

Soup and the Bread.

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FADE IN:

1 EXT. SISTER'S HOME - NIGHT/STORMY

A cabin in the middle of the dark woods, a small coup is seen on the right side of the Cabin. From the outside, it appears that a warm fire emits from the inside of the Cabin through the windows. A loud boom emits, and the fire turns green in the windows for a moment before changing back to its fire-red color.

ESTABLISH SHOT - FORWARD DOLLY - WIDE

MERNA

(Exhaustion)

"Vex, please"

VEX

(Determination, frustration)

"No! I Can do it this time!..." **Speaks Gibberish**

The cabin emits the green light again, but back to the fire-red color once again.

ESTABLISH SHOT - FORWARD DOLLY - WIDE

CUT TO:

1 INT. SISTER'S HOME - NIGHT/STORMY

Inside the cabin is revealed. A cozy cabin with a fire emitting underneath a big cauldron in the middle, filled with purple-colored water. The young witch is seen dropping a few herbs into the water, but she drops her

hand in defeat with her chin resting on the cauldron. In the background, a woman is laying in bed, pale and sick. Two brooms are hanging on the wall, and a big wooden stick is seen resting in the cauldron. Another Fireplace emits behind the young witch. The witch drops a tear and closes her eyes in realization of her sadness. The woman witch raises her arm, reaching for the young witch.

MERNA

(Exhaustion)

"Vex, it's over... Please, come to me..."

VEX

(Crying, Sad, Defeated)

"No Merna, I'm so close, I can cure you, just hang in a little bit longer, please!"

MERNA

(Exhaustion)

"You can't keep trying to help everyone Vex. When I'm gone, you have to promise me. The people in the village, helping them, it's dangerous. Our kind, it's unwanted."

VEX

(sad, curious)

"Our kind? Aren't there more out there?"

MERNA

(Exhausted, Storytelling)

"No, They are not. We are the last. And soon, you will be the last." **Small moment of quietness** "Your kindness is what makes you special Vex, but you cannot use your gift to be kind. You need to save yourself from the monsters of those people. Even if your intentions are good, they see you as dangerous. If they see you use your gift, they will want to kill you." **Small moment of quietness** "Promise me Vex, promise your sister you won't use it to help others, only to help yourself."

The young witch opens her mouth, as she is about to say something, a purple light emits behind her, coming from the cauldron. The water begins to drain in the distance. She rushes back to the cauldron and looks inside, a potion is present at the bottom of the empty cauldron. She grabs it in sheer happiness.

VEX

(Happy, Accomplished)

"I did it! I made the Cure! Merna!... Merna?"

She turns around and notices the woman is lifeless and silent. The young witch runs back to the woman, and shakes her shoulder to try and her up.

VEX

(Worries, Drained)

"Merna? Merna wake up! Wake up Merna! Please Wake up!"

The woman is unresponsive. The young witch drops to the floor, cries, and digs her face into her knees. End of Act I

2 INT. WITCHES BASKET - DAY/SUNNY

A Room with a brown rope-like texture that wraps around in curvature, it looks like the inside of a basket.

Inside are items that are all the same size. A broom, two large pieces of bread next to it, a bottle of herbs, The familiar potion introduced in the last scene, and a journal. A large hand reaches into the basket, and one of the pieces of bread are taken.

CUT TO:

2 EXT. WHEAT FARM - DAY/SUNNY

An older witch is introduced (early 20s), but the same characteristics of the young witch from the previous scene are prevalent, characteristics of: _____
_____. She takes a bite of the bread, but before taking the second bite, she is interrupted by the sound of crying.

CUT TO:

An old farmer, he wears overalls, bread covers the majority of his clothing, his face is made up of white flour as it digs into his dirt-covered hands. It appears that he is crying. Behind him is a cabin. He sits on a

stool next to wide pot of crops, it shows that there are specifically four dead crops. The witch puts the bread back into her basket.

CUT TO:

2 INT. WITCHES BASKET - DAY/SUNNY

A hand places the bread inside the basket, the hand then reaches for the bottle of herbs and it is pulled up from out of the basket. She pulls out a bottle of herbs.

CUT TO:

2 EXT. WHEAT FARM - DAY/SUNNY

The Witch walks up to the farmer and bends to his eyes, the farmer lowers his hands from his face and sees the witch.

VEX

(Curious, Concerned)

"What's wrong Farmer?"

FARMER

(Distressed, Mad)

"My Bread won't grow! If my bread doesn't grow, then I'll starve, If the bread doesn't grow, then I'll lose my home, If the bread doesn't grow, then I'll be broke!"

