

The spirit king  
Ep101  
"Journey begins part one"  
By  
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COLD OPENING

We begin with a map of Earth. A map spread out showing the reality of what it really looks like. With the countries we know all in the center of it all.

NARRATOR

Earth is a world known for their connection to science and magic. In the time of peace there was a balance.

Pan forward where we see in the map north the world of the light spirit.

**EXT. SPIRIT KINGDOM - PAST**

The sun shines down upon the spirit kingdom as the camera makes its way towards the castle on the hill. In the window, waving is a king and queen.

NARRATOR (CONTINUED)

In the north there was the spella bell, the ruler of the world. Someone who has the power of both science and magic.

The spella bell looks down to see the kingdom he is proud of. Dozens of people there with them all cheering for them to begin the celebrations.

NARRATOR (CONTINUED)

But cared about the people and creatures more than anyone would have liked to claim he did.

The spella bell clicks his fingers and suddenly a sea of multi coloured balloons appears out of nowhere. People are still cheering with them taking it normally.

But in the crowd a masked man is looking up at the spella bell. His mask is a crow mask like a medieval doctor's mask but very off putting.

NARRATOR

But there was one person who didn't care for the king and his powers of peace. That man was known as The spirit master.

CUT TO

**EXT. THE BATTLE OF WATER RISES - YEARS LATER**

The spirit master transitions with the background to now be shown wearing a full set of armour. He grasps his wands and sends a black ball of magic straight into an army.

NARRATOR

He only wanted destruction and chaos among the world. Corrupting the light spirits of the north so they would become a former self of what they once were.

The magic ball exploded sending the army flying to the ground. Lifeless bodies are the only things left. Standing at the back dressed in full spiritual armour is the spella bell. He raises his sword heroically towards the spirit master. Beside him are two white glowing spirits.

NARRATOR

In order to save his kingdom, the spell bell fought the spirit master in an attempt to end his reign of terror.

The spirit master begins to go head on towards the spell bell. He does the same as they collide in a glowing white light. A white out covers the screen.

NARRATOR

But in doing so he hand failed.

Fade into the spell bell helmet now placed on his sword. The spirit master walks away with his now stronger army.

NARRATOR

And now, with the thousand year war, the people of this world are hoping for a chance for the spella bell to return. And bring peace to the world once more.

Title card dissolves into the scene. This is the title card for the whole show.

Fade into :

TITLE CARD : Book one - North sun Chapter one - journey begins part one.

ACT ONE

**INT. BACK OF UNCLE TONY CAR - EARLY MORNING**

The sun shines into the window of a moving car hitting the face of TREVOR, 16 years old. He opens his green eyes to see that he is still in the car. UNCLE TONY is still driving with no signs of him sleeping at all.

TREVOR

Eh, Uncle Tony, where are we?

Uncle Tony looks back at the mirror and sees Trevor now awake. Trevor is seen in the mirror stretching his arms hitting the low roof of the car.

UNCLE TONY

We're in rose peak, New york. Just coming up on summer camp now.

TREVOR

Summer camp?

Trevor looks out of the window and notices a very summer camp sign coming up past him. The sign reads "Camperton lake winslow. Est 1944" on it in a very unappealing way. Trevor looks back at his uncle unimpressed.

TREVOR

Are you taking me to the same summer camp my parents went to when they were my age?

UNCLE TONY

Yep.

TREVOR

The same one my brother is right now as part as working full time after the incident.

Uncle Tony signs heavily and slowly stores the car towards the opening of the camp. A set of trees lined out giving the people coming a one way gap to the camp,

Uncle Tony takes off his sunglasses and turns to face Trevor in the back seat. His face is heavily beaten but is very youthful for a guy in his late 40's.

UNCLE TONY

Listen, I know you don't want to talk to your brother. I get it. But that's not the reason I brought you here.

TREVOR

Eh, what is the reason you brought me here?

UNCLE TONY

To be at the place your dad and mum went to. When they were your age.

Trevor looks at his uncle, a little concerned. He turns right to see the pathway to the camp. It's very haunted looking.

TREVOR

That's the place they met? I thought dad met her in the army like he told me.

UNCLE TONY

No, they didn't. In fact they met right at the entrance. Head into the camp and you'll see their symbol.

Trevor looks out and begins to look concerned, worried. On his hand, right, is a nasty scar.

TREVOR

Will anyone make fun of me because of my scar?

