

SADIE THE MAKER

by Anthony J. Russo

**FADE IN:**

**EXT. VILLAGE - NIGHT**

A WOMAN lies prone in the dirt. Behind her, red embers lick jagged mountains of rock, cutting into the blackness of the Hades-like landscape.

In front of her, a river glows neon green, separating the rocky hillside of horrors from a dying marsh.

Behind the marshland is the tiniest of villages, dotted with five thatched huts, a fire burning outside of each.

A WINGED DEMON, with the muscular upper body of a human, and snakelike from the torso down, flutters toward her.

A BLOOD-MATTED DEMON, fangs still dripping from an earlier feast, crouches beside her. Her blood-curdling SCREAM portends the unspeakable acts of horror that will follow.

An OLD MAN, chained to a pillar, chokes out tortured SOBS of resignation as he looks on.

A VILLAGER pokes his head out of one of the huts, an empty basket in his hand. He turns his head skyward... and then takes a cautious step forward.

He doesn't get more than a few feet. The winged demon appears in a flash, and crushes him in his powerful arms.

**EXT. FIELD - NIGHT**

The village fires look like candles in the distance.

Two dozen WOMEN and MEN, hardened, in rag-tag clothing, wield swords and daggers fashioned out of scrap metal.

SADIE (V.O.)

In two-thousand-twenty-one, the forces of darkness established the kingdom of Satan here on Earth.

At the head of the group stands SADIE (16), wistful with a far-off stare, seemingly oblivious by comparison.

SADIE (V.O.) (CONT'D)

I was eight-years-old.

THE CAPTAIN, a young man with a Van Dyke beard, moves next to Sadie. He raises his arm and points forward.

SADIE (V.O.) (CONT'D)

Some say that the world had been praying to Satan for years. Feeding him energy. Making him strong.

The scrappy army begins their march.

SADIE (V.O.) (CONT'D)  
 Until his secret society was able  
 to take over the planet.

**EXT. SUBURBAN STREET - DAY (FLASHBACK)**

SADIE'S MOTHER (36) carries EIGHT-YEAR-OLD SADIE. She presses Sadie's head to her chest as she runs.

SADIE (V.O.)  
 The bombs and the fighter planes  
 never came.

A YOUNG WOMAN rushes past them, nearly knocking Sadie and her mom into a burned out shell of an automobile.

SADIE (V.O.) (CONT'D)  
 The world's armies were overthrown  
 from within.

Sadie's mom manages to look over her shoulder as she trudges forward. There's terror in her eyes.

SADIE (V.O.) (CONT'D)  
 It was Einstein who said that you  
 attract your reality.

Before she can turn her head the right way again, she trips over a dead body on the sidewalk.

SADIE (V.O.) (CONT'D)  
 If you think about something, and  
 you can align your reality to that  
 wavelength, then it happens.

Sadie's mom does a shoulder roll, protecting Sadie the entire time with both arms, and ends up behind a trash can.

SADIE (V.O.) (CONT'D)  
 That's not philosophy. It's physics.

A HOODED CREATURE, shrouded in smoke, eyes glowing red, glides by. It passes the two women without a glance.

The creature catches up to the young woman. It pounces on her from behind, knocking her to the ground.

The ghoul straddles the young woman's back. It raises its head and arms to the sky... then looks down, and feasts.

SADIE (V.O.) (CONT'D)  
 And our society, full of negative  
 energy, allowed Satan to take over.

**EXT. SAFE HOUSE - DAY**

A wooden shack on a nowhere country road.

SADIE (V.O.)

And when we realized our mistake,  
we figured out how to combat him.

**INT. SAFE HOUSE - DAY**

Sadie sits on the floor of the shack, stroking her doll's hair, while her mom and a YOUNG MAN scramble about.

SADIE (V.O.)

I was chosen for a few reasons.  
I've been blind since birth. So I  
don't know what a demon looks like.

**INT. HUT - NIGHT**

Sadie, now fifteen, lit by a lone candle, speaks MOS to her mother... who listens... then writes in a journal.

