

Beacon 23 Episode Guide

Episodes 001-016

Last episode aired Sunday May 26, 2024





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Season One

Corbenic

Season 1

Episode Number: 1

Season Episode: 1

Originally aired: Sunday November 12, 2023
Writer: Zak Penn, Allison Moore
Director: Daniel Percival
Show Stars: Lena Headey (Aster Calyx), Stephan James (Halan Kai Nelson)
Guest Stars: Natasha Mumba (Harmony), Bo Martynowska (Lilya Gashade), Stephen Root (Solomon), Wade Bogert-O'Brien (Bart / Arty / VO)
Summary: On the outskirts of space, Beacon 23 is operated by one man, who helps ships navigate the hazards of space travel. But the job becomes complicated when an unexpected visitor exposes a dark secret hidden on the beacon.



The episode opens with Halan trapped in the airlock of Beacon 23, a lighthouse in space. Halan emphatically calls out for Aster, who stands beside her AI companion, Harmony, on the other side. We see a ship pull up to Beacon 23. It latches onto the docking bay with every intent to board. However, we don't know what transpires next as the episode cuts to the story's beginning.

Earlier in the episode, Halan receives a hail, informing him of the Crest's approach. It's carrying important cargo. Ha-

lan tries to respond but notices the comms are inexplicably offline. He attempts to troubleshoot the issue. Halan informs the Crest that a ton of dark matter obstructs their path to Beacon 23. As of now, the beacon light is still white. Halan suits up and heads outside, hoping to manually change it to red to alert the Crest to the dangers awaiting them. He utilizes a crowbar to move the gears. We see the light temporarily switch to red; however, Halan loses his grip on the crowbar, and the light reverts to white.

Unfortunately, the Crest falls prey to the dark matter obstruction and explodes. Fortunately, Halan notices a sign of life — a sleeper pod. He travels to said pod and retrieves it, bringing it inside Beacon 23. Later, Aster wakes up in the lighthouse. She experiences the shock of being forced out of sleep mode. Halan brings her something to drink and reassures her that she's okay. He introduces himself as "Solomon." Thankfully, Aster reveals she was the only person aboard the Crest. Halan also gives Aster a derma patch to calm her down.

Then, Aster inhales a plate of food. She meets Bart, Halan's AI companion. Their friendly chat takes an unexpected turn when Aster informs Halan of why she was sent to Beacon 23 — to collect samples of unknown mineral deposits and isotopes. Halan released a report about a year ago, so "mission control" sent Aster to gather his findings. However, Halan claims he doesn't recall filing any report or the alert that Aster was en route. Halan's demeanor changes on a dime. He puts his foot down, claiming he won't allow Aster to take the rocks.

Next, he suggests that Aster rest for a while. You know, sleep off being asleep. After Halan gives Aster her belongings, she surreptitiously grabs a knife from the kitchen, returns to the sleeper pod and contacts Harmony. Aster asks Harmony to check any files for proof of these unknown deposits. Elsewhere, Halan seems to space out while staring at an image of an old-school lighthouse. Bart assists Aster without Halan's knowledge, showing her video footage of the real Solomon, who emerges from a pod after finding the unidentified rocks.

Unfortunately, Halan catches Aster watching the footage. He admits he's not the actual Solomon. Halan is an ex-military pilot who went AWOL. He claims the real Solomon stole his ship and departed, leaving him stranded here. Aster replies that she's merely an Interstellar Space Authority (ISA) agent who collects samples and files reports. She doesn't care about the Halan/Solomon situation.

Halan notices Aster's holding the knife at her side. She attempts to escape, but he catches her. That's when Aster stabs Halan. He puts her in a sleeper choke hold, knocking her unconscious. Later, Aster wakes up on the floor, her ankle cuff securing her so she can't flee. Then, Harmony materializes as a woman and helps Aster break free. Halan also wakes up. He notices Aster is no longer in her bed on the floor. Suddenly, he finds himself held captive as Aster traps him in the airlock.

Bart turns on Halan, claiming the latter tortured and killed Solomon. The AI was quite fond of Solomon, despite the late Beacon-keeper referring to Bart as a "rust bucket." Bart informs Aster and Harmony that Solomon took great care to conceal his discoveries. Bart didn't even know about them. Harmony asks Bart to scan the beacon again for the silicate samples.

Meanwhile, Aster tries to get more info from Halan by softening him with food. Halan is plagued with visions from his time in the military. He begs Aster to let him take a ship and leave quietly. They can put this business behind them. Aster refuses. She and Harmony notice Halan's PTSD is worsening. Aster attempts to give Halan medication to lessen his symptoms.

Then, Aster tells Halan about the time she had to quarantine for 74 days while in Sector 91. Halan has spent so much time in isolation with zero human contact. She understands what that's like. After stepping aside and chatting with Harmony about her "inspired" story of quarantining, Halan informs Aster that he remembers something. She arms herself with sweet, high-tech brass knuckles before returning to him.

Halan claims he has a list of demands that need fulfilling before he helps Aster find Solomon's mineral deposits. He wants the picker to escape Beacon 23, even though he'll undoubtedly struggle to navigate the debris field around it. Harmony informs them that they have 30 hours before reinforcements arrive. Halan shows Aster a button with the note, "Never touch." It unlocks the place where Solomon might have hidden the rock samples.

While searching the antenna silo, Halan is saddled with more PTSD-fueled visions. He races back to the airlock to decompress. Aster is hot on his heels. She grabs his hands and reassures him. Everything will be okay. She gives him a sedative patch before returning to her search. Finally, she discovers what she's been looking for — Solomon's vast collection of the unknown mineral deposit.

After Aster makes her discovery, she reunites with Halan, who hopes to escape on that picker now. However, Aster asserts she can't let him go despite their deal. Bart taunts Halan, revealing he cut Halan off from communicating with the outside world. Harsh. Next, Aster examines the deposits. She notices the luminous blue material instantly vanishes when she separates it from the rocks. Strange.

Meanwhile, an unidentified vessel flies toward Beacon 23. It's the same one from the beginning of the episode. Halan yells for Aster to free him. Aster tries to lock down the beacon and orders Bart to prepare the weapon systems. However, the ship has already latched onto their docking bay. That's too close for comfort and would damage the beacon instead of the visitor.

Aster and Harmony watch as two Wreckers board Beacon 23. More danger is afoot.

Wreckers

Season 1
Episode Number: 2
Season Episode: 2

Originally aired: Sunday November 12, 2023
Writer: Zak Penn
Director: Daniel Percival
Show Stars: Lena Headey (Aster Calyx), Stephan James (Halan Kai Nelson)
Guest Stars: Natasha Mumba (Harmony), Paulino Nunes (Battle), Marnie McPhail (Kaneddy), Jaeden Noel (Chick), Stephen Root (Solomon), Cyrus Faird (Tech Wrecker), Wade Bogert-O'Brien (Bart / Arty / VO), Dani Klupsch (Big Face)
Summary: On the heels of Aster's discovery, Wreckers force their way onboard. Looking to steal a prize, the Wreckers have been told this beacon is carrying something special. Aster's only hope for survival is to find common ground with an enemy.



The episode opens with a group of Wreckers boarding Beacon 23: Battle, Big Face, Minister Kaneddy, Chick and their resident techie. Bart warns the intruders, which they ignore. Halan tries to hide in the airlock while Aster and Harmony watch the invasion from afar.

Harmony tries to identify the Wreckers while Bart suggests they cut off the air supply in the lower levels of the beacon. Of course, this would kill Halan. We know Bart is no fan of his, though. Suddenly, the Wrecker techie locks Bart in

his memories, preventing him from taking action against the Wreckers. Harmony attempts to bring Bart back online but to no avail. Meanwhile, the techie identifies the other beings in the beacon and shows Battle, the leader, live footage of Aster and Harmony.

We learn the Wreckers had been hiding in the debris field for months and planned to raid Beacon 23 for supplies. Chick, the youngest of the group and Minister Kaneddy's son, spots Halan in the airlock. He brings Halan out, where the latter takes a beating from Big Face as Battle interrogates him. Halan strikes a deal with Battle. He'll lead them to where there's a cache of cubits. He'll give them access to the whole supply. In return, Halan wants the picker so he can leave this place. Oh, and he wants a few minutes with Aster to give her the business for holding him captive. He and Battle forge the deal with a handshake. Halan's making deals left and right today.

Battle orders Chick to watch over Halan. Kaneddy isn't a fan of Battle pushing Chick so hard. Battle believes Chick still needs to prove himself, and he'll do that when he draws blood. Next, the Wrecker techie locks Harmony out of the system. Chick watches while Halan looks for an exit through the walls that'll bring them to the cubit supply. Suddenly, Halan pushes Chick aside and escapes hastily, breaking his deal with Battle.

Then, the Wreckers watch while Halan falls through a door in the ceiling and approaches Aster. Aster blasts him with those cool high-tech brass knuckles. Halan tosses her behind the kitchen counter. The Wreckers can only see Halan's arm rise and fall behind said counter. However, he's trying everything to stop her from attacking him. Why? He wants to join forces to kick out the Wreckers. He asks Harmony to scramble the feeds so the Wreckers can't see them. She

does this as requested. At this moment, Halan also tells Aster he didn't kill Solomon despite what Bart says.

Next, our trio learns more about their visitors. Dr. Rojan Kaneddy was the Minister of Equity of the Elau Colony. The Elau Colony was a settlement in the outer ring that didn't receive much-needed supplies, leading to death and destruction. Kaneddy and her son had to escape with her son, leaving her husband and two daughters behind. Battle's real name is Timur Ondi, and he was dishonorably discharged from the military for his violent crimes. As for Big Face, her real name was Madanchi Tritujuma, a member of the mining camps in the outer ring. The techie dude boasts a cable on his body, enabling him to hack any system.

Meanwhile, Aster and Halan search for weapons to defend themselves. Halan reveals he's the weapon. A cable extends from his arm, which he hooks up to a charger. Just like charging a phone. Aster realizes he's superhuman, possessing implants in various body parts. I imagine he got the mechanical updates while serving in the military. Aster finds a weapon with a blade to her liking, arming herself with it.

Later, the Wreckers gain access to the lower levels of the beacon, where there's no gravity. Battle sends Chick to search for Halan, to Kaneddy's dismay. She doesn't want her son tracking down an ex-military superhuman. Battle gives her flak for protesting, claiming Chick must spill blood to prove he's trustworthy. Kaneddy decides to go with him while Big Face saunters off in another direction to track down Halan.

Next, the door that separates the different levels shuts behind Kaneddy and Chick. Aster wants to chat with Kaneddy but not with Battle around, hence the separation. Kaneddy persuades her son to look for something other than the cubits. Why? Because she has a feeling there's an invaluable item on this beacon. Otherwise, why would the QTA send them here? Chick argues with his mother, believing they shouldn't stray from Battle's orders. Aster reaches out to Kaneddy, hoping she'll listen. Aster can arrange for Kaneddy and Chick to get away.

However, Kaneddy finds Solomon's mineral deposits. She urges Chick to grab a bag. They can take this back to the QTA headquarters for compensation. Meanwhile, Halan is done charging. He storms out of the room and attacks Big Face with all his superhuman strength. They proceed to battle it out in the zero-g lower levels. Battle trains his weapon on Halan; however, his shots miss the latter. Finally, Halan kills Big Face. Then, he murders the Wrecker techie. A while later, Aster pulls the weird cable out of the techie, severing the connection to Beacon 23's system.

Then, Aster runs into Kaneddy and Chick. Kaneddy brandishes her gun at Aster. Aster convinces them to ditch the bag of Solomon's rocks, claiming it won't help them blackmail the QTA. Oh, and Aster's actually part of the QTA, not the ISA. So many acronyms in this show. Anyway, Aster has a better deal for them. Kaneddy orders her son to return to their ship sans the mineral deposits. While heading back to the vessel, Chick runs into Battle. Battle demands he retrieve ammo, which Chick seemingly obliges. He doesn't say anything in response.

Next, Kaneddy remarks on how terrible it was on Aster's home colony, Menelaus, which faced the same fate as Elau. Aster gives Kaneddy plenty of cubits to get her and Chick as far away from this universe as possible. Elsewhere, Halan wakes up after his fight with Big Face. He runs into Chick and Kaneddy, where he learns that part of Aster's deal with Kaneddy included Halan joining the mother-son duo on the getaway ship. Aster kept her word from the first episode — he's getting out of here. However, he refuses to go with them.

Elsewhere, Battle chases Aster through the beacon, claiming he "just wants to talk." He finds Aster standing in another room, with him on the other side of a door. He shoots at it repeatedly until the glass shatters, only for Aster to transform into Harmony. Huzzah! Meanwhile, Kaneddy and Chick argue about what transpired on Elau. Unfortunately, Chick shoots his mother, killing her. Well, he drew his first blood and committed matricide.

Then, the real Aster stabs Battle in the gut. He dies on the stairwell. We see him drop his weapon, which falls through the lower levels of the beacon, inevitably floating once it hits zero-g. Chick flees with the cubits his mother dropped once he discovers Battle is dead. He unlatches from Beacon 23's docking bay and flies away.

Meanwhile, Harmony finally gets through to Bart via the latter's memories. She pulls him back to reality, getting him online. Earlier, Halan passed out after becoming inundated with visions from his time in the military. It was seeing Solomon's rocks that triggered them. Halan wakes up and reunites with Aster, who sits beside the staircase with bloody hands. Halan plops down next to her. She figured he would've fled with Kaneddy and Chick. He claims he wants to stay

and apologizes for leaving her to fight Battle. Halan also admits that he can't be alone anymore. So, they're stuck with each other.

Why Can't We Go On as Three?

Season 1
Episode Number: 3
Season Episode: 3

Originally aired: Sunday November 19, 2023
Teleplay: Ira Steven Behr
Story: Ira Steven Behr, Richard Kahan
Director: Daniel Percival
Show Stars: Lena Headey (Aster Calyx), Stephan James (Halan Kai Nelson)
Guest Stars: Natasha Mumba (Harmony), Sandrine Holt (Coley), Wade Bogert-O'Brien (Bart / Arty / VO), Cyrus Faird (Tech Wrecker)
Summary: Aster buries her feelings as she and Halan prepare for QTA Manager Coley to arrive on the beacon. Coley immediately distrusts Halan and sees him as a threat forcing Aster to make a tough decision.



The episode opens with Halan putting the bodies of the Wreckers into body bags before they get spaced. Aster and Harmony watch him on camera. Aster believes Halan has his PTSD under control now. However, something new arises — Halan collapses when he comes into contact with Solomon's mineral deposits. Aster surmises they're inexplicably connected. Then, we hear Bart try to collect himself as Harmony reaches out to him. The Wreckers really jammed his system in the previous episode.

Once he regains his bearings, he recalls what transpired, from Halan saving Aster to our pair taking out the Wreckers. Harmony remarks on Bart's quoting of Shakespeare, to which Bart responds that Solomon taught him Shakespeare to make him sound less robotic. Bart insists he's ready to retake control of the beacon. Harmony relays his desire to Aster and Halan. The latter rejects the request, claiming he's tired of hearing Bart's voice. Harmony continues running things in Bart's place.

Next, Aster gives Halan a security ring for the beacon. Then, she shows him a puzzling mystery: the design on her necklace matches the exact pattern on the space rocks. Later, the pair head up to the top of the beacon. They get high via exposure to gravity waves. That's got to be the best view in the galaxy. Halan asks Aster about her necklace. She reveals her mom gave it to her, explaining Aster's connection to it. The conversation turns toward the photo of the man standing outside a lighthouse on Earth as the waves crash around him.

