

Sylph: The Wind Spirit

written by

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EXT. PIXIE HOLLOW - DAY

We begin in a large fictional, vibrant, colorful, world called Pixie Hollow. Home of the pure-hearted and free-spirited Fairies, they are clothed with the leaves of plants and trees. The men usually have short sleeved shirts and thin shorts, while the women just wear semi-thick skirts. Their shoes are identical to the footwear of Tinker Bell. Everyone is as happy as they can be.

-- PLAYGROUND

We then move to a playground where several young Fairies are playing Cloud Tag. A form of tag but they're using their clouds (of different colors) to help them.

QUEEN ZEPHYR (O.S.)
SYLPH!!!

SYLPH
Coming!!

One of the young fairies (SYLPH), a young Fairy with a real baby face. She looks like a teenager but she's actually 50-years-old!

Anyway, Sylph is called by the current Wind Spirit Guardian (QUEEN ZEPHYR), a much older Fairy who looks like she's in her late 30s but she's actually 900-years-old! Scowls upon Sylph's arrival.

QUEEN ZEPHYR
What are you doing here?

SYLPH
Playing Cloud Tag!

QUEEN ZEPHYR
Playtime's over! Come with me to the Wind Temple!

SYLPH
Why?

YOUNG FAIRY #1
Bye Sylph!

YOUNG FAIRY #2
See you soon!

(CONTINUED)

CONTINUED: (2)

YOUNG FAIRY #3
Come and play with us tomorrow!

The young fairies wave goodbye to Sylph, who immediately reciprocates.

SYLPH
I will! Bye!

QUEEN ZEPHYR
Focus, and face forward!

INT. WIND TEMPLE - CONTINUOUS

-- FAIRY COUNCIL

We enter the Fairy Council, where Queen Zephyr is sitting alongside four other elderly fairies with Sylph sitting on the floor in the center of the room.

ELDERLY FAIRY #1
As of today, Queen Zephyr's time as the Wind Spirit Guardian will be coming to an end.

QUEEN ZEPHYR
What!?! That can't be! What about the Elixir Stone!?! What about the war!?!

ELDERLY FAIRY #2
I have communicated with your ancestors not too long ago. And it seems they have found a new candidate for the job.

QUEEN ZEPHYR
Who?

ELDERLY FAIRY #3
Sylph. She will be the new Wind Spirit Guardian.

Queen Zephyr and Sylph are both shocked by the news.

QUEEN ZEPHYR/SYLPH
WHAT!!?

ELDERLY FAIRY #3
That's right, Sylph is now the new Wind Spirit Guardian.

(CONTINUED)

CONTINUED: (2)

All the fairies present including Queen Zephyr bow down to Sylph.

Sylph lackadaisically looks around, she doesn't know what's happening.

SYLPH
What's going on?

ELDERLY FAIRY #4
We are paying respect to our new Wind Spirit Guardian.

SYLPH
Uh... I still don't...

FLASH!!! WHOOSH!!!

Suddenly, a tornado swarms around Sylph. Her mind witnesses ALL HER ANCESTORS (including Queen Zephyr) flash before her eyes, as she is imbued with the power of the wind.

WHOOSH!

The tornado dissipates and Sylph returns to the ground. Still unable to comprehend what just happened.

SYLPH (CONT'D)
What happened? I saw SO many fairies. Their eyes were glowing, and they looked like me. And... They were all looking at me. Why?

ELDERLY FAIRY #2
Because they were imbuing you with their power and knowledge, accepting you as a fellow Wind Spirit Guardian.

SYLPH
Whoa... I don't know what any of that means, but cool...

Sylph is so childlike, it's impossible not to love her.

ELDERLY FAIRY #4
But, I wouldn't get too excited if I were you.

SYLPH
Why?

(CONTINUED)

CONTINUED: (3)

ELDERLY FAIRY #4

Now that you have been acknowledged by your fellow Wind Spirits, then you must be treated like them.

Sylph tilts her head, she's clearly not following.

ELDERLY FAIRY #3

Essentially, now that you're the Wind Spirit, you now have duties and responsibilities that normal Fairies don't.

Sylph straightens her head a bit, she wants to know where this is going.

ELDERLY FAIRY #2

That means no more playing Cloud Tag with Ventus. No more late night adventuring near the border, and no more eating Sky Berries and Wind Pies all day. You are on a diet from now on.

Sylph is disturbed but Queen Zephyr couldn't be happier.

SYLPH

But, but, but, but I...

QUEEN ZEPHYR

-- Silence! The elders have given their final verdict! As the new Wind Spirit, you're now the key if the Fairies are to prevail against the other races.

Sylph is shut down, she looks around for anyone to vouch for her, but they either turn away or shake their heads.

Sylph didn't ask for this, it's too much. She's only a child. Therefore, she flies out of the room, crying.

The somber mood reaches its peak after Sylph's departure.

ELDERLY FAIRY #1

Perhaps, we were too harsh. Barring the original, this is the first time the Wind Spirit has been a child.

QUEEN ZEPHYR

That doesn't matter, if we want to win
(MORE)

(CONTINUED)

CONTINUED: (4)

QUEEN ZEPHYR (CONT'D)
 this war, she's gotta understand what
 her ancestors sacrificed their lives
 for. It's the only way.

EXT. PIXIE HOLLOW - AFTERNOON

The following afternoon, Pixie Hollow is holding a parade to
 celebrate and announce the new Wind Spirit Guardian.

ELDERLY FAIRIES
 We would like to announce our new Wind
 Spirit Guardian!!

Sylph and Queen Zephyr are behind the bushes, Sylph spots a
 butterfly and attempts to befriend it, but Queen Zephyr swats
 her hand away from the insect.

QUEEN ZEPHYR
 (under her breath)
 Focus!!

ELDERLY FAIRIES
 Sylph!!

Sylph emerges from the bushes and is greeted by vibrant
 cheers by the crowd. For the first time in her life Sylph
 feels genuinely valued by the world around her. Something she
 cherishes dearly with a heartfelt smile.

CROWD
 Sylph we love you! Congratulations!
 Well done! Good luck! You'll need it!!

