

INT. HOUSE. NOON

There's a still shot of the door, as the doorbell rings. After a bit of time, the doorbell is rung again. After a bit of more time, it rings again. Eventually, a women, dressed in a 50's house attire opens up the door. On the other side, a 50's door to door salesman stands there. He talks like a stereotypical optimistic and cheery salesman, while MARY is annoyed.

SAM

Hello ma'am, how are you doing on this wonderful Tuesday?

MARY

Fine, what do you want?

SAM

Well ma'am, my name is Sam Goodwill, and I work for Emporium. Who may you be?

MARY

Mary Smith.

SAM

Well Miss Smith, do you have any children?

MARY

Two.

SAM

How old may they be?

MARY

Youngest is 7 and the other is 9.

SAM

Ah, perfect! If you didn't know, Emporium is the greatest musical instrument manufacturer in all of, well, just about anywhere! And ages 7 and 9 are both great ages to start learning.

MARY

Not interested.

SAM

Well why ever not? If you taught your

kids how to play these great instruments and get into music at such a young age, then they could turn up to be such great musicians.

MARY

Like I said, not-

SAM

(ignoring, interrupting)
Imagine the wealth and fame! With the amount of money they could rake in, they'll be able to not just support themselves, but you too!

MARY

(angry)
Listen! My kids aren't going to be interested in any instruments.

SAM

Oh come on, they're kids! If you let them try I'm sure they'll love it.

MARY

Well I can't buy without checking with my husband first, and he's at work right now.

SAM

It'll be a nice surprise for him, if he comes home and finds out you got something to keep the kids distracted and happy.

MARY

(angry)
No thank you. Good day sir!

MARY closes the door, but it doesn't close all the way as SAM shoves his foot in to keep it open. He then starts opening it up with his right hand.

SAM

Now Mary, I can appreciate you sticking to your morals, but you don't seem to understand.

SAM is holding a revolver in his left hand. MARY looks at it with fear.

SAM

I believe that purchasing one of these fine instruments would be the best option for both of us. Okay?

MARY starts to move back. He then flips the hammer on the top of the gun, and she stops in fear.

SAM

I said, "okay?"

MARY starts nodding her head.

SAM

That's great! Now normally I fill an order slip and your purchase will come at a later date, but I have a nice and fine trumpet in the back of my trunk. Would you like to purchase that one right now?

MARY nods.

MARY

(scared)

Why are you doing this?

SAM

(serious)

I wish I could tell you Mary. I really do. But I'm not quite sure myself.

(optimistic again)

Now how about I go get the trumpet, and you just go ahead and whip up the fifty dollars. All good?

MARY

(scared, shocked)

Fifty dollars!?-

SAM puts his finger on the trigger.

MARY

(scared)

R-r-right! Fifty dollars!

SAM

Thank you for your understanding. Now, let me just go get that, and you keep this door wide open.

EXT. HOUSE. NOON

SAM starts to walk away, as MARY just looks him in terror. He then looks back at her angry, and she runs into the house, leaving the door open. SAM takes a deep breath, and then casually walks towards his car.

His car is an old yellow convertible. He pops the trunk, and in it is a trumpet case. He pulls it out, and behind it is a strangely shaped black and red artifact. He picks it up, and turns it to look at the other side. The center is made of glass, and has a yellow light shining out. SAM looks at it scared.

SAM
(scared)
When did it stop being green?

MARY walks towards the door with a check in her hand.

MARY
(scared)
Here it is, fifty dollars, just like
you asked.

SAM runs towards the house, when he notices that everything else in the house besides MARY is pitch black and kept in the shadows. SAM looks terrified.

MARY
(scared)
What?

SAM looks at the artifact to see that the light is red now.

SAM
(terrified)
Ma'am here's-

SAM looks back up to see that MARY is gone. The sky is red with a black sun, and the color of everything else is inverted, except for SAM, his car, the artifact, and the trumpet case.