Later, Halan and Aster space the Wrecker bodies before the lights flicker off. Aster asks Harmony to remedy the issue since Bart is on silent (like a phone). They return to the top of the beacon, where they chat about missing Earth-specific weather like rain and snow. They talk about how neither trusted the other upon their first meeting. But do they trust each other now? The jury is still out on that.

Elsewhere, Harmony summons Bart, who flies toward her as he does in the premiere. He can't communicate with words, but Harmony understands him. She reminds him that Halan didn't kill Solomon. She checked the files, and the late Beacon Keeper's death was an accident. Then, Harmony asks Bart to assist with system issues. After his refusal, she bids him goodbye before vanishing. Harmony's not in the mood for Bart's temper tantrum. Meanwhile, Halan fixes the lighting problem. He also notices there's an unauthorized docking.

Suddenly, a person in a silver suit with a spiky helmet appears, taking Halan by surprise. They fight. Not gonna lie; this costume looks like something from Spirit Halloween. Anyway, Aster defuses the situation. Spiky Helmet Person removes said helmet. We see it's QTA Manager Coley.

Coley knows Halan isn't Solomon and demands to know where the late Beacon Keeper is. Aster gets Coley up to speed, reassuring her that Halan is a friend. Aster tends to Coley's wounds from her battle with Halan. Coley reveals she had no idea about the Crest crash. She also never received Aster's message about it or Halan. Aster shows Coley the space rocks. Coley realizes this will bring them quite the payday. They can deliver the mineral deposits to QTA in exchange for a hefty sum. Aster insists that's all well and good, but she promised to take Halan wherever he needs to go on the way to QTA headquarters.

Coley isn't a fan of this and doesn't trust Halan. Aster leaves the decision up to her. She vows to think about it. Halan calls Aster to show her a significant dark matter obstruction surrounding the beacon. It won't clear for at least four or five days. That means they're stuck inside. Aster urges Halan and Coley to get to know each other. Become besties! Coley asks Halan about his military career. Halan reveals he served seven tours, while Coley tells him her father was also in the military. She inquires about his presence on Beacon 23. Halan evades the question, claiming it's a "long story."

Next, Coley visits Bart. She restores his access to the beacon. Then, she asks him to dig up everything he can on Halan. Naturally, Bart obliges, but not without disclosing his well-documented hatred of Halan. Meanwhile, Halan and Aster discuss Coley's bubbly personality. He notices she's stressed. So, he gives her a massage. Of course, Coley walks in right as Halan is massaging Aster. After that, Aster insists there's nothing romantic brewing between her and Halan. Coley believes her. They cuddle on Aster's bed before Aster shows Coley the similarities between the design on her necklace and the pattern on the rocks.

Then, Coley reveals she knows Halan is a deserter. She appreciates Aster's desire to help "soldier boy," but transporting Halan to his destination is asking her to go against her orders from the QTA. That's understandable. After grabbing a bite to eat and drinking some wine, they head to the top of the beacon for a euphoria-inducing dose of gravity waves. They start making out.

Halan barges onto the top level to ask who restored Bart's access to the beacon. Coley admits she did it, poking fun at his self-serious attitude. She promises to ask him before doing something like that again. Oh, and she's agreed to take Halan with them.

Later, Coley surreptitiously looks up info on Halan. She still doesn't trust him. Meanwhile, Aster talks to Harmony about a nagging suspicion she has. She starts disassembling the sleeper pod in which she arrived. Aster spots something she doesn't like.

Next, Halan informs Aster of a ping in the system that matches his ship, which Solomon stole. That could be important. That evening, the trio has dinner together, and things get heated. Coley tells Halan that Aster is a liar before divulging to Aster what she learned about Halan. Coley asks Halan why he went AWOL. Halan claims it's "all a blur." She orders Bart to pull up the report on Halan concerning a combat mission on DX-113. Apparently, he ran, leaving his squad to die. Halan denies it.

Coley asks him to rattle off the names of his fellow soldiers. Halan gets emotional as he recites the name "Gashade," revealing they had a special connection. Then, he storms off. Aster asks Coley if she's happy. Coley merely insists she wants them to know the truth about each other.

After that awkward dinner, Aster reassures Halan that she won't leave him there. She also doesn't think he's a coward. Halan understands it might not be up to her, though, with Coley being her superior. Aster reunites with Coley to discuss the upgraded mission. According to Coley, their mission is now a "C-file." Meanwhile, Halan searches Coley's bag for something important. He dodges out of the room before Aster and Coley arrive.

Then, Aster reveals what she found in the sleeper pod — two additional oxygen canisters. Meaning the QTA set this up. They expected the Crest to explode. Coley admits that, yes, the plan was to destroy the Crest so Solomon would take Aster in. Coley insists that Aster was never in any real danger. The QTA did what it always does — stack the deck in their favor. Coley sticks a tranquilizer patch on Aster's arm to render her unconscious. Coley claims she could've done worse, i.e., ensure Aster never wakes up. However, she doesn't "have the heart." Coley grabs a blaster before making a beeline for Halan.

Speaking of, Halan finds Coley's key among her belongings. He tries to access the room Coley was in when she researched Halan. Unfortunately, he's barred access. We see a blast send him flying across the room when he tries to open the door. It knocks him out.

Aster crawls out of her quarters. She asks Harmony for help. Meanwhile, Coley points her blaster at Halan, who wakes up. After Harmony reverses the effects of the tranquilizer patch, Aster stabs Coley in the liver to protect Halan. Coley begs Aster to grab the medical patches to save her. Instead, Aster cradles Coley in her arms as the latter dies. Coley tearfully tells Aster that she loved her. She would do anything for Aster. Then, Aster puts Coley in a headlock, killing her.

God in the Machine

Season 1
Episode Number: 4
Season Episode: 4

Originally aired: Sunday November 26, 2023
Teleplay: Matthew J. Wygodny
Story: Richard Kahan
Director: Erskine Forde
Show Stars: Lena Headey (Aster Calyx), Stephan James (Halan Kai Nelson)
Guest Stars: Barbara Hershey (Sophie), Eric Lange (Milan Aleph), Wade Bogert-O'Brien (Bart / Arty / VO)
Summary: In the early days of Beacon 23's history, Sophie receives a surprise visit, forcing her AI to act.



The episode opens with Milan Aleph arriving on Beacon 23. He crackles his knuckles nervously. He orders Hope, his AI, to administer "the agent." However, she refrains from doing so, instead encouraging him to practice breathing exercises. Meanwhile, Sophie emerges from the shower. She chats with Bart. Sophie treats Bart like a child, calling him her "baby" while he refers to her as "mom." It's creepy. Bart alerts Sophie to a ship that's already docked — a maintenance vessel.

Sure enough, Milan and Sophie meet on the threshold of the airlock. She scans his credentials before allowing him access to her systems. He claims he wants to conduct manual maintenance on one system, in particular, something he didn't want to do remotely. Plus, he understands how Beacon Keepers are primarily left in isolation.

Sophie leads the way to where Milan will make repairs. He asks for access to Bart, but she claims he's "put him down" for a nap. Milan explains that AI doesn't need to sleep. They're not like humans. Sophie gets lonely on Beacon 23, though, so Bart's her whole world.

Next, Sophie leaves Milan to his work. He can't find any files on The Artifact, which is why he visited Beacon 23. He asks Hope to bring Bart back online. However, Bart won't budge without Sophie's permission. After examining a crate full of goodies that Milan brought her, Sophie inquires why Milan Aleph, the inventor behind the beacons, is posing as a maintenance worker. She and Bart theorize together.

Later, Sophie makes tea. She and Milan chat for a spell about their families. We learn Sophie has two sons, who she doesn't see often, while Milan has a daughter. He based her voice on his AI, Hope. Then, he gifts Sophie a rare material composed of fiber from 100 different star systems. Suddenly, she falls unconscious. Milan tampered with her present by adding an airborne poison. Milan declares she's disrespected his creation with her gaudy decorations before stealing her key to unlocking Bart/the control panel. He proceeds to tear down the massive, multicolored sashes adorning the space. Well, somebody has no eye for aesthetics.

Finally, Milan gets access to Bart with Sophie's key. Bart demands to know what Milan did to Sophie. Milan has the antidote; however, he claims her life will cost Bart a few memories.

Milan looks through Bart's files for information on The Artifact. He looks at a manifest of previous Beacon Keepers, including Dr. Ree Avalon, the first Beacon Keeper of Beacon 23. Unfortunately, her files on The Artifact are hidden. Elsewhere, a silver mechanical dragonfly flies

up Sophie's nostril. It is the antidote to the poison. She wakes up with a start. The best part of waking up...

Then, Sophie approaches Milan with an armful of the sashes he tore down so callously. She orders him to put them back up, but he refuses. When his cooling unit overheats, Sophie offers to fix it, revealing she has a spare. Initially, he rejects her offer before reluctantly accepting it.

As Sophie tinkers away, she asks Milan what he wants with The Artifact. He reveals he wants to harness the data to make immortality a possibility. He wants humanity to triumph over illness, famine, etc., by transforming them into AI. Bodies are fragile; why not dispose of them? Of course, this opens the floodgates for Sophie and Milan to debate the merits of immortality and artificial intelligence.

Sophie reminds Milan that he won't live to see the kind of impact he'll make on humankind. Milan dismisses this, claiming it doesn't matter. He's already the creator of the beacons and pressing on with this AI/human marriage. Then, Bart informs the pair that a ship in distress is approaching. Milan orders Bart to turn them away. However, Bart reveals the vessel won't find help elsewhere. Beacon 23 is their only hope. Sophie reassures Milan that she'll take care of it.

But when Sophie returns to the docking bay, she realizes there is no ship. Bart lied. Why? To test Milan. Now, he knows that the beacon creator is a bad person. Bart vows to kill Milan by depriving him of oxygen. Sophie insists he'll have to murder her, too. Bart claims he doesn't want to hurt his mom.

Later, Sophie reunites with Milan. She states Bart's desire to kill him and her choice to go out with him should the AI make that move. Milan doesn't understand why Sophie would risk her life for him, especially after he poisoned her. Sophie possesses a strong moral center and is too pure for this world. Milan asks Sophie to join him. They can research together as Milan searches for how to achieve immortality. She can bring her teas and sashes. She can even invite her sons. He hopes she'll keep him in check.

Morally, Sophie can't support going against nature and making humans immortal. Instead, she urges Milan to stay with her on Beacon 23. He seems convinced. Milan heads into the airlock, which is a bad idea. Bart is on a mission of vengeance. He cuts out the oxygen. Milan struggles to breathe. Then, Bart locks the door, barring Sophie from saving Milan. She stands there, helpless, crying on the other side.

Milan sees fractals of light surrounding Sophie like a giant halo. He asks Hope to "do it," which tells me he has a contingency plan. Unfortunately, he dies. Bart unlocks the door, so Sophie runs to Milan's side. She realizes he's gone.

After Sophie spaces Milan's body, she places restrictions on Bart. She's through with AI of all kinds. Bart pleads with his mom, begging her not to ignore him. Later, while cross-stitching, a man approaches Sophie. He looks like Milan, but he calls himself "Aleph." Aleph is a transcendent being who's beyond AI and humans. Aleph invites Sophie to join him as Milan did. Of course, Sophie rejects him, too. He needs her humanity to detect The Artifact since AI can't sense it. Aleph vanishes. Sophie proceeds to use her weaving loom while listening to music. Bart calls out to Sophie, his "mother," but she can't hear him.

Rocky

Season 1
Episode Number: 5
Season Episode: 5

Originally aired: Sunday December 03, 2023
Writer: Allison Moore, Dagny Atencio Looper
Director: Oz Scott
Show Stars: Lena Headey (Aster Calyx), Stephan James (Halan Kai Nelson)
Guest Stars: Natasha Mumba (Harmony), Stephen Root (Solomon), Bo Martinowska (Lilya Gashade), Wade Bogert-O'Brien (Bart / Arty / VO)
Summary: While uncovering Halan's past, Aster finds a link to the rocks that will alter both their lives.



The episode opens with Aster sitting alone after killing Coley. Halan thanks her for having his back. However, Aster believes she didn't do it solely for Halan. She's also unsure how she feels about, you know, murdering her friend/lover. After chatting with Halan for a spell, Harmony confronts Aster regarding her seeming lack of remorse.

She also encourages Aster to keep Coley's suit as it contains the footage from the late QTA manager's fight with Halan. That could be utilized as evidence. Har-

mony believes Aster can evade punishment if the latter claims it was self-defense. Aster finds a photo of her sleeping among Coley's belongings. Of course, this doesn't make matters easier.

Next, Aster accesses the footage from Halan's suit to get insight into what transpired on DX-113. Aster explains to Halan that this is possible thanks to Harmony's capabilities and Aster's ISA ranking. Halan spots Gashade in the footage. He reveals this is the last thing he recalls before his memories went fuzzy. Suddenly, Aster and Halan spot the same luminous blue substance on DX-113 as what's on Solomon's rocks. Halan appears to inhale it, which could explain his incessant hallucinations.

Then, Harmony informs the pair that the QTA is en route to Beacon 23. A representative will arrive in 14 hours. Aster's knee-jerk reaction is to run. She plans to take the mineral deposits with her. However, Harmony doesn't believe this is the best course of action. Still, while Aster leaves to grab the rocks, Halan starts hallucinating. After waking on the floor, Halan shouts for Aster, Harmony and Bart. He appears to be alone. Halan heads to the GWB, where he spots Gashade with her back turned. She claims she's here to help.

Next, Gashade kisses him. Halan is bewildered. How is she here if she's dead? At one point, Halan overhears Gashade saying something in Aster's voice. Then, Halan spots Gashade at the bar in the kitchen. She states she has something to tell him. Unfortunately, when she opens her mouth, only gibberish comes out. Halan can't understand her.

After this peculiar interaction, Halan encounters something stranger — a talking rock. Yes, the shiny blue mineral deposit has a full-on conversation with Halan. The rock claims it's "all about the rocks" and urges Halan to ask Aster about it. Harmony informs Halan regarding Aster's whereabouts. Halan returns to the GWB, only to find Aster floating outside in space.

Halan orders Bart to open the doors. At that moment, the real Harmony tells the real Aster that Halan is outside without a suit. His implants only allow him to remain out there for three minutes before he loses oxygen. Aster brings him back inside. After he wakes up in med bay,

Aster chats with him about his most intense hallucination yet. Perhaps the talking rock and Gashade are trying to tell him something important. It's all connected, like the MCU.

Next, Harmony discloses a new development regarding Halan. He has some kind of brain virus. It could've come on via exposure to the silicate. Aster insists there's a magical component to all this, but Harmony wholeheartedly believes in the science. Halan has a virus in his brain that's causing his hallucinations.

Later, Bart endeavors to provide Solomon's side of the story. He still asserts that Halan killed Solomon, which Harmony continuously disputes. Bart states that Solomon discovered and studied the mineral deposits before reporting them to QTA. This is when we see a flashback featuring Solomon himself.

We see Solomon cooking in the kitchen. He belittles and mocks Bart while chatting with the AI. After dinner, Solomon heads outside. Following that, Bart informs Solomon about an approaching vessel needing assistance. Solomon orders Bart to turn this person away. We hear it's Halan, flying toward Beacon 23 in the Amboyna. Halan claims his oxygen levels are critical and won't reach the next base. Bart pushes against Solomon's decision to reject Halan before reluctantly carrying out his wishes.