Uncle Tony grows silent. It's a very painful subject for the both of them.

UNCLE TONY

Eh, no. Not really, even if they're odd. Just make some friends and you'll see.

Trevor opens the door, unconvinced by his uncle. He swings the car open and walks out.

**EXT. CAMPERTONS ENTRANCE - CONTINUE**

Trevor closes the door behind him, putting a bag over his shoulder. Taking a deep breath Trevor heads towards the camp. Uncle Tony rolls down his window, concerned.

UNCLE TONY

Hey, trevor.

Trevor looks back. He is shocked to see his uncle smiling at him in a very concerned way.

UNCLE TONY

Just be yourself. No matter what the cost maybe. No one takes down a bellmount.

TREVOR

Got it. Thank you, Mr strange man.

Trevor makes his way towards camp. His uncle is scratching his head wondering what had happened. That is before driving off.

**EXT. PEMBERTON - MOMENT LATER**

Trevor makes it to the wooden entrance, evil totem poles look down at him. They have very spooky looking eyes. Trevor begins to feel a chill. He continues on, soon seeing a well built camp. Very homey but very off. The sun rising in the sky.

On the grounds Trevor can see people. All rushing around and fixing stuff. Something dangerous has happened.

With a shrug he wanders down, towards the camp. Not seeing the eyes glowing white behind him.

**EXT. CAMPETON, CENTER - CONTINUE**

Standing, shouting commands to other campers is MIRA. She is a very adventurous type. Sticks up for the weak, fights the bullies. A mix between Clara from DW and Gamora.

MIRA

Get that board up, another attack will happen. Hey you, yeah you, fix that trap. No one wants to be caught in it.

Trevor, now down the hill, wanders into the center. He has a very alien-like approach to it all. Taking everything in with wonder. That is, until...

SNAP! He looks to find himself in a very odd looking trap. A metal clamp with some wiring.

MIRA (O.S.)

Where, Stephan? I need a second opinion, here.

Trevor looks up to see Mira, walking around the center. He was taken back by this. Having a very impressed attitude around her. Brown hair, tail kind of type.

Mira notices Trevor and walks over to him.

MIRA

Not again. Hey, you. Did you step into another trap again?

TREVOR

Trap? As in bear traps?

MIRA

No, as in trap.

(Noises)

And you did. Great. Let me cut you out of it.

Mira pulls out a pen knife and kneels over the trap. She begins to cut the rope.

In the woods something stirs. A POV shot, the level of a cat is seen. They watch the uncutting.

TREVOR

Why would a summer camp need traps by the way? It seems impossible?

GIBSON (O.S.)

(Scottish accent)

What's this? Hey, Grandmaster. You need to see this.

GRANDMASTER (O.S.)

(Scottish accent)

What is it now Gibbison?

Mira frees Trevor from the trap which breaks apart in her hands. Still a POV shot. Trevor walks out shaking his foot.

TREVOR (CONT'D)

And what are these traps? Some kind of rodent trap?

MIRA

No, they are not. They are spirit traps. And our situation is very complex. Who are you?

Trevor stretches his hand out towards Mira. She takes it, gingery.

TREVOR

Trevor Belmont. A pleasure to meet you at last.

MIRA

As in Belmont. Thee bellmount.

GIBBISON (O.S.)

Bellmount. It's him, grandmaster.

Trevor begins to blush a deep red. He stops shaking and removes his hand. His scar showing to the camera.

GRANDMASTER (O.S.)



It sure is, Gibbison. Report back to base on the young feline. I'll deal with the boy.

GIBBISON (O.S.)

Yes sir.

End of POV shot. Trevor is now rubbing his neck, awkwardly.

TREVOR

The one and only. Why, my brother not here?

MIRA

Oh, he is. Just a little too complex and hard to work with. Better get you to campmaster scout.

TREVOR

Happy to do so. But you haven't told me your name.

MIRA

(Embarrassed)

Oh, do excuse me, my Mind all over the place. The name is Mira Antonet.

The two begin to walk up towards the big house, very happily. Unaware that a ginger cat with squished face watches.

TREVOR

Mira Anotonet. As in, the girl who screamed "Let them have cake.

MIRA

Yeah. Not related to her given my family are bakers.

**EXT. CAMPERTONS, CAMPMASER SCOUT OFFICE - CONTINUE**

Outside the campmaster scout office are BRITNEY, CORVEN and STEPHAN. Britney, 12, is holding a notebook while Coven, 17 points to it. Stephan 18 looks unimpressed by the two of them.

