



Pilot

By

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FADE IN:

1 INT. DREAMULA - SEAS OF CLOUDS - THE FORGOTTEN - NIGHT 1

Darkness. Dim lights. A trail of AURORAS passes by a mysterious LULLAVIATHAN to the surface.

1 EXT. DREAMULA - SEAS OF CLOUDS - SKY - NIGHT - CONTINUOUS 1

The Auroras emerge from the cloud's currents and into the starry night sky. STARGULLS soar above toward the Auroras.

A CLOUD BEAST bursts out from the clouds and scares off the Stargulls. As the Cloud Beast slams its body back, a big wave bumps into a JELLOCK.

The Jellock awakens and floats into the sky, where THE CELESTIALS, a trio of huge STARS, light up the night sky amongst other small stars.

1 INT. DREAM CHAMBERS - TREASURE ROOM - NIGHT - CONTINUOUS 1

We hear a BATTLE. Within the misty light, a locked GRIMOIRE sits within the clutches of a hand-like pedestal amongst scattered treasure.

A SHADOW FIGURE morphs inside and takes a human form as they approach the Grimoire. The gems shine as the figure reaches out their hand.

Someone BASHES the door until breaks loose! FRIGHTMATES, FISH-like soldiers, BARGE through with their SWORDS. They see only the empty pedestal and treasure.

1 EXT. DREAM CHAMBERS - THE DOCKS - NIGHT - CONTINUOUS 1

The Shadow Figure aboards the S.S. GRIM, a worn-out pirate ship, and takes the form of YOUNG CAPTAIN BLACKWELL (14), who catches their breath.

YOUNG CAPTAIN BLACKWELL  
That was the most scariest thing I  
ever done...but we did it.

Captain Blackwell smiles at the Grimoire, then glances at the war-zone of the Dream Chambers. We hear a demanding voice.

THE BOOGEYMAN (V.O.)  
Gone?! Find it! Find my Grimoire!

Their smile fade as they hold the Grimoire tight to their chest. A ROPE from the S.S. Grim strokes Captain Blackwell's head. They smile.

YOUNG CAPTAIN BLACKWELL  
I just hope I can still make things  
right.

Captain Blackwell walk to the HELM.

YOUNG CAPTAIN BLACKWELL (CONT'D)  
(to the S.S. Grim)  
Take us away, Grim.

The S.S. Grim steers themselves away from the Nightmare Palace and into the unknown...

CUT TO BLACK.

BLACK SCREEN.

STUDENT (V.O.)  
Help! Someone! Help!

2 INT. WINGWOOD HIGH - HALLWAYS - DAY - THREE YEARS LATER 2

STUDENTS swarm the hallways with their PHONES out. A TEACHER pushes through.

TEACHER  
What's going on here? Why are you-  
Oh my goodness!

We see an unconscious young student on the ground. The Teacher approaches the student.

TEACHER (CONT'D)  
Hey. Honey? Are you okay?

The Teacher turns the student over and reveals a BRIAR SICKNESS VICTIM, with black sand marks on her face. The Teacher GASPS and backs away.

3 EXT. DREAMULA - SEAS OF CLOUDS - NIGHT 3

Stargulls circles around a MIRAGE, a mushroom-like cloud, that sits on the Sea of Clouds. They CAWK as the S.S. Grim pulls in.

3 INT. S.S. GRIM - CAPTAIN'S QUARTERS - NIGHT - CONTINUOUS 3

We see a decorated Captain's Quarters with books, treasures, bottles, and spare ropes. A wave of clouds bashes against the window panes.

INSERT - MICHAEL'S PHONE

Through a cracked screen, a NEWS REPORTER with the headline: "BRIAR SICKNESS OUTBREAK IN HIGH SCHOOL" showcases the briar sickness victim from earlier.

NEWS REPORTER (V.O.)  
It all started late this morning,  
when reports of students falling  
victim to the Briar Sickness were  
made from dozens of schools  
worldwide, including Wingwood High.

We see the GRIMOIRE PIRATES prepare for battle.

SCOUT (16), an inventor with an apron and tools, reloads her PISTOLS.

MYSTIC (15), wolf with bandages underneath a coat, wraps and tightens new bandages.

CC (15), chubby FISH-like farm girl, fluffs her hair.

DREAMWALKER (17), pirate with metal legs, on top of TREASURE, a giant HERMIT CRAB, pulls out the GRIMOIRE, now as a blade.

Suddenly, the S.S. Grim shakes as it abruptly stops, which causes Mystic to lose his balance and drop his STAFF on Rinto's head. CC catches Mystic as the S.S. Grim steadies.

DREAMWALKER  
(to Mystic)  
Dude!

MYSTIC  
Oops! Sorry!