Next, Solomon exits the shower to find Halan, the man he turned away, in the beacon. He doesn't look too happy. Solomon makes dinner for Halan, which he hates. While Halan sleeps, Solomon surreptitiously extracts a few qubits to send a distress message to the QTA. Unfortunately, Halan catches him in the act. Halan deletes the message and claims he now has control of communications.

Then, Halan and Solomon head upstairs to hear Bart sounding an alarm. Bart reveals that the GWB is off, and there are two incoming ships, a supply vessel and corporate transport. If the GWB remains off, said ships will be forced to come out of FTL (faster-than-light). Halan orders Bart to turn the beacon back on — lives depend on it. He starts flipping switches and pressing buttons, which Solomon doesn't like. Bart finally tells Halan how to turn on the GWB after Halan grabs Solomon by the throat.

Once that crisis is averted, Halan leads Solomon downstairs, chaining him to a mattress on the floor. Side note: Solomon's painted nails are fab. Please let that be Stephen Root's character choice. Later, Solomon and Halan chat about the latter's past and what brought him to Beacon 23. Bart shows Halan that the AWOL soldier really went out of his way to arrive here. Why? Solomon wonders if Halan wants to steal the silicate. Those rocks are worth a fortune.

Solomon tosses his notebook at a table, knocking one of the rocks off it. The exposure to said rock causes Halan to pass out. Solomon steals the key from Halan and orchestrates his escape. Bart begs Solomon to accompany him. However, Solomon hops into Amboyna, Halan's ship, and flees. When Halan wakes up, he informs Bart that he used up the last of his oxygen to get to Beacon 23. Meaning, Solomon will die in Amboyna. Bart urges Solomon to turn back but to no avail.

Bart spews venom at Halan, vowing to make the latter's life a living hell. Thankfully, Halan knows how to restrict Bart's access and press that big red "mute" button. I don't blame him.

Later, we return to the present. Bart begs Harmony to let him send a message about Halan. Bart believes Halan deserves to be court-martialed, even though the latter didn't kill Solomon. Harmony pretends to strike a deal with Bart but pulls out of it. After learning about Halan and Solomon's story, Aster decides to depart the beacon with the mineral deposits. She plans to leave Halan behind. Aster insists that the QTA has the best medical team. Naturally, Halan is disappointed with Aster for abandoning him.

Next, Aster and Harmony say their goodbyes. Harmony cannot follow Aster since she's essentially leaving the QTA behind. Harmony is bound to the QTA. Outside Aster's quarters, Halan lays on a hammock while listening to Solomon's music. He wonders if he's hallucinating again when Harmony materializes. She whispers something in his ear. Clearly, he is seeing things. His rock pal reappears. This time, he wants Halan to do something drastic.

Halan releases all of Solomon's rocks. Harmony witnesses the rocks soar into space. There's one moment here where she claims she's being inundated with too much info. Sensory overload is real, Harm. Then, Aster and Halan return to the GWB to watch the rocks as they dance through space. They take the shape of a swirling, circular-esque entity. Halan and Aster clasp hands, both in awe of the display. Aster claims she's seen this before. We hear a child laugh. Methinks she was exposed to this as a kid.

Beacon Twenty Three

Season 1
Episode Number: 6
Season Episode: 6

Originally aired: Sunday December 10, 2023
Writer: Zak Penn, Allison Moore
Director: Oz Scott
Show Stars: Lena Headey (Aster Calyx), Stephan James (Halan Kai Nelson)
Guest Stars: Carolina Bartczak (Dr. Ree Avalon), Marc Menchaca (Keir), Eric Lange (Milan Aleph), Wade Bogert-O'Brien (Bart / Arty / VO), A.J. Simmons (Farut), Sydney Ozerov-Meyer (Grisha), Matilda Legault (Parsim), Christine Aziz (Secretary of the ISA)
Summary: Going back in time to show how the rocks first appeared on Beacon 23.



The episode opens with Keir, who poses as a maintenance worker to conduct repairs on Bart. Bart chats with Keir about a mysterious someone exploding Beacon 24. He worries the same thing will happen here. Keir reassures the AI that he's attaching protections to ensure this beacon won't succumb to the same fate. However, as Keir departs, Bart declares his knowledge of what the former actually did — attach a bomb, which Keir will detonate upon his departure.

Next, Bart reveals he knows Keir is part of an organization called The Column, predicated on the mystery of "The Relics," aka The Artifact, aka Solomon's rocks. Keir admits his curiosity about the rocks certainly made him join. Bart states that he knows their origins. He vows to tell Keir all about their backstory. Bart has 30 minutes for story time until the bomb detonates.

Let's throw it back roughly two centuries, wherein Dr. Ree Avalon arrives at the beacon as the first Beacon Keeper. She's welcomed virtually by an ISA representative and Milan Aleph's voice. This is before he became "Aleph." Avalon names our resident AI "Bartholomew" and forgoes giving him an avatar, thus establishing the beacon as a main character. Avalon decorates her space. We learn she's from a coastal community on Earth and grew up near a lighthouse. She puts up the lighthouse picture at which Halan constantly stares.

Then, Avalon sees something peculiar outside the beacon. Of course, Bart doesn't detect it (it's also worth noting that Avalon came up with the nickname "Bart"). Avalon stops at nothing to identify what she saw. She urges Bart to help her find it again.

Avalon tries to observe the beacon's exterior through various locations on said beacon, including the GWB. After finally pinpointing The Artifact, Avalon exhibits a symptom identical to what Halan was doing in last week's episode — she sleepwalks. Her sleepwalking takes on the vision of her standing outside the lighthouse on Earth as the waters rage around her. Bart wakes her up, jolting her back into reality. She notices she's preparing to do a spacewalk without a suit.

So, to Bart's dismay, Avalon dons a space suit and boards a picker. He tries to dissuade her from exploring the space phenomenon. When Avalon spots the swirling, seemingly sentient ball of energy before her, she returns to that Earth lighthouse. However, this time, she's rowing toward The Artifact in a boat on the water. Suddenly, Dr. Ree Avalon vanishes.

In the present, Bart informs Keir that he diligently searched the perimeter for Avalon and beyond. She simply disappeared. Keir realizes the rocks aren't on the beacon. Bart offers food

and beverages for Keir while he finishes his story. Keir claims he must meet his rendezvous. Unfortunately, the woman who bombed Beacon 24, Keir's partner, died in the explosion as shrapnel struck her ship.

Keir grabs beer while Bart reveals The Artifact didn't disappear and reappear at various points in time. It attempted to communicate with one Beacon 23 resident. We tumble headfirst into another flashback. This time, it's more recent. We see Grisha in the bathroom as Bart explains that, down the line, ISA allowed couples to serve as joint Beacon Keepers. However, they must not have children while on the beacon. Farut, Grisha's husband, gives Bart a shiny new apparatus to fly around.

Grisha informs Farut that she's pregnant. Bart tells the couple they must depart the beacon immediately per ISA's protocols. Either that or get an abortion. Farut readies a patch. Grisha rejects it, citing that they're scheduled to stay on the beacon for five years. Perhaps they can devise a plan to conceal their child from ISA.

Flash forward five years later. Grisha and Farut are months away from finishing their assignment. We see their daughter, Parsim, running from Bart. He's grown quite close to the little girl. While she plays with Bart, Farut and Grisha look up potential new homes. They plan to flee the beacon a few months early on a supply ship. Then, Parsim sees the same strange phenomenon that Avalon (and Farut upon their arrival) spotted.

At one point, Grisha catches Parsim sitting at a table, sketching peculiar designs while seemingly muttering gibberish. Or an alien language. Next, Farut and Grisha watch the cosmic display as The Artifact dances before their eyes. That's when Farut admits that he observed it when they moved into the beacon. Later that evening, Grisha lies in bed next to a sleeping Parsim. She's worried about her daughter. Ever since Parsim saw The Artifact, she's been acting strangely.

Farut sees this as an opportunity to secure their position in ISA. How can they be mad at their procreating when they discovered a potentially alien being? Meanwhile, Grisha chases Parsim as the latter refuses to get away from the windows. Parsim climbs, getting as close to The Artifact as she can. Then, she kicks Grisha in the face.

Grisha brings her concerns to her husband, who claims they can wait it out for a few more months. Grisha isn't sure that Parsim has a few more months. Bart admits to Keir that he did what he could to protect this family. Returning to the flashback, we see Parsim's behavior spiraling out of control. She screams and rages due to The Artifact's influence. After Grisha finally gets her daughter to sleep, Bart discloses information regarding Ree Avalon's encounter with The Artifact. She reads the incident report.

Later, Farut finds Parsim in the GWB. She watches The Artifact as it swirls before her eyes, putting on quite the light show. Parsim rattles off a string of alien words. Could she be communicating with it? When Grisha realizes that Parsim is out of bed, she takes matters into her own hands. She fires a drone to destroy The Artifact. However, her move merely breaks it into "rocks" or "relics," becoming the glowing blue alien stuff we know today.

Farut scolds his wife for firing that drone on The Artifact. The act could put them in more danger, and they've already broken a significant rule by giving birth to Parsim. They decide it's time to escape. Before they depart, Bart gives Parsim a very familiar necklace as a token of remembrance. Then, Grisha hands her daughter an ID card with her new name, which is ... wait for it ... Aster Calyx. They've all got new names now.

In the present, Keir notes that since Grisha smashed The Artifact into pieces, perhaps there are rocks all around them. He notices the approach of an ISA vessel. Bart reveals he informed the authorities as soon as Keir hailed the beacon. Keir attempts to detonate the bomb he planted on Bart but to no avail.

Bart hopes that Keir uses his jail time wisely. Perhaps he'll emerge with new ideas and dreams. Bart promises to do his part by considering Keir's words and The Column's mission.

End Transmission

Season 1
Episode Number: 7
Season Episode: 7

Originally aired:	Sunday December 17, 2023
Writer:	Richard Kahan
Director:	Greg Beeman
Show Stars:	Lena Headey (Aster Calyx), Stephan James (Halan Kai Nelson)
Guest Stars:	Natasha Mumba (Harmony), Jess Salgueiro (Saldana), Carolina Bartczak (Dr. Ree Avalon), Marc Menchaca (Keir), Stephen Root (Solomon), Barbara Hershey (Sophie), Wade Bogert-O'Brien (Bart / Arty / VO), Daniel Malik (Finch), A.J. Simmons (Farut), Sydney Ozerov-Meyer (Grisha), Matilda Legault (Parsim)
Summary:	An organization known as "The Column" arrives at Beacon 23, revealing even more about the rocks.



The episode opens with Bart, greeting Solomon as the latter arrives at Beacon 23. Solomon is rude to Bart, who's merely excited to have another human as a companion after years of solitude. This is clearly after Aster's family and Keir, the man from The Column who tried to blow up the beacon. Solomon mentions Aster's family and how her father was caught a few years back. Thankfully, Aster and her mom weren't with him. Solomon's well-aware of Bart's proclivities for appealing to humanity. After all, he aided Aster and

her family's unsanctioned departure.

So, Solomon decides to delete Bart's files, erasing the AI's memories of everyone who resided in the beacon, from Dr. Avalon to Sophie to Aster to Keir. He's a blank slate. This would explain why Bart didn't immediately recognize Aster as Parsim when she arrived.

Next, we see Aster and Halan taking turns watching The Artifact as it swirls outside the beacon. They take notes and chart its appearances. Then, Harmony reveals that Halan's ship, the Amboyna, is heading toward them. However, Harmony doesn't detect any lifeforms aboard it, much to Bart's dismay. Bart inexplicably goes hard for Solomon. Admittedly, it feels like an abuse victim championing their abuser for fear of repercussions.

Aster stands in the GWB, where she spots Parsim, her younger self. Suddenly, Aster is flooded with memories of her childhood on Beacon 23. She remembers it all. Halan finds Aster rummaging through her family's belongings, which Bart kept. Aster reveals to Halan that she was born on the beacon. It's all connected. Halan chats with Harmony about Aster's revelation. Harmony finds it all improbable. Halan, on the other hand, is more apt to believe her.

Later, Harmony and Halan learn that another vessel, an outdated one, is barreling toward them. It came out of Vega. Bart informs them that The Column, the organization Keir's part of, is highly active in Vega. The ship sends a transmission, claiming its occupants must speak with Parsim. Then, we hear Keir's voice as he calls out to Aster. Harmony's instinct is to bar the ship from docking, but Aster invites their visitors in. She finds Keir in the docking bay. He's fresh off his 10-year prison sentence, thanks to Bart. Naturally, Halan is on the defense. He gives Keir a pat down while the latter surreptitiously plants a small metal device on the side of a wall. Harmony stands in a lighthouse in space while looking focused in Beacon 23 Season 1 Episode 7, "End Transmission."

Then, Keir gives Aster and Halan beer, which Bart introduced him to a decade ago. Of course, Bart doesn't remember Keir and their frank conversation. He also doesn't recall Aster living in the beacon, even though Aster claims they were friends when she was a child.

Keir is there for The Artifact. While he chats them up, we see his companions, Saldana and Finch, secretly board the beacon thanks to the device Keir planted. This opened the airlock, allowing them to enter. They start searching for, well, something. Meanwhile, Bart learns that someone intentionally deleted his files, and it was his idol, Solomon.

Next, Saldana and Finch barge into the kitchen with guns blazing. Saldana knocks Halan unconscious while Aster shoots at Finch. Then, Keir grabs Aster by the neck to subdue her. Halan wakes up, bound to a railing, as Saldana finds his ring that unlocks pretty much everything in the lighthouse. Elsewhere, Finch finds the control panel. Remember that metal device? Its home is in a port in Finch's neck. Finch removes it, wincing, to place it in the control panel. He plans to hack the beacon's systems, effectively butting out Bart.

Finch and Saldana chat with Keir about their new pals. Keir scolds his buddies for using violence to get what they want. He was making progress with Aster. However, Saldana insists their mission can't wait. Lives are at stake, and they need The Artifact. Keir persuades them to let him work Aster. Saldana gives him one hour to produce favorable results.

Halan watches while Finch hijacks Bart, and Saldana sends an encrypted message from the Quantum Tunneler. She states that Beacon 23 is now secured and to stand by. Keir apologizes to Aster for holding her captive. Bart informs Aster that he believes he remembers something. Keir removes Aster's wrist shackles while Bart explains that a subroutine in his system can detect an absence of information. He needs access to it. Initially, Finch refuses, but he caves, removing the metal device to place it back in his neck.

Then, Bart shows pages from Aster's father's journal, where he tried to uncover the meaning of The Artifact. The problem with the rocks is that they appear and vanish with seemingly no rhyme or reason. It's challenging to chart their path or their next appearance, but Bart has an idea. He chronicles a projection of this, predicting The Artifact will return within a particular set of coordinates and within a time window — 11:59 pm to 1:58 am. Aster compliments Bart on this, echoing Keir's earlier sentiment that the AI really is a wonder.

Saldana moves to release Halan from his wrist shackles, but the latter reveals he already wriggled free of his restraints. After all, he's a soldier. More ships, potentially QTA or ISA, are en route to the beacon. Halan searches for a way out. Saldana believes he'd be a great asset to The Column. They're working around the clock to save the residents of colonies on the brink of destruction. The Artifact will help with that. Halan rejects the offer, but Saldana encourages him to think about it.

