



SCRIPT BY MAURICE VAUGHAN

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KELSA BANKS

RUNDOWN

Horror/Action feature script (87 pages)

Sub-genres: Contained Horror/Survival Horror/Monster

Logline: A fiercely independent woman tries to single-handedly kill a hungry humanoid monster each night it visits her house.

Theme: Ask for help and accept help when you need it.

Short Synopsis: Jaci (a nocturnal monster that looks like a woman) discovers a secluded house in a small town. She rings the doorbell and cries, waiting for someone to answer the door. Kelsa Banks (a resourceful woman who never asks for help or accepts it) takes Jaci inside, thinking she's hurt. Kelsa's best friend and housemate, Dakota López, realizes Jaci is a monster, and Kelsa shoots Jaci. The creature flees from the house, badly wounded. Despite having people to help her against Jaci, Kelsa tries to single-handedly kill the monster each night it visits to eat her and Dakota. Kelsa realizes she needs help to kill Jaci. Kelsa, Arch, and Dakota work together and kill the monster. Kelsa puts together a team to find monster hideouts and destroy them.

Why This Movie and Why Now?: A lot of people don't like to ask for help or accept it. This script is my way of saying, "*It's ok to ask for help and accept help.*" The script features a new creature villain. After years and years of the same creature villains being reused, it's time for a new one.

Comparables:

- **THE PREDATOR Box Office Gross:** \$160,542,134
- **IT (2017) Box Office Gross:** \$702,781,748
- **30 DAYS OF NIGHT Box Office Gross:** \$80,276,156

Budget: Low (\$3MM-\$5MM)

Target Audience/Rating: Young adults and adults/R

Setting: Battlefield, North Carolina (fictional small town with a population of 5,000)

Locations: Four (most of the scenes in the script are interior)

- Big, small-town house (most of the script takes place here)
- Woods (only five very short scenes)
- Military surplus store (only two scenes)
- Medium-sized, small-town house (only one scene)

Cast: Ten characters and four non-speaking extras

- Four major characters (most of the script focuses on them)
- Six minor characters
- Four non-speaking extras (only in the script for a few seconds)

CHARACTERS

MAJOR CHARACTERS

Kelsa Banks (age 30) – Main character. She's resourceful, brave, fierce, tough, and stubborn. She's right-handed (also left-handed). She has long hair. She never asks for help or accepts it (because of the way she was raised).

Her back is covered with small, old scars.

She's an expert shooter, an expert at using a Katana sword and a long spear, and a very skilled kickboxer (she taught herself in these areas).

She's a neat freak and Dakota's best friend. Kelsa's a very skilled cook and baker. She has a big crush on Arch, but she hasn't told him.

She talks without a country accent because she grew up in a city (dangerous city in NC). She also talks without a country accent because she needs to sound professional in her career (she practices so she won't develop an accent). She's an investor (she invests in businesses).

She's working on her business plan so she can own a catering business (her main life goal). Her childhood dream was to own a business.

Dakota López (age 26) – She's humorous, lively, sharp-eyed (notices things), and fearful. She's tiny, and she has a country accent. She's a huge horror fan, a horror writer who wants to be famous (her main life goal), and an expert shooter (Kelsa taught her). She's Kelsa's best friend and housemate. She's grumpy when she wakes up. Dakota is too scared to help Kelsa against Jaci.

Arch Briggs (age 30) – He's brave, tough, very kind, helpful, and handsome. He has a heavy country accent. He's an expert shooter and the owner of a military surplus store. The store belonged to his parents. He wants to run it the best he can (his main life goal). He likes to hunt. He went through a breakup five months ago. He doesn't know Kelsa likes him.

CHARACTERS

MAJOR CHARACTER

Jaci (she looks 21) – She's an aggressive, dangerous, nocturnal monster and predator with green eyes and sharp teeth. She looks like a woman with long hair. She wears country clothes and dirty hiking boots. She has a country accent.

There are thousands of monsters like Jaci, male and female. They live in big nests in different states. They mainly eat people. The creatures usually travel in packs.

