

The Legend of Aramelle

written by

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PERSEPHONE: Princess Aramelle, formerly a captured princess, who climbed out her window and ran away, has just discovered waterfalls for the first time. I don't think she'll want to experience another. But what do I know? Oh, wait. Everything.

F/X: ORSON AND ARAMELLE SPLUTTER AND SPLASH IN THE RIVER.

ORSON: How did you know to do that?

ARAMELLE: I read it in a book. I've read a lot of books. I didn't have much else to do in the castle. Can you swim in all that armour?

ORSON: No.

F/X: ORSON FALLS BENEATH THE WATER.

ARAMELLE: Orson!

F/X: ARAMELLE TRIES TO LIFT HIM BACK OUT OF THE WATER.

ARAMELLE: Your armour's too heavy! I can't...

F/X: GRIM REAPER STOPS TIME.

ARAMELLE: What? How did you do that? Why is nothing moving?

GRIM REAPER: I've stopped time.

ARAMELLE: How can you?...

GRIM REAPER: It's not permanent. I thought maybe I should explain a little...

ARAMELLE: But Orson's under the water! Help me pull him up!

F/X: ARAMELLE HEAVES.

GRIM REAPER: (Laughs) I will do nothing of the sort, Princess. I am Death. I do not drag people out the river! I pull them under. And it is that that I wish for you to think on.

ARAMELLE: If I don't come with you, you'll pull me under the river?

GRIM REAPER: No. As you said before, I can't take you while you remain so hale and hearty.

(MORE)

So unless, your sudden lease for life the day
before it's due to end suddenly wanes, then I
can't take you. I meant more...metaphorically.

ARAMELLE: Ah. (BEAT) Wait, how can you metaphorically pull
me under the river?

GRIM REAPER: Whoever said it was you I'd be pulling under?
(PAUSE)

ARAMELLE: ...Orson? If I don't come with you, you'll take
Orson?

GRIM REAPER: I could. He's already drowning. In that armour
he'll sink like a stone when I restart time.

ARAMELLE: I won't let you do that.

F/X: ARAMELLE HEAVES.

ARAMELLE: Ha! See! He's above the water! Not drowning.

F/X: ARAMELLE DROPS HIM AGAIN.

F/X: A SPLASH.

ARAMELLE: Damn. I dropped him.

GRIM REAPER: Lift him up again, Princess. Place him on that driftwood.

F/X: ARAMELLE LIFTS ORSON, PUTS HIM ON DRIFTWOOD.

ARAMELLE: Why are you helping me, now?

GRIM REAPER: I'm not. I am simply pointing out options. He does not have to die here. But he could. You did not have to be here. But you are. The future is shifting because of your decisions, Princess. As it stands, I will take a soul soon. It just may not be yours I take. (PAUSE) Look after him, won't you?

F/X: GRIM REAPER RESTARTS TIME.

F/X: GRIM REAPER LEAVES.

ORSON: (Splutters) I think I swallowed water.

ARAMELLE: It's alright, just stay on the driftwood.

ORSON: If we kick with our legs, we can get out to sea. Wherever the sea is.

ARAMELLE: Alright then, kick.

F/X: THEY KICK WITH THEIR LEGS IN THE WATER AND SWIM FORWARD.

3 EXT. OPEN OCEAN - DAY

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F/X: WAVES IN BACKGROUND, SEAGULLS, SHOUTS OF A SHIP'S CREW.

ORSON: Right, now we're in open sea, we need to find a ship. Any ship and get on it. The quicker we do that, the better. If there's a storm, we won't last long on this piece of wood.

ARAMELLE: There's one!

ORSON: That's a pirate ship! Duck!

F/X: A CANNONBALL IS AIMED AT THEM BUT MISSES. DROPS IN THE OCEAN.

F/X: PIRATE SHIP COMES CLOSER.

ORSON: We surrender! Please don't shoot any more cannonballs at us!

PIRATE CAPTAIN: Really? That quickly?

ARAMELLE: Yes, please.

PIRATE CAPTAIN: Shame. I was hoping for a fight.

ARAMELLE: Yes, but you would have definitely won. And we want to go on your ship.

PIRATE CAPTAIN: Join me? You wish to become pirates yourselves?

ARAMELLE: Yes, please.

ORSON: If it's alright with you?

PIRATE CAPTAIN: Liam! Come over here!

LIAM: Yes, sir?

PIRATE CAPTAIN: These two intrepid explorers wish to join our crew. Should we let them?

LIAM: That would be up to you, sir. You are the captain.

PIRATE CAPTAIN: Yes. Though they did just surrender to me. So I'm wondering if we shouldn't test them. See if they're up to scratch before hand.

LIAM: Yes, sir. A very good plan.

PIRATE CAPTAIN: We will shortly be reaching the Witch Princess's lands.

(MORE)

We will need a good strong crew who can resist enchantment. I have been training the crew for months on the subject. You must catch up.