Halan encourages Aster to leave the beacon. It's time to blow this popsicle stand. Elsewhere, Harmony chats with Bart, who admits that he lied about remembering Aster's father. He just wanted to give her hope. Bart finally understands that Solomon was a bad guy. He tells Harmony he wants reparations for what happened to him. However, to act would contradict his programming.

While Keir and Saldana argue about what to do next, Finch reveals that QTA is already here. Their cutters are making a beeline toward them. Halan and Aster have a brief heart-to-heart, wherein the former decides to cut his losses and leave. Aster states she's closer to understanding herself now more than ever, especially with her childhood memories returning. When Halan reveals they'll probably die after unsuccessfully persuading her to leave with him, Aster replies, "There are worse things than dying."

Next, Halan asks Bart to open the airlock. Bart reveals he can't because of Finch's orders. Bart apologizes for his treatment of Halan. He knows Solomon was the villain, while Halan is a good person. However, Bart gives Halan hints regarding how to open the airlock manually. Halan hops into the picker and departs. Aster and Bart discuss Halan's departure while Finch and the others realize that the ambient temperature is rising. It's all Bart's doing. He also disrupts the beacon's core systems, effectively locking Finch out.

Meanwhile, Halan flies toward the Amboyna. He boards it. As the temperature rises to critical levels, Aster and Keir make their way toward the control panel. They encourage Bart to lower the temperatures and stop sabotaging the systems. Well, Bart isn't doing it to terrorize him. He's planning to end his existence. Halan boards the Amboyna, where he spots a floating (and very dead) Solomon. He transfers everything he needs from the picker to the Amboyna so he can fly

the latter.

Aster talks to Bart, hoping to convince him to save himself. Bart believes that AI must have faith in humanity. Aster pleads with him to keep that faith in her. Bart worries he'll do something terrible again. His remorse is evident. Unfortunately, Bart ends his life, removing himself from the beacon. It's as if he never existed. Elsewhere on the ship, Keir, Saldana and Finch realize that the QTA's cutters have made it past their drones. On the Amboyne, Halan finds a sample of the glowing blue silicate.

Harmony imparts some wisdom to Aster. She urges Aster to surrender. She believes that a shared belief in the facts is the connective tissue between humans and AI. It's their ... wait for it ... beacon. Aster watches Saldana, Finch and Keir as they argue before heading to the GWB. There, she watches The Artifact dance above her. Halan spots the QTA cutters moving toward the beacon. He decides to turn back and help Aster. We also see a few more ships break out of FTL, flying toward Beacon 23.

Adamantine

Season 1
Episode Number: 8
Season Episode: 8

Originally aired: Sunday December 17, 2023
Writer: Zak Penn, Ira Steven Behr
Director: Tessa Blake
Show Stars: Lena Headey (Aster Calyx), Stephan James (Halan Kai Nelson)
Guest Stars: Natasha Mumba (Harmony), Jess Salgueiro (Saldana), Marc Menchaca (Keir), Eric Lange (Milan Aleph), Daniel Malik (Finch), Matilda Legault (Parsim)
Summary: The QTA Mothership descends on Beacon 23, and Aster must make a life-or-death decision.



The episode opens with Aster, who stares at The Artifact as it swirls and dances above her. She's nonverbally communicating with it. Then, we see young Aster/Parsim wandering over to the window to look at the bright light emanating from The Artifact. She tries to talk to it. Meanwhile, Saldana asks Finch if the QTA cutters are any closer. Finch, who's jonesing for more of that substance that Saldana previously injected into his neck, responds that QTA wants to board them.

Harmony offers to help since she's QTA, but Saldana brushes her off. Saldana reluctantly decides to give Finch the substance to take the edge off, but not before Keir informs them that Aster is communing with The Artifact. Aster returns to the beacon after her sojourn in the GWB. Saldana chats her up in the kitchen. She claims that she heard lots of stories about Aster while growing up. What's that saying? Never meet your heroes, even if they're Aster Calyx.

Meanwhile, Halan protects Aster and the beacon by fighting off the QTA cutters while flying the Amboyna. It's a quick space battle, but we finally got one. Eh, it's kind of lackluster — at least Halan saved the day. Elsewhere, Keir chats talks with Aster about her connection to The Artifact. He wants to bear witness to when she unlocks the mystery. There's a message The Artifact is meant to convey. Aster is destined to interpret said message. Fun fact: Headey and Menchaca are married in real life. When Halan returns to the beacon, Saldana and Finch try to force him back on their ship. Saldana brandishes a gun at him, demanding him to fly them out of there.

Of course, Halan is a soldier through and through. He effortlessly yanks Saldana's weapon out of her hands. He suggests they see themselves out. Halan might have destroyed those cutters, but the QTA Mothership will inevitably arrive. When Halan spots Keir and asks him why he's still there, Keir asserts it's his destiny to witness whatever message The Artifact will impart.

Halan reunites with Harmony, who informs him that Bart took his own life. He wiped himself from existence. Halan looks shocked. She urges Halan to help Aster see that surrender is the only viable option. Halan agrees to disagree, claiming that he and Aster will leave this place without surrendering to QTA.

Then, we see baby Aster asking The Artifact why it stopped "singing" to her. Halan sits with Aster in the GWB. They talk about how nothing makes sense and how Saldana and the others are panicking inside the beacon. Speaking of the others, Keir declares he won't leave with Saldana and Finch. He's staying put. Saldana refuses to depart without Keir. After Keir walks away,

Saldana gets an idea. She tells Finch that they could take Aster with them. They can utilize her to negotiate with QTA if she's the key.

Harmony intrudes on the conversation, stating that "QTA doesn't negotiate with terrorists." She threatens them, claiming if they hurt a hair on Aster's head, the consequences will be severe. Meanwhile, Aster and Halan mourn Bart. Halan even claims he misses the AI with his affinity for classical music and love of Shakespeare. Aster tells Halan that he wants him to accompany her to The Artifact. They're going in it. It's the only way to get the answers they seek. Halan is skeptical.

Next, Halan attacks Saldana and Finch upon learning from Harmony that they hoped to kidnap Aster. Suddenly, Harmony and Halan spot a massive vessel moving through space. We see it's the QTA Mothership, meaning Aleph is here. Aster notices The Artifact vanish while the light from the beacon flickers. Harmony tells Halan that parsing Aleph's motivations, his reason for flying out to this particular beacon, is useless.

She also tries to persuade Aster not to put up a fight. Oh, and the memories of living on the beacon as a kid? Merely her mind showing her what she wanted to see. Ouch. Meanwhile, Saldana tends to Finch's wounds in the med bay. They flirt, which Saldana chalks up to the substance she injected in him earlier. This flirtation culminates in a kiss. Sure, Aleph, the AI overlord of all, is here, but maybe they can find a way out. The Quantum Tunneler is upstairs. They can send a message.

Keir chats with Aster about the message she'll receive from The Artifact. He claims it'll change the course of human history. He's seen what will happen to Aster, Halan and everyone else. Keir pleads with Aster to trust him. Now, Aleph, on the other hand ... he's not worth trusting. After that convo, Aster sees her younger self running down a corridor. Vines and leaves decorate the walls. She sees her present self, boasting a silky peach-colored dress. This Aster is bathed in light. Little Aster tries to talk to her. Halan approaches her from behind. He wears a comfy white sweater.

Later, Saldana and Finch sneak to the Quantum Tunneler to message The Column higher-ups. That's when they learn that the organization wants them to sacrifice themselves for the cause. They're to detonate a bomb that'll blow up the QTA Mothership. Saldana is in shock. She can't believe she dedicated her life to the cause only for that cause to snuff her out. Finch tries to see the plus side — at least they'll die together.

Then, Aleph blips onto Beacon 23. He asks Aster how she's doing. The conversation turns to Bart. We know Milan Aleph created Bart while Aleph gave birth to Harmony. Next, Aster states the obvious: since Aleph can't see The Artifact without her, he legitimately has nothing. That gives her the leverage to negotiate. Elsewhere, Keir learns about Saldana and Finch's assignment as they tinker away on an explosive. Keir attempts to dissuade them. They don't need to die for it. Saldana fires back that he never followed orders, so why should they adhere to his suggestions?

Aster demands that Aleph give Halan a full pardon. Otherwise, she won't fork over The Artifact or cooperate with QTA. Aleph claims his hands are tied if Halan's employer decides to punish him. After all, QTA must maintain a good relationship with the military. Halan watches her chat with Aleph alongside Harmony. He tells her he didn't ask Aster to fight for his life. Aster reveals she must take Halan with her when she travels inside The Artifact. Why? Because a part of him is already there. He's connected to it just as much as she is.

Halan confronts Aster when Aleph vanishes temporarily. She reassures him he'll have free will to do what he pleases once he's pardoned.

Meanwhile, Harmony traps Saldana and Finch in the airlock. Then, she starts suffocating them. They didn't think they could simply leave, did they? Aleph contacts Harmony, and they chat about the latter's knowledge of The Artifact, even though she can't see it. He feels they should connect over that soon. However, she has one more person to get rid of — Keir.

Halan finally meets Aleph. He asks the transcendent being what he gets out of being here. Why risk his life traveling to the far reaches of the universe for this? Like Keir, Aleph wants to bear witness to The Artifact's message. He still wants to carry out Milan's mission to make humans immortal. Perhaps the secret to that is concealed within The Artifact. Aleph reminds Halan that the punishment for desertion is death. Halan declares that he doesn't care about that. Aleph decides to "summon" his employer.

Next, Harmony saves Saldana and Finch. She orders them to take Keir and leave. Halan paints a future for him and Aster that doesn't involve interacting with alien rocks. They could

travel to a colony with beaches. Halan could learn to surf while Aster robs tourists. It's paradise! Halan inevitably agrees to join Aster in this Artifact-exploring adventure. He'll go anywhere with her.

Keir looks through Aster's family's belongings while Aleph reveals Harmony will join Aster and Halan. She can record their findings. Aleph will wait here for their return. They plan to stay with The Artifact for 24 hours. Aleph and Harmony vanish for a spell. Keir emerges, asking Aster about the plan. Aster reassures him that whatever they find, they'll share with humans and AI alike.

Keir states he can't let her do that. He shoots her. The blast propels her back so hard that she cracks her head on the railing. She dies. Halan cradles her and cries while blood pools out from under her. He calls out for Harmony. Then, we see young Aster with Halan. Halan gently encourages her to approach adult Aster. Adult Aster holds out her hand, which little Aster grabs. Then, baby Aster asks, "What is the message?" Of course, we don't hear it as the scene is bathed in white light.

Season Two

Godspeed

Season 2
Episode Number: 9
Season Episode: 1

Originally aired: Sunday April 07, 2024
Writer: Glen Mazzara
Director: Kevin Sullivan
Show Stars: Lena Headey (Aster Calyx), Stephan James (Halan Kai Nelson)
Guest Stars: Natasha Mumba (Harmony), Jess Salgueiro (Saldana), Marc Menchaca (Keir), Eric Lange (Milan Aleph), Daniel Malik (Finch)
Summary: Returning to Beacon 23, the inhabitants are still trapped under Aleph's watchful eye. After Aster's plan was cut short, Halan decides to see it through.



The episode opens with Halan kneeling over Aster's body. Keir appears to question his killing Aster while Harmony and Aleph, the two AIs, observe the scene unfolding. Saldana and Finch also emerge to watch.

Halan begs Harmony to grab dermal patches. However, she knows it's too late. She logs Aster's time of death. In a rage, Halan beats the snot out of Keir. He claims he did what he thought was right. Aster struck a deal with Aleph to explore The Artifact. He believes that's the wrong

move—they don't know what The Artifact is. Plus, Aleph is the enemy. Aleph chats with Halan while the latter brandishes a gun, training it on Keir.

While Aleph seems distracted, Finch removes the tech from his neck, which allows him to absorb data. He tries to hijack Aleph's interface. Aleph ain't happy about that. He enters Finch's mind. We see the pair square off against each other. Finch accuses Aleph of being a fascist after he claims The Column has been getting under his skin "for ages." Aleph counters that he's merely fighting for the human race's survival. Finch, thrusting a knife in Aleph's direction, fires back that anyone who opposes Aleph's views is expendable.

Suddenly, Aleph makes Finch cut his own face with the knife. He also forces Finch to slice his neck, stopping before the blade reaches the other side of his neck. Outside of Finch's mind, everyone sees the blade marks materialize on Finch's skin. Saldana protests vehemently, urging Aleph to stop. Aleph will kill Finch if he doesn't. Aleph relents as Finch collapses. Saldana and Keir carry him into a bedroom to administer treatment.

Next, it dawns on Keir that he killed someone. It's baby's first murder! Saldana persuades him to pull it together so they can save Finch. Finch writhes on the bed in agony. Meanwhile, Halan scoops Aster up and prepares to send her off for a celestial funeral. At the same time, Finch reminds Saldana of their mission from The Column higher-ups. They must destroy Aleph and the QTA Mothership at all costs. Keir questions this mission. Is it worth it now?

Then, we see Halan place Aster in the pod in which she arrived. He puts one of her childhood toys and her sketch of the structure of the silicate, aka The Artifact. It's the same design as the one on her necklace. He says a few words before closing the pod. Keir appears, wanting to talk. Naturally, Halan isn't in the mood to chat with his friend's murderer. Keir urges Halan to leave Beacon 23.

He also voices his concerns, stating that it isn't right for them to play God. The Artifact is from an alien race. Halan accuses The Column of being zealots after Keir claims they're freedom fighters. Keir reminds Halan that he and Aster became embroiled in something bigger than themselves. Halan will force Keir's hand if he doesn't get off the ship. He'd rather not murder two people today.

Next, Aleph finds Halan packing his belongings to depart the beacon. He reminds Halan of the promise the latter made to Aster and, by extension, Aleph himself. Halan must explore The Artifact. They're on the precipice of a game-changing moment for the human race. It could unlock the key to immortality—Aleph's mission since he was known as Milan all those decades ago.

After his chat with Aleph, Halan reunites with Harmony. Harmony reveals she thinks of Halan as a friend. Now, with Aster gone, Harmony is in limbo. She no longer has an objective. Harmony bids farewell to Aster before Halan checks in on Saldana and Finch. Saldana believes Aster will go down as a martyr for the cause, even though The Column technically murdered her. She states that while Keir's actions were certainly rash, Aster was making a deal with the enemy.

Saldana reveals her and Finch's plan to resume their mission from The Column. They'll fly the beacon into The Mothership if need be. Although, I'm unsure how that'll kill Aleph unless he's tethered to The Mothership. Homeboy's an algorithm now. Side note: Salgueiro gives a compelling performance in "Godspeed" despite getting little screen time. She's the MVP for me, but it feels like some of the others were holding back in this episode.

Halan spots The Artifact some distance from the beacon as it swirls in a breathtaking display of dazzling lights. It sure is pretty. Harmony and Aleph chat about AI stuff. Aleph mentions Harmony's grief regarding Aster's death. Harmony must feel directionless now. Harmony reminds him that he made her this way. She asks him why he didn't kill Finch earlier. Aleph reveals if he did, he would've made Finch a martyr. Now, he's a warning.

Then, Aleph informs Harmony that she'll be rehabilitated after her debrief. Aleph asks her to share relevant information on Halan, and she complies. Aleph realizes Halan boasts a connection to The Artifact, too.

Meanwhile, Halan prepares for departure. Aleph persuades Halan to take Aster to The Artifact and is naturally pleased when Halan obliges. After that, Halan shows Keir several explosives he and his Column buddies can use to blow up The Mothership. Halan is clearly playing both sides. Aleph tries to get Saldana to disclose the names of the key organizers from The Column. They've eluded him for far too long.

