

The Legend of Aramelle

written by

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PERSEPHONE: Where were we? Ah, yes. Princess Aramelle swore allegiance to Captain Liam the pirate. She swore allegiance for both her and Orson. Was this bravery on her part? Or an ill-fated attempt to keep them both out of Death's grasp? Still, they were deep in the Witch Princess's lands now. Pitch black, and not a sound to be heard but the ocean...

F/X: WAVES, BOAT CREAKING.

ORSON: So, the witch princess plunged the ship into darkness, and we can't see where she's going to attack us from.

ARAMELLE: Never mind her! We can't even see each other. Where are you, Orson?

ORSON: Right here.

LIAM: For now, we continue with the plan. We've just got to do it under cover of darkness, that's all.

ARAMELLE: Aye, aye, Captain Liam!

ORSON: I never understood why she calls herself the Witch Princess. She runs the kingdom. Surely she's queen?

LIAM: Ah, but people believe her father is still alive. She can't be Queen if there's still a King.

ARAMELLE: But King Gilliam's been missing for years!

F/X: SPELL HITS SHIP.

ARAMELLE: That's another spell! Orson are you alright?

ORSON: Yes, the spell didn't hit me. I think it hit...

F/X: BIRD SQUAWK.

ORSON: It hit Captain Liam. Can you speak, Captain? Or have you turned into a bird?

F/X: BIRD SQUAWK.

ARAMELLE: I think he's turned into a bird. And his hat fell off too. It must not fit on his head anymore. I've found it, here.

F/X: ARAMELLE PUTS THE CAPTAIN'S HAT ON.

ORSON:               So if you've got the hat on, does that make you  
                      Captain?

ARAMELLE:           I suppose it does.

ORSON:               Can you hear any of the other crew?

F/X: CREW ARE ALL BIRDS.

ARAMELLE:           I think the crew are all birds.

ORSON:               I think so too. So why aren't we?

ARAMELLE:           Maybe we are and we just can't see?

F/X: THEY CHECK THEMSELVES TO SEE IF THEY ARE  
BIRDS.

ORSON:               No, I've still got arms and legs.

ARAMELLE:           Me too. Besides if we were birds, we'd be  
                      squawking like the captain.

F/X: CAPTAIN SQUAWKS.

ARAMELLE: The captain's plan was to go beneath the magic to get the jewels, that is, get in and out undetected, but that's already gone wrong, because she obviously knows we're here. Maybe a full frontal attack on the castle would be better?

ORSON: Full frontal assault with you: a princess; me: a knight whose sword has been confiscated, and a bunch of birds?

ARAMELLE: We would definitely have the element of surprise. Where is your sword, by the way?

ORSON: Captain Liam was still holding it when he turned into a bird...I presume it's maybe in like...a...

ARAMELLE: Bird pocket?

ORSON: ...Yes...

F/X: BIRD SQUAWK.

ORSON: Are you going to show me where it is, Captain?

F/X: BIRD SQUAWK.

ORSON: Didn't think so. What if we just sail on through?  
Past her kingdom, forget the jewels?

F/X: BIRD FLAPS AND SQUAWKS ANGRILY.

ORSON: Ow! Ow! Stop pecking me! (BEAT) Thank you. We  
won't do that.

F/X: APPRECIATIVE BIRD SQUAWK.

ARAMELLE: It wouldn't work anyway. If we did get out, then I  
can't turn the crew back into people. At least not  
without a spell book. I know the Witch Princess  
has one in her chambers, so we have to go into the  
castle anyway if we want to turn everyone back.

ORSON: What if we didn't turn them back?

ARAMELLE: Do you know how to sail a ship, Orson?

ORSON: No.

ARAMELLE: Then let's enter the castle.

3 INT. WITCH LAIR - CONTINUOUS

3

F/X: CAULDRON BUBBLING, SPOON STIRRING CAULDRON.

F/X: THE LAST LINE OF DIALOGUE FROM PREVIOUS SCENE  
PLAYS OUT AGAIN WITH AN ECHO.

WITCH PRINCESS: Cauldron, stop!

F/X: THE CAULDRON STIRRING STOPS.

WITCH PRINCESS: So, it's my jewels you want is it? If only I knew why you didn't change with the others in the aviary spell...

F/X: DOOR OPENS.

GUARD: My lady?

WITCH PRINCESS: Yes?

GUARD: The pirate ship is still moving towards us. Maybe a more forceful spell will repel them back?

WITCH PRINCESS: They're already sailing through pitch black and nearly everyone on board's a bird!

GUARD: Nearly everyone?

WITCH PRINCESS: Yes, it seems there's a couple of people it missed. Still, I've just been eavesdropping and it turns out they're here for the jewels. Are the jewels in the vault?

GUARD: Yes, my lady.

WITCH PRINCESS: Very good. If only I knew why the spell didn't work. I aimed it at the whole crew, (BEAT) the whole crew! That must be it!