SADIE (V.O.)

The lucky ones die of starvation.  
No governments. No currency.

**EXT. VILLAGE - NIGHT (BACK TO PRESENT)**

The NECROMANCER, a creature with a featureless face, in a hooded cloak, moves toward the demons, who crouch by the woman in the dirt.

SADIE (V.O.)

Only struggle. For food. Shelter.

The woman has been mauled beyond recognition.

SADIE (V.O.) (CONT'D)

For life. And the good.

The three foul beings turn their attention to the old man.

**EXT. FIELD - NIGHT**

Sadie's army has halved the distance to the village. Smoke from the fires encircle the huts.

SADIE (V.O.)

They also chose me because I  
believe humanity is essentially  
good. My mother always taught me  
that kindness returns kindness.

The captain stands at the front of the pack, exhorting the plucky band forward.

SADIE (V.O.) (CONT'D)  
That's the Einstein thing again.

**EXT. VILLAGE - NIGHT**

The necromancer observes as the demons surround the old man.

SADIE (V.O.)  
The key to defeating a demon is  
that you cannot believe in him.

**EXT. FARMHOUSE - DAY (FLASHBACK)**

A BLIND MAN leads an army similar to Sadie's. He brandishes a sad, homemade sword. His legion follows trepiditiously.

SADIE (V.O.)  
That's where he draws his power.

He calmly moves through a horde of SEVEN DEMONS. The first, fire red and dripping with bile, approaches him menacingly.

SADIE (V.O.) (CONT'D)  
From anger. And sadness.

The blind man dispatches the beast with a quick strike, then pivots to slay another who had crept up behind him.

A third demon, black as night, issues a guttural GROWL.

SADIE (V.O.) (CONT'D)  
And fear.

The blind man's top lip quivers. He thrusts his sword.

It penetrates the demon, but does no damage.

SADIE (V.O.) (CONT'D)  
Fear makes a demon unstoppable.

The demon smiles a smile full of fangs. With a swipe of his hand, the monster cuts the blind man in half at the waist.

**EXT. FIELD - NIGHT (BACK TO PRESENT)**

Sadie's army arrives at the village.

SADIE (V.O.)  
No one's sure how many demons Satan  
has unleashed on the Earth.

The old man hangs lifeless from his chains.

SADIE (V.O.) (CONT'D)  
They can disguise themselves as  
good until the time is right.

The captain approaches the old man. He pokes his shoulder.

SADIE (V.O.) (CONT'D)  
And then they strike. Stronger for  
the fear we give them.

The captain falls to his knees in agony. He puts his hands to his head and says the word "father" MOS.

SADIE (V.O.) (CONT'D)  
They call us Makers.

The necromancer appears from behind the jagged rocks. He raises his arms skyward.

SADIE (V.O.) (CONT'D)  
As in, we make reality.

The necromancer's three demons follow in tow. Bloody from their recent kills.

SADIE (V.O.) (CONT'D)  
In order to defeat our enemy, we  
need to be pure of mind.

The captain rises. Dusts off his garments. And girds himself for battle.

SADIE (V.O.) (CONT'D)  
We need to go back to a time in our  
minds when God was in charge.

The rag-tag army falls in resolutely behind the captain.

SADIE (V.O.) (CONT'D)  
It's really weird. I can sense  
evil. But I don't fear it.

Sadie works her way through her band of comrades. They part for her as if the Red Sea.

SADIE (V.O.) (CONT'D)  
That's when I know I have to  
channel the power of the positive.

Sadie stops to the right of the captain. She places a hand on his shoulder.

SADIE (V.O.) (CONT'D)  
And I know everything will be okay.

The necromancer prays MOS. Dozens more demons emerge.

Some are hybrid wolf-humans. Others, impossibly powerfully built machines of destruction. Or winged and snakelike.

SADIE (V.O.) (CONT'D)  
Some would call me a superhero.

The members of Sadie's army take a collective step back.