Sylph laughs and waves to the crowd.

SYLPH
 Thanks! Thank you! Thank you so much!

Queen Zephyr leans to Sylph's ear.

QUEEN ZEPHYR
 Don't let this go to your head,
 tomorrow your training begins.

Sylph gulps and her expression becomes lifeless and gloomy.
 She knows her foremother is right.

INT. PIXIE HOLLOW OAK TREE - NIGHT

-- SYLPH'S DORM

(CONTINUED)

CONTINUED: (2)

Queen Zephyr guides Sylph to her dorm, shoving the Wind Spirit from behind. What a lack of respect!

QUEEN ZEPHYR

Welcome to your new home Sylph. Now get some sleep. Tomorrow your training begins.

SLAM!!

Queen Zephyr slams the door leaving Sylph alone in the dark. Poor kid.

Sylph drops her head and slumps on her bed. Sighs dejectedly and goes to sleep.

EXT. PIXIE HOLLOW - DAY

-- PLAYGROUND

As we return to the playground on the dawn of a new day, the same group of young fairies are playing "How High Can I Go?" (A game where fairies test their flight capabilities by jumping). Near the oak tree Sylph resides in.

Sylph enters the frame eagerly wanting to join in.

YOUNG FAIRY #1

I jumped to the fifth highest branch.

YOUNG FAIRY #2

Okay.

The next young Fairy jumps and reaches the midpoint between the fifth and fourth highest branches of the oak tree.

YOUNG FAIRY #2 (CONT'D)

Beat that!

YOUNG FAIRY #3

My turn!

The next young Fairy jumps to the fourth highest branch of the oak tree.

SYLPH

So cool! I wanna play! My turn next!
Me! Me! Me! Me! Me!

YOUNG FAIRY #4

Sorry Sylph, but since your the Wind
(MORE)

(CONTINUED)

CONTINUED: (2)

YOUNG FAIRY #4 (CONT'D)
Spirit, it'll be unfair if you joined.

Sylph's eager expression quickly deflates and is overwhelmed with sadness.

SYLPH
What? I-I can't play? Why?

YOUNG FAIRY #1
Sorry, but we'll all be in big trouble
if you get caught playing with us.

All the other young Fairies also look away with depressed faces, all unanimously agreeing that it's for the best.

SYLPH
Oh... Okay.

Sylph drops her head and shoulders and walks away, she notices an infuriated Queen Zephyr glaring daggers at her.

Sylph tries to explain herself but she doesn't have the courage, not wasting any time, Queen Zephyr forcefully grabs Sylph's wrist and takes her back inside the oak tree.

INT. PIXIE HOLLOW OAK TREE - CONTINUOUS

-- SYLPH'S DORM

Queen Zephyr forcefully shoves Sylph into her dorm, the latter is petrified of the former's aggravated demeanor. But, the worst is yet to come...

QUEEN ZEPHYR
Don't you remember what we discussed
at the Wind Temple!? No more playing
or mingling with the other Fairies! As
the Wind Spirit --

SYLPH
But I don't wanna be the Wind Spirit!
It's no fun.

SMACK!!

Queen Zephyr smacks Sylph and storms out of the dorm in a fit of rage.

SLAM!!

(CONTINUED)

CONTINUED: (2)

As she slams the door behind her.

Sylph breaks down and starts crying, poor girl.

BEGIN MONTAGE (DAWN TO DUSK [x8]):

INT. PIXIE HOLLOW OAK TREE - DAY

-- SYLPH'S DORM

Sylph sulks as she watches all the other fairies playing, mingling, laughing and having fun. All the things she wants to do, for eight weeks straight.

She heads back to her bed and starts crying, this process repeats for eight consecutive days. How depressing.

END MONTAGE.

INT. WIND TEMPLE - AFTERNOON

-- FAIRY COUNCIL ROOM

Sometime in the afternoon, the four elders and Queen Zephyr discuss what to do with the young Wind Spirit.

ELDERLY FAIRY #1

This is absurd! She's made no progress!

ELDERLY FAIRY #2

Does she not know what's at stake!? We're at war!

ELDERLY FAIRY #3

We need to be more ruthless, no more distractions!

ELDERLY FAIRY #4

Why can't she understand the significance of her responsibilities?

QUEEN ZEPHYR

Exactly, instead of wasting her time crying like a baby. Honestly, what is wrong with that child?

SLAM!!

An IMPERIAL GUARDIAN enters the room.

(CONTINUED)

CONTINUED: (2)

IMPERIAL GUARDIAN
Elders! Queen Zephyr! The Wind Spirit
has escaped.

ELDERLY FAIRIES/QUEEN ZEPHYR
WHAT!!?

QUEEN ZEPHYR
SEIZE HER!! SHE CAN'T ESCAPE!!

WHIR!! WHIR!! WHIR!!

FLASH! FLASH! FLASH!

EXT. PIXIE HOLLOW - DUSK

-- BORDER

Alarms and searchlights activate in order to capture the renegade Sylph. Who scurries to the border of Pixie Hollow.

Upon her arrival, she notices A LARGE BLACK POT (a Warp Pot), that leads to a unknown place.

IMPERIAL GUARDIAN (O.S.)
Search the border! The Wind Spirit
must be found at all costs!

Sylph runs to the Warp Pot, but takes one last glance at Pixie Hollow.

SYLPH
I'm sorry Pixie Hollow. I'm not ready.
I'm not the Wind Spirit.

Sylph jumps into the Warp Pot and is sucked into a cyclone that teleports her to...

EXT. LAKE FAIRFAX PARK - NIGHT

Meanwhile, in Lake Fairfax Park located in Reston, A woman in her late 30s (DOROTHY Judy Garland Allison), depressed and single. Enviously and dejectedly watches couples walk around and mingle knowing that Valentine's Day is approaching.

Realizing there's nothing left for her to do, she decides to leave and head for her car.

She sees a Warp Pot in the distance CHANGING COLOUR with wind being emitted. Weird.

(CONTINUED)

CONTINUED: (2)

Intrigued, she walks towards it.

The wind's intensity increases as someone gradually approaches her.

SYLPH
WATCH OUT!