SFX: BELL TOLLS

SCOUT  
Looks like Grim found the Mirage.

CAPTAIN BLACKWELL (17), now older with a ZORRO-like mask, stares at the Mirage through the window.

SCOUT (CONT'D)  
Captain. What's the plan?

CAPTAIN BLACKWELL  
Same as always. Wake them up from  
their nightmares.

4 EXT. S.S. GRIM - MAIN DOCK - NIGHT - CONTINUOUS

4

The Grimoire Pirates walk towards the edge and face the  
brewing Mirage. They give the floor to Dreamwalker and  
Treasure, who ready themselves.

CAPTAIN BLACKWELL  
That's a big jump. You'll be fine.  
And if you fall, at least you'll  
have something soft to land on.  
(beat)  
Not that you'll fall- I mean you  
can, but you won't! There's a  
chance, but we'll take those odds.

Captain Blackwell CHUCKLES, which scares Treasure into their  
shell. Dreamwalker frowns at Captain Blackwell.

CAPTAIN BLACKWELL (CONT'D)  
Let me start over.

Scout GROANS and pulls Captain Blackwell aside.

SCOUT  
Ay, dios mío!  
(to Dreamwalker)  
You'll be fine. It'll just be like  
last time. You have each other.

MYSTIC  
And you got us if you need help.  
Just give us a call on the watch.

CC strokes Treasure's head, which calms them down.

CC  
Good luck, you too!

Dreamwalker stares at the Mirage and GULPS. He takes a deep  
breath and commands Treasure to jump into the Mirage. A white  
light swallows them inside.

5 INT. MIRAGE - WINGWOOD HIGH - HALLWAY - NIGHT - CONTINUOUS 5

Dreamwalker's whole world transforms into a dark and endless  
hallway of a high school.

Treasure lands on their claws and immerses themselves into this new world with Dreamwalker, who takes in the quiet and creepy atmosphere when...

MYSTIC (V.O.)  
(from the watch)  
Forehead! You dead yet?!

DREAMWALKER  
(to the watch)  
Dude! You scared me!

5 EXT. S.S. GRIM - MAIN DOCK - NIGHT - CONTINUOUS 5

The Grimoire Pirates gather around the communication watch on Captain Blackwell's wrist. They SIGH in relief while Mystic's tail wags.

5 INT. MIRAGE - WINGWOOD HIGH - HALLWAY - NIGHT - CONTINUOUS 5

Dreamwalker and Treasure examines the endless halls. They notice Rinto's LOCKER with a "Get Well Soon" card.

CAPTAIN BLACKWELL (V.O.)  
(from the watch)  
What do you see?

DREAMWALKER  
(to the watch)  
It's Wingwood High, but as a long,  
dark hallway with lockers.

CC (V.O.)  
(from the watch)  
Maybe you can shine some light with  
the Grimoire? Can Grimoires do  
that?

Dreamwalker pulls out the Grimoire and uses the star gems as a dim light source.

CAPTAIN BLACKWELL (V.O.)  
(from the watch)  
Just remember to stay-

The watch FUZZES out as it loses connection. Dreamwalker taps on the screen, but nothing happens.

DREAMWALKER  
(to the watch)  
Captain? Hello?  
(MORE)

DREAMWALKER (CONT'D)  
 (to himself)  
 Great. Just great.

Treasure stops as they hear a THUD from the locker.

BRIAR SICKNESS VICTIM  
 Is someone there? Please help me!

She bangs on the locker again.

BRIAR SICKNESS VICTIM (CONT'D)  
 Please! I'm so scared!

DREAMWALKER  
 It's okay. I'm going to get you  
 out.

WHOOSH. Dreamwalker aims his sword towards the noise as he steers Treasure to circle the area. He notices his own shadow growing bigger.

Treasure jumps out of the way as a FRIGHTMARE pops through the shadow with a hurling SHRIEK. He aims the Grimoire at the vicious creature, but the crystals flicker.

DREAMWALKER (CONT'D)  
 No, no, no. Not now. Please.

The Frightmare jumps at Dreamwalker.

6 EXT. S.S. GRIM - MAIN DOCK - NIGHT - SAME TIME

6

Captain Blackwell stares at a fuzzy screen from the communication watch and tries to fix it.

CC  
 We lost him!

SCOUT  
 It was working earlier. What could  
 be interfering?

Mystic's ear twitches as he senses nearby danger.

MYSTIC  
 Cap! We got trouble!

The Grimoire Pirates spot a spooky ship, THE BLACKEN, which carries the FRIGHTS, an evil pirate crew of Frightmares.

CAPTAIN BLACKWELL  
 The Frights.

Their leader, GENERAL (19), FISH-like pirate, WHISTLES.  
COLONEL (18), an OCTOPUS-like pirate, stands beside him.