STEPHAN

So you believe that the next spirit attack will be in the camp? How weird are you guys?

BRITNEY

Not true, it's magic based.

CORVEN

Actually, it's science. I was the one who has the data all wrapped up. She is only here because she witnessed it all.

Trevor and Mira notice the argument as they come up the hill. Trevor looks at his older brother and feels a little resentment in him. Mira notices the two and begins to let out a sigh.

MIRA

(Not noticing)

... It's because my family renamed their family name because of the bakery.

(noticing)

Of, merciful Killhead.

TREVOR

(noticing his brother)

What? Oh, him.

Trevor walks after Mira not wanting to walk to his brother. Stephan is too busy in the argument that he doesn't notice his own brother. Shaking his head and using the hand gesture to quit it.

STEPHAN

Look, for the last time, you can't go into the camp master scout lodge. He bust doing his top secret thing.

BRITNEY/CORVEN

It's important/ It's top secret important./  
Did you just say top secret?

Coven goes quiet as Mira appears at the camp very annoyed with the two. Trevor makes his way and reveals himself to his brother.

MIRA

You two are needed in preparing the defences. Get to it you two, and no report on what is going on with your rivially.

COVEN

We're siblings, we fight all the time. Part of the package.

MIRA

And I wish you would work together but it will not seem so. Just get back to work while I get the campmaster filled in.

Mira turns to see Stephan has now gone quite, looking at his shoe as he kicks up some dust. She turns to see Trevor is also there with hands rubbing his neck. There is an awkward tension between the two of them.

MIRA

And what's gotten into you two? It seems to be some kind of silent contest.

TREVOR

Mira, that's my brother. Stephan.

STEPHAN

Trevor. Still got those scars.

(Beat)

Shouldn't have been like that to you. Sensitive subject.

TREVOR

It's understandable really. Just still a little awkward after we had that... fight.

Everyone grows silent as they see the two stare at each other. Trevor is more innocent than Stephan clearly wanting to know something. Stephan is the first to blink, uncomfortable with the situation he is in.

STEPHAN

(Ignoring the standoff)

Mira... What are you doing here anyway. Beside taking the two back to their cabin.

BRITNEY

Hey

CORVEN

Not fair.

MIRA

Actually, I'm here to see a campmaster scout.  
Is he here?

Stephan nods his head gravely.

STEPHAN

But he is not to be seen anyway. Why don't you take Trevor on the tour you're famous for giving.

Mira who is now beside Trevor begins to rub her arm embarrassingly. Trevor has no clue what she is doing or how awkward it is for her. He just scowled at his own brother.

MIRA

I don't know, we're busy trying to...

STEPHAN

It's settled. Take these two with you while you're at it. I've got paperwork to do.

And stephan leaves the group to his own little cabin. He kicks a glass jar as he goes, sending it rolling down the hill. Everyone looks at him, wondering what is up with him.

MIRA

(Finishing it too late)

Fix the camp and prepare for the fight that is to come. Sigh. Does he always do this to you?

TREVOR

All the time. I wonder what's wrong with him anyway?

The group begins to leave, unaware of the glass jar that was kicked down to the long patch of grass. Their voices are heard as the purple liquid begins to come alive.

TREVOR (CONT'D) (O.S.)

Are all brothers like this?

COVEN (O.S.)

Not really, just seems to be your brother.  
Why, what happened between you two?

TREVOR (O.S.)

I don't know, he was just not that open to me now. That's all.

The jar begins to crack as two yellow glowing eyes slowly submerged from within the jar. A dark spirit from the opening is in the jar.

Cut to black.

End of act one.

ACT TWO

Fade into

**EXT. CAMP - MINUTES LATER**

Coven and Brintey are now heading into their cabin as Mira and Trevor walk on. Trevor is blushing a little bit as they take their tour.

TREVOR

That wasn't awkward for you to witness.

MIRA

No kidding, what exactly you guys fight over.

TREVOR

Just some family stuff. Linked to what happened to my parents the night they died.

Trevor and Mira duck and sidestep into the work of the construction. Standing making notes is a black hair girl with a basketball ball in hand and a NFL top on. This is MIRANDA, 16 years old. And she is fed up with working four hours straight with no break.

TREVOR (CONT'D)

But if I knew what it was I would cut him some slack. Maybe work with the concept of being a more helpful brother.

