

THE WELL

Rev. YELLOW

Written by

Justin Hyne

12 Santa Rida
Irvine
California
92606
+1(949)331 8568

FADE IN:

INT. BASEMENT - DAY

We are looking at some dirty water contained in a concrete well. It is submerged in the ground of a dark, creepy basement.

As we move in closer to the well we see a set of webbed fingers appear over the top of the well rim.

CUT TO:

TITLE: THE WELL

FADE TO BLACK.

SUPER: PART 1: A CURE FOR IMPATIENCE

FADE TO:

EXT. RANCH HOUSE - DAY

A young woman is approaching an old style ranch house. She is dressed in jeans and a plain shirt. She is known as the IMPATIENT ONE.

She finds her way to the entrance door and goes inside.

INT. RANCH HOUSE - DAY

We are inside the kitchen of the ranch house. It's run down and looks like it hasn't been inhabited for a while.

An OLD HAG is sitting on a chair to the side of a white door. The door is closed.

Her clothing is made up of simple grey and dark cloths wrapped around her and she has open toed sandals on her feet.

Her arms, legs and face are covered in dirt and scars. She looks worn and weathered.

The impatient one enters the kitchen and approaches the hag.

They both stay there in silence for a moment before the impatient one speaks

IMPATIENT ONE

Well?

The old hag thinks for a moment before replying. Her voice is made up of mumbles and quick words. She practically spits them out at the young woman.

OLD HAG

'Undred.

IMPATIENT ONE

What?

OLD HAG

'Undred. Yeah. Gimme 'undred and I'll let you in.

IMPATIENT ONE

One hundred dollars?

OLD HAG

Yeah. 'undred.

The old hag smiles a toothy grin and reaches out her hand, open palmed.

The young woman gives it a bit of thought, then reluctantly reaches into her pocket and pulls out some bills. She counts out one hundred dollars in \$20 bills and puts them into the palm of the old hag. She holds for a moment before giving her the final \$20.

IMPATIENT ONE

And this will cure me?

The old hag cackles out loud.

OLD HAG

Yep, mi deer. It'll curz yoo right

She gives her best convincing grin to the young woman as she pulls her hand up to her nose quickly and gives the bills a long sniff.

OLD HAG (CONT'D)

Smells of innocence.

The old hag laughs to herself.

The young woman is unfazed and gets more impatient.

IMPATIENT ONE

Can I go in?

The old hag quickly puts the bills in her pocket, then rubs her hands down on her clothing.

OLD HAG

First. The rules.

She pulls out a tattered piece of paper from her person, with some scrawled handwriting on it. She picks her nose, wipes it on the paper then begins to read down the list; continuously looking back and forth between the young woman and the paper.

OLD HAG (CONT'D)

Rule 1: Don't touch nut'ing

She waits for the young woman to respond, but she just stands there, arms now folded, hoping the old hag will finish soon.

The old hag is annoyed at her petulance, but continues on anyway.

OLD HAG (CONT'D)

Rule 2: No c'ming out till ya seez it. Rule 3: Don't look dreckly in the well.

OLD HAG (CONT'D)

Rule 4:...

She looks down the note as if she was expecting something more.

OLD HAG (CONT'D)

Nip. 3 Rules. 'zit. Ready?

The young woman is now getting super impatient and quickly nods in confirmation.

The old hag gets up, pulls out a key from her pocket and unlocks the door.

As she opens it, we see it leads down to a dark, creepy looking basement.

The old hag looks up at the young woman.

OLD HAG (CONT'D)

Go ons zen

The young woman is a little unsure but proceeds on anyway. She holds onto the wall as she takes the first few steps down into the darkness.

INT. BASEMENT - DAY

The moment she is passed the door frame, the old hag slams the door shut, locks it up and sits back down on her seat.

IMPATIENT ONE

Hey!

OLD HAG (V.O.)

Rule 2: No c'ming out till ya seez it.

The young woman wonders what she's got herself into, but continues on anyway. She talks under her breath.

YOUNG WOMAN

Yep. Rule 2. Got it.

She slowly moves down the staircase into what seems like pitch blackness.

As she nears the bottom of the stairs we start to find more light and ultimately see a single seat against the back wall.

Her vision moves across to where the seat is facing and we see a stone well coming out of the ground.

The rest of the small basement is otherwise fairly bare, with just a few crates and chains strewn around.

The young woman sits down on the seat and looks directly at the well and waits.

Barely a short time has passed before she calls up to the old hag.

IMPATIENT ONE

Nothings happening!

OLD HAG (V.O.)

You gotta wait.

The young woman sits there for a while longer but still nothing happens.

IMPATIENT ONE

How long?

INT. RANCH HOUSE - DAY

The old hag looks to be very annoyed at this point and shouts loudly back down.

OLD HAG

Wait!

INT. BASEMENT - DAY

The young woman shuffles uneasily in the chair. It is clear she is not used to having much patience with these sort of things.

Moments later she gets up and starts to wander around the room.