GENERAL  
Grimoire Pirates. You didn't expect  
to fish out a Mirage without a  
little company, did you?

General SNAPS his fingers. The Frightmares morph towards the  
main dock and surround the Grimoire Pirates.

CAPTAIN BLACKWELL  
It's a little too late to update  
the guest list, General. Might  
wanna come back another time.

GENERAL  
There won't be another time. After  
today, the Grimoire will be mine!

General and the Frightmares charge straight for the Grimoire  
Pirates.

CAPTAIN BLACKWELL  
(to Scout)  
Now!

Scout shoots an ice and firework BULLET, which causes mist to  
fill the main deck. The Grimoire Pirates vanishes!

SHOTS FIRE. The Frightmares fall on the now slippery floors.  
Colonel blows the mist away with their tentacles.

GENERAL  
Get them!

General commands the Frightmares to strike. Colonel leads  
them towards the Grimoire Pirates.

SCOUT  
Mystic, cover me!

MYSTIC  
Aye, aye, Princess!

Mystic summons a shield from his staff as CC amplifies their  
power. Captain Blackwell swoops in and sword dances with  
General.

Suddenly, a vine wraps around Scout's one of her pistols and  
lifts her up. We see STELLA (19), a hybrid goat ghost, pull  
her up and LAUGHS.

STELLA

Look who we got here? A little,  
defenseless human playing dress up.

Scout SHOOTs, but it flies right through Stella.

STELLA (CONT'D)

Terrible aim too. No wonder you're  
always on the sidelines.

MYSTIC

Let her go!

Colonel grabs onto Mystic's leg and pulls him in.

MYSTIC (CONT'D)

Let me go!

Colonel flings Mystic away and glares at Stella. Their skin  
turns red.

COLONEL

Stop playing with the enemy,  
Stella.

STELLA

And ruin the fun? You're not the  
boss of me, no-names.

Scout shifts her other pistol to a blade and frees herself  
from the vines.

Captain Blackwell catches Scout as Mystic tries to land a hit  
at General. The Colonel blocks his attacks and swings Mystic  
away.

The Frightmares traps CC into a corner. CC tries to use her  
powers, but they fail.

Suddenly, the S.S. Grim steers their sails toward the  
Frightmare, kicking them overboard.

CC SIGHS. The S.S. Grim gives CC head pats.

7

INT. MIRAGE - WINGWOOD HIGH - HALLWAY - NIGHT - SAME TIME 7

The Frightmare pins Dreamwalker against the lockers.  
Dreamwalker spots the Grimoire on the floor and out of reach.

The Frightmare absorbs the fear out of Dreamwalker  
until...WHAM! Treasure launches their body at the Frightmare,  
which sends them flying.

Dreamwalker GASPS for air as Treasure helps him up. Treasure CRICKETS and checks for injuries.

DREAMWALKER  
(to Treasure)  
I'm okay. I'm okay.

Treasure hands the Grimoire to Dreamwalker, which transforms into a blade upon his touch.

The Frightmare GROWLS. Treasure cowers away, but Dreamwalker strokes their head.

DREAMWALKER (CONT'D)  
(to Treasure)  
I'm scared too, Treasure. But we're stronger.

The crystal stars on the Grimoire glow one by one.

7 EXT. S.S. GRIM - MAIN DOCK - NIGHT - SAME TIME 7

The Grimoire Pirates re-group for another battle against the Frights. Captain Blackwell gazes at the Celestials, who gleam above them.

CAPTAIN BLACKWELL  
We're stronger together.

The Grimoire Pirates and The Frights charge in for battle!

8 INT. MIRAGE - WINGWOOD HIGH - HALLWAY - NIGHT - SAME TIME 8

The blue crystal glows. Dreamwalker summons a doorway for the Frightmare to slip into another hallway.

A set of DECOYS distracts the Frightmare as Dreamwalker and Treasure tinkers with the locker. The Frightmare destroys the decoys and heads straight for Dreamwalker.

The Grimoire shields them from the Frightmare's claws as the yellow crystal glows. They battle. Dreamwalker struggles to keep up.

Dreamwalker steers Treasure away from the Frightmare and closer to his locker. The red crystal glows with a slice from the Grimoire. The locker bursts open a wave of cards to flush them out.

DREAMWALKER  
Treasure! Grab on!

Treasure grabs onto the locker as Dreamwalker creates a wall to land on. The lock breaks. Dreamwalker peeks in.

9 INT. MIRAGE - WINGWOOD HIGH - LOCKER - NIGHT - SAME TIME 9

Dreamwalker and Treasure nearly trips into the dark void. The Briar Sickness Victim, in a gym uniform, hangs for dear life.

DREAMWALKER

Hey, it's okay! I got you!