DOROTHY
What the --

SLAM! Sylph and Dorothy slam into each other as all the energy from the Warp Pot fades.

SYLPH
Ow...
(looks around; amazed)
Whoa... Where am I?

DOROTHY
Can you please get off?

SYLPH
Sorry. I didn't see you there.

Sylph helps Dorothy back on her feet.

DOROTHY
Anyway, who are you?

SYLPH
I'm Sylph.

DOROTHY
Sylph? Never heard of you, and what's with that get-up?

SYLPH
But I'm already up.

DOROTHY
No I mean your clothes, why are you wearing those clothes?

SYLPH
Oh I always wear this, 'cause I'm a Fairy.

Dorothy is dumbfounded by Sylph's cluelessness and nonchalance.

(CONTINUED)

CONTINUED: (3)

DOROTHY
Alright, I'm going home.

SYLPH
Can I come too?

DOROTHY
No you can't, I'm not a foster mom.

Dorothy heads for her car, like a child, Sylph drags Dorothy's coat in a pleading manner.

SYLPH
But why? I'm all alone.

DOROTHY
Me too kid.

SYLPH
Please don't leave me alone, I don't have any parents, and I don't have any friends!

DOROTHY
Sorry kid, that's not my problem.

SYLPH
Please! Don't just leave me here!

DOROTHY
Look I...

Dorothy notices the damning stares from the bystanders, all of them giving her a "*How could you abandon a child?*" face.

Dorothy sighs and gives into the peer pressure.

DOROTHY (CONT'D)
Fine. Just get in the car.

SYLPH
Car? What's that?

DOROTHY
Just get inside!

Freaked out Sylph rushes inside the car and Dorothy quickly leaves before she garners anymore unwanted attention.

INT. DOROTHY'S CAR - CONTINUOUS

Dorothy heads home with in tow in her car. Sylph sticks her head and feels the breeze. How befitting of the Wind Spirit.

DOROTHY

What are you doing?

SYLPH

What?

DOROTHY

Why are you sticking your head out the window?

SYLPH

It feels nice!

DOROTHY

I don't care! Sit down!

SYLPH

Why!?

DOROTHY

Because you might get hit by a bike or something, just sit down please!

SYLPH

(her hair gets caught under nose)

But why -- !

The loose hair under Sylph's nose makes her want to sneeze, Dorothy notices and is disturbed.

DOROTHY

Don't sneeze on me sneeze out the window, jeez!

Sylph turns outside the window and sneezes which sends NUMEROUS CARS *flying* into local buildings. Much to Dorothy's shock and horror.

DOROTHY (CONT'D)

What happened? What did you do?

SYLPH

I just sneezed, is that bad?

DOROTHY

No! Just...

(CONTINUED)

CONTINUED: (2)

DOROTHY (CONT'D)
 (forcing Sylph back into the car)
 Sit down and keep your head hidden. No
 one can see you after that.

As Dorothy drives away from the accident, bystanders continue
 filming for clicks obviously.

BYSTANDER
 Holy smokes! This is some next level
 stuff.

INT. RESTON POLICE DEPARTMENT - CONTINUOUS

-- MAIN LOBBY

We now move into the Reston Police Department with the police
 busy as per usual. A police officer in her early 40s (HELEN
 Kimball), is about to call it today.

Until she receives several notifications from X (formerly
 known as Twitter), regarding the incident that occurred not
 too long ago.

Intrigued, she watches the video and witnesses the
 destruction. She decides to watch the video more attentively
 and eventually notices A CAR driving by with A CHILD LOOKING
 OUT THE WINDOW.

Without hesitation she decides to inform her boss.

-- CAPTAIN NAVARRO'S OFFICE

Helen meets her boss CAPTAIN Pedro NAVARRO to discuss the car
 accident.

CAPTAIN NAVARRO
 What is it Helen?

HELEN
 Captain, you need to see this.

Helen shows Navarro the car flipping incident that occurred
 not too long ago. Navarro is stunned.

CAPTAIN NAVARRO
 Wow, so what are we dealing with here?

HELEN
 I mean, I don't know sir. All I have
 is a child somehow flipping a car over
 (MORE)

(CONTINUED)

CONTINUED: (2)

HELEN (CONT'D)
like an old-school cell phone.

CAPTAIN NAVARRO
How many casualties?

HELEN
None sir, no one died or sustained any
critical injuries.

CAPTAIN NAVARRO
Then why should we be concerned?

HELEN
Nothing. I thought... We would take
care of this?

CAPTAIN NAVARRO
I'd rather not waste our time on
trivial matters. So unless you've got
truly worth my time, you're dismissed.

HELEN
Yes sir.

Helen returns to her station with a solemn expression, she
knows that was a waste of time.

INT. U.S. MILITARY HQ - NIGHT

-- GENERAL DUNNE'S OFFICE

We now transition to the headquarters of the U.S. Military,
where A WOMAN in her early 50s (GENERAL Jasmine DUNNE), is
sitting answering a phone call.

GENERAL DUNNE (OVER PHONE)
What? This happened today?
(pause)
How many casualties? Okay... Great,
thank you.

General Dunne drops the phone.

AGENT #1
How bad is it?

GENERAL DUNNE
It's nothing but a bunch of pitiful
attention seekers, just ignore them.

(CONTINUED)

CONTINUED: (2)

AGENT #1

Yes Ma'am!

GENERAL DUNNE

How's the search going, have we found it yet?

AGENT #1

No ma'am.

GENERAL DUNNE

Susan! Rose!

A few moments later TWO WOMEN in their 30s and 40s respectively, (PROFESSOR Susan MEEKS and LIEUTENANT Rose MADDOCKS), are on the scene.

GENERAL DUNNE (CONT'D)

The search team in LA have hit a snag.

PROFESSOR MEEKS

Really? They *still* haven't found it yet?

LIEUTENANT MADDOCKS

(to General Dunne)

General, who are we relying on to track it?

GENERAL DUNNE

The **Henmoons**.

PROFESSOR MEEKS

Oh great, no wonder it's taking so long.

LIEUTENANT MADDOCKS

(worried)

Professor...

