

**SUNRISE OVER MARDEN HILL**

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EXT. CAR PARK - EARLY EVENING

NATE, ERIS, TESS and WILL are gathered around the picnic table by the car park. Nate and Eris are sitting on the table, Eris is on her phone. Tess is hanging from a bike rack and Will is cross-legged on the grass. CAR ENGINES rumble in the distance.

Tess pulls herself up so she's sitting on top of the bike rack.

TESS

Where do you think she is?

NATE

I don't know. I hope she's okay.

WILL

Ava'll be okay. Don't worry about her. She'll show up in a few minutes and if she doesn't, we'll see her tomorrow.

Eris looks up from her phone and jumps off the table.

ERIS (CONTD.)

I gotta go, guys.

TESS

I'll come with you, I've got history homework due tomorrow.

WILL

Oh crap, the Guy Fawkes one? I haven't done it either.

Tess gets off the bike rack and walks over to Eris. Will gets up, lifts a hand in a half wave and heads towards the main exit of the car park.

WILL(O.S)

I'll see you tomorrow. Good luck with blowing up parliament!

(beat)

ERIS

Nate?

NATE

I'm staying until Ava gets here.

ERIS

Nate, Ava will be fine.

NATE

I know, it's just.. I want to be sure.

TESS

(teasing)

Aw, Nate just wants to make sure his beautiful princess is home safe.

NATE

Shut up.

Tess laughs and walks away down the hill. Eris raises her eyebrows at Nate and follows Tess.

TESS

(calling to Nate)

You love me really!

NATE (O.S.)

I know. Bane of my life!

EXT. LANE WITH HEDGES - ALMOST NIGHT

TESS and ERIS are walking along the lane in thoughtful silence. TREES RUSTLE quietly. Eris sighs.

TESS

You alright?

ERIS

What? Oh yeah, I'm fine.

TESS

Promise?

ERIS

It's nothing, don't worry

Tess stops, looking at Eris quizzically, her head on one side. Eris also stops and looks round.

ERIS

(defensive)

What?

TESS

Eris, nothing's ever nothing if you say it's nothing.

ERIS

(now confused)

What?

TESS

(laughing)

Never mind. You'd tell me if anything was the matter, right?

ERIS

Of course. I'd tell you straight away.

Tess raises her eyebrows. She's not buying it. She shrugs.

TESS

Alright. Whatever

Tess catches up to Eris and puts her arm around her shoulder.

TESS (CONTD.)

So.. have you done the history homework?

ERIS

As a matter of fact, I have.

(beat)

If what you're asking is if I can tell you the answers, then no.

TESS

Oh, come on

ERIS

Absolutely not.

CAMERA PAN UPWARDS TO THE SKY WHICH TRANSITIONS TO  
INT. WILL'S BEDROOM - THE NEXT MORNING  
WILL'S PHONE RINGS. It is just starting to get light. A  
clock on the wall says it is just before seven. WILL is  
in bed, curled up in the corner. His PHONE is still  
RINGING. He rolls over and picks it up off the table next  
to his bed.

TESS (V.O)

Gooood morning!

WILL

(tired)

Morning Tess. What's up?

TESS (V.O)

Just wondering if you've finished your homework.

Will gets out of bed. He is wearing shorts, a t-shirt and  
fluffy socks.

WILL

I'm guessing you haven't?

INT. TESS' ROOM

TESS is sitting at her desk, filling in a worksheet. It is just over half finished.

TESS

You got me. What was the gunpowder made of?

WILL (V.O.)

Potassium nitrate, charcoal and sulphur.

TESS

Will, you are a legend. Thank you!

Tess writes this down, maybe saying it out loud as she does.

WILL (V.O)

Do you want any more help, or can I get dressed?

TESS

I think I'm good actually, but I might need some answers at school.

WILL (V.O)

Alright. See you at school.

INT. WILL'S ROOM

WILL is now sat on the side of his bed.

TESS (V.O.)

Oh, and Will, have you heard anything from Nate?

WILL

Tess, I was asleep two minutes ago, how would I have heard from Nate?

TESS (V.O.)

I don't know, I was just wondering.

WILL

I'll text him if you want?

TESS (V.O.)

Sure. Thanks for the help, I'll see you at school.

Tess hangs up.

MONTAGE (UPBEAT MUSIC)

- 1) WILL gets up off his bed and walks over to his wardrobe, pulling it open. He is still half asleep.
- 2) TESS takes the worksheet off her desk and puts it in her bag.
- 3) NATE runs downstairs, pulling his school jumper on as he goes.
- 4) Will comes downstairs too, yawning and still in his pyjamas.
- 5) ERIS is eating breakfast with her younger brothers, FINN and AMIR. She finishes her last mouthful and gets up from the table.
- 6) AVA stands in the middle of her bedroom, and pulls her hair into a ponytail. Her mum calls her and she grabs her bag from the floor under her bookshelves and runs out of the room.
- 7) Tess pulls her coat and bag on and leaves her house.
- 8) Ava opens the door, picks up her house keys, and steps outside. She puts them in her pocket as she shuts her front door.
- 9) Will is back in his room. He is trying, and failing, to eat an apple and button his shirt at the same time.
- 10) Nate, outside his house, gets onto his bike.
- 11) Tess knocks on Eris' door. Finn opens it.
- 12) Eris appears at the door, holding Amir and her school bag.
- 13) Will runs down the stairs and out of the door at breakneck speed. His hair is a mess, and he's definitely buttoned his shirt wrong. As the door shuts behind him, the music slows.