MIRA

I say, tough as burnt smores I say.

Miranda notices the two and walks over to them. She's taking her NFL top revealing a normal pink top. She throws it into the laundry bin nearby.

MIRANDA

Hey, Mira. We need to talk.

Mira notices Miranda and stops, groaning at the word "Talk." She clearly is the top camper making sure people are on track.

MIRA

I cannot deal with this right now. What do you want Miranda?

MIRANDA

Firstly, have you and your little boyfriend seen Coven anywhere? He needed to use science to help the science cabin out as well as being needed to play some football with me.

TREVOR

Boyfriend?

MIRA

He's back in his cabin after trying to talk to the campmaster. And what's your second response?

Miranda throws Mira a basketball that she catches in both hands. Mira looks at it with a heavy groan in her face. She's going to have a talk.

MIRA

Miranda, we talked about this. No games until we get everything up and sorted. You know this, campermaster scout orders.

MIRANDA

To the lake with that man's, man's, man's. And that was very wrong to say in mouth, but my team needed a game to cool off. You have us working four straight hours and it's near lunchtime.

Trevor slowly backs away as the argument gets more intense. Straight to the bushies where an orange tail is sticking out of it.

GRANDMASTER (O.S.)

Psst.

Trevor hears the noise and begins to look around for where the voice has come from.

GRANDMASTER (O.S.)

Down here.

Trevor turns his head to the bush where an orange cat with a pushed in face sits. It looks very out of place as his tail moves through the air.

TREVOR

What's a cat doing at a summer camp?

GRANDMASTER

Waiting for you to show your face at the camp.

TREVOR

You can talk?

GRANDMASTER

Of course I can talk. I have the voice of the twelfth doctor from Doctor Who. I will never understand Gibbison's connection to the male side, though. Sounding like the baby face one.

TREVOR

Ok, that great. A cat that speaks and happens to sound like Peter Capalid. This day keeps getting weirder and weirder.

The grandmaster gets out of the bush and begins to yawn heavily.

GRANDMASTER

Not as weird as the markings on your body.

Trevor notices that one of his scars is showing and begins to hide it. Grandmaster tilts his head confused on what Trevor has done.

GRANDMASTER

Don't hide it my dear boy. They are your own birth right, as great as the day they came to you. The boy who survived and brought hope to the kingdoms.



TREVORS

My birthright? What? You lost me at that.

GRANDMASTER

Let just say that you are part of a cycle that only comes every thousand years. And in those times, you bring hope and peace to those around you.

TREVOR

Look, Kitty, I'm just a sixteen year old. I'm busy getting a tour from the girl arguing with the female over there.

Trevor points to Mira and Miranda who are having a very heated argument. Grandmaster notices this but turns his head back to the boy as if he is more interested than the fight.

GRANDMASTER

The girl is important to you, I take it?

TREVOR

She is my tour guide. And I barely know her if you are applying that thing I know most guys do.

GRANDMASTER

Oh, you learn. It's very interesting how it works.

TREVOR

Plus, how on earth are you speaking?

GRANDMASTER

Long story linked to how my kind are born. If you want to know the truth meet me at the docks at sunset. My crew will be there ready for the talk.

TREVOR

The docks at sunset. What do you mean by that?

But the grandmaster is off running towards what looks like a very old looking dock. Mira comes over and begins to start punching the air.

MIRA

That stupid little girl and her little game of basketball. With a spirit going about why on earth does she care about sports?

TREVOR

Not always sports you know. She might be arguing because she thinks about the people that are around her. Just from the argument alone.

MIRA

Lets just say she may seem like that but you'll learn soon how bad she has it for sports. Come on, still more to go on with the tour.

The two walk off as something behind him is watching them go off. It shows its purple hand revealing that it has two on their side. It's eyes slowly closing as it sees it's very target.

**EXT. DOCKS - SUNSET**

The docks are sinister looking as the sun sets upon the world. Mira and Trevor arrive with them noticing something very odd looking. A small grey cat is seen licking its paws.

MIRA

And this is the docks. Very old and yet very new. No one knows how it works.

TREVOR

As in, keeping the stuff in or out? That sort of thing?

MIRA

Hey, I have been here a whole month. No idea what it's like there.

GIBBISON

I can show you if you like.

Mira looks down at Gibbison in pure shock. Trevor does the same, not used to it. Gibbison is smiling at him.

GIBBISON

But, I will need the password.