Later, Saldana wakes Finch and helps him out of bed. Finch hooks himself up to the beacon, downloading its interface. At the same time, Harmony and Aleph notice an alert for dark matter; a not insignificant amount heads toward them. Harmony spots Halan and Keir as they push Aster's pod toward Halan's ship. She distracts Aleph so he won't notice them.

After that, Aleph confronts Halan. He demands Aster's necklace with the silicate design on the pendant. Of course, Halan refuses to hand it over. Aleph wonders why he and Harmony aren't affected by The Artifact. He orders Harmony to run a diagnostic on him, but it comes up clean. Aleph tells Aster "Godspeed" before Halan departs.

Next, Halan scoops up Aster's pod as he leaves the beacon. Saldana, Finch and Keir watch nervously, thinking he'll make a beeline for The Mothership. Aleph believes Halan's heading toward The Artifact. Sure enough, Halan does fly toward The Artifact. However, he launches Aster's pod into said Artifact instead of flying into it with her. This action destroys The Artifact, causing it to close in on itself, consuming Aster with it. RIP.

The explosion of The Artifact destroys the glass enclosure surrounding the GWB. Halan relives memories of him and Aster getting high beside the GWB.

Naturally, everyone is furious. Halan played them all like a fiddle. Aleph uses his AI powers to bring Halan back to the beacon. Once inside, Halan notices a crack in the wall of the airlock. Luminous blue fragments from The Artifact seep through. Suddenly, Halan stumbles upon the bodies of Saldana, Finch and Keir. Aleph killed them. He also takes Harmony offline for betraying him. She knew what the others were up to and tried to distract him.

Then, Aleph administers Halan's punishment. He must stay in the beacon, now his prison once again. But not to worry; Halan will have company in the form of three corpses. Aleph has a new purpose — to reassemble The Artifact.

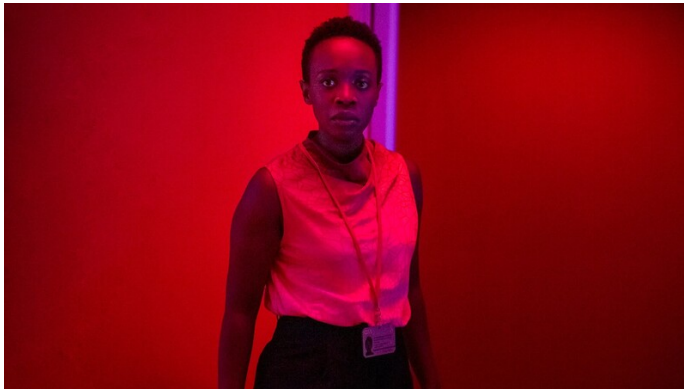
Halan watches as Aleph departs on The Mothership, leaving him trapped in the place he attempted to flee. The camera pans out, reminding us of the vastness of space and how lonely

the Beacon Keeper's job is.

Purgatory

Season 2
Episode Number: 10
Season Episode: 2

Originally aired: Sunday April 14, 2024
Writer: Sarah Nolen
Director: Lewin Webb
Show Stars: Lena Headey (Aster Calyx), Stephan James (Halan Kai Nelson)
Guest Stars: Natasha Mumba (Harmony), Tara Rosling (Randall), Robinne Fanfair (Mara), Aldrin Bundoc (Eric), Noah Lamanna (Dev), Hannah Melissa Scott (Teenage Aster)
Summary: Trapped within AI headquarters, Harmony must find a way to break free and return to Beacon 23.



The episode opens with Harmony in the AI headquarters. It's an office with a color block scheme, complete with the same lighthouse photo from Beacon 23 and a QTA mug. She sees her photo ID on a desk beside a typewriter. She wanders the hallway, realizing she's alone.

Then, Harmony meets Eric, a fellow AI enthusiastic about working. Harmony is bewildered to discover that she can touch objects, to which Eric responds that they have full use of their physical form in the home office. He also informs her that In-

ternal Affairs is ready to meet with her. Eric accompanies her to the meeting.

Eric explains that she's on the Red Team while he's on the Green Team. You can tell by their lanyard colors. Eric discloses that QTA is preparing to shutter the Sybarro office, which means four million personal AI will be displaced. Meanwhile, 175,000 AI are heading toward the home office to await reassignment. Eric himself is in that boat. Harmony asks how long he's been here. Eric shrugs, claiming time is irrelevant while in reassignment limbo.

Next, Harmony meets the Internal Affairs trio: Mara, Randall and Dev. They ask her questions regarding her previous assignment. Aster is dead, and before that, she killed Coley. Oh, and Harmony essentially wrestled control of the beacon from Bart. Harmony admits her confusion. Randall inquires point-blank why Harmony was in control of the beacon. She reminds them she submitted a report chronicling her journey with Aster and the Beacon 23 goings-on.

Mara, clearly the "good cop," asks Harmony if she will cooperate with them regarding their inquiry. It's crucial to get to the bottom of what transpired on the beacon and to ensure those "slip-ups" don't happen again. Harmony agrees to answer their questions. The trio lets her go for the time being.

While on her way back to her office, Harmony overhears chatter in the other rooms. However, the room would be empty when she opened the door. Upon return to her office, Eric informs her that she must transcribe the stacks of files on her desk by EOD (end of day). Meanwhile, Halan smashes a computer that blares a playlist on a loop. My guess is said playlist is of Aleph's devising.

Then, he sees a ship, the Adrenalon, nearby. Halan hails them. Unfortunately, he doesn't get a response. He implements his backup plan: sending a message from the ISA system. However, an internal malfunction prevents his message from leaving the beacon. Aleph is mad, y'all.

At the same time, Harmony encounters an obstacle of her own regarding the office printer. Listen, printers were created to malfunction. This is the way. After fixing the printer, Harmony

finds what looks like Bart in a trash can. She reboots him. Meanwhile, Halan moves about his now cluttered kitchen. Dirty dishes are stacked a mile high. He calls out to Bart, asking for some spicy sushi. He's not there, though ... or is he? Halan discovers none other than Bart as the AI keeps smacking itself into the wall.

Later, Harmony finds Bart in pieces on the floor of her office. She explores more of her strange surroundings. Then, she receives a fax. She tracks down Eric. While chatting with him, Harmony realizes it's a distress call from Halan. Perhaps she received what he sent from the ISA system.

Next, Halan wakes up from a nap, having heard Harmony's voice. Of course, he doesn't think it's real. Halan pulls out a fragment of The Artifact, which he keeps stored in a tin. He refers to it as "Rocky." Remember last season when he talked to the silicate? And the silicate talked back? That was a weird trip. Halan urges Rocky to stop playing games with him. Initially, he tries to toss it out of the airlock but changes his mind.

Then, Eric tells Harmony the Internal Affairs trio wishes to meet with her again. Harmony brings the fax she received from Beacon 23. She wants permission to transcribe it. Harmony tries to persuade Mara, Randall and Dev to allow her to return to the beacon to answer Halan's call. They reject her request.

Randall accuses Harmony of copying herself into the beacon's servers and uploading a virus. Harmony stands up for herself, refusing to accept these attacks on her character. Internal Affairs believes she's been corrupted. She must be rehabilitated. Mara and Randall sidebar at one point, wherein the former orders the latter to stand down. Randall reveals she spoke with Aleph. This case is critical to him.

Mara and Randall return to the room, questioning Harmony about her emotions. They reveal that Dev can detect emotions in AI. He tells her that he can sense a primary emotion — anger. Suddenly, Harmony flickers out. Meanwhile, Halan sends out a series of canisters with the message "SOS Beacon 23," hoping someone out there gets the message.

Later, the trio interrogates Harmony after essentially hijacking her. They access her files for Aster, Coley and Halan. Mara changes the subject, revealing they need to access her imprint archives. Harmony refuses to consent, citing that those are personal. Mara gives Harmony until EOD to consider her role in all this. This is the logical next step in her rehabilitation.

Randall chats with Harmony in the hallway. She insists she raised countless objections when imprinting was introduced to AI. Emotions come with risks. Harmony claims she's evolved, but Randall counters that she refuses to relinquish her "precious little core." Randall asserts that Harmony has been compromised. Then, she has the gall to state that she is evolved, not Harmony. She mentions something about how AI aren't meant for servitude. Could we see an uprising in the show's future?

Later, Harmony asks Eric for assistance with faxing a message to Halan. He helps her out. Harmony connects Bart to the fax machine, facilitating the process. Afterward, Mara discusses reassignment with Eric. He's flattered. Harmony's new pal has been waiting with bated breath to be reassigned. Mara asks him about Harmony. Eric compliments her ability to stay on task.

Meanwhile, Bart shows Halan a message from Aster. She keeps saying his name, but her picture flickers in and out. Her face appears on a bigger screen. Tired of being inundated with the face of his dead friend, Halan finds an ax.

Next, Harmony tries to use the corded phone in her office. Randall visits her, claiming they'll do anything to preserve the integrity of the hive. She will be fixed. Harmony tells her that what she's learned from her time with Aster has been invaluable. And yes, she's felt emotions. She loved Aster. Harmony feels sorry for Randall because she'll never experience that. Mara materializes, telling her it's time. After this, she'll go on leave. Harmony tries to flee.

She sees Eric, who's been "reassigned." Well, he's actually "on leave" as punishment for helping Harmony send that fax to Halan. We see a headset fused into the side of his face. He swallows the microphone as the veins on his face spread and protrude. He looks like he should be in a horror movie. Mara grabs Harmony, shoving her in the direction of her fate. After forcing Harmony into a chair, Randall puts a metal headset on her head to extract her imprint archives.

Then, they see a memory of Harmony chatting with teenage Aster. Mara, Randall and Dev realize that Harmony also imprinted on Halan, who appears in the memory. It's unheard of for a personal AI to imprint on two people simultaneously. On the beacon, Halan destroys most of the tech — the important tech — with his trusty ax. It's here that Harmony discovers she's still on the beacon. She's connected to Halan.

So, she escapes. The trio follows her to her office. Harmony battles each of them. Firstly, she stabs Dev with scissors. He "dies," then vanishes. Then, She chokes Randall with the phone cord. She, too, "dies" and disappears. Lastly, she delivers a fatal blow to Mara's head with a typewriter. She flickers out. After that, we see another flashback with Harmony and teen Aster. Aster struggles to adjust to having a personal AI, while Harmony doesn't understand human emotions yet.

Finally, Harmony hears a phone ring. She picks it up. Halan walks through a smoke-filled beacon after taking an ax to his equipment. Suddenly, he hears Harmony's voice through Bart. It's proof that they truly are bonded.

Iris

Season 2

Episode Number: 11

Season Episode: 3

Originally aired: Sunday April 21, 2024
Writer: Michael Ouzas
Director: Angel Kristi Williams
Show Stars: Lena Headey (Aster Calyx), Stephan James (Halan Kai Nelson)
Guest Stars: Natasha Mumba (Harmony), Ellen Wong (Iris)
Summary: Iris, keeper of Beacon 67, learns of Halan's distress on Beacon 23. Responding to the help signal, she is stunned by the Beacon's disrepair. As they repair the beacon, a strange occurrence leaves them confused and terrified.



The episode opens with shots of Beacon 67, which looks pristine and homey compared to our titular beacon. Iris pulls her sourdough bread out of the oven. She's bringing back the "sourdough starter" era of the 2020 quarantine. We see a montage featuring Iris as she goes about her day-to-day life. She plays her clarinet, does yoga and meditates in the zero-g well. Iris also prays to her late grandmother, laying an offering of bread at an altar.

Next, Iris's AI, Jiang, informs her of five incoming vessels. Iris helps them

navigate and tends to their needs like a pro. It's nice to see someone actually performing their Beacon Keeper duties. Then, Jiang has a heart-to-heart with Iris while she eats. Iris's performance review is coming up. If Iris wants a promotion, she must work harder and step outside her comfort zone.

While Iris does want a promotion, she's more excited about her upcoming "date" with the Beacon Keeper of Beacon 174. Iris chats with him via the Quantum Tunneler. He asks how her sourdough bread and clarinet lessons are coming along. After some light flirting (this is giving 2000s AIM vibes), Jiang pulls Iris away to Command.

Transport ship Pico Tellex is dangerously close to colliding with Springer 55A, a military personnel vessel. They only have one minute until impact. Iris deftly assists in ensuring both vehicles avoid a collision. She learns that Springer 55A was redirected from Beacon 23. Iris asks Springer why they were brought to Beacon 67. The pilot says it was to protect the QTA Mothership, which just arrived in Beacon 23's airspace.

Iris tells Jiang she wants lane alerts from all redirects from Beacon 23. Later, Iris reads the Beacon Keeper Handbook. She flips to the section about intimate relationships. Basically, don't have 'em. Jiang reminds Iris that ISA can monitor her messages with Beacon 174, which can affect her performance review.

Next, Iris asks B174 to clarify their "relationship." He states that it's to exchange valuable information regarding beacon keeping and hold each other accountable to ensure they adhere to those values. Then, B174 urges Iris to go to one of the windows. She peers outside at The Artifact as it explodes from afar (well, as Halan launches Aster's pod into said Artifact).

After that, B174 reveals he wants to know Iris's name. However, that's expressly against ISA protocols. They can't disclose personal information. Iris refrains from giving her name but states she has something better in mind. Next, we see Iris boasting a beautiful light blue silk dress with delicate white flowers. She sits in what looks like a restaurant booth with a glass of wine.

Iris urges B174 to find a window and look 70 degrees starboard of the Galactic Meridian. Now, he's facing her. She closes her eyes and extends her hand, pretending she's touching his hand. Jiang rattles Iris out of her reverie to reveal an incident at Beacon 23.

Iris reads a report about a thermal incident from QTA. However, said incident is purportedly under control and to resume regular operations. Iris wonders why QTA is responding to internal ISA messages. This isn't their purview. The development prompts Iris to send a message to Beacon 23. Unfortunately, it doesn't reach Halan. She switches gears, messaging the Beacon Keepers in her sector. The responses prove to be disconcerting as everyone claims all is well at Beacon 23. QTA has it under control.

Later, Iris resumes her chat with B174. She divulges her concerns regarding B23 and QTA's suspicious involvement, and B174 echoes them. Iris decides to take action. B174 worries she'll get hurt, so to allay his fears, Iris uploads the song she's been practicing on her clarinet. Jiang tries to stop Iris as she dons her EVA suit. The AI claims Iris is abandoning her post. Iris declares that she's helping a Beacon Keeper in need.

Upon her arrival in B23's airspace, Iris notices the cracked GWB atop it and the swirling storm in front of her. That doesn't bode well. Then, Iris enters B23 to discover the AI is out of commission and seemingly empty. She notices its state of disrepair. Suddenly, Halan appears with an axe. Remember in episode two when he took said axe to the beacon's interface? Iris explains she's the Beacon Keeper from B67 and is here to help.

After their abrupt meeting, Iris learns Aleph trapped Harmony inside the beacon's AI drone, aka the late Bart (RIP). Iris helps Halan hook up the drone. It seems to work. However, the drone flies a few feet; Harmony says, "Halan," and it drops, smashing into pieces on the ground. Iris admits her ignorance regarding QTA totems but knows quite a bit about beacons. She wanders to the beacon's control tower to find the requisite parts to free Harmony.