The man continues to cry into his hands, the witch takes two steps back and reaches into her basket to grab the bottle of herbs. The witch twists the cap, and pinches

some of the herbs. The witch sprinkles the herbs on the crops. The crops grow immediately grow into bread, The farmer stands and pulls a bread from out of the ground with open eyes. He looks to the witch, her expression turns concerned when he looks into his anger filled expression. He reaches for the collar on her clothing and brings her close to yell at her. Forcing the witch to drop the herbs. She pushes the man away and runs away as he screams these words to her from the a distance, ending Act II.

FARMER

(Angry)

"You cursed my bread you bitch! Don't you ever come back here again! I'll kill you the next time I see your face!"

3 EXT. BREAD STORE - DAY/SUNNY

Continuing action from the last scene, the witch runs into the frame and takes a breath, she notices that part of her clothing is ripped around her collar. The same background is seen with cabin's in the background. She looks ahead, and sees the sign that is labeled "bread store." She turns her attention to a homeless man running out of the store, hiding behind a bush. His appearance reveals that his bread is much less quality than everyone elses. It looks more stale and bent. The clerk from the

store looks for the man, as she attempts to follow the homeless man's tracks.

3 INT. WITCHES BAG - DAY/SUNNY

A hand reaches for the broom, it's grabbed and pulled up. She also reaches for the two pieces of bread.

3 EXT. BREAD STORE - DAY/SUNNY

The witch is seen sneaking around the bushes, in an attempt to get to the homeless man. She holds her broom and crouches as an attempt to hide. She walks up to the homeless man. He hands her the rest of her bread as well.

VEX

(Sneaky, Quiet)

"You must be hungry..." **She hands him the bread** "Here, stand still."

The witch sweeps the floor beneath him, turning the man invisible. The store clerk runs up to the witch, asking her if she saw anyone run away from the store, she gives a fake confused "I have no idea" type of expression. In the homeless man's perspective, he puts the store's bread into her back pocket, and keeps the bread she gave him instead. He walks behind the clerk to make it seem like he came from a different direction, he reappears back in frame, and points to the witch's back pocket. The witch pulls out the store bread with confusion.

HOMELESS MAN

(Fake, accusing)

"She did it! She stole your bread! I see it in her back pocket!"

The witch expresses a sense of confusion on her face as she pulls out the bread. In a shocking expression, the clerk pulls the broom away from her hand and begins beating her with it. The homeless man joins in. She becomes unconscious from being badly hurt, ending Act III

4 EXT. BREAD STORE - EVENING

The witch wakes up from hours of unconsciousness. Her face is bruised, and she is the same location (in front of the bread store). She looks around with her bruised black eye. Her expression soon comes to a panic as she searches for something. She eventually finds what she was looking for: Her basket hiding in the same place where she had left it. Once she grabs it, she looks inside

CUT TO:

4 INT. WITCHES BASKET - EVENING

All that is left in the basket is a potion and a journal.

CUT TO:

4 EXT. BREAD STORE - EVENING

The witch expresses relief when she pulls out the potion. She places it back into the bag, and with a hurt ankle, she begins limping her way out of frame, the last thing that is seen before the cut is the sign that says "Bread Store."

CUT TO:

4 EXT. THE SICK CHILD'S CABIN - EVENING

The witch is seen walking with her limping ankle, bruised eye, ripped-up clothing, and messy hair. In the quiet of the night, only the sound of crickets and the wind are heard. This silence breaks when a woman screams in a cry. The witch stops in her tracks with a surprise, after a small pause, the witch rushes and limps every step to the lit cabin in the distance. She peaks into the lit window of the cabin.

4 INT. THE SICK CHILD'S CABIN - EVENING

The witch is seen peaking into the cabin, watching a doctor shake his head to a woman. A child lays on the bed on his back with a blanket tucked into his sides, he appears pale, and asleep. The doctor leads the woman outside with his hand on her back as they walk out the front door of the cabin.

4 EXT. THE SICK CHILD'S CABIN - EVENING

The witch is seen with her back against the cabin wall. She appears to sneak along the wall, the doctor and mother walk out and talk to one another, and the witch stands eavesdropping when she runs out of the wall to hide behind, she peaks. The woman continues to cry.

DOCTOR

(Informing, Hesitant)

"There is nothing we can do, the boy is too far gone, I've never seen a sickness like this. There is nothing I can do, I'm sorry"

The doctor continues to talk to her, but it is ignored by the witch she looks saddened after hearing the news of the child laying in the bed. She walks back to the window, and begins to climb through it.