After a while she finds another door to the side. There is a large sign on it that clearly says. Rule 1: Don't touch nut'ing.

With very little contemplation she opens the door and moves inside.

INT. BASEMENT SIDE ROOM - DAY

The door swings closed behind her and after a few attempts to reopen it she calls out.

IMPATIENT ONE

The door's stuck!

INT. RANCH HOUSE - DAY

The old hag looks even more frustrated now and calls back in an angry tone.

OLD HAG

I told ya. Touch nut'ing

INT. BASEMENT SIDE ROOM - DAY

IMPATIENT ONE

It won't open

OLD HAG (V.O.)

It's sticks. Turn 'andle

The young woman twists the door knob for less than a second before giving up. She moves her head to see her new surroundings.

There is a very small amount of light in this room from some candles flickering and as she moves around the room we suddenly see a figure come into view.

It is another woman. A dead woman. She has a large spike through her head and dried blood all over her face.

We freeze frame.

FADE TO:

SUPER: PART 2: A CURE FOR NARCOLEPSY

FADE BACK TO:

INT. BASEMENT - DAY

We are already in the basement as the girl we just saw is now alive and creeping down the staircase. She is blonde and dressed in casual clothes.

She is known as the NARCOLEPTIC.

We hear the old hags voice call out after her.

OLD HAG (V.O.)
Remember the rulz.

She slams the door closed and the already dark basement gets even darker.

The narcoleptic continues down the stairs but is clearly very tired.

She makes her way over to the single seat and sits down.

She takes a glance around but quickly her head starts to nod down, as her body is trying to fight away the sleep.

INT. WELL WATER - DAY

We are viewing a POV of something coming out of the well water. The water glides off us as we appear above the water line.

A webbed finger, then another slowly appear onto the well top. Creeping themselves over the rim.

INT. BASEMENT - DAY

The narcoleptic is unaware of this creature as her head nods a few more times back and forth. Finally her head drops completely into deep sleep and she slides down to the left, falling off the chair and out of frame.

Her head hits a large spike on the ground and it pushes it's way through her entire skull, coming out the other side, covered in blood.

INT. WELL WATER - DAY

We see the hand of the creature that was about to appear lift up in annoyance.

Clearly it wanted to kill this girl before she did it herself.

It looks up towards the basement entrance, where the door is now open and the old hag is looking down.

The old hag shrugs her shoulders.

INT. BASEMENT SIDE ROOM - DAY

We are back with the young woman who let's out a scream upon seeing the narcoleptic.

She turns to try and run, but is confronted with another corpse. It's another woman. This one looks like her neck is broken.

We freeze frame.

FADE TO BLACK.

SUPER: PART 3: A CURE FOR CLUMSINESS

FADE BACK TO:

INT. BASEMENT - DAY

We are now seeing the same woman come down the stairs, cautiously creeping along. She is known as the CLUMSY ONE.

The basement door is still open and the old hag is looking in from above.

INT. WELL WATER - DAY

We once again see the creepy hands of the creature come up over the top of the well.

INT. BASEMENT - DAY

The clumsy one calls out to the old hag.

CLUMSY ONE

Are you sure this thing is safe?

Before her words finish, she trips on one of the stairs, tumbles down the staircase and lands on the floor at the bottom.

Her head hits the ground heavily and snaps her neck in place.

INT. WELL WATER - DAY

The creatures hands once again raise up in annoyance that it was denied the chance to kill her.

INT. RANCH HOUSE - DAY

The old hag slams the door closed.

OLD HAG

I giv up

INT. BASEMENT SIDE ROOM - DAY

The young woman is now almost hysterical and makes a dart for the door.

She screams towards the old hag.

IMPATIENT ONE

There's bodies everywhere!

INT. RANCH HOUSE - DAY

The old hag throws her hands up in frustration.

INT. BASEMENT SIDE ROOM -DAY

The young woman is banging on the door and trying as hard as she can to open it; to no avail.

OLD HAG (V.O.)

It sticks! Turn 'andle

The young woman is now going crazy and starts kicking and pounding the door. Finally she decides to actually try turning the handle and is able to escape.

She goes running up the stairs to the basement door and gives it a good bang, but it doesn't budge.

We hear the old hag from the other side.

OLD HAG (V.O.)

Rule 2: No c'min out till ya seez it.

The young woman is crying hysterically now as she makes her way back down the stairs.

She rounds the bottom and slowly creeps towards the well. Not taking her eyes off it.

As she gets close we see the fingers of the creature come over the edge.

The young woman sees this but continues on.

She rounds the top of the well and looks inside.

INT. WELL WATER - DAY

We see the young woman's head come over the top of the well and begin to scream.

INT. RANCH HOUSE - DAY

The old hag smiles in satisfaction.

OLD HAG

Finally!

INT. WELL WATER - DAY

The creature grabs the head of the young woman with both hands.

INT. BASEMENT - DAY

We see the young woman's head and body get pulled down into the well.

FADE TO BLACK.