As SAM looks around with horror, he looks back at the doorway, and sees weird pitch black blobs with red eyes, start to come out of the house, and a red light glow in the center. SAM screams, and he drops the trumpet case and grabs the gun out of his pocket. He shoots all six bullets towards the doorway, but nothing happens. He then drops his gun and picks back up the trumpet, before running towards his car.

SAM tosses the trumpet in the back, and jumps into the driver seat. As he starts the car, he drops the artifact on the ground in front of the seat next to him. The shadowy blobs move closer and closer from the house. The car finally turns on, and SAM stomps on the gas and starts driving as fast as possible away from the house as the shadows gain on him.

The car crashes.

CUT TO

EXT. WOODS. MORNING

SAM is passed out in his car, which is crashed into a tree on the edge of the woods off of the road. The car and tree are on a hill. SAM slowly wakes up in the car, and then starts freaking out. He looks over to the floor of the passenger's seat, and sees the relic. He unbuckles and leans over frantically, shaking the car a bit. When he picks up the relic and turns it around, the shining light is green. SAM lets out a sigh of relief, and eases back in his seat.

CUT TO

SAM opens up the car door, and carefully starts exiting while holding the trumpet case. He holds onto the car door so he doesn't slide down the hill. SAM gets to the edge of the car door, and the car starts tilting towards his side, causing him to freak out right before the car gets displaced from the tree and starts sliding down the hill. SAM holds on for dear life as the car pushes him down. The front and backend of the car get stuck on two different trees, causing SAM to let go of both it and the trumpet, and fly forward onto flat ground. The trumpet lands on the ground next to him as he lifts up his head.

SAM
(injured)
...Ow.

CUT TO

SAM is walking through the woods, dirty and tattered. He stops as he gets to the edge of the woods. He looks out, and sees a road with a town on the other side. Police cars drive by quickly, and he looks at them as they drive. He then starts looking around at the town, his eyes skim by a fortune telling place, and land on a diner.

CUT TO

INT. DINER. MORNING

SAM sits down at a diner counter, with his tattered and dirty clothes. There are customers sitting in a booth nearby talking, as SAM quietly listens in on their conversation.

CUSTOMER #1

Did you hear what happened down on Boston Road? Some woman was shot in her own house, right in the doorway, in broad daylight.

CUSTOMER #2

Really? Do the cops know who did it?

CUSTOMER #1

Not yet, they're still looking.

CUSTOMER #3

That's unbelievable.

PATRON

(to SAM)

Hey buddy.

SAM shakes back into reality and looks next to him, where there's another customer at the counter.

PATRON

You get hit by a truck on your way here?

SAM

I could only wish.

The waitress walks over and pours him some coffee.

WAITRESS

What can I get you sugar?

SAM

Just the coffee please. I don't suppose you'd accept a trumpet as a barter?

WAITRESS

I don't think so.

SAM

Fair enough.

The waitress walks away, and SAM drinks his coffee. He then looks down at his suit.

CUT TO

EXT. CLOTHING STORE. NOON

SAM walks into a clothing store on the street.

CUT TO

INT. CLOTHING STORE. NOON

SAM walks by the front desk, where there is a person leaning back in their seat reading a newspaper, with their feet on the counter.

SAM walks through a suit section in the store.

WORKER

Woah,

SAM looks over to see a worker.

WORKER

what happened to you?

SAM

(casually)

Oh, heh, you know how kids are.

SAM goes back to looking at clothes.

WORKER

(confused)

No, uh, now I'm not sure that I do.

SAM ignores him.

WORKER

(normally)

Well regardless, can I help you here today?

SAM

(thinking)

No... I should be good. Just need a good suit for the fancy job. Hey, would this store happen to allow a trade deal instead of just paying?

WORKER
(confused)

Uh-

SAM
Cause I have this nice and shiny
trumpet that I would just love to
trade for one of these suits here. I
promise it'd sell for a nice price.