GENERAL DUNNE

(repressing her anger; staying focused)

Either way, our goal is protect our national interests. If the Henmoons are right about this, we can't let the **Mallinsons** or outside parties get a hold of it.

LIEUTENANT MADDOCKS

If you say so General, we'll get it
(MORE)

(CONTINUED)

CONTINUED: (3)

LIEUTENANT MADDOCKS (CONT'D)

done.

PROFESSOR MEEKS

I know, I know, just make sure my schedule is by clear by Monday. I DEFINITELY don't want miss out on all the *important* stuff.

-- LOBBY

Professor Meeks and her legion of soldiers accompany her to the exit.

LIEUTENANT MADDOCKS

Professor, are you sure you need to be this confident?

PROFESSOR MEEKS

Relax Maddocks, my sources indicate that heavy winds will clear the debris, making the search a whole lot easier. Shouldn't be too hard for me.

INT. DOROTHY'S HOUSE - CONTINUOUS

-- LOUNGE

Dorothy returns home with Sylph, who's naivete continues to exasperate her caretaker.

SYLPH

Wow! You live here?

DOROTHY

Yeah. I know, it's small. But it's all I have.

SYLPH

Okay. I'm hungry. Can I have something to eat?

DOROTHY

(looking in the fridge)
I'm coming, jeez. I'm not your mother, and you're not my child. I can't babysit you forever.

SYLPH

Aw! Why not!?

(CONTINUED)

CONTINUED: (2)

DOROTHY

(turns to the cupboard)

Because I'm adult trying to make a living in these difficult times. I don't have it in me to be a parent.

SYLPH

Really? I mean, I don't know what that means but all the grown-ups say I'm a handful.

DOROTHY

Gee, I wonder.

(gets an apple pie)

Ah, here we go. Eat up.

SYLPH

What is this?

DOROTHY

An apple pie.

SYLPH

Apple pie? Never heard of it. Is it nice?

DOROTHY

Eat it and you'll find out.

SYLPH

Okay.

Sylph dips her hand and nibbles on a small piece, tastes it. She realizes it's delicious and digs in like a child with no table manners.

Dorothy rolls her eyes at Sylph's childishness. Seeing the Fairy eat all over herself she comes over with a napkin.

DOROTHY

Seriously, the way you eat is so childish. How old are you?

SYLPH

How old am I? Um... Let's see...
(counting with her fingers)
10? 20? 30? 40? I'm 50!

DOROTHY

Excuse me!? How the hell are you 50 years old?

(CONTINUED)

CONTINUED: (3)

SYLPH

Yeah! I remember having a party with the other Fairies a while back, about the day I was born.

DOROTHY

Great, but how does that make you 50-years-old!? I mean, you're older than me!

SYLPH

Oh, I am? Wow. Anyway, Fairies live for a really long time! So we celebrate every 10th birthday. I've done this 5 times, so I must be 50-years-old!

DOROTHY

Okay... I still can't believe your older than me.

SYLPH

Me too!

DOROTHY

Anyway, what are you doing here?

SYLPH

I'm here because you brought me here, duh.

DOROTHY

No. I mean, why are you here in this world? I'm pretty sure this isn't your world, is it?

Sylph becomes dejected with that hard-hitting question.

She slowly but surely summons the courage to answer and faces Dorothy.

SYLPH

You're right. I'm not from this world. I come from Pixie Hollow, it's where all the Fairies live. I lived there and I was happy. But then...

DOROTHY

Then what?

(CONTINUED)

CONTINUED: (4)

SYLPH

I found out I was the Wind Spirit. At first I didn't know what to think, but then I realized I couldn't do things I wanted anymore. I couldn't play with my favorite cloud Ventus, or the other Fairies. I couldn't eat Wind Pies or Sky Berries. I only did what my masters told me. I get why, but it's not who I am.

Sylph and Dorothy remain silent as both contemplate their self-hatred.

SYLPH (CONT'D)

And that's why I ran away, and I can't go back. Not ever!

(breaking down; sobbing)

I don't wanna be locked up again! I don't wanna... I don't...

DOROTHY

(consoling Sylph)

It's okay. Don't worry kid. I'm here for you. Besides, I know the feeling of self-hatred. I know it all too well.

Sylph starts snoring much to Dorothy's surprise.

She wants to get mad, but after empathizing with the innocent Fairy on an emotional level. Her anger fades and she smiles. How touching.

She then carries Sylph to a spare bedroom and lets the guileless Fairy rest on an unused bed.

INT. DOROTHY'S HOUSE - DAY

-- LIVING ROOM

Dorothy sits on the couch, staring at an old photo album in her hands. The room is dimly lit, and the sound of wind howling outside can be faintly heard.

Her eyes scan the photos – some of her with JOE MELLOR, smiling, arms wrapped around each other. Others of her as a child, standing with her PARENTS in sunny Florida.

She pauses on a photo of herself in her high school graduation gown, standing next to a younger SUSAN Meeks.

(CONTINUED)

CONTINUED: (2)

Her eyes linger.

BEGIN MONTAGE:

FLASHBACK - EXT. FLORIDA SCHOOL - DAY (2005)

-- PLAYGROUND

YOUNG DOROTHY (18) laughs as she walks alongside her best friend, YOUNG SUSAN Meeks (17), both of them carrying textbooks. They're two girls full of hope, standing outside their high school in the warm Florida sun.

YOUNG DOROTHY

It feels like we're unstoppable,
doesn't it?

Susan offers a small, more measured smile.

YOUNG SUSAN

Sure, if by unstoppable, you mean
overworked and in debt.

YOUNG DOROTHY

Come on, Susan, can't you be
optimistic for once?

YOUNG SUSAN

I'm just being realistic. The world's
not gonna hand us anything on a silver
platter.

They reach their cars. Dorothy looks over at Susan as if considering her words.

YOUNG DOROTHY

Maybe. But it doesn't mean we can't
have a little hope, right?

Susan shrugs, noncommittal. Dorothy hops into her car, waving.

