

DESTINY MEN

by

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FADE IN:

EXT. DOWNTOWN WILLIAMSTON - TAXI - MORNING

A taxi speeds down a street in Williamston, NC.

INT. TAXICAB - BACKSEAT - MORNING - CONTINUOUS

A pregnant blonde moans in the well-worn backseat of the taxi. This is STACY (28).

EXT. BLESSED WELCOME BIRTHING CLINIC - MORNING - CONTINUOUS

The taxi pulls up to a single-story building. The sign above the door reads "BLESSED WELCOME BIRTHING CLINIC."

INT. BLESSED WELCOME BIRTHING CLINIC - LOBBY - MORNING - CONTINUOUS

An office lobby decorated in earthtones. A petite RECEPTIONIST (21), sits behind a small table in the back.

Stacy bursts through the doors.

STACY  
I need a doctor!

The receptionist runs up to her.

RECEPTIONIST  
(caring)  
Have you been here before?

STACY  
I asked for a hospital and the taxi brought me here!

RECEPTIONIST  
Okay well let's get you --

STACY  
Get me a doctor now!

EXAMINATION ROOM

A small spotless room, also decorated in earthtones. Stacy now wears a makeshift hospital gown and sits in a birthing chair.

Stacy groans. The receptionist tends to her.

EXT. BLESSED WELCOME BIRTHING CLINIC - MORNING - CONTINUOUS

A small sedan pulls up in front of the clinic. An attractive woman in casual clothes gets out and runs into the clinic with a leather doctor's bag. This is Nicole Simmons (30).

EXAMINATION ROOM

Nicole runs in.

NICOLE  
(to receptionist)  
How is she?

RECEPTIONIST  
I think she's already dilated.

STACY  
Are you a doctor?

NICOLE  
No. No, I'm not. What's your name?

STACY  
I need a doctor!

NICOLE  
We don't have doctors here. My name is Nicole Simmons. I'm a midwife. We train women for home deliveries.

STACY  
My name is Stacy Watkins and I've been in labor for sixteen hours and I need an epidural!

Nicole opens her bag. Takes out a pair of rubber gloves and puts them on.

NICOLE  
(calming)  
You're going to be fine. What you need to do is to breathe and start pushing. You're going to push outward along the curve of your pelvic cavity.

Stacy grunts and pushes.

NICOLE  
You're doing great Stacy.

Stacy keeps pushing, getting more and more intense.

NICOLE  
Keep pushing.

STACY  
Ugh!

NICOLE  
Almost there.

Stacy lets out a blood-curdling scream. Nicole looks up at Stacy's face, twisting in pain.

Nicole looks back to the baby arriving.

She passes out.

NICOLE'S VISION - EXT. ROANOKE FOREST - NIGHT (1589)

A forest at night. Daniel (18), and Elizabeth (15), run through a patch of trees. Both are dressed in clothing from the 1500s. Elizabeth resembles a young Nicole Simmons.

They stop in front of a stream. Daniel looks around.

DANIEL  
Someone is supposed to be waiting here for us.

ELIZABETH  
Are you certain?

DANIEL  
(anxious)  
Yes. My father said so.

Daniel turns to see a

TALL MAN

In a hooded robe.

He wears a mask with a long beak-like nose. The kind doctors used for protection when treating the Bubonic Plague.

Elizabeth opens her mouth to scream.

## EXAMINATION ROOM

Stacy screams hysterically.

Nicole opens her eyes.

She looks to Stacy, then to the assistant.

The receptionist shakes her head.

The baby is stillborn.

## EXT. INDUSTRIAL PARK - TERRAPIN GAMES - DAY

A large building in the back of an industrial park.

## INT. TERRAPIN GAMES - CUBES - DAY - CONTINUOUS

A few dozen occupied cubicles sit under a high ceiling. A logo reads "TERRAPIN GAMES" on the back wall.

The cubes have toys on their monitors and digital paintings of science fiction scenarios pinned up on their walls.

A DESK PHONE RINGS on the desk of one of the cubes.

A clean-cut young man in a polo shirt picks up the handset. This is RYAN LAKE (24).