SADIE (V.O.) (CONT'D)  
But I'm just a girl. A girl who  
wants to be eight-years-old again.

Sadie feels the bodies move past her. She steadies them with her hand. And raises her sword.

SADIE (V.O.) (CONT'D)  
Battle doesn't feel like battle.  
Positive energy surrounds me.

The necromancer lowers his arm. The demons charge.

SADIE (V.O.) (CONT'D)  
And I've conjured many spirits.

The first demon approaches Sadie. Her peaceful smile doesn't waver. The demon is whisked away by a visible wind.

SADIE (V.O.) (CONT'D)  
Each time is different. Sometimes  
Alexander the Great appears.

The same wind winds its way through her army, cloaking them, making them invincible.

SADIE (V.O.) (CONT'D)  
Other times it's been Odysseus, who  
some say was the first necromancer  
in history.

Sadie, like the blind man, walks serenely through the army of demons. They repel from her as if hitting a stone wall.

Sadie's army is emboldened. They strike in unison.

The first sword spills a demon's innards...

Then another takes a head...

A third takes the snakelike demon at the torso...

The army spills demon blood at will.

Sadie approaches the Necromancer. She stands before him with a soothing countenance.

SADIE (V.O.) (CONT'D)  
But I know my time will end.

The Necromancer raises his arms, conjuring a windstorm.

Sadie's army is blown off their feet.

Sadie, her hair and clothes whipped back, remains steadfast. She mumbles a prayer MOS.

A warrior materializes. It is HERCULES.

SADIE (V.O.) (CONT'D)  
It's important for me to tell my  
story. For future generations.

The necromancer recoils... and Hercules attacks.

SADIE (V.O.) (CONT'D)  
Because I believe humanity will  
come out the other side.

**INT. HUT - NIGHT**

Sadie, sitting cross-legged on the dirt floor, gestures as she speaks MOS.

SADIE (V.O.)  
But telling my story could have  
consequences. It means that in the  
recesses of my mind I've  
acknowledged the power of demons.

Sadie's mother, seated on a small stool, listens attentively... then scribbles in the journal.

**EXT. FIELD - NIGHT**

The field is littered with the ghastly remains of demons.

SADIE (V.O.)  
And the power of evil. And my  
survival... everyone's survival...  
depends on the positive. The pure.

The captain takes some marsh reeds and touches them to the glowing rocks, fashioning a makeshift torch.

SADIE (V.O.) (CONT'D)  
So I suppose that someday I will  
die in battle. When someone else is  
stronger. When I can't suppress the  
fear any longer.

The captain looks down at the corpse of the necromancer.

SADIE (V.O.) (CONT'D)  
Satan hasn't shown himself yet.  
They say he's waiting for the  
showdown with Jesus.

The captain lights the necromancer... and soon the corpse grows into an enormous funeral pyre.

SADIE (V.O.) (CONT'D)  
Others say Jesus isn't coming. They say that I'm the chosen one.

The captain steps away from the fire.

His army approaches, each carrying some reeds.

SADIE (V.O.) (CONT'D)  
But I can tell you that I'm not.  
I'm waiting for Jesus too.

Then the protectors of good set about the task of lighting the demon corpses.

**INT. HUT - NIGHT**

Sadie's mother closes the journal. She closes her eyes, and hugs it to her breast.

SADIE (V.O.)  
We Makers have to be careful in our dreams. We can't allow the evil to take over what we dream about.

Sadie's mom rises. She steps gently toward her little girl... and lovingly hugs her from behind.

SADIE (V.O.)  
So when I dream, I speak to Jesus.

Sadie's mother goes to a corner of the hut and digs in the dirt floor. She drops the journal into the hole.

SADIE (V.O.)  
And he tells me I'm doing well. He tells me he will be here soon.

Sadie, satisfied with her work, bunches up some straw and some cloth, and lays down upon it for a night's sleep.

SADIE (V.O.) (CONT'D)  
My name is Sadie. And I'm a Maker.  
And I believe the world is good.

FADE OUT.