FLASHBACK - INT. OFFICE BUILDING - DAY (2014)

DOROTHY (late 20s) sits at her desk in a modern office in RESTON, VIRGINIA. She looks poised and focused as she types away on her laptop. Her phone buzzes. A message from Joe appears: *"Dinner tonight? Can't wait to see you!"*

Dorothy's face softens, a smile breaking through the professional exterior. She glances at a framed photo on her

(CONTINUED)

CONTINUED: (2)

desk – her and Joe on their wedding day, all smiles.

FLASHBACK - INT. DOCTOR'S OFFICE - DAY (2017)

Dorothy sits nervously on the examination table, hands fidgeting. The DOCTOR stands in front of her, holding a clipboard.

DOCTOR

I know this isn't easy, Dorothy. But the tests are conclusive. You have a condition that's caused your menstrual cycle to become irregular... and, unfortunately, this means having children may not be possible.

Dorothy's world shatters in an instant. Her eyes gloss over as she processes the words.

DOROTHY

But... there has to be another way, right? I mean, treatments, something-

DOCTOR

We'll explore options, but you need to prepare for the possibility.

Dorothy remains silent, her breathing shallow.

FLASHBACK - INT. DOROTHY'S HOME - NIGHT (2017)

-- LIVING ROOM

Dorothy and Joe sit in the living room. The weight of the doctor's words hangs in the air between them. Joe's eyes are hollow, fixed on the floor. Dorothy's face is streaked with tears.

DOROTHY

I'm sorry... I don't know how to fix this.

JOE

Dorothy, I- It's not your fault.

But Joe's expression is distant, his shoulders slumped under the crushing weight of disappointment. Dorothy reaches out for his hand, but he doesn't respond.

FLASHBACK - INT. HOSPITAL ROOM - DAY (2018)

Joe lies in a hospital bed, his face pale, eyes tired. DOCTORS move quietly in the background. Dorothy sits beside him, holding his hand. His breath is shallow, labored.

DOCTOR (O.S.)

I'm afraid there's nothing more we can do. The depression has taken a toll on his heart... it's only a matter of time.

Dorothy grips Joe's hand tighter, her body trembling as she fights back tears. Joe turns his head slowly, gazing at her with regret.

JOE

You deserved more than this... more than me.

Dorothy sobs silently as Joe's hand goes limp in hers. She can't let go.

END MONTAGE.

INT. DOROTHY'S HOUSE - DAY (PRESENT)

-- LIVING ROOM

Back to the present. Dorothy is still staring at the photo album, her fingers tracing over the picture of her and Joe. She closes the book gently, tears slipping down her cheeks.

A faint gust of wind blows the curtains softly, almost like a gentle whisper.

FOOTSTEPS, echo slowly. Getting closer.

SYLPH (O.S.)

(yawning)

Hi, Mom.

DOROTHY

Y-yeah.

--In haste, Dorothy quickly wipes her tears before Sylph.

SYLPH

Can I have something to eat?

(CONTINUED)

CONTINUED: (2)

DOROTHY

Really? That's the first thing you do
in the morning?

SYLPH

Yeah! I eat after I wake up everyday!

DOROTHY

Sylph you never cease to --
(sniffs twice; covering her nose)
EUW!! You stink! When the last's time
you had a bath?

SYLPH

What's a bath?

Dorothy takes a step back in surprise, she can't believe what
she just heard.

DOROTHY

Dear Lord.

-- BATHROOM

Dorothy gives Sylph a good cleanup in a nice warm bubble
bath. But the innocent Wind Spirit, plays with the water and
the bubbles, not knowing what they are.

DOROTHY (CONT'D)

Honestly, how do you not know what a
bath is?

SYLPH

(popping some bubbles)
Whoa.... Cool...
(pops some more)
Hey, what are these weird round floaty
watery things?

DOROTHY

Bubbles.

SYLPH

Really? Cool.

DOROTHY

Time to wash your back.
(notices Sylph's wings)
Great, now how am I supposed to do
this?

(CONTINUED)

CONTINUED: (3)

SYLPH

-- Do what?

DOROTHY

Nothing. Just, try not to scream.

SYLPH

Huh?

Dorothy tries to pull Sylph's wings off which causes the Wind Spirit a great amount of pain.

SYLPH (CONT'D)

OW! OW! OW! OW! OW! OW! OW! OW!

DOROTHY

Hey, I said try not to scream.

SYLPH

I can't help it, you're pulling my wings and it hurts.

DOROTHY

Well, how else am I supposed to wash your back with those giant fans in the way?

SYLPH

I can take them off on my own.

Sylph tucks herself in and grunts softly. Dorothy observes but notices Sylph's wings gradually loosening, until...

SNAP!

The wings falls off and Dorothy is in awe of how Sylph's body works.

SYLPH (CONT'D)

Okay, I'm done.

DOROTHY

What? I... You know what? Let's just do this.

(washing Sylph's back)

How did you that?

SYLPH

Fairies can detach their wings and regrow them whenever we want.

(CONTINUED)

CONTINUED: (4)

DOROTHY
Sylph, you are mystery beyond my
comprehension.

SYLPH
What does that mean?

DOROTHY
Nothing, lemme wash your armpits.

SYLPH
Okay.

-- LIVING ROOM

Minutes later, Sylph now fully dressed, accompanies a fully
dressed Dorothy to the living room.

DOROTHY
Alright, I'm off to work, I'll be back
at 7.

SYLPH
Seven? Why seven?

Dorothy rolls her eyes, Sylph is NOT the brightest bulb of
the bunch.

Dorothy points to the CLOCK.

DOROTHY
The small hand on the clock is now
pointing at the number nine, when it
goes around and points at the number
seven. I'll be back, got it?

SYLPH
Uh-huh.

DOROTHY
Good, now I'm off to work. Stay here.
I mean it. Okay?

SYLPH
Okay.

DOROTHY
Alright, bye Sylph.

SYLPH
-- Bye Mom!

(CONTINUED)

CONTINUED: (5)

Dorothy swiftly makes her exit, and Sylph is home alone. Her stomach growls like a lion roaring.

SYLPH (CONT'D)
Gosh, I'm hungry.