4 INT. THE SICK CHILD'S CABIN - EVENING

The witch falls on the floor once entering through the window, she still appears hurt as she limps to the boy. She grabs the basket that fell on the ground with her. She stands, and puts her hand into the basket

4 INT. WITCHES BASKET - EVENING

A Hand reaches for the potion, leaving the journal in the basket as the last item.

4 INT. THE SICK CHILD'S CABIN - EVENING

The witch is shown reaching for the cap of the bottle filled with purple liquid. The witch pulls it open, and moves closer to the child, and right before she pours a drop of the liquid into boys mouth. Her witch hat begins to move on it's own. She notices it, stops what she's doing, and looks up.

4 INT. THE WITCH HEAVEN IN THE HAT - DAY

The dead witch (Vex's sister) is shown looking down, she expresses a sense of disapproval. This expression is shown by moving her finger around. She wears white wings, and an all-white cloak. The setting is dark, a tent-like structure with a cauldron in the middle filled with a green liquid with a fireplace running under it.

MERNA

(Disapproved, irritated, disappointed)

"Have you not learned your lesson Vex?"

CUT TO:

4 INT. THE SICK CHILD'S CABIN - EVENING

The witch looks up to her witch hat and speaks.

VEX

(Argumentative)

"I can't let this happen again Merna, he's sick, just like how you were, I can't let this boy die."

CUT TO:

4 INT. THE WITCH HEAVEN IN THE HAT - DAY

The same location is shown again. The woman in all white looks down and speaks.

MERNA

(Disapproved, disappointed)

"I told you not to show your gift to the public. This does nothing for you, Saving him will result in your death, one way, or another, Vex."

4 INT. THE SICK CHILD'S CABIN - EVENING

The witch looks up to her witch hat, and then back down to the boy, the child is shown sick, and suffering. The witch speaks.

VEX

(Concluded)

"And if I don't save him, he will be the one that is dead. I can't let that happen, Merna."

Vex reaches for her witch's hat, and throws it into the corner of the cabin. She proceed to drop the potion into the child's mouth. She wakes up, her pale features fade away. The first thing he sees is the witch, he screams. Across the room, there is a door. It swings open, the mother and doctor stand there for a moment before the mother screams.

CHILD'S MOTHER

(Angry, blameful)

"A witch! She's the reason my boy is ill! Guards help! My child is in danger and she's trying to kill him!"

A guard rushes past the doctor and the mother, he carries a sword, and wears a large piece of bread on his head.

The witch tries to go around the guard, but it thrown to the floor, her basket drops to the floor, and her face lays against the wooden flooring. The resists being tied up but it doesn't work, she is already being tied up with the rope.

BREAD OFFICER

(Aggressive)

"Hold still! You're not going anywhere!"

The witch's face is shown, and she stares into the hat that she had dropped from earlier. She drops a tear down her cheek from her eyes as she gazes into the hat, slowly giving into her arrest, ending act IV.

5 INT. THE BREAD PRISON - NIGHT/STORMY

The witch is seen sitting on a small stool. She writes in her journal. In the distance. The room is filled with stone walls with a small window in the upper right corner revealing it's lightning glow as the stormy night penetrates the room with an echo of thunder. The sounds

of loud slow footsteps approach. A tray of food is shown sliding underneath the prison door. The tray presents two pieces of bread, and immediately after the bread slides under the prison door. A sinister sounding laughter comes from a mirror. The witch looks up at it, stopping her writing. She places the book down, and walks up to the mirror. The witch sees her reflection in the mirror, the glass shatters on its own. The pieces of the glass break and fall to the ground, behind the frame of the mirror, she sees Merna facing her, almost as if the frame became a portal to another location. Merna speaks.

MERNA

(Disappointed)

"I told you not to do it, my dying wish, and you couldn't abide. Now, look at you, in a jail at the top of a castle, forged by monsters. Do you know what is to come next?"

VEX

(Defeated)

"Yes. But you're wrong, they're not monsters Merna. They're people."

MERNA

(Disappointed)

"You're going to die here Vex."

VEX

(Argumentative)

"No, I won't, you will see, not all of them are bad Merna, I'll prove it. The child will testify for me, I have faith in her."

MERNA

(Caring, disappointed)

"Oh Vex, your faith in people, your kindness, your urge to forgive. It will be your downfall. You still have your journal! Write a spell that will get you out of this prison, and run far away from here while you can!"

VEX

(Conclusive)

"No Merna... They are all good deep down, you will see. The child will-."

The guard walks up to the door. The witch turns her head as she is interrupted by the guard.