F/X: WITCH PRINCESS RIFLES THROUGH POTION BOTTLES ON A SHELF.

GUARD: What must be it, my lady?

WITCH PRINCESS: The ship must have a stowaway! I can redo the spell if I have wool of bat and I thought I had a spare...

F/X: STOPS RIFLING THROUGH BOTTLES.

WITCH PRINCESS: (Sighs) I don't have a spare. Go and get me some more wool of bat, will you?

GUARD: Wool of bat? From the bat?

WITCH PRINCESS: Yes, please. Try not to get bitten.

GUARD: Yes, my lady.

F/X: GUARD LEAVES.

F/X: WITCH PRINCESS STIRS CAULDRON.

WITCH PRINCESS: If I give everything in here a stir, I can probably get some bat residue up from the bottom of the cauldron - that will at least let me do something.

F/X: SCRAPES CAULDRON.

WITCH PRINCESS: Now, what shall I do to a stowaway?

4     **EXT. SHIP - NIGHT**

4

F/X: BIRDS SQUAWKING, WAVES.

ARAMELLE:            So, first things first. We have to get in the castle. I think we use the crew of birds to our advantage and send one to circle overhead and find the best entrance?

ORSON:                Aye, aye, Captain!

F/X: BIRD SQUAWKS.

ORSON:                Sorry. It's just that she's the one with the hat, since it didn't fit on your head.

F/X: BIRD PECKS HIM.

ORSON:                Ow! Don't peck me!

F/X: SPELL HITS SHIP.

ORSON:                   Another one? What did that spell do? (BEAT)  
Princess? Where are you?

5     **INT. DUNGEONS - CONTINUOUS**

5

F/X: WATER DRIPPING, RATS SCURRYING.

FORTUNE TELLER   Care to hear your fortune?

ONE:

ARAMELLE:           (Screams) Where am I!? And why's it so bright?

FORTUNE TELLER   Bright? It's not bright. We're in a dungeon!

ONE:                You've been summoned from the encroaching darkness  
haven't you...Wasn't expecting an attack today...

ARAMELLE:           That's not a great advert for someone who wants to  
tell my fortune.

FORTUNE TELLER   I was expecting it.

TWO:

FORTUNE TELLER   Back off, you hack! Anyone can lie to you, but

ONE:                I'll give you your true fortune. Just pass your  
hand through the bars.

FORTUNE TELLER   No, pass it my way. Her fortunes are always bleak.

TWO:

FORTUNE TELLER Pass it my way and you can have riches untold.

THREE:

FORTUNE TELLER She means she pays people to give fake reviews for  
ONE: her. I will tell your true fortune, pass your hand  
through the bars.

F/X: VARIOUS OTHER FORTUNE TELLERS CLAMOUR FOR  
ARAMELLE'S ATTENTION.

ARAMELLE: Enough! I'm not passing my hand through the bars!  
I don't want my fortune told! I want to be told  
where I am!

FORTUNE TELLER We're in the Witch Princess's dungeons.

ONE:

F/X: FORTUNE TELLER ONE GRABS HOLD OF ARAMELLE'S  
HAND AND PULLS IT THROUGH THE BARS.

ARAMELLE: Hey! Don't just grab my hand and start palm  
reading! Give. Me. My. Hand. Back!

F/X: ARAMELLE PULLS HAND BACK THROUGH THE BARS.

ARAMELLE: You've got a firm grip on you! I think I've got  
bruises!

FORTUNE TELLER ONE: Your future is shrouded in darkness. There is a figure stalking you. Waiting for you. Beckoning to you. (Gasps) The figure is Death itself!

ARAMELLE: Oh yes, that's just the grim reaper. I already know about that.

FORTUNE TELLER TWO: You know that Death itself is following your every move?

ARAMELLE: Only when they have the time.

F/X: ARMOURED FOOTSTEPS APPROACHING DOWN CORRIDOR.

FORTUNE TELLER ONE: I fear whatever your future is, it's about to change.

F/X: EMPTY SUITS OF ARMOUR STOP OUTSIDE CELL.

ARAMELLE: Hang on! Those suits of armour don't have anybody in them!

WITCH PRINCESS: No. they are my advanced guard.

ARAMELLE: Oh. (BEAT) (Mocking) It's you. I didn't see you behind the giant empty suits of armour. You're so much smaller than they are.

F/X: WITCH PRINCESS CLAPS HER HANDS TWICE.

F/X: SUITS OF ARMOUR WALK AWAY.

ARAMELLE: Where are they off to?

WITCH PRINCESS: To patrol the gardens. I don't think I'll need them here after all, seeing as I'm talking to my cousin.

ARAMELLE: So you do recognise me?

WITCH PRINCESS: You haven't changed that much, Aramelle.

ARAMELLE: Yes, but we haven't seen each other since we were children.