EXT. MALLINSON LIBRARY - DAY

As Dorothy enters her car and drives off to work, the camera pulls out towards A FATHER & DAUGHTER (HARRY & CHLOE Mallinson), observing Dorothy's house with an air of obsession around them. What are they plotting?

HARRY
With Dorothy out of the picture, it's
time to set the plan in motion.
(to Chloe)
GO!

Chloe rolls her eyes but obediently rushes towards Dorothy's house.

EXT. GRAND CANYON - DAY

SOLDIERS are scavenging the Grand Canyon for something. Sweat dripping off their bodies like rain does from plants drying up. How long have they been out here?

They continue searching their search under the watchful eye of Professor Meeks.

PROFESSOR MEEKS
Has anyone found it yet?

SOLDIER #1
No! I mean, what are we looking for
again?

PROFESSOR MEEKS
It's a map, to the Elixir Stone. An
all-powerful gem that grants the
wielder and endless supply of magic.

SOLDIER #2
Who told you that?

PROFESSOR MEEKS
The Henmoons.

SOLDIER #3
Really? You're listening to their
(MORE)

(CONTINUED)

CONTINUED: (2)

SOLDIER #3 (CONT'D)
make-belief?

PROFESSOR MEEKS
Soldier! We're paid to follow orders,
not talk!

SOLDIER #3
Yes ma'am!

The soldier resumes his search for the map and the skeptical Lieutenant Maddocks chimes in:

LIEUTENANT MADDOCKS
Uh... Professor? Was that necessary?

PROFESSOR MEEKS
No, but unless we find that map or the
key. All our efforts will be deemed
unnecessary. Remember, our boss calls
the shots, we're just stop gaps.

LIEUTENANT MADDOCKS
True.

Maddocks backs away, leaving Professor Meeks to investigate alone. But as Maddocks is out of frame, Professor Meeks slowly lets a glum and self-loathing expression seep through.

She sighs, as if cursing herself.

FLASHBACK - INT. SUSAN'S HOUSE - NIGHT (1996)

-- LOUNGE

KYLE & OLIVIA Meeks (35), are in a heated argument with about their financial predicament, due to their respective addictions. Throwing hands and shouting, clearly indicating that this relationship is far from healthy.

KYLE
Are you kidding me!? You blew your
savings on drinks we weren't gonna use
until September?

OLIVIA
Like you have any room to talk, Mr.
"I'll buy 18 cigar packs that just
linger on our computers"! We almost
had 10 fires because of you!?

(CONTINUED)

CONTINUED: (2)

KYLE

Well, how does almost causing 13
blackouts sound for a start!?

OLIVIA

There you go again, make me the bad
guy, we're in the same boat, genius!

KYLE

Genius!? The only genius is our
daughter that I got into school by the
way! Not like you care because you're
only a genius at getting drunk, which
is saying a lot!

OLIVIA

Save that for all the particles you've
corrupted with your cigars, you
tobacco-loving jerk!

The marital conflict as we slowly shift downstairs towards
the basement.

-- BASEMENT

Where KID SUSAN (8) is finalizing her science project for the
upcoming science fair. Her lab is neat, tidy and
professional. Surprising for an 8-year-old.

KID SUSAN

Alright, we're done.

Susan grabs three small CUBES. Red, yellow and blue. She then
puts A TEDDY BEAR, A WATER TANK and AN EMPTY JAR on three
different chairs WITH THE SAME COLOURS as the small cubes
she's holding.

She sets up her microphone and camera. She puts on her HazMat
suit and begins filming.

CAMERA POV:

KID SUSAN (CONT'D)

Testing 1,2. 1,2. Hello my name is
Susan Meeks, and I'm applying for the
1996 TIM CREATE scholarship.

(moving aside, presenting her
cubes)

This is my project, they're called
Tox-Boxes. They each contain highly
concentrated poisonous cubes that can

(MORE)

(CONTINUED)

CONTINUED: (3)

KID SUSAN (CONT'D)
deteriorate anything within the three
states of matter.

The camera moves to the left and we focus on the teddy bear sitting on the red chair.

KID SUSAN (CONT'D)
The red tox-box, deals only with
solids. Dissolving them externally and
working its way in. Observe.

Susan shakes the tox-box and throws it at the teddy bear on the red chair.

She patiently and measuredly waits for her invention to begin disintegrating the teddy bear outside in, just as she described.

EXIT CAMERA POV:

She stops recording and cleans her work station with foam fire extinguishers, cloths, adhesives and special rubber gels.

KID SUSAN (CONT'D)
(re: the teddy bear)
Sorry Arnold, it was for a good cause.
Hopefully.

Susan continues cleaning her workstation and throws the dented and contaminated red chair through the trash chute.

She grabs her self-tape and a marker, naming her first video: "Science Log 1: Red".

After putting on the shelf, she moves the blue chair with the small water tank to the central position and prepares her second tape.

CAMERA POV:

KID SUSAN (CONT'D)
The yellow tox-box deals with liquids,
converting all healthy particles into
toxic particulates. Observe.

Susan drops the yellow tox-box into the water tank and it slowly converts all the clean water to a undrinkable yellow pool of poison. Just as she described.

(CONTINUED)

CONTINUED: (4)

EXIT CAMERA POV:

Susan stops recording and grabs the water tank. She connects it to a pipe leading to sewers and drains all the yellow poison.

KID SUSAN (CONT'D)
 Sorry water tank, it's not like Mom
 and Dad would've bought me a pet fish
 anyway.

Once the water is drained she forces the water tank down the trash chute.

She then grabs her marker and names her second tape "Science Log 2: Yellow".

She then grabs the blue tox-box and opens all the windows in her lab and puts on a HazMat suit.

CAMERA POV:

KID SUSAN (CONT'D)
 Finally, the blue tox-box converts all
 gas particles into poisonous air
 particles. Observe.

Susan drops the blue tox-box on the floor and when it breaks, it releases a deadly BLUE GAS that intoxicates the air around her.

She quickly ends the recording before the gas can reach the camera.

EXIT CAMERA POV:

After ending the recording, she grabs her marker and names her third tape "Science Log 3: Blue".

She then turns on the air conditioners and clears all the toxic blue gas.