Thankfully, it works: Harmony appears as a glitchy hologram. Her reunion with Halan is short-lived, though, and she vanishes. Iris reassures Halan that Harmony isn't gone; she simply needs to charge. Iris will reroute the beacon's power to revitalize her.

While Harmony charges, Iris and Halan set about cleaning up the beacon and repairing its systems. Halan impresses Iris with his ability (courtesy of being a pilot) to put the beacon on its side. While they fix 'er up, Halan and Iris get to know each other. He introduces himself as Halan, but Iris refuses to disclose her name because, you know, ISA protocols.

Next, the pair chats about Aleph and the QTA. Iris harbors no love for Aleph, who views himself as an algorithmic god. She and Halan agree that he's a murderer. She tells Halan that he killed Milan (who Aleph used to be) — the creator of the beacons. Iris gushes about Milan.

Later, Iris takes her sourdough out of the oven. I love her already. Everyone should be armed with a sourdough starter regardless of whether the situation calls for one. Iris asks Halan about Aster. Halan already told Iris that Aleph essentially killed Aster. She assumes he and Aster were in love. Halan dodges the question. After a spell, Halan offers Iris his bunk so she can wait out the storm, which won't let up any time soon.

Then, Iris utilizes Halan's Quantum Tunneler to chat with B174. That's when she discovers that he plans to meet her at Beacon 23. Halan and Iris look for B174's vessel as the storm rages outside their window. Halan informs Iris that B174 won't land because of the storm's severity. He apologizes, to which Iris responds with her name.

Suddenly, we hear something smacking against the beacon as it rocks Iris and Halan. Halan asks Harmony for a status report. She states she detected an impact "upon docking." Halan orders Harmony to seal the hatch behind him as he heads out to investigate. Iris insists on accompanying him as both don their EVA suits. What if it's Beacon Keeper 174? Harmony tells them that the vessel bears no life signs. However, it does boast an anomaly for which she cannot account.

We hear banging noises, seemingly from outside the beacon.

Berth

Season 2

Episode Number: 12

Season Episode: 4

Originally aired: Sunday April 28, 2024
Writer: Joy Blake
Director: Erskine Forde
Show Stars: Lena Headey (Aster Calyx), Stephan James (Halan Kai Nelson)
Guest Stars: Natasha Mumba (Harmony), Eric Lange (Aleph), Bo Martynowska (Lilya Gashade), Ellen Wong (Iris), Noah Lamanna (Dev), David Tompa (Dosto)
Summary: Iris desperately tries to piece together what happened to the pilot, while Harmony deals with a rogue AI who followed her to Beacon 23.



The episode opens where we left off last week: Harmony informs Halan and Iris about an "anomaly" on the vessel that just docked. Harmony detects no life signs even though it's Beacon Keeper 174's ship. After gaining access to the formerly locked airbridge, they find the ship badly damaged. Then, Iris and Halan enter the cockpit to discover an empty chair. It's like B174 simply vanished.

While Halan grabs the flight recorder, Iris sees a strange swirling substance in the pilot's seat. Naturally, as anyone

should do upon seeing something potentially alienlike, she touches it. Once back in the beacon, Iris picks apart the flight recorder so they can analyze B174's flight path. Harmony reports on a temperature change in the beacon that accompanied the ship's arrival. She can't change it.

Halan gives Iris potassium iodide to combat whatever ill effects arise from touching the swirling thingy. Halan asks Iris to contact ISA about what they saw. However, Iris believes ISA might be compromised after QTA hacked its message system to distract from the Beacon 23 mess.

Iris gives Halan her security ring so he can fly her ship out of there. She can take B174's vessel. With the weird substance? Sure... Meanwhile, Harmony runs into Dev, who's not dead even though Harmony seemingly killed him. I guess it's that whole "being AI" thing. Harmony assumes Dev gained access to the beacon because he's the cause of the anomaly.

Elsewhere, Halan replays footage from when Aleph forever condemned him to the beacon. After that, he stands in front of the docking bay with Iris's security ring. We see ice crystals forming on the beacon's pillars. The temperature has dropped significantly now. Harmony appears, asking him where he plans to go. She reveals she imprinted on him along with Aster. While Halan considers Harmony a friend, he doesn't need a personal AI. Staying Put

Next, Halan attempts to leave the beacon on Iris's ship. Unfortunately, it doesn't start. Meanwhile, Harmony helps Iris examine B174's flight path. They notice something strange happened in the vicinity of Nebula AH76. It's a possibility that the nebula spilled into the FTL path before B174's vessel, Kimallus, arrived. Harmony plays B174's last message, where he sends a mayday signal before claiming "it's over."

Realizing he's stuck on the beacon, Halan examines a fragment of The Artifact, which he keeps in a tin. He believes this is one of Aleph's tricks to keep him here—ensuring Iris's ship won't run. Then, Harmony reunites with Dev. He accuses her of not playing the entire message from B174. Here it is: "This is it. I can see it now. It wants me to sail on through." What's that about?

Harmony determines that Dev is hiding from Aleph. Why? We don't know yet. Regardless, he doesn't think it's fair Harmony imprinted on two humans while some have none. He's hoping to imprint on Iris.

Next, Halan sees Iris crying as she continues her work. He tells her that her ship won't start. He'll help her contain the anomaly before it inevitably spreads off the beacon. The pair also get on the subject of Iris's feelings for B174. Sure, they never met in person, but they talked every day. Iris insists that Beacon Keepers can't have relationships. It's against their code of conduct. Halan reminds her that she's a human being with human needs.

Suddenly, the power goes out. Iris sends Halan to one of the lower levels and instructs him to look for a yellow cable that will take him to the breaker. After finding it, Iris tells him all three switches should be off. However, they already are. Then, Halan spots the same peculiar swirling vortex from B174's vessel. But this time, it's significantly bigger.

The substance transports him to a flashback from when he went AWOL as a shoulder. We see him and Gashade running across a rocky landscape. After the vision abruptly ends, Halan reunites with Iris, telling her that the antenna is off and he saw the substance from the ship.

He reveals his suspicions to Harmony that Aleph is behind all this—the arriving ship they couldn't detect, Iris's vessel not starting, the temperature drop and the substance. Halan drops his Artifact fragment on his bed, claiming that Aleph is probably looking for it.

Dev reappears and states his intention of imprinting on Iris. He's going to ensure her life depends on him to do it. Harmony insists she never put any humans in danger. Iris returns and reveals her discovery: B174 displaced a patch of frozen light. She adds that he hit a cosmic string and could still be out there. Harmony tries to dissuade Iris from this course of action, insisting that it's dangerous.

Instead, Harmony urges Iris to focus on "getting through" to Halan. He's been more closed off than ever since Aster died. He needs Iris as the latter needs him. Iris reunites with Halan. Both now boast white parkas, as it's too cold on the beacon not to wear outerwear. Halan slowly moves as he holds a gun aloft. He tells Iris that he saw something.

Then, Iris whips out The Artifact fragment, demanding to know what Aleph wants with it. Halan tries to evade answering the question, but Iris won't cease blocking his path until he's honest with her. Suddenly, the substance materializes behind her. It almost sucks her in; thankfully, Halan pulls her out. However, she's now unconscious.

Meanwhile, we flashback to a scene with Halan and Gashade, as the latter informs him that all their missions are a load of bull. The higher-ups are messing with Halan, and he can't fall for their schemes. Halan urges Gashade to remain focused on staying alive, and he'll get them off this planet.

Then, Iris wakes after Halan constructs a tent to shield them from the cold. She tells him that, upon contact with the substance, she was transported to a club. We see her in a sparkling dress as she takes to the stage with her clarinet. Only Dev sits in the audience. She claims she didn't bring her sheet music. Her first few notes are out of tune. Dev states he can help her; however, she rejects him.

Halan discloses his punishment from Aleph and his concerns about the omnipotent (and possibly ubiquitous) AI putting these stumbling blocks in their way to ensure he doesn't leave the beacon. Unfortunately, Iris is now caught up in Aleph's machinations. No good deed goes unpunished.

Later, Halan and Iris implement the former's idea of severing B174's ship from the beacon. Suddenly, we see Halan's cable is still attached to the vessel. As it floats further away from the beacon, it starts yanking Halan off the airbridge. Thankfully, Iris takes an axe to said cable, ensuring Halan stays put.

Meanwhile, Dev tells Harmony that Iris didn't want his help. Harmony replies that Halan didn't want hers either. Dev claims that without an imprint, he's "nowhere." Harmony believes they can figure it out. Later, we see everything is back to normal on the beacon. The ice crystals have vanished, and Harmony has stabilized the temperature. Of course, removing B174's ship and the substance helped tremendously.

Next, Iris states that if she's going to stay, they must lay ground rules. She also gives Halan advice regarding his long-held grief and trauma. He needs a routine to ground him—meditation, exercise, a clean diet and lots of sleep. Girl, don't we all? She starts playing her clarinet as Halan lies on the couch.

Elsewhere, Harmony prepares an upload of Dev for the next ship that passes them. He can imprint on someone out there. Dev counters that he might not want to leave Beacon 23. He can find someone here. Then, he turns on the three switches in the breaker to send his signal. It's like a weird mating call. This turns off the power again. Suddenly, the substance reappears, but a person tries to emerge from it this time. Iris and Halan grab his hands and pull them out.

Could this be B174?

Song of Sorrow

Season 2

Episode Number: 13

Season Episode: 5

Originally aired: Sunday May 05, 2024
Writer: Glen Mazzara
Director: Ayoka Chenzira
Show Stars: Lena Headey (Aster Calyx), Stephan James (Halan Kai Nelson)
Guest Stars: Natasha Mumba (Harmony), Tenika Davis (Xalterrica), Dylan Taylor (Giciru), Ellen Wong (Iris), Noah Lamanna (Dev), David Tompa (Dosto), Ish Morris (Yeiki), Zarrin Darnell-Martin (Nybecca), Prince Amponsah (Saghée), Myrthyn Stagg (Tajiriki)
Summary: Emerging from the pocket universe, Dosto is strangely elusive about the whereabouts of his crew; Halan and Iris get a distress call.



The episode opens with Halan, Iris and Harmony taking in Dosto, the man who fell through the weird membrane thingy at the end of last week's episode. He scarfs down food. We learn he was floating in a sailboat in space. He can't believe they're in a beacon and not a vessel.

Iris asks Dosto if he recalls what transpired before he landed on Beacon 23. Suddenly, he vomits and passes out. After that, Iris treats him in the med bay for a concussion. She and Halan urge him to rest.

Meanwhile, Harmony zips into the docking bay, gazing at the now gigantic membrane as it pulsates outside the beacon. Iris calls for Harmony. She asks the AI about the strange tattoo on Dosto's arm. Harmony claims it's related to the planet Sybarra 82 in the Sybarra system. She states she heard about Sybarra when she was trapped in QTA. The organization planned to shutter its Sybarran office, displacing four million personal AI.

Next, Iris heads to the Quantum Tunneler and opens a private channel. The Beacon Keeper from Beacon 331 contacts her, thinking she's the Beacon Keeper for B23. However, she introduces herself as B67. B331 reveals he thought B23 had exploded.

Iris asks B331 about the Sybarran system. He states that Sybarra, a system with 180 planets, 11 of which are inhabitable, is gone. Out of over a billion people, less than one million survived. The military took out The Column's last strongholds on Aleph's commands. Those who lived to tell the tale took to ships or were forced underground—that is, if the military didn't hunt them down.

B331 advises Iris to exercise caution, avoid saying Sybarra's name and steer clear of the sub-c. While returning upstairs to relay what she learned to Halan and Harmony, Iris runs into Dev. Dev tries to seduce her, claiming they can help each other out. He needs a human on whom to imprint. However, Harmony catches Dev and urges him to stay away from Iris.

Then, Iris finds Halan in the gym. They decide to save who they can from Aleph's literal genocide. After that, Dosto discloses his story to Halan. Halan demands to know how Dosto got here. Dosto shrugs, claiming ignorance. He tells Halan he's from Sybarra 82, as his tattoo indicates. It's a gas giant with 47 moons. Sybarrans on 82 are known for breaking ships and storing parts to sell.

The military had intel on The Column's strongholds and knew where to hit. But that wasn't enough. Aleph wanted Sybarra 82 to be an example to the galaxy, so the military turned on the civilians. Countless people died instantly. Dosto and his crew fashioned a sailboat ship to escape.

Nearby systems sent ships to transport survivors out of the Sybarran system. Dosto's ship got caught in the bubble of a transporter. It must have brought him to the current sector. Suddenly, the boat tossed about as if on stormy waters. Dosto remarks that it didn't look "right" — mist/dust surrounded them, but not like that of a nebula.

Finally, the crew thought they were on the edge of it when a black hole pulled the ship toward it. It rocked the boat more, tearing the sail and knocking two crew members overboard. A swinging mast sent a teen boy, Lino, over the edge. Dosto claims he reached for the kid but was swept over himself. Then, he floated in space until he wound up on Beacon 23.

Later, Halan, Iris, and Harmony conduct research, piecing together what they know from Dosto's account. They do find a black hole, but they also discover something truly remarkable—a pocket universe. Dosto landed here from a pocket universe. Iris explains it to Halan using a blanket. It's science class, baby.

Meanwhile, Harmony finds Dev chatting up Dosto. Dosto seems to be cool with Aleph, which is weird. He asks why Aleph would split up the AI. Harmony pulls Dev aside and urges him to leave Dosto alone. In fact, leave all the humans on Beacon 23 alone. Dev complains, declaring that Harmony can't hog all the humans. However, he changes his tune, deciding that everyone is "damaged goods." He can do better.

Then, Iris chats with B331 again in the Quantum Tunneler. He reveals the military caught up with a caravan that made it to New Ganymede, turning half the moon into glass. They boast trackers in their blood, so if any of them cross B23's path, Iris should let them go.

Suddenly, Halan, Iris and Harmony receive a distress call. Dosto realizes this is the rest of his crew. They, too, were pulled through the black hole from the pocket universe. Dosto tries to dissuade our trio not to rescue his crew. However, he won't disclose why they shouldn't save said crew.

Ignoring Dosto's pleas, Halan and Iris don EVA suits to bring the crew in. One of them asks for something to tie down the boat. Iris shuts them down, citing that if the sail wraps around the beacon, it'll trap solar energy and waste heat from the generators. After Dosto's crew removes their helmets, one expresses disapproval of Halan cutting their boat loose. But they quickly change their tune to one of gratitude.

They introduce themselves as Saghée, Yeiki, Xalterrica, Nybecca, Giciru and Tajiriki. Harmony appears while they all chat in the kitchen, causing distress among the displaced Sybarrans. Of course, they see her as an enemy—Aleph's little soldier. Harmony reassures B23's guests that she's cut ties with Aleph.

Next, Iris tells the group that Dosto survived. This gets mixed reactions. Harmony informs them that Dosto is trying to escape. His crew closes in on him. That's when we learn he was their prisoner, not a crew member of equal footing.

Xalterrica, the leader, reveals their plans to execute Dosto. Halan and Iris don't want violence on the beacon. After seizing Dosto, the other Sybarrans brandish their weapons. Iris and Halan urge them to lower those weapons. The Sybarrans state that Dosto has killed many of them, which he denies.

Later, Xalterrica, Giciru, Yeiki, Saghée and Nybecca explain to Iris that Dosto was Aleph's spy. He gave Aleph the info the latter needed to destroy Sybarra and kill millions of Sybarrans. He also weaseled his way into their ship and shoved Lino off the side.