RYAN

Terrapin. This is Ryan. Oh, hi!  
Yeah, I'll be right there.

## HALLWAY

Ryan leads two men down a long hallway. TIM HARRIS (38), is lanky and stylish. BILL SIMONE (50), is well-built with a crew cut.

RYAN

Did you guys find the place okay?

TIM

Yeah, no problem at all.

RYAN

Cool.

SUB-BASS RUMBLES.

BILL

We thought Gentry would meet us in  
the lobby.

They reach a set of double-doors. GUNFIRE and ORCHESTRATION  
THUNDER beyond them.

RYAN

I think he got a little too  
involved with the prep for our  
meeting.

Ryan knocks on the door.

RYAN

He's been here all night.

The gunfire and orchestration stop.

Ryan opens the double-doors to reveal a large

CONFERENCE ROOM

Inside the conference room is a youthful man in ruffled  
clothes. He stands in front of a large Plasma TV, a wireless  
video game controller in his hands. This is GENTRY ANDREWS  
(34).

RYAN

Guys, this is Gentry Andrews.

The three men enter the conference room.

TIM

(to Ryan)  
Oh, we know each other.  
(shakes hands with Gentry)  
Hey Gentry.

GENTRY

Hi Tim.  
(shakes with Bill)  
Pleased to meet you Bill. Would you  
guys like anything to drink?

TIM

I'm good.

BILL

Water would be great.

RYAN  
Be right back.

Ryan exits.

GENTRY  
Have a seat guys.

Bill and Tim sit down at a table in front of the Plasma TV.

TIM  
So what do you have for us?

GENTRY  
I'm glad you asked.

Ryan enters and hands a bottle of water to Bill.

GENTRY  
What I have for you is an answer.  
An answer to the frustration we  
face day in and day out.

Gentry thumbs a button on the wireless controller.

The "TERRAPIN GAMES" logo appears on the Plasma TV's screen.

GENTRY  
We get frustrated when things get  
out of control. Sometimes it feels  
like we're fighting nature itself.

An image appears on the screen: a young man in colonial dress  
with a musket in his hands.

GENTRY  
But what if you could face nature  
head on? What if you could test  
yourself, as a colony of people did  
over four hundred years ago? What  
if you could face...

Gentry thumbs another button. A video game demo plays on the  
Plasma TV: the young man running for his life in a forest,  
musket in hand.

He shoots at men in robes who jump out at him from the  
shadows.

In the distance is a massive Oak tree. The young man runs  
toward it.

GENTRY

Roanoke. A survival horror game based on the disappearance of the Roanoke Colony in the fifteen hundreds.

(to Bill)

Pretty cool, right?

Bill stares at the video game demo on the screen.

BILL

Hit the brakes.

Gentry pauses the demo with controller.

GENTRY

Something bump you?

BILL

I'm afraid it's not really what we're looking for.

GENTRY

Is it the guys in the robes? We can change them.

BILL

It's not the guys in the robes. It's the whole thing.

GENTRY

Well, what were you guys thinking?

BILL

What we really need is a new spin on one of Herald Interactive's franchises.

GENTRY

One of the franchises you own.

BILL

Exactly.

GENTRY

This isn't what we talked about on the conference call.

BILL

Senior management changed their minds a few days after the call. They want to save money and stick with the franchises.

We need you guys to help us make people remember that we make great games.

GENTRY

I'm surprised you came down for the demo.

BILL

I was hoping we could tailor what you guys came up with to suit our needs. But this is just too... original.

GENTRY

Well of course it's original.

RYAN

Gentry --

BILL

Basically we need you guys to take another swing at this.

GENTRY

I don't know if I can.

BILL

Well, that's what we need.  
Hopefully you'll come through.  
(to Tim)  
Let's go.

Bill exits.

Tim glances at Gentry, then follows Bill out.

Gentry throws the controller across the room.

EXT. KRICKETS - NIGHT

A small brick building with a sign that reads "KRICKETS."

A Subaru wagon pulls up in front of the building. Gentry gets out of the Subaru and enters the building.