TREVOR

Password? There a password to these docks?

MIRA

That cat can talk and you're caring about passwords?

Trevor looks at Mira and shrugs his shoulders. Mira groans, knowing what that feeling is. She returns to the grey cat.

GIBBISON

By the way, it's the name of the dock. What do you fine folks call a dock?

TREVOR/MIRA

A dock?/A port?

Gibbison smiles tilting his head at Mira. Mira takes this as an answer. Trevor looks at her to say what as Gibbison slowly opens the doors.

MIRA

The camp used to call the dock a port. It was until camp master scout came in by the way that everyone started calling it a dock.

TREVOR

What can that guy not do anyway? Shall we?

MIRA

What? Go in there? You off your rocker?

TREVOR

Maybe, maybe not. Lets see.

Trevor walks into the docks. Followed after by Mira herself.

**INT. DOCKS - CONTINUE**

SLAM! The doors slam behind them as the two to turn to see Gibbison is behind them. He just smiles and walks on.

GIBBISON

Keep your head and arms inside the lines. And no pushing during this experience, thank you.

TREVOR

This place just keeps getting stranger and stranger.

The two walk into the docks where they see Grandmaster in the rafters. He is busy pawing his tail like it's a very enemy itself. Gibbison sits in front of the blinding white as he did before.

GIBBISON

Trevor Belmont and his lady friend are here sir.

MIRA

Belmont? How do they know your surname?

TREVOR

Lady friend? I just met her today?

The grandmaster stops pawing the tail and gets up on his feet. <Yawns> stretching his body before taking notice of the people below.

GRANDMASTER

Thank you Gibbison. Take watch upstairs young feline. And don't be captured by the spirit again.

GIBBISON

You got that.

And gibbison is off to the roof.

Trevor and Mira are left in the room with a very sinister looking old cat. It's squished eyes making it very uncomfortable as he shows how committed he is to the job. Trevor is the first to take a gulp during this.

TREVOR

What do you mean about a spirit again? IIs he going to be ok?

GRANDMASTER

Oh, Gibbison is fine. He is the best fighter in the guild. Only problem is spirits always attack the cats first. Dog lovers.

(beat)

Anyway, onto business.

Grandmaster slowly turns his head towards the dark corner of the room. Two people are standing there for what looks like a long time.

GRANDMASTER

You can come out now you two.

Out from the shadows is...

... COVEN and BRITNEY. They are dressed in iron armour with Corven suting the armour while Britney being too small for it. The helmet keeps falling flat on her face.

TREVOR

Wait a minute, the two that we talked to earlier. What are their names? I didn't think to ask

CORVEN

Actually, we didn't introduce ourselves. Mainly because we were so busy talking about your brother. The name is actually Corvernda the first and this is Britneda haselfoot. My little sister.

Trevor looks at them not seeing any family resembling both. One is a both from India while the other is a girl from Peru.

TREVOR

You don't have the same..

BRITNEY

Looks? We did once, but that was a long time ago. And we're right now against the clock here.

GRANDMASTER

How so?

Britney pulls out the glass jar the spirit was in and rolls it to the three. As it rolls they soon notice a crack is in the jar. Trevor and Mira don't understand what's going on while Grandmaster does.

GRANDMASTER

Well that just makes things terribly interesting. Looks like we're going to have to tell you about what you are another time.

TREVOR

Hold on, what do you mean by another time? I came to get answers as you said while Mira was arguing with the tomboy up in the construction zone.

MIRA

Wait, you knew he could talk?

Grandmaster looks to the roof as if there is something coming crashing down. He is clearly too old to attack whatever is coming.

GRANDMASTER

That was before we knew what the spirit was unleashed on the camp. Did any of you see who broke the jar?

MIRA

(Remembering)

Stephan did, because he didn't want to talk about the thing going on between them. Why, what the spirit unleashed?

GRANDMASTER

It's not the spirit that was in it, it's what type of spirit it is. As all we know it might be one you guys are unprepared for.

A shadow covers the cats as the sound of hissing is heard. They all look up as a spirit is soon on the roof. It looks down and begins to smash into the docks with one punch.

GRANDMASTER

Everyone who is near that spot moves, Now!

They all move as the spirit comes down into the docks. Through the smoke a huge purple four arm spirit stands in front of them. Gibbison is in one of his arms trying to get out of the grasp. Trevor looks at the monster, clearly terrified of it.

