they were meant to be. And that

means she is finally the leader she wants to be. The cruel irony of realizing this at such a low moment should make her want to give up and accept death's embrace – but it has the exact opposite effect.

Because in this moment, Halo isn't thinking about her mother's legacy or how she's so unworthy of it – she's realizing that she and her friends are the best versions of themselves at last. And it's beautiful.

Halo lets all of these powerful emotions fuel her – she gathers her strength, lifts herself up despite her near fatal injuries, and – in an epic show of heroism – returns to battle! This inspires Brok and Isiadora to follow suit. In turn, their courage gives Zaf the extra strength they need to finally break free of Margor's hold – giving the team a way to deliver the final killing blow to Margor together! They all have truly become one another's Qaiso!

And Halo's ready to lead her friends on a new mission: to protect the galaxy from evil! She's ready to make them... the new Talons of Demora!

And her necklace/bracelet... her talisman... lights up in triumph!

Having won the day, our heroes stand united – every one of them having fulfilled their arcs through their journey together...

CONCLUSION

JAVI: And we want you to stand with them. Because while you are marveling at all that enthusiastic violence, blood, sex... we also want you to marvel at the characters.

We want you to go on this quest with them, to experience their triumphs and failures, and to delight in this band of misfits becoming a team and a family.

We want you to be swept up in the show's wild spirit of anything-goes excess... but we also want you to feel things.

We want you to cry with Scarlet when she believes she's worthless, to be endeared by Brok's longing for family, to be totally devastated when Zaf's planet is destroyed forever, to be inspired by Isiadora choosing to live. And we want you to feel every step of Halo growing from aspiring foot soldier to traumatized warrior to a true leader on a mission to save the galaxy.

SARAH: We want to create a thrilling, joyful, outrageous adventure...but with heart. Something that blends classic fantasy

tropes turned upside-down with a modern sense of agency and empowerment for our heroes.

And that is... *SCARLET HALO!*