The monsters go to people's houses at night and cry loudly. People think they're hurt, so they take them inside. After the creatures get inside a house, they kill the residents. The monsters wait until they're inside a house to attack because there's less risk of someone seeing the attack. Once they find a person's house or spot an animal, they don't stop until they eat their prey.

Males know that people might not let a crying man inside their houses, so the males use other strategies, like wrecking a car and crying like they're stuck so people will help.

Sometimes the monsters travel alone so he/she doesn't have to share food. If one of them travels alone, he/she won't attack more than three people at once, because it's too risky (the most important thing to these creatures is surviving). When one travels alone, he/she will ask a person things like "*Can your husband take me to the hospital? Or one of your children?*" They seem like innocent questions, but the monster is trying to find out how many people are in the house.

They wear clothes so they don't bring attention to themselves (ex: walking around naked would bring attention from the sheriff department). When the monsters travel, they steal clothes and shoes, then stash them in hideouts.

They use abilities against people. Their abilities: The strength of two men; enhanced speed; they take a lot of damage; their bodies can heal; spit slime (green, sticky slime that will blind people if they take too long to wash it off); bite; paralyze people with poisonous nails (it's only temporary); crawl on things; see in the dark (they cut the power and attack in the dark).

The more damage the creatures take, the longer it takes for their bodies to heal. They don't go out during the day. They can't stand sunlight.

CHARACTERS

MINOR CHARACTERS

Camila López (age 28) – She's curious, helpful, and she has a heavy country accent. She's Dakota's cousin. She's a skilled nurse, but she isn't shown being a skilled nurse until the sequel.

Sheriff Maurice Walker (age 55) – He's brave, serious, and hates nonsense. He's black. He talks in short sentences with a heavy country accent. He's in great shape for his age. He likes to wear hats (mainly cowboy). He has been buddies with Camila since they were kids. He's an expert shooter, he's wise, he has a lot of knowledge, and he has photographic memory, but he doesn't use these things until the sequel.

Hugo Carey (age 40) – He's highly smart, friendly, and humorous. He's a muscular, brave geek. He has a face scar from being bullied as a child.

He was attacked by a monster like Jaci when he was thirty. He captured her and interrogated her. She wouldn't talk, so he tortured her, making her talk. This is how he learned so much about the monsters.

He wrote a story about the monsters to warn people about them. In the story, he wrote that it was true, and he wrote about his encounter with the creature. He published it on tons of websites and on search engines. People think he's crazy, and they think the story is fiction. Some think he's telling the truth. He also published the story as a short non-fiction book. He warns people about the monsters with a podcast and social media.

He grew up in a small NC town, but he moved to Charlotte for college (at age fifteen), so he doesn't have a country accent. When he was attacked by the monster, he was visiting his hometown.

He was working at a local technology company before he was attacked by the Jaci. Since then, he has spent most of his time warning people about the monsters. After quitting his job at the lab, he started fixing technology for people (friends, business owners, etc.) to make money. He still does this.

He's an expert shooter, a highly smart person, and a tech expert, but he isn't shown being these things until the sequel.

He has been skilled at technology since he was a child. He learned to shoot after he was attacked by the monster at thirty in case he got attacked by another one. He stays muscular for the same reason.

Couple (ages 40s) – A small-town couple that Jaci attacks.

CHARACTERS

MINOR CHARACTER

Battlefield Sheriff Department Dispatcher – She speaks one line on the phone.

NON-SPEAKING CHARACTERS

Two Men (ages 30s) – Arch's buddies named Buck and Gunner.

Employee (age 20s) – An employee at Arch's military surplus store.

Confused customer (age 20s) – A person Arch helps in his military surplus store.



JACI

FULL SYNOPSIS

Jaci (nocturnal monster that looks like a woman and eats people) rings the doorbell at a small-town house and cries, waiting for someone to answer. A lady takes Jaci inside, thinking she's hurt. The monster attacks her and her husband.

In a different NC town, a resourceful woman who never asks for help or accepts it, Kelsa Banks, refuses help from her housemate/horror writer, Dakota López, and Dakota's cousin, Camila López.