CUT TO BLACK

END OF ACT TWO

ACT THREE

Fade into

**INT. DOCKS - NOW**

The spirit is now standing at his full height. Gibbison, who is under his arm, is struggling to free himself. Hissing and clawing his way out like some angry war machine.

Trevor and Mira stand back as Corven and Britney begin to pull out their swords. They are iron long swords with a very oiled colour to it.

TREVOR / MIRA

What the heck is that?

COVEN

A spirit. A corrupt one from the battlefield to the south. Looks like the war itself has managed to make it way here.

TREVOR

War?

The spirit attacks rushing towards them like a huge tank. Corven side steps and slices into the spirit side. It does no damages but slows it down. The four follow his example and move away from it.

GRANDMASTER

If you're to know about the war this is all you need to know. A long time ago, a war began in the north. A war over who would rule the world. This is the result of that war that continued for over a thousand years.

MIRA

So war that lasted a thousand years, got that. Impossible but got it.

(Beat, realising)

Hold on, that same spirit we've been trying to capture? But it's purple.



GRANDMASTER

Actually, you were trying to capture the wrong kind of spirit. These ones are the ones you should be worried about. A corrupt spirit.

The spirit grabs an oar with its lower right arms and begins to throw it like a javelin. The group ducks as it hits the roof, breaking into pieces.

TREVOR

Ok, from what I'm gathering this guy doesn't look like the spirit from the legend of korra. Who blazes is it a result of a war that happened long ago? Wouldn't they have been killed by now?

BRITNEY

Spirits cannot be killed. They exist in a plan that we do not have much understanding of. And by the way, the legend of Korra isn't really accurate in spirit since the elements don't work like that at all.

The spirit starts to throw other stuff at them as if they were balls. Boats, oars, even some fishing lines. All barely hitting them.

TREVOR

Yet, a war doesn't last a thousand years or so and still have these things still running around.

GRANDMASTER

My boy, we are in the middle of a war. A thousand year war. And the campmaster is leading these corrupt spirits. Which is why we're against this little beastly.

TREVOR

Oh, wait, a thousand year war. How on earth does that work.

Grandmaster ducks as an oar narrowly missing his own head. Coven catches it and throws it back.

GRANDMASTER

A long story. All to be explained in good time, spella bell.

And Grandmaster is off, making his way to the spirit. Trevor is left there getting even more confused with what is going on.

TREVOR

A spella bell. What on earth is a spell bell?

(beat)

This is really turning into some kind of weird first day.

The grandmaster leaps into the spirit and sinks its claws into its eyes. The beast roars at it and pushes the cat off his face to no effect. Still tightening its grip on Gibbison as if he was a stuffed toy.

GIBBISON

Hey, boss. It's not working. Try the leg attack. Anything to get me out of here.

GRANDMASTER

I am trying. I have no idea what this beast wants.

The spirit rubs grandmaster off and sends him back to his group. In which the spirit has some scars on his face now. Two going above his eyes. Corven catches the cat like some skill to it.

SPIRIT

(Creepily)

Must capture Trevor bellmount. Must not fail my master.

TREVOR

Does it want me?

Everyone looks at him wondering what he has just said. Trevor soon notices what's going on.

TREVOR

What, it just said that it needs me.

MIRA

You can speak spirit. Well that's just peachy.

The spirit makes his next move by throwing a rubber tier. It sends backwards and opens the door behind him. In the distance is the campmaster scout house with smoke coming from the chimney.

Trevor gets an idea. He turns and notices the only oar left. He takes it and begins to run forward.

His friends notice this in shock.

MIRA

Trevor? What are you doing?

TREVOR

Getting the beast out of here.

(Start swinging oar)

Hey ugly, over here.

The spirit notices Trevor with the oar. As Trevor swings it, his sleeves unfold. Revealing a set of connected scars. The spirit eyes go wide in fear.

SPIRIT

Spella bell?

TREVOR

Follow me you four arm watanabe.

And Trevor is off. The spirit follows him.

**EXT. CAMP - CONTINUE**

Trevor begins to race through the camp. The spirit follows crashing through everything in its path. Making it up hill, Trevor runs past Miranda and her crew.

TREVOR  
Sorry.

Miranda watches him run off. She turns noticing the spirit chasing after him. She whispers a curse we don't hear.

MIRANDA  
So much for finishing up on repairs.  
(To crew)  
Begin the traps.

CREW 1  
Yes, I miss.