EXT. THE HIGH STREET

NATE cycles along the high street. There are lots of cars (it's rush hour).

EXT. THE COMMON

WILL walks along a path across the field. He is wearing headphones.

INTERCUT BETWEEN NATE AND THE FIELD.

Nate turns down a side road

Will climbs a stile into the forest. The camera doesn't follow him.

Nate passes Eris and Tess, with Finn and Amir, and waves at them.

In the field, a FIGURE appears. They are wearing black trousers and a hoodie. They have tangled shoulder-length hair that is black with a bright green-blue streak. They are barefoot.

Nate is cycling up a hill. It's a bit of a struggle.

The figure starts to walk towards the stile. In their hand they hold a large-ish pebble with silver marks on it.

Nate is pushing his bike.

The figure climbs over the stile and into the forest. Will can be seen in the distance for a second and then the path turns away and he disappears. The figure stands still for a moment and then follows him. The camera doesn't follow him.

Nate wheels his bike through the school gates to the bike racks and starts locking it up.



Will leaves the forest through a gate. The figure watches him and then steps off the path into the trees. They throw the stone into the air and the camera closes in on it.

The stone glints in the air and becomes..

.. Nate's keys as they fall back down into his hand. He puts them in his pocket and walks towards the school building.

EXT. PLAYGROUND-MORNING

AVA is sat on a bench, her bag on the floor and a book in her hand. NATE catches sight of her across the playground.

NATE

Ava!

She looks up and waves. He walks over to her.

NATE

You okay? I was waiting for you to get back from the library last night.

AVA

Oh shit. I forgot to text you didn't I? I'm so sorry, I was reading up on Frida Kahlo.

NATE

(laughing)

Well fair enough then. I'm just glad you're okay.

AVA

How was your morning?

NATE

It was a morning. Saw Tess and Eris on the way to school but they had the boys so my guess is that Will will get here first.

AVA (O.S)

Speak of the devil.

Will walks into school. As he walks up to them he takes his headphones off.

WILL

Howdy.  
(to Ava)  
How was Frida?

NATE

How did you know-?

WILL

I am weirdly good at guessing what Ava's fixations are gonna be on.

AVA

She was very cool. She continues to be a bisexual icon.

During this bit of the conversation, the kids are moving towards their classroom. Camera stays where it is, so the conversation fades as they move.

NATE

Frida Kahlo?

AVA

Oh absolutely. And she was disabled.

NATE

Why did I not know this?

WILL

You are doing computer science.

NATE

Okay fair point.

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**CONTENTS OF THE REST**

SCHOOL INTERACTION  
THE FAE FIND WILL  
WILL TALKS TO THE OTHERS  
VISIT TO THE WOODS  
MEET THE COUNCIL (FT WILL THE CHARMER)  
MEET MARSH (AT FAE GATHERING/PARTY/DINNER)  
QUEST TIME  
SPLIT UP AT SOME POINT

- ERIS AND TESS
- AVA AND NATE
- MARSH AND WILL

FINAL CONFRONTATION SCENE  
TRAIN JOURNEY BACK  
ENDING

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**THE FAE FIND WILL**

EXT. THE FOREST-AFTER SCHOOL

WILL is walking home. As he enters the forest through a gate, something dark moves in the trees next to the path. He is looking at his phone and doesn't notice the figures in the trees watching him. A short reedy whistle sounds and someone steps out in front of him. Two more of the strange cloaked figures drop from the trees and land, with incredible grace, beside them on the path. Will looks up from his phone and screams. No-one else moves.

WILL

Er...Hi. I was just..going home. If I could just..

He attempts to maneuver around the group. In an instant he is standing in the middle of the group, a strong grip on his shoulder and a knife held to his throat.

WILL

Oh.

MAN IN THE MIDDLE

The boy with the surprising mind. Tell me your name, child.

WILL (suspicious)

Why?

MAN

I wish to speak to you, and I cannot speak to you unless I know how to address you.

WILL

Okay. Um, I'm Will. Who are you?

MAN

We are known by many as danger, but those who matter know we are hope.

Will looks down at the blade still against his skin.

WILL

I have to say, I'm not feeling particularly hopeful at the moment.

The man looks at Will carefully, and then he laughs. His face changes as he smiles, lifting and seeming younger. Then he gestures to the man holding the knife, who slips it back into the pouch on his belt. Will still has the other guy keeping a firm grip on his shoulder, but he is able to breathe more comfortably.