WORKER
I uh, I doubt it. But I can go ask my
manager.

SAM
That'd be just lovely.

WORKER walks away. SAM drops his smile.

SAM
He's not coming back.

SAM grabs the suit off of the rack.

SAM walks by the front desk, where the person is still
reading their newspaper. SAM exits the building.

DESK GUY
Have a good day.

CUT TO

EXT. TOWN. AFTERNOON

SAM is walking down the sidewalk with his suit in one of his
hands and the artifact in his other hand. The light is green,
and then switches to yellow. SAM looks at it scared, and then
starts looking around. He notices a supermarket nearby and
rushes into it.

CUT TO

INT. SUPERMARKET. AFTERNOON

SAM runs down the aisles, rapidly looking for something. He
has the suit's hanger hanging off the back of his current
one. He looks and sees salt in one of the aisles. SAM quickly
grabs as much as he can, and rushes to a register. He slams
the salt on the counter. The cashier grabs it and starts to
check the prices, but SAM reaches into his pocket and takes
out his wallet. He takes out two 100 dollar bills, and puts

them down.

CASHIER

Sir that's wildly more than needed.

SAM

(frantically)

I'll live.

SAM grabs the salt again and starts to run out the building.

EXT. TOWN, AFTERNOON

SAM runs into an alleyway, and drops everything around him. He picks up some salt and opens it. He then starts making a salt circle around him.

SAM

(terrified)

Please work! Please work!

SAM takes more salt and adds onto the circle. He looks down to see the artifact on the ground, and the light switches from yellow to red. SAM looks up to see the sky is red with the black sun, and the world outside of the salt circle has inverted colors. The sun starts to set, and as it does a darkness covers up. SAM looks down the alley and sees the darkness getting closer. He get terrified, and starts shouting. The darkness goes towards SAM and covers up everything, except for everything in the circle.

SAM

Oh my god. It worked! Yes! Ha!It actually worked! Suck it ya God damned demon things-!

A hiss is heard from the darkness, and SAM jumps away from it scared. He then starts crying and curls up into a ball on the ground.

CUT TO

INT. ALLEY. MORNING

SAM is asleep on the ground in the same place. Somebody places their hand on him and gently shakes up.

GRAY

Wake up, son.

SAM shakes awake scared, and looks up. He looks around to see

that he's in the real world, and then sees that a priest is who put his hand on him.

GRAY
Come with me son.

SAM
...Wha-?

On the ground next to SAM, part of the salt circle is gone

CUT TO

EXT. CHURCH. MORNING

Establishing shot of the church.

GRAY (VOICEOVER)
Is this your first time in Newport,
son?

CUT TO

INT. CHURCH. MORNING

SAM and GRAY are walking around in the church. SAM is now wearing the new suit he bought, and still holding the trumpet case.

SAM
Yes sir. Just here on a business trip.

GRAY
Then how come you were lying all dirty
in that alley?

SAM
Hotel was all booked.

GRAY
And what was with the salt?

SAM
... Well-

GRAY
Son, you can smooth talk your way out
of a lot of things with a lot of
people, but not with me.

SAM keeps walking quietly.

GRAY

I don't think we even had our introductions yet. I'm Father Gray.

SAM

Sam Goodwill.

GRAY

Well Mr. Goodwill, I've always considered myself to be a good judge of character, so I want you to be honest with me on this because I will know if you're lying to me. Okay?

SAM stays quiet.

GRAY

Why'd you come with me?

SAM

You asked.

GRAY

I don't believe that's true, you don't seem like the type to just go out of your way to make others feel better.

SAM

... I came here because I'm scared.

GRAY

Scared of what, son?

SAM

I don't know.

GRAY

...You must be hungry.

The two stop near a bench by the nave.

SAM

A little bit.

GRAY

I'll go see what I can do, you can stay right here.

SAM

Thank you.