Stomping through the woods looking for her next prey, Jaci discovers Kelsa's secluded house. As Jaci starts to ring the doorbell, Kelsa's crush, Arch Briggs, and two hunting buddies drive up. Jaci hides, afraid to attack more than three people at once. Kelsa talks with Arch about an event he's having to help people.

After Arch and the hunters leave, Jaci rings the doorbell and cries. Kelsa thinks she's hurt, so she takes Jaci inside. Dakota realizes Jaci is a monster. After Kelsa wounds Jaci in a fight, the monster flees.

Dakota tells Kelsa Jaci will be back tomorrow night and explains how she knows about the creature: Dakota read a story about Jaci's kind that Hugo Carey wrote. Kelsa says she's going to kill Jaci by herself.

During the day, Kelsa gets ready for the second fight with Jaci. At Arch's military surplus store, Kelsa spends time with him, and he develops feelings for her.

Determined to get her prey, Jaci returns to Kelsa's house that night. Jaci's body is healed. Kelsa wounds Jaci, making the monster flee.

Dakota gets angry because Kelsa keeps trying to kill Jaci alone. Dakota asks Sheriff Maurice Walker, his department, and Camila to help Kelsa.

Arch tells Kelsa he doesn't want to have a relationship with her, because she never asks for help or accepts it.

Kelsa fights Jaci the third time. Jaci bites her right hand, so Kelsa has to rely mainly on one hand to fight. The creature flees because of her wounds.

After Arch finds out about Jaci, Dakota asks him to help Kelsa kill the monster, but Kelsa refuses to accept his help.

During Kelsa's fourth fight with Jaci, Kelsa asks Arch to help her kill the monster. Arch wounds Jaci, and she flees.

FULL SYNOPSIS

Kelsa, Arch, and Dakota go over a plan to kill Jaci. Arch asks Kelsa to be his girlfriend, and they become a couple.

In the most difficult fight, Kelsa and Arch battle Jaci. Jaci injures them, so Dakota helps against the monster. Jaci tries to flee, but Kelsa kills her.

One year later, a team of hunters—Kelsa, Arch, Dakota, Camila, Sheriff Walker, and Hugo—leaves Kelsa's house to find more monster hideouts and destroy them.



KELSA BANKS

A STORY, B STORY, SUBPLOT

A Story/Main Story: Kelsa tries to single-handedly kill the creature each night it visits to eat her and Dakota.

B Story: Kelsa spends time with Arch (an expert shooter and a military surplus store owner), and he develops feelings for her.

Subplot: Dakota asks people to help Kelsa kill the monster (since Kelsa won't ask anyone for help).

ACT STRUCTURE

Opening (page 1): Jaci rings the doorbell at a small-town house and cries, waiting for someone to answer. A lady takes Jaci inside, and the monster attacks her and her husband.

Inciting Incident (page 8): Jaci discovers Kelsa's secluded house.

Act Two Starts (page 18): Kelsa tells Dakota she's going to kill Jaci by herself.

Midpoint (page 46): Jaci bites Kelsa's right hand, so Kelsa has to rely mainly on one hand to fight.

All is Lost (page 64): Jaci scratches Kelsa, which will paralyze her temporarily (making it easy for Jaci to kill her).

Act Three Starts (page 70): Kelsa, Arch, and Dakota go over a plan to kill Jaci.

Climax (page 77): Kelsa and Arch try to kill Jaci.

Ending (page 87): One year later, a team of hunters—Kelsa, Arch, Dakota, Camila, Sheriff Walker, and Hugo—leaves Kelsa's house to find more monster hideouts and destroy them.

SEQUELS/FRANCHISE

The ending of the first script sets up a franchise with various unique characters.

Kelsa Banks will be the main character in the sequels/franchise, or a different character can be the main character.

The sequels/franchise will move from the small town (the location in the first script) to a dangerous, unique world where the monsters live (their hideouts and nests).

The main goal of the sequels/franchise is to find and destroy the monster nests.

Kill the Monster can become comics, a TV series, and a video game franchise.



KELSA BANKS

CONTACT & INFO

Maurice Vaughan

storytelling200@gmail.com

252-227-3055

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Photo (on page ten): Photo of kickboxer by Andrew Poplavsky (Canva.com)

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