She then removes her HazMat suit and smiles. Happy, proud and content.

INT. DOROTHY'S HOUSE - DAY (PRESENT)

-- KITCHEN

Sylph is enjoying the nutritiousness of an apple since there no apple pies. Even if she doesn't know what she's eating.

(CONTINUED)

CONTINUED: (2)

SYLPH
(mouthful)
Mmm...

DING-DONG! Sylph hears the doorbell ring, but doesn't respond.

DING-DONG! The doorbell rings again, but once again, doesn't respond.

She continues eating her apple and savors every bite.

Suddenly...

-- **LOUNGE**

A WARP POT emerges from seemingly out of nowhere and Chloe Mallinson enters the scene. She immediately greets the nonchalant Wind Spirit.

CHLOE
(bowing down)
Hello Sylph: the Wind Spirit.

SYLPH
(mouthful)
How do you know my name?

CHLOE
(standing upright)
The Mallinson household, know *everything* about you.

SYLPH
(mouthful)
Really? Everything?

CHLOE
Yes, everything. Like your love of Wind Pies and Sky Berries. You still don't have your Wind Waker or Nimbus cloud.

Sylph looks down, somewhat dejected but not completely overwritten with sadness.

CHLOE (CONT'D)
And the fact that you ran away from Pixie Hollow.

Sylph swallows hard. Chloe struck a nerve there. She throws

(CONTINUED)

CONTINUED: (3)

the apple away, but Chloe catches it and puts it in the trash.

Sylph joins Chloe in the lounge and sits on the couch. She starts gently sobbing once the guilt of running away overwhelms her. Chloe comforts the Wind Spirit.

SYLPH

I... I... I... I didn't want to run away! I really didn't!

(sniffle)

But I don't want to live a life that isn't mine. I didn't get to choose! It's not fair! Why should I fight when I don't wanna! It's not me! It's not

--

Sylph begins to break down in Chloe's arms. But the guest cuddles her, tightly.

CHLOE

-- It's okay Sylph. It's okay.

Chloe comforts Sylph and the Wind Spirit begins to compose herself.

CHLOE (CONT'D)

Loving yourself is hard, especially when others don't value you and constantly knock you down.

Beat.

CHLOE (CONT'D)

But that isn't the end.

SYLPH

What?

CHLOE

Instead *only* focusing on those who knock you down, why not spending more time with those who lift you up?

SYLPH

What does that mean?

CHLOE

It means spend more time with people who care about you, rather than those who don't.

(CONTINUED)

CONTINUED: (4)

Sylph raises an eyebrow, she still doesn't quite get it.

SYLPH
Like who?

CHLOE
-- Dorothy?

SYLPH
Dorothy?
(realizing)
OH!! Mom!

Sylph smiles upon soaking in the brief but fond memories she has with Dorothy.

She then hugs Chloe tightly.

SYLPH (CONT'D)
Thanks Croaky.

CHLOE
It's Chloe. But, you're welcome.

The two cherish their brace but then Sylph opens her eyes, remembering something.

SYLPH
Oh yeah, Cushy, why are you here again?

CHLOE
Oh, right.
(clears throat; stands up)
I'm here to tell you that the map to the Elixir Stone is nearby.

SYLPH
The map to the what-what stone?

CHLOE
The Elixir Stone: a magical stone that makes you infinitely stronger depending the purity of your heart.

SYLPH
My master said I need to find that stone, but why?

CHLOE
Because of the power it holds, if a
(MORE)

(CONTINUED)

CONTINUED: (5)

CHLOE (CONT'D)

Wind, Water, Fire or Earth Spirit is powered by it. They could become stronger than 100 of their predecessors.

SYLPH

Really? Whoa...

(realizes)

Wait, so why are the Fairies after that thing?

CHLOE

It's not just Fairies. Aquarians, Dragons and Terraformans. They all believe killing each other for good will end the war. When it's just a selfish competition for power!

Chloe gets on a knee, her tone sincere, apologetic and desperate.

CHLOE (CONT'D)

Please Sylph! I beg you! I implore you! Please find the map to the Elixir Stone! I know it's insincere to intrude your quest for happiness. But without your pure heart, Earth, Pixie Hollow, Oceania, Volcanica, and Terrarium. Are all in great danger!

Sylph freezes, she doesn't know what to do. But seeing Chloe's vulnerability and sincerity, she smiles and wants to help her new friend.

SYLPH

Okay. I'll help you. I mean, I can't let anything happen to Mom's home.

Chloe smiles, Sylph truly is the personification of pure-heartedness.

She stands up, proud and relieved.

CHLOE

I knew trusting you was a good idea.

SYLPH

Really?

(CONTINUED)

CONTINUED: (6)

CHLOE

Anyway, I'll be going now.

SYLPH

Okay, bye. See you soon!

CHLOE

I'll let you know, when I need to see again.

SYLPH

Okay, bye.

Chloe opens another Warp Pot and leaves the scene. Meanwhile, Sylph smiles, energized and hopeful.

INT. U.S. MILITARY HQ - NIGHT

-- GENERAL DUNNE'S OFFICE

Professor Meeks and Lieutenant Maddocks are being reprimanded by their boss.

GENERAL DUNNE

I don't have time for this right now. We've been searching for this map, for over a year. We've expending over an abundance of resources: soldiers, field gear, choppers, and over a million satellites!!

Lieutenant Maddocks gently shrieks but Professor Meeks isn't fazed by her boss' outburst.

GENERAL DUNNE (CONT'D)

So tell me, have we misinterpreted the map?

LIEUTENANT MADDOCKS

No ma'am!

General Dunne is annoyed by the unresponsive Professor Meeks.

GENERAL DUNNE

Have we been swindled by the Henmoons?

LIEUTENANT MADDOCKS

No ma'am!

GENERAL DUNNE

Are there one or two subordinates in
(MORE)

(CONTINUED)

CONTINUED: (2)

GENERAL DUNNE (CONT'D)
my office?

LIEUTENANT MADDOCKS
-- Two ma'am.

GENERAL DUNNE
(pointing at Professor Meeks)
Then why is only one of them
answering?