GRAY walks away, as SAM stays there and sits down. He takes out the artifact and looks at it, and sees that the light is yellow. He looks at it nervous.

SAM
(quiet, scared)
They just keep finding me.

He looks around scared.

SAM
(quiet, scared)
What do I do, what do I do?

The building shakes as if it was hit, and SAM freaks out and jumps up. The building shakes again, and again, and again. He looks up and sees the giant wooden cross, and part of the top chip off. He looks at the part of it fall the the ground, but when it hits the ground it disappears. SAM looks at it, paralyzed with fear, but the shaking stops. He quickly reaches into his pocket and takes out the artifact. The light shining is green. SAM smiles with a smile of pure happiness and relief.

SAM
Yes! Yes yes yes! Yes! I'm free! I'm free! Oh thank you God. Had I known you were real I would've come to you first.

GRAY
What's going on out here!?

GRAY walks out from a room, holding a plate with eggs and bacon, and a cup of water.

SAM
Uh- nothing father.

GRAY
What was with the commotion?

SAM
I'm just, so grateful to be here. If I'm being honest sir I wasn't here on a business trip. Although I'd like your reassurance that you won't tell anyone.

GRAY sits down.

GRAY
Of course son. Anything said here is kept in secrecy. But please, eat first.

GRAY hands SAM the food. SAM grabs the food, sits down, and starts wolfing it down.

GRAY
Oh my. Maybe I should've gotten more.

SAM
(while eating)
No, don't worry- this is all good.

SAM finishes his food, and GRAY hands him the water. SAM grabs it and downs it. GRAY takes the plate from SAM, and the cup when he's done with the drink.

GRAY
Now,

GRAY puts the plate and cup on the chair next to him.

GRAY
What would you like to say?

SAM sits there thinking.

SAM
I didn't come here on just a business trip. I came here to run away.

GRAY
From what?

SAM
Away from-

SAM looks at the cross and sees the chipped part again. He starts sweating nervously.

SAM
(quiet, scared)
I'm not safe here either.

GRAY
What?

SAM
Father, I know that I just said I

wasn't here on a business trip, but I do have a proposition.

GRAY

What are you going on about?

SAM

I really need some money but I don't want pity and to accept handouts, so I have a deal. Do the people in your choir know how to play any instruments?

GRAY

I'm sure some do. Why?

SAM

Because I have the deal for you.

SAM lifts up the trumpet case.

SAM

In here, is a brand spanking new trumpet. For only fifty dollars, you can buy it and give it to one of the members in your choir.

GRAY

Mr. Goodwill, this is ridiculous. I can't just buy a trumpet from you, no matter how much I wish to support you. It's impractical and a waste of the church's money.

SAM

(intense)

Please,

SAM has sweat running down his face, clearly stressed.

SAM

(intense)

Just buy the trumpet.

GRAY looks at him, concerned and studying.

GRAY

I'm sorry Sam, but I can't. I'll ask around, I'm sure someone would want one, but I can't buy it. I'm sorry.

SAM

...Okay.

SAM looks at the ground.

GRAY

Now, I have to go get ready for morning mass. You're welcome to join if you want.

SAM

Thank you.

GRAY gets up and walks away. SAM stays there, thinking.

The door opens, and people start entering the church while talking to each other. SAM looks over to the crowd of people entering. While looking, he sees a black silhouette with a pair of glowing red eyes, before hiding behind another person. SAM jumps up scared, and looks on at the crowd. He reaches into his pocket and takes out the artifact, the light is red. SAM shoves it back into his pocket, and picks up the trumpet case. The crowd is now entirely shadowy blobs, which SAM runs away from terrified, and goes through the church. The church seems to get longer as he runs through it, and he stops when he notices it.

SAM looks around scared, and sees a door on the side of hallway. He runs towards the door, and it opens up just before he gets to the door, and he runs out.