INT. KRICKETS - NIGHT - CONTINUOUS

A typical dive bar. Tim sits at a small table with two beers in front of him. He's reading a Blackberry handset, scrolling through messages. Gentry walks over to the Tim's table and sits down.

TIM  
(not looking up)  
Dude, what took you so long?

GENTRY  
Stuff.

TIM  
Your beer's getting warm.

Tim puts down his Blackberry. Slides a beer over to Gentry.

GENTRY  
Thanks.

Gentry takes a sip.

TIM  
No worries... so what are you going to do?

GENTRY  
I don't know. Finish this beer?

TIM  
I thought maybe I could help you come up with an idea for Bill.

GENTRY  
An idea? Excuse me, I don't need any help coming up with ideas.

TIM  
Gentry, how many times have you tried to make that Roanoke game? You're obsessed. Come up with a new idea.

GENTRY  
Oh please. Your bosses don't want anything new. They want the same old shit with a fresh coat of paint.

TIM  
New intellectual property costs more to market. Just combine one of our characters with a new game mechanic.

GENTRY  
That's been done. To death.

TIM  
Dude, how many jobs have you had?

GENTRY  
Excuse me?

TIM  
How many jobs have you had as a  
creative director?

GENTRY  
I don't know.

TIM  
Well I do. This is your fourth. You  
flaked on the previous three.

GENTRY  
That's not true.

TIM  
Yeah it is. Come on dude, you  
wouldn't even have this job if I  
hadn't put in a good word for you.

GENTRY  
Bullshit.

TIM  
You want to make something  
original? Fine. But it's going to  
take a shit-ton of money, and no  
one is going to give you shit until  
you prove you can deliver  
something, right?

Gentry takes a swig of beer.

TIM  
You've gotta get it together  
Gentry. You're gonna be thirty-five  
in what, two weeks? That's like  
fifty in our industry.

Tim finishes his beer.

TIM  
Stick with the job and give them  
what they want. For now.

Tim gets up and leaves.

EXT. MARTIN GENERAL HOSPITAL DIVISION OF NEUROLOGY - DAY

A large hospital complex.

INT. MARTIN GENERAL HOSPITAL DIVISION OF NEUROLOGY - MRI  
SCANNING ROOM - DAY - CONTINUOUS

A sterile white room. An MRI MACHINE BANGS. A thin technician with glasses, NEIL HUMPHRIES (32), monitors the MRI machine's controls.

NICOLE

Lies inside the machine, staring at the blue lightstrip above her.

MRI READING ROOM

A white room with two desks and file cabinets. DR. GENE MIRABAL (45), heavy set with salt-and-pepper hair, reads over the MRI results with Nicole at one of the desks. Humphries reviews files at the other one.

DR. MIRABAL

Well Nicole, I'm happy to report that there's no brain damage. I see no lesions whatsoever.

NICOLE

That's good news.

DR. MIRABAL

And since you have no history of seizures and your glucose levels are fine, I'm going to rule out Epilepsy and Hypoglycemia... at least for now.

NICOLE

What do you think this is?

DR. MIRABAL

It could be Arteriovenous Malformation. That's a disease that affects the vascular system.

NICOLE

I remember what Arteriovenous Malformation is. It hasn't been that long.

DR. MIRABAL

Sorry Nicole. I was just in doctor-patient mode. Have you had any headaches?

NICOLE

Nothing unusual.

DR. MIRABAL

What about the seizure itself? Do you remember any strange colors or odors?

NICOLE

Well, yes, but I think I wasn't actually conscious at the time.

DR. MIRABAL

Are you sure?

NICOLE

I don't think I want to get into it.

DR. MIRABAL

Nicole, we're trying to help. You of all people should know that.

NICOLE

I saw a forest.

Humphries looks up.

DR. MIRABAL

Did you recognize it?

NICOLE

No. No it was... dreamlike. I saw the forest, and then the next thing I knew I was back at the clinic.

DR. MIRABAL

Well, that doesn't sound like the kind of thing one might experience with Temporal Lobe Epilepsy. Anything else?

NICOLE  
I... no. No, that's it.