ARAMELLE: Ah. One second. Do you know how to resist enchantment?

ORSON: It was covered in basic training, but I've never actually had to do it.

ARAMELLE: I've never done it. But I've read loads on how to do it. So between us, I think we'll be fine. Alright, captain. What is the test?

PIRATE CAPTAIN: That's what I like to see. A girl up for adventure! First of course, I need your names.

ORSON: Or.../

ARAMELLE: /Stop!

ORSON: Stop? He just asked our names.

ARAMELLE: Your full name, Orson, is the easiest way to enchant you. We're being tested, remember?

PIRATE CAPTAIN: Well, you've already given his away, miss. Orson, was it?

ORSON: Yes, sir. Yes it was.

ARAMELLE: (BEAT) Sorry.

ORSON: Of course. He doesn't know yours yet.

ARAMELLE: No. And in fact, I can tell him my name.

ORSON: Won't that bind you to an enchantment?

ARAMELLE: Only if I give my full one.

ORSON: Ah!

ARAMELLE: My name is Aramelle, Captain.

PIRATE CAPTAIN: Aramelle? Like the missing Princess Aramelle?

ARAMELLE: Um...maybe.

PIRATE CAPTAIN: There's a large reward out for your capture, you know.

ARAMELLE: Yes, I know.

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PIRATE CAPTAIN: Test failed. You could have said "Whose capture" and I wouldn't have proof it was you.

ARAMELLE: Dammit!

PIRATE CAPTAIN: Still, the jewels we are trying to steal from the Witch Princess do outstrip the reward...I'll tell you what. Keep practising your enchantment resisting. And once we get to the Witch Princess's lands, you will join the assault. If the assault fails for any reason, I will blame you and take you back to your own lands to receive the prize. If the assault goes off without a hitch, then you two can be permanent members of my crew like Liam here.

ORSON: It doesn't seem very fair for us to be blamed if it goes wrong for any reason.

PIRATE CAPTAIN: No, but I am a pirate. So fairness isn't really how I rule.

ORSON: Oh yes, good point. (BEAT) That's a deal.

ARAMELLE: Works for me.

PIRATE CAPTAIN: Well enough of this discussion, board my ship and I'll show you to your temporary quarters.

CUT TO:

4 INT. SHIP. DAY

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F/X: SHIP CREAKING

PIRATE CAPTAIN: Your quarters are just down this stairway, follow me.

F/X: CAPTAIN TAKES ORSON AND ARAMELLE TO THE SHIP'S PRISON. UNLOCKS THE DOOR.

ORSON: These temporary quarters look a lot like a prison.

PIRATE CAPTAIN: That's because it is the ship's prison.

ARAMELLE: And why do we have to sleep in it?

PIRATE CAPTAIN: Well, no-one else is in it at the moment and there are beds. I'll upgrade you once you've successfully dealt with the Witch Princess.

(MORE)

Though we don't have much time left, and judging the crew's enchantment resisting, I'm wondering if maybe we shouldn't just kill the Witch Princess and get the jewel that way...Hmm...yes. I'll ask Liam what he thinks.

F/X: ORSON AND ARAMELLE ARE LOCKED IN THE CELL.

F/X: PIRATE CAPTAIN LEAVES.

ORSON: If we're not his prisoners, why did he lock it?

ARAMELLE: If he's going to kill the Witch Princess, what will happen to her spells?

ORSON: Don't they die with her?

ARAMELLE: Mostly, yes. But she does have some genetic spells in place, that can't be destroyed without eliminating her whole bloodline.

ORSON: So...if she dies...we'll know for sure if her father's still alive?

ARAMELLE: Precisely. I do wonder what happened to my uncle Gilliam...

ORSON: Your uncle?

ARAMELLE: Of course. All royals are related.

ORSON: Are you...not concerned that the captain's going to kill your cousin?

ARAMELLE: Well, I don't really know how to stop it when I'm in a ship's prison!

CREW MATE: (Off) Land Ahoy!

F/X: THE BOAT DROPS ANCHOR.

F/X: ORSON AND ARAMELLE LURCH FORWARD WITH THE BOAT AND HIT THE CELL DOOR.

ORSON: Well, that's one way to stop, certainly. Did you hit your face on the bars?

ARAMELLE: Not as hard as you did.

GRIM REAPER: Fancy seeing you here.

ARAMELLE: Aah! How can you sneak up on people, when you've got such a big scythe?

GRIM REAPER: I'm not in the habit of announcing myself.

ARAMELLE: I only hit my face on the bars. It's a bruise, I'm not dying, so, please, go away.

GRIM REAPER: Strange though it may seem, I'm actually not here for you. Though, if you do die that would be a bonus. But this ship's about to have a mutiny and...

F/X: GRIM REAPER PULLS OUT TICKING CLOCK.

GRIM REAPER: Things aren't looking good for two of the crew.