Dreamwalker pulls out the Grimoire, but the crystals flicker and die out. The rope TEARS. Briar Sickness Victim SCREAMS.

BRIAR SICKNESS VICTIM

I can't! I'm going to fall!

DREAMWALKER

You're not gonna fall. You can make it. Just take my hand.

Briar Sickness Victim covers her eyes. Dreamwalker sheathes the Grimoire and reaches out.

DREAMWALKER (CONT'D)

It's scary not knowing what might happen next. Believe me. I know the feeling all too well. We can't control the outcome.

He smiles.

DREAMWALKER (CONT'D)

But we can control what we do about it.

The Briar Sickness Victim opens her eyes and stares at the Dreamwalker's hand. An intense fear lifts from her shoulders.

9 INT. MIRAGE - WINGWOOD HIGH - HALLWAY - NIGHT - CONTINUOUS 9

The Nightmare emerges from the piles of cards and heads straight for the Dreamwalker. It's now or never.

9 INT. MIRAGE - WINGWOOD HIGH - LOCKER - NIGHT - CONTINUOUS 9

Dreamwalker reaches out farther as the Briar Sickness Victim reaches for his hand.

The rope SNAPS. The Briar Sickness Victim falls and catches Dreamwalker's hand.

The Frightmare draws near as he pulls her up.

A bright light engulfs them. The nightmare and the Frightmare vanishes as we...

FADE TO WHITE.

10

EXT. WINGWOOD HIGH - COURTYARD - DAY - LATER

10

We see the Briar Sickness Victim awake and well with other students on top of a tree. She did it! She takes a deep breath and takes in the view.

NEWS REPORTER (V.O.)

Another Briar Sickness victim has awoken from their dreams. The victim claims it was thanks to a half bandit, half monstrous fiend, whose identity is still unknown.

The Grimoire Pirates, now normal students, watch the news from the same cracked phone.

MICHAEL CLOVERS, aka Mystic, shuts it off and CRACKS up.

SYLENA AGUILAR, aka Scout, tinkers with her broken pistol as CELESTE CLOVERS, aka CC, sulks in her performance.

MICHAEL

Half bandit, half monster? Are we seeing the same guy? Also, where's our credit?

SYLENA

The victims never see us, Michael.

CELESTE

I'm just glad Rinto was able to save her. I'm sorry if I wasn't very helpful.

SYLENA

You did good, Celeste. You'll learn how to master your powers.

Sylena stores her pistol and tools into her backpack.

SYLENA (CONT'D)

Meanwhile, I gotta fix this thing.

ODIN VON BLACKWELL, aka Captain Blackwell, glances at the Briar Sickness Victim and smiles. A FIGURE wheels in.

ODIN

We all did great. And there's a lot more victims that need our help.

(to Rinto)

So, what do you say?

The gang glances at RINTO LOWELL, aka Dreamwalker, now in a wheelchair, with a tiny Treasure on the Grimoire.

RINTO

Depends if you'll help me study for our math quiz.

ODIN

That's a promise.

Odin wheels Rinto out of the courtyard. Michael, Celeste, and Sylena join them. We see them head into the front gates.

MICHAEL

We should totally grab some food on the way. I'm feelin' burgers.

SYLENA

With what money? Mines? No way.

CELESTE

Maybe Rinto's Mom can cook us something fast?

RINTO

It might save me the "where you've been?" talk.

ODIN

Alright. Carnation Station it is. On me.

SYLENA

I got it, Captain.

MICHAEL

I thought you said you weren't paying.

SYLENA

I'm not paying for burgers.

11 INT. NIGHTMARE PALACE - THRONE ROOM - NIGHT - SAME TIME 11

We see an orb, which captures a glimpse of the Sea of Clouds. THE BOOGEYMAN, stuck within a throne with chains, conjures a Mirage. The Frights bow to their king.

THE BOOGEYMAN  
That should keep them busy.  
(to the Frights)  
Return the Grimoire to me. And  
don't fail me like last time.

THE FRIGHTS  
Yes, my lord.

The Frights exit. The Boogeyman smirks at the Mirage. We see the S.S. Grim near the Mirage. He chuckles.

THE BOOGEYMAN  
"Can't control the outcome, but can  
control what happens now." What  
foolish ideals for someone so easy  
to crack.

We see a close-up of the Dreamwalker and Captain Blackwell, who tries to motivate the team. It sucks.

THE BOOGEYMAN (CONT'D)  
What would they think of you if  
they knew the truth, dear  
Dreamwalker?

The Boogeyman cracks the orb with his sharp fingers where Dreamwalker is. We hear the Boogeyman's laugh echo within his throne as we...

CUT TO BLACK.

SUPER: SEAS OF GRIMOIRE

END OF SHORT.