The crew members begin to pull down the levels sending up disappearances full of arrows. Trevor runs ahead of the firing line. The spirit is not so lucky being hit from both sides.

Trevor looks back to see if it is defeated. But in horror the spirit survived. Somehow shielding Gibbison from the blast.

TREVOR  
Oh come on.

Trevor continues running to the campmaster house. Now muttering to himself.

TREVOR  
Why do all my first days seem chaotic?

As he reaches the campmaster house Stephan is waiting. He has his clipboard at the ready, unaware of what's going on. Trevor notices Stephan and begins to call out to him.

TREVOR  
Stephan! Stephan!

Stephan notices this and sees what's going on. Trevor is in need of help.

TREVOR  
A little help please?

STEPHAN  
What the heck is that?

Trevor reaches the campmaster and begins to knock on the door.  
Stephan watches in pure horror.

TREVOR  
No idea, but we need to hurry.

STEPHAN  
And you're knocking on the campmaster scout  
door. Do you have an idea how many forest  
laws you're breaking?

TREVOR  
Not really interested right now. Come one.  
(Notices Stephen)  
Well, are you going to help or not?

Stephan looks at the spirit and begins to panic. Something has  
stuck a nerve with him. Trevor notices this.

TREVOR  
(Noticing)  
Stephan what wrong?

STEPHAN  
It's like last time. Those things were at our  
house and...

TREVOR  
(Realising)  
What Things? Wait a minute, you mean those  
things were in our house and you didn't tell  
me?

STEPHAN  
It is nothing that you cannot know about.

TREVOR

I have a right to know. My first day at the camp our parents went to is in chaos. I am being chased by some purple four arm monster...

Trevor ducks as the spirit punches the door. Its arm is stuck in the door as it yanks it off. Leaving Gibbison to be free from the hold.

As the doorway yanked off the argument continues.

TREVOR (CONT'D)

... who managed to let go of a grey fold. What am I not to know other than some rubbish some orange cat made up?

STEPHAN

Everything. You are not ready yet to know the truth.

CAMPMASTER SCOUT (O.S.)

Are you two ladies done with you arguing or you going to let a man take over from here?

The argument stops as the two look at the campmaster scout. A huge buff bear of a man with an awesome mustache. With an axe in hand leaps into battle. Landing on the spirit he wrestles it to the floor.

Stephan and Trevor watch as the spirit is soon pushed into a peanut butter jar. The lid was placed on heroically.

STEPHAN

Well that was something.

TREVOR

Agreed. But still very, very odd seeing an old man wrestle a purple monster. Surely he won't go and...

Cut to

**INT. FOREST PRISON - LATER**

The sound of a jail door slamming. Trevor, Stephan, Mira, Corven, Britney and Miranda are all behind a wooden jail cell. Grandmaster and Gibbison are in there with them.

TREVOR (CONT'D)

... Throw us into a wooden jail cell. WHAT KIND OF GUY IS HE?

MIRA

That sort of guy.

The grandmaster is near Trevor's legs. Gibbison is busy kissing/cuddling Trevor other legs.

GRANDMASTER

Not to worry, well bust out of here in a matter of hours. Until then, we wait.

Silence as everyone looks at the wall in front of them. Trevor notices his sleeves are folded in. His scars are revealed.

TREVOR

Oh, shoot, I have my sleeves folded. Have to sort that out.

As he does so, everyone takes notice of this. Noticing that it's a pattern of art work.

MIRA

Trevor, when did you get a tattoo?

Trevor stops in mid un-fold. He looks at them confused.

TREVOR

A tattoo? I don't have tattoos only scars. Why do you ask?

Mira looks at Britney and Corven knowing what must be done. They get up and begin to pull his top off.

TREVOR

Hey, stop that.

Then throw the top to the floor and reveal Trevor's upper body. He has a fine spiritual art work like no other. His chest having the spirit king symbol.

TREVOR  
Don't look at it.

GRANDMASTER  
Look at what? Your markings? Boy, you have no idea what you are do you?

TREVOR  
Well you did call me a spell bell? What on earth is that?

Everyone goes silent. The grandmaster takes the floor.

GRANDMASTER  
The spella bell means in the spirit language the high king of the world. That, my boy, means that you are part of an ancient race of kings and queens who are reincarnated every thousand years. You are that reincarnation.

Focus on Trevor's upper body as he begins to look surprised by that. The light turns off and his tattoo begins to glow.

Cut to black.

End of act three.