GUARD

(Call to Duty)

"Let's go, your trial awaits. Witch."

The witch looks back to the mirror, and notices that it is completely normal and not cracked or broken. She looks back to her journal, reaches for it, and makes her way out to the prison door. She hands over the journal to the guard, and turns around. He places the book between his

armpit and begins tying her wrists together. They walk out of frame, ending Act V.

6 INT. THE COURT ROOM - NIGHT/STORMY

The witch, the farmer, the mother, the child, the judge, The homeless man, the clerk, the doctor, and the rest of the town's folk gather for the witch's trial. The witch is being escorted by the guard, she walks up the stand as the crowds of people yell at her, spit on the path that she walks, and throw bread at her. She has a cloth wrapped around her mouth to keep her from talking. Once the guard escorts the witch to the stand, he backs away behind her, and rests his hand on his sword that is tied to his waist. The judge raises his hand and the crowd goes silent. They all eat their bread.

JUDGE

(Stern)

"By the accounts of six witnesses, they have confessed to your acts of terrorizing the village. Accounts of Arsen to farmland, thievery, and attempt of murder. What say you in your defense... Witch"

The GUARD takes off the cloth wrapped around her mouth. She calmly stares into the eyes of the child. Everyone in the crowd is silent and waits for her to speak.

VEX

(Challenging)

"I have nothing to say. I will not attest to my own innocents. With permission, I would like to request that victim from the crowd gets to choose if I get to leave here today."

The crowd erupts. Sounds of rage, questioning, and frustration come from the crowd. The judge's eyes open. He stares at the witch as she smiles. His brows sharpen, he yells at the crowd.

JUDGE

(Angry)

"Silence!" ... "Very well, witch. We will abide to your request. But, It must be a victim of your accused crimes, and they have to volunteer."

VEX

(Challenging)

"Very well."

JUDGE

(Searching, nervous)

"Is there a victim in the audience, who wishes to defend the innocence of this witch? If so, you have to the count of three, to do so willingly."

Every reaction in the crowd is different. The homeless man and the farmer smile. The store clerk looks around

slightly, the doctor stays still only moving his eyes. The witch looks directly to the boy, they stare into the eyes of one another. When he is about to raise his hand, the mother notices and pulls his arm back before the judge sees. The judge counts down slowly.

JUDGE

(Challenging)

"One."

The child attempts to move forward, but the mother holds her still. Meanwhile, the guard is preparing the hanging. It shows the stool being placed beneath her feet. The witch steps on it without struggle.

JUDGE

(Challenging)

"Two."

The child still attempts to move forward, but the mother struggles to keep her still. Meanwhile, the guard is still preparing the hanging by wrapping the noose around her neck. The boy steps on her mother's foot hard to be free from her grasp.

JUDGE

(Challenging)

"Thr-."

Child

(Nervous)

"She is innocent!"

The entire crowd gasps. The witch's eyes open wide from being closed from having them closed over the course of those two seconds. The judge stands in frustration.

Judge

(Nervous, Angry)

"Now, now, little girl. You do not want to do thi-."

Child

(Challenging)

"She never tried to kill me, she saved my life."

Silence empties the room. Only the sound of the thunder and rain hitting the roof of the building is present. The entire crowd looks at the boy, and then the judge. The judge searches everywhere, and the sweat from his right temple drops along his cheek as it moves along his jawline. He sits back down from standing.

Judge

(Nervous, Angry)

"Very well."

The witch smiles and lets out a sigh, the boy stays quiet. The crowd erupts in anger.

Judge

(Nervous, Angry)

"Quiet...!" "I declare, the witch's are innocent of all crimes.

But! I hereby sentence the witch to death for the use of witchcraft, the death will be commenced via child executioner.

If the child does not commence the execution, then both of them will be killed on the site of execution."

The crowd makes erupts in happiness. The child's eyes widen, the witch drops a tear from her eyes as she closes them in defeat. The guard ready's his sword behind the child's back. The child moves his eyes in a panic.

Crowd

(Happy)

"One!"

The boy looks around quickly and then he stares at the stool under her. The witch stands still and breaths heavily. The judge smiles.

Crowd

(Happy)

"Two!"

The boy turns around at the guard, and then stares at the stool again. The judge continues to smile, but this time, his eyes are more open.

Crowd

(Happy)

"Three!"

ENDING ONE:

The witch kicks the stool herself, saving the boy, and killing herself as a means of saving the boy as a last act of kindness: Saving the boy's morality and innocents.

ENDING TWO:

The boy kicks the stool, giving into the crowd's demands, officially making him part of a monstrous society.