DR. MIRABAL  
I see. Nicole, this may be the only seizure you ever have, but I think we should play it safe and schedule a follow-up in a month.

NICOLE  
Okay. Thanks Gene.

DR. MIRABAL  
No problem. Good to see you around these parts.

Dr. Mirabal exits the reading room. Nicole puts on her jacket.

HUMPHRIES  
Ms. Simmons, I overheard what you said about a vision... of being in a forest?

NICOLE  
I'm not sure if I'd call it a vision.

HUMPHRIES  
I've experienced something similar.

NICOLE  
You've had a seizure?

HUMPHRIES  
No. I had an accident on the two-sixty-four. Two cars collided, one of them flew into me. I flipped over and spun like a top.

NICOLE  
That's horrible.

HUMPHRIES  
I passed out for a few seconds when I spun around. In my head I saw a kid being chased by cops.

NICOLE  
Did you know the kid?

HUMPHRIES

I recognized him, but I couldn't figure out where I remembered him from. It really shook me up. I was freaking out for months until I found someone who helped me.

NICOLE

And who was that?

HUMPHRIES

A past-life therapist.

NICOLE

Oh.

He stands.

HUMPHRIES

I know it sounds really strange, but it worked for me. It's something to consider at least.

NICOLE

I suppose.

HUMPHRIES

His name is Dr. Fritchman. The office is on Valentine if you're interested.

He exits.

INT. TERRAPIN GAMES - CUBES - LATE NIGHT

The cubes are empty. The lights are dim.

GENTRY'S OFFICE

A small office. Gentry sits hunched over on a small sofa playing the Roanoke video game demo.

A BLANK YELLOW LEGAL PAD

And a pencil sit beside him.

A LARGE BINDER

Sits next to the legal pad. It reads "HERALD INTERACTIVE FRANCHISE GUIDE."

Gentry pauses the game and picks up the legal pad.

He writes "NEW GAME" on the pad with the pencil.

Gentry stares at the pad for a moment.

He tosses the pad and the pencil on the sofa.

Gentry gets up, grabs his jacket and backpack, and exits the office.

EXT. INDUSTRIAL PARK - PARKING STRUCTURE - LATE NIGHT

Gentry exits the building and walks toward a multi-level parking structure.

Standing outside of the parking structure is a VAGRANT (50), in dirty clothes.

VAGRANT

You got a cigarette?

GENTRY

Sorry I don't smoke.

VAGRANT

Hey, I'm sorry to bother you but I ran outta gas do you think you could --

GENTRY

Sorry man I can't help you out.

Gentry enters the parking structure.

INT. INDUSTRIAL PARK - PARKING STRUCTURE - STAIRWAY - LATE NIGHT - CONTINUOUS

Gentry enters a stairway and walks down a flight of stairs. He exits the stairway onto a

PARKING LEVEL

and walks toward his Subaru wagon.

## ANOTHER MAN

In a dark tracksuit enters from a doorway on the opposite side of the parking level and walks toward Gentry.

He SCRAPES a long METAL PIPE on the ground as he walks.

## THE VAGRANT

appears on the parking level. He now carries a long metal pipe in his hand as well.

Gentry rushes toward his car.

## A THIRD MAN

Crouched behind a car springs out and hits Gentry in the knees with a long pipe. Gentry falls.

The three men hit Gentry with their pipes.

Gentry shields his head with his arms and rolls as he takes blows to the torso.

The vagrant grabs Gentry by the throat and holds his pipe above Gentry's head.

GENTRY'S VISION - INT. STUDIO - NIGHT - (1974)

An architectural studio at night. A poster of an office building sits on an easel. The logo on the building reads "GARUDA LTD."

Another long metal pipe is poised to strike, held by a

## TALL MAN

Wearing a plague doctor's mask. He's about to strike a man who looks exactly like

## GENTRY

wearing 70's attire. The tall man tenses to strike.

INT. INDUSTRIAL PARK - PARKING STRUCTURE - LATE NIGHT

Gentry reaches up and grabs the vagrant's face.

Gentry's body spasms.

The vagrant's body ages to decrepitude and falls to the ground, decomposing.