EXT. CHURCH. MORNING

SAM runs out the door, and trips down the hill. The world around him is the same nightmarish place as it has been before. SAM manages to save himself from falling all the way down, and he looks around at the world around him. He hears a loud crash from behind him, and he freaks out and turns around to see what happened.

SAM sees the church collapsing on itself, and looks on in horror. A loud screech is heard from the church, and a black silhouette starts to emerge from the building. SAM lets out scream and starts to run away. He runs down the hill, and gets to the street, as the silhouette keeps screeching behind him. SAM runs across the street. He gets his right leg on the sidewalk, but while his left leg is still of the ground over the street, the silhouette hits it from the side, and he falls on the sidewalk screaming. His leg is bleeding, as he holds it in pain.

SAM looks around, and sees that the only building that isn't altered is the fortune teller's place. SAM grabs onto the trumpet case, and starts to crawl over to it, and gradually starts to stand up on his right leg while dragging his left one.

INT. FORTUNE TELLING PLACE. LATE MORNING

SAM enters the building, and leans against the wall. He drops the trumpet on the ground, and reaches into his pocket to pull out the artifact. The light is green. SAM looks at it confused but relieved, and then puts it back in his pocket. He then looks over to see a couch with a sheet covering it. SAM looks around and sees only one person there, a lady behind the desk with a newspaper, not paying attention. He then looks back over to couch, and rips the sheet off, falls onto the couch, and starts wrapping the sheet around his injured leg.

After SAM finishes wrapping the sheet around his leg, he stands up and picks up the trumpet case before walking over to the desk.

SAM
Um, excuse me?

The lady puts down the newspaper and looks at him. She has a nametag on reading "Kathleen."

KATHLEEN
Do you have an appointment?

SAM
No... do I need one?

KATHLEEN
No.

SAM
Wha-

KATHLEEN
But Madam Veronica is currently with a client right now so you'll have to wait.

SAM
Okay. Uh, thank you,
(reading name tag)
Kathleen.

KATHLEEN
You're welcome.

KATHLEEN goes back to reading her newspaper. SAM starts to walk away, but then goes back.

SAM
Hey Kathleen?

KATHLEEN puts down her newspaper again.

KATHLEEN
Yeah?

SAM
Would you be interested in buying a trumpet?

KATHLEEN
No.

SAM
But it could be a life changing purchase.

KATHLEEN
I'm happy with my life.

KATHLEEN goes back to reading.

SAM
I'm sure you have a beautiful smile, you should show it to the world more often.

SAM walks over to a chair and sits down, and places the trumpet case on the ground next to him. SAM quietly sits there and stares at the ground. KATHLEEN puts down the newspaper.

KATHLEEN
How much is that trumpet?

SAM
Uhm- It's fifty dollars.

KATHLEEN
(thinking)
Huh.

KATHLEEN goes back to reading the newspaper. SAM stares at

her confused.

MRS. SMITH
(weeping)
Thank you so much.

SAM looks towards the door in the back, as an older woman and a woman dressed as a fortune teller exit the room. SAM hides his injured leg behind a chair. The older woman is crying.

VERONICA
You're welcome Mrs. Smith. Be sure to come back if you ever want to speak to her again.

MRS. SMITH
(weeping)
Thank you, thank you.

MRS. SMITH walks out of the building. VERONICA looks over to SAM.

VERONICA
Are you my next appointment?

SAM
I believe so.

VERONICA
Then come on in!

VERONICA enters the room in the back, and SAM gets up, picks up the trumpet, and starts following her, limping.

SAM enters the back room, which has a table in the center with a crystal ball on it, and purple curtains and decorations in the room.

SAM
So what was going on with that lady?

VERONICA
A tragedy, her daughter was murdered just yesterday, and she had come to me to speak to her. Now she is left in charge of caring to her grandchildren.

SAM
Her daughter died and her first thought was to come to you?

VERONICA
Are you doubting me?

VERONICA looks back at SAM, judging him.