6 **EXT. SHIP - CONTINUOUS**

6

F/X: BIRDS, WAVES.

ORSON: Right, if she isn't ignoring me. She's not here, so I guess I have to think of something.

F/X: CAPTAIN HOPS ONTO ORSON'S SHOULDER.

ORSON: Oh, hello Captain. Are you going to sit on my shoulder and help?

F/X: CAPTAIN SQUAWKS.

7     **INT. DUNGEONS - CONTINUOUS**

7

F/X: DRIPPING WATER, RATS SCURRYING.

WITCH PRINCESS: You know, when I heard you'd gone missing,  
                  Aramelle, I was pleased. If you had come here and  
                  asked for help I would have given it to you. But  
                  instead, you come here as a stowaway and try to  
                  steal my jewels.

FORTUNE TELLER I'm sorry, you're the missing princess?

ONE:

ARAMELLE:       Yes. Hello!

FORTUNE TELLER You were meant to be sacrificed!

ONE:

ARAMELLE:       I know!

FORTUNE TELLER That's why Death is stalking you!

ONE:

WITCH PRINCESS: Death is stalking you?

ARAMELLE:       Yes, it's really annoying. Look. Princess to  
                  Princess, just give me the jewels! Why not?

WITCH PRINCESS: No!

ARAMELLE: I have bargaining tools at my disposal.

WITCH PRINCESS: You are in a cell. In my dungeon. I've turned everybody on your ship into a bird, and all I need to do is call your father and you'll go right back home! I think I have the bargaining tools here.

ARAMELLE: Well, first, I think I can guess why you have so many fortune tellers in your dungeons.

WITCH PRINCESS: Bet you can't.

ARAMELLE: Are they asking after your father? Or telling where he is?

WITCH PRINCESS: They're doing something against the law.

ARAMELLE: Yes, that being, implying where your father is. Princess.

WITCH PRINCESS: Enough! Give me one good reason to let you out, or I'll send you back to your father. Who everyone knows is awaiting your return.

ARAMELLE: A reason? To let me out? Alright. Do you remember when you visited me?

WITCH PRINCESS: Yes. What does that have to do with anything?

ARAMELLE: We were young. You were stupid. We played a game called Secrets. You've got a lot of secrets haven't you, Witch Princess?

WITCH PRINCESS: There's no way...

ARAMELLE: Strange isn't it? That someone with so much power, who runs the kingdom, still calls themselves Princess?

WITCH PRINCESS: I can call myself what I like!

ARAMELLE: Yes. But you'd call yourself Queen if you believed you could. You call yourself Princess either because you know your parents are still alive or because.../

WITCH PRINCESS: /ENOUGH! You can have the damn jewels! I'll take you to them.

F/X: WITCH PRINCESS UNLOCKS CELL.

8     **EXT. SHIP - CONTINUOUS**

8

F/X: BIRDS, WAVES.

ORSON:                So, does everyone understand the new plan?

F/X: CREW SQUAWKS.

ORSON:                Right. On my signal, I need you all to fly towards  
the castle and perch right by the windows, make it  
as dark as you can, you know, really creepy.

F/X: CREW SQUAWK.

ORSON:                Perfect. Fly now!

F/X: CREW FLIES AWAY.

9     **INT. WITCH PRINCESS'S CHAMBERS - CONTINUOUS**

9

F/X: CAULDRON STIRRING AND BUBBLING BY ITSELF.

ARAMELLE:            So, you really just keep this spell book out?

WITCH PRINCESS: Why not? Everyone's too scared to use it. The  
vault's just through here.

ARAMELLE:            (Reads) turnatus, altre, shunt

WITCH PRINCESS: Don't start reading out any spells! The cauldron's  
stirring itself, you'll make something happen!

ARAMELLE: Did it just get darker in here?

WITCH PRINCESS: Yes it did.

ARAMELLE: Was that me?

WITCH PRINCESS: No, (BEAT) Actually I think it's all those birds.

F/X: BIRDS PERCH AGAINST ALL THE WINDOWS OUTSIDE.  
THEIR WINGS HIT THE GLASS.

ARAMELLE: I think that's the crew...

F/X: ORSON WALKS IN.

ARAMELLE: Orson!

ORSON: Finally, I found the right room.

ARAMELLE: The Princess was just about to give me the jewels.

ORSON: Give you the jewels? Without a fight?

ARAMELLE: I had a bargaining tool.

F/X: GLASS CREAKING, CRACKING UNDER THE WEIGHT OF  
BIRDS.

ARAMELLE: Are the birds still coming? I didn't think we had that many crew.

ORSON: No, but I figured as they could only squawk, birds would understand them, (BEAT) other birds that is. I told them to all perch here and try and bring some friends.

WITCH PRINCESS: I don't think the glass can take much more weight...

F/X: GLASS SMASHES, BIRDS FLY IN.

ARAMELLE: They're in! RUN!

END.