F/X: GRIM REAPER PUTS TICKING CLOCK AWAY.

ORSON: A mutiny? The ship's having a mutiny?

F/X: GUNSHOTS FROM DECK.

GRIM REAPER: Ah! That's my first casualty! Duty calls! Oh Aramelle? It would be beneficial to me if you could stay as close to Portside as possible.

F/X: GRIM REAPER LEAVES.

ORSON: (BEAT) You should stay to starboard.

ARAMELLE: I was just thinking that.

F/X: ARAMELLE SHUFFLES OVER TO STARBOARD.

F/X: SHIP VEERS TO THE SIDE.

F/X: ORSON AND ARAMELLE THROWN FORWARD AGAIN.

ORSON: Ow!

F/X: SOUND OF FIGHTING ON SHIP ABOVE.

ARAMELLE: Are you alright? Stand back up again.

F/X: ORSON STANDS UP AGAIN.

ARAMELLE: Do you think there's anyway we can help the battle?

ORSON: I could if we weren't in prison.

F/X: SHIP FALLS SILENT.

ARAMELLE: Does that mean the mutiny's over?

ORSON: Who won?

ARAMELLE: Look! Over there! The Grim Reaper's reaping the captain's soul!

F/X: GRIM REAPER TAKES SOUL OF CAPTAIN.

ORSON: So are we still part of the crew?

F/X: CELL DOOR UNLOCKED.

LIAM: Follow me, Princess.

ORSON: Liam? You ran the mutiny?

ARAMELLE: You won the mutiny?

LIAM: That's why I'm wearing the captain's hat.

ARAMELLE: Did us being in prison have anything to do with your mutiny?

LIAM: I only let you out because I need to put some of the more loyal members of the crew in it.

ORSON: So you've decided not to kill them, but you killed the captain?

ARAMELLE: You didn't actually answer my question...

LIAM: Well I couldn't become the captain, while there was another one, could I? Crew members, you can have as many as you like.

ARAMELLE: Is there likely to be another mutiny soon? Just wondering, incase they're a regular thing.

LIAM: The old captain didn't...All will be revealed to you, once you've proven yourselves.

ARAMELLE: And how can we do that?

F/X: LIAM UNSHEATHES HIS SWORD.

LIAM: Swear allegiance to me as your captain for as long as we both shall live, or I'll stab you with this sword and push you overboard.

ARAMELLE: You are much harsher than the old captain.

F/X: ORSON UNSHEATHES HIS SWORD.

ORSON: I took an oath to protect the Princess. If you put her to the sword, I must do the same to you. Preferably, before you do it to her.

LIAM: Things aren't looking good for pledging allegiance are they? Your guard's holding a sword to my neck.

ARAMELLE: Because you're holding one to mine. He took an oath. What does pledging allegiance to you entail? Just being part of your crew? Because I'm all for that.

LIAM: Being part of my crew, but being loyal solely to me. You will not question my plans. You will carry out my orders regardless of your own opinions to them. And you will not ask questions.
(MORE)

Failure to comply will result in your death. Do you understand?

ARAMELLE: It doesn't seem fair for me to never ask questions...

LIAM: I'm a pirate. (BEAT) Nothing I do is fair. Will you be completely loyal to me until one of our deaths occurs or will I have to kill you now?

F/X: LIAM HOLDS ARAMELLE OVER THE SIDE OF THE SHIP AT SWORD POINT.

LIAM: Choose now Princess, or I throw you overboard.

ORSON: You pull her back up!

ARAMELLE: It would be easier to think if you weren't pointing the sword so close to my face and also, I wasn't being held upside down over the edge of the ship!

LIAM: Last chance to choose, Princess.

ARAMELLE: I have one condition before I pledge.

LIAM: A condition?

ARAMELLE: I will make this allegiance, but don't make Orson take it. I can vouch for his loyalty. He will not harm anyone without my say so. Let me back up and I will pledge allegiance for the both of us. If you agree, pull me back up.

F/X: LIAM PULLS ARAMELLE BACK UP.

LIAM: You drive a hard bargain. Alright, I agree. But I'm taking your sword off you, Orson.

F/X: LIAM TAKES ORSON'S SWORD.

ORSON: But that's castle property!

LIAM: Kneel and pledge allegiance.

F/X: ARAMELLE KNEELS.

ARAMELLE: I pledge allegiance to you as a captain. You have my unwavering loyalty as long as we both shall live. I vouch for Orson, and if he cannot be trusted after all, I will bear the blame and punishment meant for him.

F/X: ARAMELLE STANDS BACK UP.

F/X: LIAM SHAKES HER HAND.

LIAM: Welcome to piracy!

F/X: A SPELL HITS THE SHIP.

ORSON: Where did the light go?

LIAM: We're in the Witch Princess's lands, Orson. Her first line of defence against intruders is complete darkness. She can see us. We can't see her. The assault has begun.

END.