SAM
(trying to save himself)
N-no! Not at all. I can never judge
another one's business.

VERONICA
Do you just view this as a business?

SAM
Well-

VERONICA
Why exactly did you come here?

VERONICA sits down on the other side of the table.

SAM
Well,

SAM places the trumpet down behind the chair, and then sits
down in the chair.

SAM
Fate just kind of lead me here.

VERONICA
You believe in fate, huh?

SAM
Suppose I don't really have a choice.

VERONICA
What about astrology?

SAM
No ma'am, from everything I've been
taught astrology is the devil's work,
and from my own personal experience
he's not the one I should really be
believing in.

VERONICA
So what exactly would you like me to
do here, Mr. Goodwill?

SAM

Well-
(realizing)
I never told you my name.

VERONICA smiles.

SAM

Okay, uh. Well I guess I'll be honest.
I made a deal I shouldn't have made,
for an easier life.

SAM takes the artifact out of his pocket and puts it on the table. The light is green, and VERONICA looks at it interested.

SAM

This came with the deal, and it's the
only thing I've been able to rely on.

VERONICA

That case you brought in, is the
object inside what you claim it is?

SAM

I don't know. I've never looked inside
myself.

VERONICA thinks, and then starts to reach for the artifact,
but then stops herself.

VERONICA

May I?

SAM

Be my guest.

VERONICA grabs it and picks it up. SAM winces in pain, and
grabs onto his injured leg. He then looks back at VERONICA,
whose eyes are now glowing white as she holds the artifact.
SAM freaks out and falls out of his seat, hitting his head on
the trumpet. SAM starts to sit up.

VERONICA

(echoing)
The deal made using this tool came
from the sin of greed, and thus it
shall end in a similar fashion. With
that!

VERONICA points at the trumpet. SAM looks back at it.

SAM
(scared)
Uh, yeah I knew that.

SAM looks up, and sees that the door is open, and pitch blackness is behind it. He stands up scared and leans against the table.

VERONICA
(echoing)
Much like how the summoning of the forces that attack you, protection from them comes from a place of belief. Belief in the forces that may protect you.

SAM
(panicking)
What exactly would those forces be?

Pitch black blobs start entering the room. SAM grabs onto his trumpet and starts moving towards the other side of the room.

VERONICA
(echoing)
A blessed one.

The artifact starts levitating into the air.

VERONICA
(echoing)
The tool that summoned them shall be their end too. Keep it on you at all times and you shall be safe. The ritual begins now.

A blue orb forms around the artifact. The blob gets more into the room, and starts getting on the table. SAM looks on in horror. The blob starts reaching for the artifact. SAM screams, and jumps towards the table. He grabs onto the artifact, and falls into the blob with his eyes closed. He lies on the ground.

When SAM opens his eyes, he sees that the blobs are gone.

SAM
(excited)
Oh my god! Veronica! You were right!
It worked!-

SAM looks over and sees that VERONICA is gone. SAM stops

being excited, and looks confused.

CUT TO

SAM limps out of the room, not holding the trumpet. KATHLEEN puts down her newspaper.

KATHLEEN

Sir, I think I'm interested in the trumpet.

SAM ignores her and keeps walking.

KATHLEEN

Sir?

SAM exits the store.

EXT. TOWN. NOON

SAM stands outside of the store. He looks over and sees police at nearby, talking to the WORKER. The WORKER notices SAM and gets surprised, and then points at him. The POLICEMAN walks over.

POLICEMAN

Sir, can I go ahead and speak with you for a minute?

SAM stares at the POLICEMAN vacantly.

POLICEMAN

Sir, can you tell me where you were yesterday-

SAM passes out and falls to the ground, and the artifact falls out of his hands into the street. The POLICEMAN and people around freak out and rush over to him to help him. As people freak out, the light on the artifact goes from green, to yellow, to red, to black. The blackness consumes the screen

The end.