MAN

You don't lose your tongue in danger, then. Good. You can call me Sovellis. Would you join us for a drink?

WILL

Do I have a choice?

SOVELLIS

You do not.

WILL

In that case, I'd love to.

INT. THE RED CROW - EVENING

The Red Crow is a single room, dark and cramped. There is light from candles, but every shot is dominated by shadows. The hands on WILL's shoulders push him fairly roughly onto an old armchair. He looks very small.

SOVELLIS

Will.

WILL

Yes.

SOVELLIS

I am glad to speak with you, even if I am not glad that I have to.

WILL

Thank...you?

SOVELLIS

(nods)

I will not be able to explain everything to you. This is partly because I do not understand everything, and partly because the words to describe it do not exist in any language you speak yet. It is enough for now to say that my world is in danger and so, therefore, is yours.

WILL

Oh.

SOVELLIS

You do not have to respond to everything I say.

Will opens his mouth. SOVELLIS looks at him, one eyebrow raised. Will closes his mouth.

SOVELLIS

It is the hope of many of us here that you may be able to help us. You may not appear to be a great hero-

WILL

Thanks.

SOVELLIS

You are welcome. You may not appear to be a great hero but then again most great heroes were alone, and you are not. We are speaking to you as opposed to the others because we thought you would be the most likely to listen to us.

WILL

Others?

SOVELLIS

You will not help us by yourself. It will also be Tess and Eris and Nate and Ava.

Will sits bolt upright.

WILL

How do you know my friends' names?

SOVELLIS

As I said, we have a vested interest in you all, but particularly in you. We have known about you since before you were born, Will.

WILL

Please don't tell me there was a prophecy or something stupid like that.

SOVELLIS

There are always prophecies, and they are never stupid. But no, that is not what I was referring to.

WILL

Then what?

SOVELLIS

Your mother.

(beat)

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**TESS AND ERIS CAVE**

INT. CAVE TUNNELS

TESS and ERIS are walking along, side by side, in silence.

TESS

What are you thinking about?

ERIS

Oh, nothing.

TESS

Eris, nothing's ever nothing if you say it's nothing.

ERIS (laughing)

Well, nothing important then.

They continue on quietly.

INT. CAVE

TESS is trying, and failing, to start a fire. ERIS is rummaging through the bags they were given by Marsh. She pulls out a leather pouch with a string.

ERIS

Hey, Tess.

TESS (looking up)

Yeah?

ERIS

I think you're making that more difficult than it needs to be.

TESS

What do you mean?

Eris holds up the pouch

ERIS

Flint and steel.

TESS

I definitely know what that is.

ERIS

For starting fires? You've never used flint and steel to start fires?

TESS

I don't think I've ever started a fire before.

ERIS

Ah. Well I should probably do this then.

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### **FINAL SCENE**

EXT. THE CLEARING - NIGHTTIME

MARSH pushes apart some branches and enters the clearing in the middle of a party. Music is playing and people are dancing. The candles strung through the trees cast golden light over the festivities; the jewellery and decorations shine like tiny stars.

Marsh looks around and steps forward into the clearing, an enormous smile on their face. A large group of people walk quickly past, knocking them around among the group. They push their way out of the crowd, holding a cake they weren't holding before. They look down at it and look confused for a moment. Then they shrug, take a bite of it and walk off.

EXT. THE CAR PARK

ERIS is lying on the grass and TESS is sat next to her, playing with her hair. NATE is standing on the table, AVA is sat on the end of the bench and WILL is sitting on the bike racks. They are all quiet.

NATE

There! I can see them!



AVA

You can?

NATE

Well, I can see lights, and they're in the right place.

Ava gets up onto the table and looks where Nate is pointing. There is a glow of flickering light in the woods on the common.

ERIS

I think I can hear music as well.

Very faint MUSIC can be heard from the place where the light is.

EXT. THE PARTY

The musicians are standing on a wooden table, dancing around each other as they play. The clearing is full of the fae, dancing and cheering. MARSH is dancing with a fae child, spinning him round and round.

The music slows and stops. The child runs over to his friends and Marsh wipes their forehead, walking off to the edge of the clearing and pushing through the trees to a quieter part of the forest. They climb halfway up a tree and snap a stick off.

EXT. THE CAR PARK

ERIS, TESS and WILL are now all standing on the table with NATE and AVA. They look out over the city and the party.

Something drops out of the sky and buries itself in the grass. They all look at it and then look at the sky, scared. When no more sticks fall, Tess jumps off the table and walks over to it. She picks it up and gets back onto the table, holding it out for the others to see.

AVA

Marsh.

TESS

I think so.

WILL

I know so. Look.

He turns the branch over. Carved into it is the word "Forever" and a drawing of a feather.

As they look at it, the branch glows brightly and turns into a feather, which is picked up by the wind. It floats off over the city as the camera pulls back to show the five kids standing on the table and the flickering lights of the party in the distance.

THE END