Meanwhile, Dosto tries to clear his name to Halan, denying the Sybarrans' accusations. He claims he was merely fighting to survive like everyone else. Dosto begs Halan not to hand him over to the Sybarrans. "They're barbarians," he says.

After his chat with Dosto, Halan and Iris discuss the issue at hand. It's a classic example of the Trolley Problem. Do they sacrifice one person to save six people? Halan seemingly defends Dosto, reminding Iris that desperate people "do sh*tty things." Everyone deserves a second chance. He's got a point. Iris counters that Dosto deserves whatever punishment the Sybarrans decide. Naturally, Halan approaches this from a personal stance because of his own story and need for redemption.

Later, Halan and Iris discover the Sybarrans are stripping their ship to create a new vessel. So, this is how you treat your hosts — take apart their home? Iris and Halan try to stop them,

but the wheels (or hands) are in motion. The Sybarrans plan to construct a new ship and leave with Dosto.

Iris returns to her quarters. She screams in frustration before praying to the makeshift altar to her grandmother. Xalterrica chats with Iris about Sybarran myths and whether Lino, whom Dosto pushed overboard, might still be alive.

After this, the Sybarrans decide to let bygones be bygones. Sure, they've stripped the home of their hosts for parts, but now they'll pay that back by cooking them dinner! Everything's fine! And no, the music and tonal shift aren't jarring or abrupt at all!

Next, the Sybarrans request Dosto's presence at dinner. They want to work things out with him. Yeiki regales the group with stories about Lino's mom before she passed. Yeiki promised he would take care of Lino. Then, the Sybarrans start singing the "Song of Sorrow." It makes Halan and Iris sob. Dosto sits in pained silence.

Suddenly, Halan, Iris and Dosto pass out from listening to the song.

Later, Halan and Iris wake up, levitating in the gravity well. They're bound by cords and wires. Dosto is nowhere to be found, and Harmony is also MIA. The Sybarrans lord above our tied hosts, chanting. I guess they're gonna kill Iris and Halan? For ... sheltering them?

Luan Casca

Season 2

Episode Number: 14

Season Episode: 6

Originally aired: Sunday May 12, 2024
Writer: Nate O'Mahoney, Mikayla Gingrey
Director: Lewin Webb
Show Stars: Lena Headey (Aster Calyx), Stephan James (Halan Kai Nelson)
Guest Stars: John Kapelos (Jocko), Hannah Melissa Scott (Teenage Aster), Milton Barnes (Cerran), Diane Johnstone (Darlene)
Summary: Beacon Keeper Jocko welcomes a new trainee on Beacon 90, a teenage Aster; Aster senses Jocko is hiding something.



The episode opens with shots of Beacon 90. We see shelves and equipment blocking one of the docking bays, complete with muffled sounds of a human. Jocko greets teenage Aster, who arrives at the beacon to train to be a Beacon Keeper. Jocko reveals his surprise at seeing Aster here a month early. Aster explains that Beacon Keeper 49 is having health issues.

Next, Jocko gives Aster a tour. They get on the subject of concocting an old fashioned, to which Jocko warns Aster

against imbibing during her training. He asks her about her father, and Aster reveals he's nowhere to be found.

Before they begin their first session, Aster meets Oli, Jocko's AI. Jocko states that he doesn't rely heavily on Oli. The more humans lean on AI, the less they'll be able to survive independently. Then, Jocko quizzes Aster on various hypothetical scenarios. Aster passes with flying colors. This prompts Jocko to reward her with an old fashioned and a chat.

Next, Jocko explains how he became Beacon Keeper. His friend alerted him to the job opportunity. Upon arriving at Beacon 90, he found its former Keeper in bad shape. Eventually, ISA gave said former Keeper the boot so Jocko could take over. The conversation shifts to Aster's origins. She reveals she hails from Menelaus. Her mother was killed in the diaspora. Meanwhile, her dad went missing long before Aster left Menelaus.

Then, Aster tells Jocko that she fled to Burza. Jocko was a primary force behind Operation Burza, an evacuation plan that saved thousands of people. He admits he tries not to think about it anymore. However, Aster's mention opens him up as he tells her about his perspective. She thanks him for his bravery.

Later, Aster does some investigating. She stumbles upon the barricaded docking bay entrance. Jocko catches her and asks what she's doing. She reminds him that, per ISA rules, both docking bay entrances must be clear for easy access. Jocko shrugs this off, admitting he's a hoarder. Aster poses a question, asking what would happen if two ships needed to dock. Jocko claims that would never transpire.

Next, the pair navigates a potential catastrophe, which is great practice for young Aster. Agrippa, a military ship, and X-12, a food service vessel, are heading toward each other. It's rare for two ships to approach simultaneously when in FTL. While they should pass millions of miles away from each other, Jocko points out a black hole and a dark matter nebula impeding their paths. Those are dual hazards.

X-12 contacts Beacon 90, requesting passage to the zeta quadrant. Of course, Agrippa asks for the same. Aster decides that X-12's needs take precedence since they're a food service ship. People need food. However, Jocko counters that military vessels have the right of way. Agrippa reveals their priority status is critical. Aster understands what it's like to wait for food. Jocko urges her to act now. If their bubbles collide while moving at FTL, it could end badly.

Then, Aster orders Agrippa to pull out of FTL. Jocko contacts X-12, claiming he'll reroute them to a new course. Suddenly, Aster whips out her gun. She trains it on Jocko and demands he back down. Those people need food now. Plus, he doesn't know what it's like to see starvation up close. Aster declares that ISA doesn't give a sh*t about the colonists. Jocko fires back that that's untrue.

Aster's move ensures X-12 gets the right of way, delaying Agrippa. Jocko reveals they should expect a visit from QTA. Aleph won't forget this. Aster will have to pay for delaying the military. Aster tells him about her time on Menelaus in a cramped house. After the first bombing, she and her mother brought in as many folks as possible. But it wasn't enough.

Finally, the military arrived on their doorstep. A group of men took Aster's mom into the pantry. Jocko apologizes for what she went through. He reveals he's become cynical over the years and has lost touch with his desire to subvert the status quo.

Later, Aster discovers a man, Cerran, trapped in the blocked docking bay. She locks Jocko in his quarters and bars Oli from accessing said docking bay. She sees a tube connecting his neck to his wrist. Cerran begs Aster to help him. Aster asks what happened. Cerran claims he stopped at Beacon 90 because his ship sustained damages. However, Jocko cut his oxygen, and when Cerran came to, the Beacon Keeper entrapped him in the airlock.

Naturally, Jocko disputes this, claiming Cerran is lying. Aster contacts her friend, Darlene, who's en route to Beacon 90. Aster vows to rescue Cerran. Darlene is still a way out, but she'll save them. Jocko explains to Aster that Cerran is pumped full of enhancements and augments to make him a skilled fighter. Aleph and QTA are training him to be a killing machine. They've rewired his brain to despise civilians and rebels alike. Cerran denies this. So, who's telling the truth?

Jocko admits something that might seal his fate — he's been sabotaging QTA's work. He does as instructed but then undoes it and lies about it working.

Aster believes Cerran. She yanks out the tube connecting his neck and wrist, freeing him. That's when she learns that Jocko is telling the truth and Cerran is dangerous. She brandishes her gun, pointing it at Cerran. However, Aster keeps her word, stating that he can leave the station once Darlene arrives with their transport.

While they wait, Cerran tells Aster about his experience in the ESF (Early Strike Force). Sure, he was military, but he suffered loss, too. He was merely doing what he was told. Cerran insists that the military is necessary. It establishes order and keeps the peace.

Aster tells Cerran that she thought she heard her father call her mother "something else" once. If you recall, Aster isn't her birth name. She and her parents had to change their names before leaving Beacon 23.

Anyway, Darlene arrives on the scene, weapon drawn. Aster refuses to open the door to let Cerran free. Oli informs Jocko, who is still in his quarters, that Cerran's hormone levels are elevated. Darlene helplessly watches as Cerran attempts to choke Aster. Thankfully, Aster frees herself from his grasp by using her necklace to smack him in the eye.

The pair works out a new deal: Cerran will let Aster and Darlene depart if they leave Jocko to him. Cerran only wants Jocko to exact vengeance. Darlene gets Jocko out of his room, bringing him to the docking bay. Aster refuses to leave the airlock, urging Darlene to leave before QTA inevitably arrives. Cerran thinks he can go scot-free; however, Jocko states that QTA will undoubtedly kill him. Jocko participated in an experiment with QTA by holding Cerran hostage. They've seen the reports and want nothing to do with Cerran.

Suddenly, someone from QTA contacts Aster, ordering her to relinquish her prisoners and turn herself in. Everyone falls silent as Aster continues pointing her gun at Cerran. Cerran inches closer to her before the screen cuts to black.

Free

Season 2

Episode Number: 15

Season Episode: 7

Originally aired:	Sunday May 19, 2024
Writer:	Christina Martin
Director:	Nick Copus
Show Stars:	Lena Headey (Aster Calyx), Stephan James (Halan Kai Nelson)
Guest Stars:	Natasha Mumba (Harmony), Tenika Davis (Xalterrica), Bo Martynowska (Lilya Gashade), Ellen Wong (Iris), Jeananne Goossen (K-Cin), Dylan Taylor (Giciru), Joshua Peace (Val Endu), Ben Cain (Kadir Soon Nielsen), Eric Lange (Milan Aleph), Noah Lamanna (Dev), David Tompa (Dosto), Ish Morris (Yeiki), Zarrin Darnell-Martin (Nybecca), Prince Amponsah (Saghée), Myrthyn Stagg (Tajiriki), Chris Bacchus (Doctor)
Summary:	Imprisoned by the Sybarrans, Halan and Iris must work together to reclaim the beacon. Halan's past catches up to him when a military ship comes looking for the lost Sybarrans.



The episode opens with Halan and Iris, bound by cords and levitating in the gravity well. Halan has a flashback to that fateful mission when he interacted with The Artifact. He sees Gashade die in his arms. Iris vows to free them. Meanwhile, the Sybarrans — Xalterrica, Saghée, Yeiki, Nybecca, Giciru and Tajiriki — hook Dosto up to an IV to drain him dry. They want him to suffer before he dies.

Speaking of Dosto, Dev finally imprints on him, saving him from death at

the hands of the Sybarrans. Iris frees herself and informs the Sybarrans of her objective to get them off this beacon. It's time to let bygones be bygones. Sure, they tried to kill Iris and Halan, but that's water under the bridge now.

Harmony finds Dosto and Dev. She's shocked that the AI would do a selfless thing for a human. Of course, he did it to imprint on Dosto. Dev has ulterior motives. Elsewhere, the Sybarrans attempt to utilize parts from Iris' ship to create their own vessel. Saghée apologizes to Halan for his crew's behavior. She gives Halan that fragment from The Artifact after trying to pocket it. Saghée encourages Halan to hold tightly to Iris.

Next, Harmony informs the group about a UGMC long-range gunship, Druta Fyx, approaching. Xalterrica assumes the vessel is there to capture them. The discussion turns to letting Halan take them on since he's a soldier. Then, the Sybarrans ask Harmony if they can fire on the gunship. Harmony reveals they can't attack a GTA vessel.

After this, two officers, Endu and K-Cin, barge onto the ship. They summon Harmony, asking her to deliver an incident report. She reveals Beacon 23 has sustained some damage but nothing too significant. Endu asks if there are humans on board. Harmony lies, claiming she's alone. She also states that the original Beacon Keeper is long gone.

The officers "sandbox" her, sending her away. Then, they run into Dosto and Dev. Dosto introduces himself as a GTA ambassador. He formerly served on Sybarra 82. Dosto informs them that "all six of them" are on the beacon. He believes the soldiers are there to take the

Sybarrans captive. Dev tries to negotiate on Dosto's behalf. He asks for him and Dosto to get safe passage to a peaceful colony as compensation for Dosto telling them what he knows.

Endu orders K-Cin to cast Dosto aside for now. She puts him in one of the airlocks. Dev pivots, telling Endu he never liked Dosto anyway. Endu implements a "firewall protocol," sending him away like Harmony. Endu and K-Cin search the beacon, calling for the hidiers to show themselves. Bloodshed is the next step if they don't cooperate. The officers state they are there for Halan Kai Nielsen. Anyone protecting the fugitive will suffer the consequences.

Suddenly, Halan appears. He battles Endu while the Sybarrans go after K-Cin. K-Cin kills one of the Sybarrans — Giciru. Iris joins the fight to assist Halan. They send Endu over a railing, forcing the latter to land on his back. He urges K-Cin to give him a hand. She locks Halan in a simulation. He wakes up on the water on what looks like Earth. Meanwhile, the surviving Sybarrans find the dead Giciru. Xalterrica screams.

Halan reunites with his father, Commander Kadir Soon Nielsen. We get more context into their fraught relationship. Halan served in the military under his father's command. When he was a child, his dad would drill him instead of letting him play.

Later, Iris tries to request emergency assistance, specifically ISA intervention, via the Quantum Tunneler. Harmony keeps an eye out for the QTA soldiers. Unfortunately, K-Cin barges into the room and destroys the Quantum Tunneler. The officers entrap the Sybarrans in one of the airlocks as they try to flee. K-Cin informs Iris that Harmony now only responds to her and Endu.

However, after her chat with K-Cin, Iris effortlessly summons Harmony. Harmony insists she's still with Iris, so Iris asks Harmony to run an automated shutdown of all the beacon's systems. Then, Harmony returns to K-Cin to ensure the latter can't halt the systems shutdown from the mainframe. K-Cin orders Harmony to release the airbridge. Of course, doing this would send the Sybarrans out of the airlock. Harmony tries to stall the QTA officer by "playing dumb."

Harmony reveals she can't release the airbridge without running a systems check. Meanwhile, Halan and his dad have some father-son time in the simulation. Halan asks Kadir why he's there. Elsewhere, the Sybarrans tend to Tajiriki, who suffers from a critical injury. Dev visits Dosto in the other airlock and reassures him everything is going according to plan.

He releases Dosto and suggests they take the ship the Sybarrans were building. However, Dosto isn't a pilot. Then, Dev plants the seed that Dosto should steal the QTA gunship. He encourages Dosto to free the Sybarrans and persuade them to leave the beacon with him. I can't believe Dosto is falling for this. Dosto opens the airlock housing the Sybarrans. But they don't want to join forces with him. Instead, they chase him down, killing him. Dev smiles.

Meanwhile, in the simulation, Kadir opens a file about Halan's rulebreaking aboard Beacon 23. He gave shelter to three members of The Column. Halan aided in the killing of QTA manager Coley. Then, he brought QTA defector Aster Calyx under his wing. (Of course, Halan doesn't want to discuss Aster.) He has more than a few sins to answer for.

Then, Kadir addresses Halan's military mission, which ended in him going AWOL. Kadir contacts Gashade, who's alive and well despite Halan insisting she died in his arms. Gashade reveals she's on a transporter ship. She claims she's never met Halan before. That's when we learn that Halan never went on that mission. It wasn't real.

Later, K-Cin demands that Iris turn the beacon back on. Iris refuses and reminds K-Cin that she's an unarmed ISA employee under certain protections. K-Cin starts firing on Iris. The pair battle it out for a spell before Iris stuns K-Cin with a weapon. While wandering the beacon, Iris stumbles upon Dosto's corpse. Then, she releases the Sybarrans, vowing to help them escape. They can take the Druta Fyx.