General Dunne circles around the emotionally distant Professor Meeks. Monitoring every expression.

GENERAL DUNNE (CONT'D)
Got an explanation Susan?

Professor Meeks begrudgingly engages her boss. Her tone, drab and unhappy, as if she doesn't want to be here.

PROFESSOR MEEKS
No ma'am. I take full responsibility
for our failure ma'am. That's all I
have to say ma'am.

GENERAL DUNNE
That's all? That's all you have to say
for yourself?

PROFESSOR MEEKS
Yes ma'am.

General Dunne sighs desolately, there's no getting through Professor Meeks' pessimism.

GENERAL DUNNE
You're dismissed. There's no point
when you're like this.

-- CORRIDOR

With the conversation over, Lieutenant Maddocks and Professor Meeks head for the exit. But Maddocks can't help but notice the subtle sense of relief on Meeks' face.

LIEUTENANT MADDOCKS
Are you okay Professor? You seem oddly
satisfied.

PROFESSOR MEEKS
That's to be expected, I mean, when
(MORE)

(CONTINUED)

CONTINUED: (3)

PROFESSOR MEEKS (CONT'D)
 you've spent the last god knows how
 many hours searching for something
 that doesn't exist and have all that
 topped with your boss beating you over
 the head things you already hate about
 yourself.

Professor Meeks sighs, she's head enough.

PROFESSOR MEEKS (CONT'D)
 At times like this, I... I wish I
 could just put an end to myself.

Professor Meeks walks ahead, but Lieutenant Maddocks STOPS.
 She can't believe her partner is saying such depressing
 things.

INT. MALLINSON LIBRARY - NIGHT

-- BASEMENT

In the basement of the Mallinson Library across the street
 from Dorothy's house, Chloe arrives with some good news for
 her father.

HARRY
 Well, how was it?

CHLOE
 She's eagerly cooperative. As to be
 expected of the Wind Spirit.

HARRY
 Good. Have you pinpointed the
 coordinates for the map?

CHLOE
 Yes I have.

HARRY
 Let's let her know.

INT. DOROTHY'S HOUSE - NIGHT

-- ENTRANCE

Dorothy returns home after a long from work.

DOROTHY
 Sylph, I'm home.

(CONTINUED)

CONTINUED: (2)

No answer. But she does A WEIRD SOUND coming from the living room.

DOROTHY (CONT'D)

Sylph?

Concerned. Dorothy heads to the --

-- LOUNGE

To see the Fairy sleeping, her snoring is accompanied by drool from the side of her mouth. She's so childish.

Dorothy shakes her head and sighs.

DOROTHY (CONT'D)

What am I gonna do with you?

Dorothy grabs a tissue and wipes the drool from Sylph's mouth, cleans the crumbs of food from the couch. And grabs the drowsy Sylph and takes her upstairs.

-- SPARE BEDROOM

She lets Sylph rest in an unused bedroom and neatly tucks her in like a parent does to their child.

Dorothy decides to leave, but then --

SYLPH

(asleep)

Thanks Mom.

Dorothy FREEZES, she wasn't expecting that. Her heart skips a beat. But quickly composes herself.

DOROTHY

You're welcome.

She heads to the door, looks back at Sylph, and smiles. Touched and smitten. Before closing the door.

INT. DOROTHY'S HOUSE - DAY

-- DOROTHY'S BEDROOM

The following morning, Dorothy wakes up, refreshed and energized in a way she hasn't felt in a long time.

She looks at a photo with her long-lost husband: Joe Mellor. But it fills her with hope and joy, instead of despair and

(CONTINUED)

CONTINUED: (2)

sorrow.

-- SPARE BEDROOM

Without thinking, she heads to the spare bedroom to check up on Sylph, who's still asleep, despite not having a bath yet.

She attempts to wake up the slumbering Wind Spirit.

DOROTHY
(tussling Sylph)
Sylph! Sylph! Sylph! Sylph!

Sylph groans and eventually wakes up.

SYLPH
(yawning)
Hi Mom.
(beat; rubs her eyes)
Good morning.

DOROTHY
Good morning. Now, let's have a bath.

SYLPH
Okay!

-- BATHROOM

DOROTHY
Oh yeah, I never got around asking.
Where do you come from?

SYLPH
I come from Pixie Hollow!

DOROTHY
Pixie Hollow? Lemme guess, is Pixie
Dust a thing?

SYLPH
Yeah! I'll show you.

Sylph creates a small flurry of Pixie Dust from her hands. Dorothy is in awe of Sylph's magical prowess.

DOROTHY
Okay... So... What's Pixie Hollow
like?

(CONTINUED)

CONTINUED: (3)

SYLPH

Pixie Hollow is a magical place where all the Fairies and Wind Spirits live. We eat, sleep, play, fly and have fun all the time!

DOROTHY

I know it feels dumb to ask, but can you fly?

SYLPH

Of course I can! We wouldn't have wings if we couldn't, right?

DOROTHY

(rolls her eyes; embarrassed)

Right.

(beat)

Remember when I took you home after we met, and you sneezed and flipped a car over?

Sylph rubs the back of her head like an embarrassed cartoon character.

SYLPH

Yeah. Sorry about that.

DOROTHY

How did you do that? After all, it takes a lot of force to flip a car over.

SYLPH

I told you Mom. I just sneezed and the wind flipped it over.

DOROTHY

But how does a sneeze flip a car over?

SYLPH

That's cuz I'm the Wind Spirit!

DOROTHY

What?

SYLPH

I'm the Wind Spirit. I can control the wind.

Sylph creates a mini vortex in the palm of her hand and uses it to create a mini tidal wave in the bath. Much to Dorothy's

(CONTINUED)

CONTINUED: (4)

frustration who's even more soaked than before.

SYLPH (CONT'D)

Sorry.

Dorothy sighs.

-- **LOUNGE**

Dorothy, fully dressed, meets Sylph in the lounge downstairs.

DOROTHY

Alright, I'm off to work. See you
soon. Don't --

Sylph immediately embraces Dorothy and she is caught off guard. She quickly reciprocates.

The embrace eventually ends and Dorothy decides to leave. Smiling, happy and hopeful.