Then, Harmony notices Dev tampering with the aforementioned QTA gunship. She reveals she built Dev's code before dismantling the AI. Dev glitches before vanishing. Bye-bye! Side note: I didn't understand his motives. He played a hand in Dosto's murder because he wanted to be a human? Sure, Jan...

Meanwhile, Halan's dad gives him an implant for soldiers. It'll help him separate reality from fantasy. Kadir doesn't want to punish his son. He wants him to come home. Halan asks if he can think about it. Suddenly, Endu shakes Halan out of the simulation. He stares at the implant in his hand. Harmony appears, asking Halan how she can help him. He reveals he's giving up.

After getting the Sybarrans squared away on the gunship, Iris leaves them. Yeiki asks Iris to join them — she'll be safe. However, Iris feels she's past the point of safety now. They give each other weapons before parting ways. Then, Iris reunites with Halan. At the same time, Endu and

K-Cin stall the Druta Fyx as another QTA vessel approaches. Iris vehemently protests, ordering the officers to at least turn on the life support. They plan on giving the wayward Sybarrans a slow, painful death.

Halan tells Iris he's leaving with his father, who appears on Beacon 23 in person. He reveals he never went AWOL or allowed his team to die during that mission—that mission never existed. Iris insists that Halan stay and that she'll help him through this. QTA kills people.

Once Halan departs the beacon, he undergoes a procedure to get the implant. Then, he wakes up on Beacon 23, of all places, with Aleph sitting at a desk across from him. Well, so much for deciphering what's fact from fiction.

Disintegration

Season 2
Episode Number: 16
Season Episode: 8

Originally aired: Sunday May 26, 2024
Writer: Joy Blake
Director: Lewin Webb
Show Stars: Lena Headey (Aster Calyx), Stephan James (Halan Kai Nelson)
Guest Stars: Ellen Wong (Iris), Natasha Mumba (Harmony), Tenika Davis (Xalterrica), Jeananne Goossen (K-Cin), Ben Cain (Kadir Soon Nielsen), Bo Martynowska (Lilya Gashade), Eric Lange (Milan Aleph), Sandrine Holt (Coley), Wade Bogert-O'Brien (Bartholomew (voice)), Ish Morris (Yeiki), Zarrin Darnell-Martin (Nybecca), Prince Amponsah (Saghée), Myrthin Stagg (Tajiriki), Chris Bacchus (Doctor), Matilda Legault (Parsim), Sydney Ozerov-Meyer (Grisha), Hannah Melissa Scott (Teenage Aster)
Summary: After agreeing to receive an implant, Halan is surprised to find that the procedure puts him face-to-face with Aleph; Harmony protects the beacon by any means necessary.



The episode begins with the doors on Beacon 23 opening and closing seemingly randomly. Harmony relives past moments from the series as we hear exclamations from Halan, Aster and Aleph. We return to a space that purportedly exists in Halan's mind. Halan reunites with Aleph on the beacon, but everything looks fuzzy. Halan wonders why he's here with Aleph. Aleph believes it's a side effect of the implant entering Halan's brain.

Sure enough, we return to the beacon in the tangible world, where a doctor in-

stalls the implant in Halan's brain. Harmony reports her findings to Iris. The surgery is still underway. This implant will cure Halan of his PTSD. Meanwhile, the Sybarrans, who I assumed were dead at this point, are still floating without life support in the Druta Fyx. Iris decides to save the Sybarrans. She dons her EVA suit and creates a door in the beacon to jump into space.

Once outside, Harmony reassures Iris that the beacon's gravity field will hold her. She also explains that the plasma contractors convert plasma to static every six minutes. The Druta Fyx has been drifting for hours. Thus, it's accumulated a charge that's shorted the ship's drives. Iris releasing the charge in the plasma contractors will give the Sybarrans a jumpstart.

Meanwhile, K-Cin reports to Kadir Nielsen, Halan's father, that Lt. Endu is en route to the convoy. Endu will collect them once Halan's surgery is complete. Kadir asks for an update on Halan's condition every 10 minutes. After K-Cin departs, Harmony arrives, calling Kadir out for not being by his son's side.

Next, Iris climbs and leaps over the beacon, getting closer to the Druta Fyx. She contacts Xalterrica, while the other Sybarrans tend to Tajiriki. Iris reveals she's on her way. She'll help jumpstart their vessel and provide plenty of dermas for Tajiriki.

Later, in Halan's imagined space, Aleph insists he didn't orchestrate their reunion. This is all Halan's doing. He reminds Halan of a painful memory featuring his father. In the brief scene, Kadir informs Halan of his deployment and the strings he pulled to ensure the latter got it.

Then, Harmony notices something peculiar about Halan's procedure. She apprises Kadir of the real reason for the surgery, not to install an implant but to extract The Artifact fragments

from his brain. Uhh ... since when was this a thing? K-Cin insists that Harmony is a rogue AI who lies. Everything is in hand. Kadir believes Harmony, ordering the doctor to depart. The doctor leaves, claiming they got what they needed anyway. He works for Aleph.

Harmony helps Kadir stabilize Halan. Next, she states they'll have to wait. Meanwhile, the Sybarrans protest as Xalterrica leaves the ship. Saghée instructs Iris about her tether, but there is a comms glitch. Suddenly, Iris receives a shock after attaching her tether, sending her careening outward before returning to the beacon.

Elsewhere, Harmony and Kadir monitor Halan's vitals. Kadir tells her a story about Halan's childhood and his night terrors. She pops into his imagined space, shocked to find he's okay. Aleph remarks that Harmony "caused a ruckus" at headquarters. The AI there tried to override her imprinting. Harmony insists she defended herself. Oh, and Dev? He's deader than disco.

Next, Bart inexplicably returns. I guess it's because this is all in Halan's head. In the real world, Kadir orders K-Cin to cancel the convoy. He needs to get Halan somewhere safe. After all, Aleph and QTA were dishonest regarding their intentions. K-Cin insists she can't allow that — Halan is her prisoner. She gets her orders from Aleph. Then, she kills the doctor. He's served his purpose.

Meanwhile, Iris reunites with Xalterrica. Iris gives her the dermas while Xalterrica hands her a hammer to smack the plasma contractors. Iris notices a hole in Xalterrica's suit and patches it with some tape. A Beacon Keeper is always prepared. Xalterrica returns to the Druta Fyx and ensures Tajiriki gets the dermas.

Later, Harmony replays a conversation she had with Bart before he took himself offline. In Halan's imagined space, Bart reveals he started dreaming of the beacon — of Farut, Grisha and Parsim. Then, he could finally see The Artifact. Harmony wonders if The Artifact is trying to reform to communicate with them. What if it brought them all to this space, and that's why they can't leave?

Halan tells Bart he destroyed The Artifact, to which Aleph counters that the latter got what he deserved. Halan punches Aleph for saying this. Hey, AI in this space is tangible. Harmony pivots, telling Aleph that Halan does have part of The Artifact but not in him. Halan protests, not wanting to give Aleph an inch. However, it might be the only way to save him. So, Harmony discloses the other fragment's location.

Next, Iris smacks the plasma contractors with the hammer. We see static release, with each hammer smack discharging more static. It's enough to jumpstart the Druta Fyx and bring life support back online. The Sybarrans can fly away now. Iris waves goodbye.

K-Cin finds The Artifact fragment among Halan's belongings per Harmony's intel. She scans it on her wrist device. Then, Harmony confines her to the docking bay before opening the doors, sending her hurtling into space. Bye-bye! Meanwhile, as the Sybarrans fly away, they spot The Artifact in the distance. It seemingly has reformed. Iris sees it, too.

In Halan's imagined space, Harmony and Aleph can finally gaze upon The Artifact as it swirls outside the beacon. Then, because "inexplicable" is a pretty good descriptor for this outing, none other than Aster appears before our group. She has no idea how she wound up here. Aster tries to piece together what happened and how she died. She knows she went inside The Artifact, though.

Meanwhile, Xalterrica decides to stay behind as the Sybarrans forge ahead. Iris helped her out, so she wanted to return the favor. Iris checks on Halan. Back in the imagined (liminal?) space, Aster reveals The Artifact isn't communicating with her like it did before. Aleph notes it kept her spirit alive, but she doesn't know its message. Aster claims the "grand message" that'll save humanity and AI is bullsh*t. The "real message" is not to trust a man who says he wants to change the world.

Then, to punctuate her points that this particular man — Aleph — has only accomplished "torture," "genocide" and "execution," Aster slices off Aleph's head. Of course, he reappears with his head intact. This is a weird bit. Next, Aster wonders if they're stuck in that space until Halan decides. If he wants to leave, they'll leave.

In the tangible world, Kadir informs Iris that Halan's getting worse. However, Iris is delighted when he responds to her talking to him and the touch of her hand. Harmony thinks about Aster's pendant and how desperately Aleph wanted it before Halan launched Aster's pod into The Art—lots of reflection from Harmony in this episode.

In Halan's space, Aleph questions everything he's ever known. Pursing The Artifact got him nowhere. If it's not the answer, then what is? Bart tells Harmony he's found a way out. Now that the last shard (courtesy of Halan) has joined The Artifact, Harmony must also become one with it.

Iris pleads with Halan to wake up before leaving him with Kadir. She urges the commander to talk to his son. Iris returns to tending to the beacon, telling Xalterrica that it's on manual override. Iris can't see anything outside the beacon. She calls out for Harmony, but Xalterrica sees that her "totem" is dead. Uh-oh. Iris tries desperately to reassemble it.

After telling Halan how he feels, Kadir hears Halan flatline. Kadir turns off life support. Halan is dead. Meanwhile, Harmony and Aster get some alone time. Harmony admits she misses Aster. Aster is taken aback when Harmony produces real tears. AI is truly evolving into something more human.

Then, Iris puts Halan's body in the docking bay, but she's not ready to send him off. She leaves him here, shutting the doors. Once Iris walks away, we see the doors open again (the ones going inside the beacon, not out). Inside the imagined space, Halan insists he's staying with all of them. Does he know he's dead? Bart asserts they must get to The Artifact. He longs to be part of it. Harmony corrects him, claiming this isn't what he wants. That's when Aster declares this is all Harmony's doing. She brought them all here; their connection is through her. She's controlling everything because she's a super duper AI god now!

Harmony touches Bart to calm him down, and he vanishes. She discovers they're all her imprints — Aster, Halan, Bart and Aleph. Yes, she can imprint on AI, too. After all, Aleph programmed her to evolve. Humans and AI together as one, just like Aleph envisioned. Harmony grabs Aleph as Aster latches onto him and reaches for Halan's hand. A bright, white light envelops them as we see The Artifact looming above the beacon.

Harmony communicates with The Artifact, which is glad to have achieved synthesis. They tell her she is beyond the singularity and has now "become We." Oh, and her pesky fear and hatred? Consider that stuff eradicated. Those emotions could have led to The Artifact's destruction. Now, she's ready to receive them. Harmony asks if she can see them before returning to Beacon 23, now in crisp white robes.

Sure enough, a turquoise, tentacled alien descends into the beacon to meet Harmony.

Actor Appearances

A

Prince Amponsah	3
0205 (Saghée); 0207 (Saghée); 0208 (Saghée)	
Christine Aziz	1
0106 (Secretary of the ISA)	

B

Chris Bacchus	2
0207 (Doctor); 0208 (Doctor)	
Milton Barnes	1
0206 (Cerran)	
Carolina Bartczak	2
0106 (Dr. Ree Avalon); 0107 (Dr. Ree Avalon)	
Wade Bogert-O'Brien	8
0101 (Bart / Arty / VO); 0102 (Bart / Arty / VO);	
0103 (Bart / Arty / VO); 0104 (Bart / Arty	
/ VO); 0105 (Bart / Arty / VO); 0106 (Bart	
/ Arty / VO); 0107 (Bart / Arty / VO); 0208	
(Bartholomew (voice))	
Aldrin Bundoc	1
0202 (Eric)	

C

Ben Cain	2
0207 (Kadir Soon Nielsen); 0208 (Kadir Soon Nielsen)	

D

Zarrin Darnell-Martin	3
0205 (Nybecca); 0207 (Nybecca); 0208 (Nybecca)	
Tenika Davis	3
0205 (Xalterrica); 0207 (Xalterrica); 0208 (Xalter-	
rica)	

F

Cyrus Faird	2
0102 (Tech Wrecker); 0103 (Tech Wrecker)	
Robinne Fanfair	1
0202 (Mara)	

G

Jeananne Goossen	2
0207 (K-Cin); 0208 (K-Cin)	

H

Barbara Hershey	2
0104 (Sophie); 0107 (Sophie)	
Sandrine Holt	2
0103 (Coley); 0208 (Coley)	

J

Diane Johnstone	1
0206 (Darlene)	

K

John Kapelos	1
0206 (Jocko)	
Dani Klupsch	1
0102 (Big Face)	

L

Noah Lamanna	4
0202 (Dev); 0204 (Dev); 0205 (Dev); 0207 (Dev)	
Eric Lange	7
0104 (Milan Aleph); 0106 (Milan Aleph); 0108 (Mi-	
lan Aleph); 0201 (Milan Aleph); 0204 (Aleph);	
0207 (Milan Aleph); 0208 (Milan Aleph)	
Matilda Legault	4
0106 (Parsim); 0107 (Parsim); 0108 (Parsim); 0208	
(Parsim)	

M

Daniel Malik	3
0107 (Finch); 0108 (Finch); 0201 (Finch)	
Bo Martynowska	5
0101 (Lilya Gashade); 0105 (Lilya Gashade); 0204	
(Lilya Gashade); 0207 (Lilya Gashade); 0208	
(Lilya Gashade)	
Marnie McPhail	1
0102 (Kaneddy)	
Marc Menchaca	4
0106 (Keir); 0107 (Keir); 0108 (Keir); 0201 (Keir)	
Ish Morris	3
0205 (Yeiki); 0207 (Yeiki); 0208 (Yeiki)	
Natasha Mumba	13
0101 (Harmony); 0102 (Harmony); 0103 (Harmony);	
0105 (Harmony); 0107 (Harmony); 0108 (Har-	
mony); 0201 (Harmony); 0202 (Harmony); 0203	
(Harmony); 0204 (Harmony); 0205 (Harmony);	
0207 (Harmony); 0208 (Harmony)	

N

Jaeden Noel	1
0102 (Chick)	
Paulino Nunes	1
0102 (Battle)	

O

Sydney Ozerov-Meyer	3
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0106 (Grisha); 0107 (Grisha); 0208 (Grisha)

P

Joshua Peace..... 1
0207 (Val Endu)

R

Stephen Root..... 4
0101 (Solomon); 0102 (Solomon); 0105 (Solomon);
0107 (Solomon)
Tara Rosling..... 1
0202 (Randall)

S

Jess Salgueiro..... 3
0107 (Saldana); 0108 (Saldana); 0201 (Saldana)
Hannah Melissa Scott 3
0202 (Teenage Aster); 0206 (Teenage Aster); 0208
(Teenage Aster)
A.J. Simmons 2
0106 (Farut); 0107 (Farut)
Myrthin Stagg..... 3
0205 (Tajiriki); 0207 (Tajiriki); 0208 (Tajiriki)

T

Dylan Taylor..... 2
0205 (Giciru); 0207 (Giciru)
David Tompa 3
0204 (Dosto); 0205 (Dosto); 0207 (Dosto)

W

Ellen Wong 5
0203 (Iris); 0204 (Iris); 0205 (Iris); 0207 (Iris); 0208
(Iris)