Gentry screams out and scrambles backward on the ground away from the rotting flesh.

The third man walks up behind Gentry and kicks him in the head, knocking him unconscious.

EXT. LANDFILL - LATE NIGHT

A large landfill brimming with garbage.

EXT. LANDFILL - BACK LOT - LATE NIGHT - CONTINUOUS

Gentry opens his eyes.

The two surviving attackers are dragging him across the backlot of the landfill.

A DARK-HAIRED MAN

skulks in the shadows behind them.

The surviving attackers approach the

PIT

Of the landfill. Gentry thrashes around.

THE DARK-HAIRED MAN

walks out of the shadows.

THE SURVIVING ATTACKERS

Drop Gentry and walk toward the dark-haired man.

They attack the dark-haired man, but he quickly incapacitates both of them. The dark-haired man turns to approach Gentry.

Gentry's already running into the distance.

INT. BLESSED WELCOME BIRTHING CLINIC - HALLWAY - DAY

A door with a frosted glass pane that reads "JULIE KENNEDY, GENERAL MANAGER."

JULIE'S OFFICE

A well-furnished office. JULIE (40), sits behind a large desk with a laptop. Nicole sits across from her in a black leather chair.

NICOLE

Thankfully they didn't find any damage when they took the MRI.

JULIE

So what exactly was the problem?

NICOLE

They don't know.

JULIE

They don't?

NICOLE

No. Not yet. But my doctor said I could go back to work. I could probably start again Monday.

JULIE

Maybe we should wait a bit.

NICOLE

There's really no need to. I haven't had any more attacks.

JULIE

That's good, but we really shouldn't rush this.

NICOLE

How long can we possibly wait? We are working with pregnant women.

JULIE

Our mothers will be taken care of. The other midwives can cover for now.

NICOLE

I really don't understand why you want to wait. There isn't a lawsuit, is there?

JULIE

No. We haven't seen or heard from that woman since the day of the incident.

NICOLE

Then what's the problem?

JULIE

Nicole... word has spread. Most of our clients know about this now.

NICOLE

Most of our clients?

JULIE

We need time to make them understand that they have nothing to worry about.

NICOLE

I'm the one tending to most of our clients. They know me. They trust me. I also have more referrals than any other midwife in the clinic.

JULIE

That's true, but --

NICOLE

If "our mothers" are thinking anything about this, they're thinking "where will we go if Nicole quits?"... Which is exactly what you should be worried about right now.

JULIE

Let's not do anything rash, Nicole.

NICOLE

We won't... if we have some appointments to go to.

Nicole stands up.

Julie stares at her for a moment, then checks her laptop.

JULIE

Ellen Hargraves, tomorrow at one  
thirty. I'm sure she'll be happy to  
see you.

NICOLE

I'm sure she will.

Nicole exits the office.

EXT. GENTRY'S APARTMENT - DAY

An apartment building in a thickly settled neighborhood.

INT. GENTRY'S APARTMENT - BEDROOM - DAY - CONTINUOUS

A small apartment cluttered with video games and art  
supplies. Gentry asleep on his bed, wearing last night's torn  
clothes.

The ALARM CLOCK BUZZES.

Gentry opens his eyes. Looks down at his clothes.

He sits up and shuts off the alarm. Gentry gets off his bed  
and limps to the

BATHROOM

And looks at the bruises on his face in the mirror.

He walks back into the

BEDROOM

And paces. He spots a

CHARCOAL SKETCH

On the floor of a man lying on the ground.

FLASH - VAGRANT

Decomposing.

GENTRY

No... No, that didn't happen.

EXT. WILLIAMSTON - GENTRY'S SUBARU - DAY

Gentry's Subaru speeds down the street.

INT. INDUSTRIAL PARK - PARKING STRUCTURE - DAY

The Subaru enters the parking structure and pulls into the same parking space as the night before.

Gentry gets out of the car and looks around. He walks over to the spot where he killed the vagrant.

WHITE STREAKS

Mark the concrete.

INT. TERRAPIN GAMES - CUBES - DAY

Gentry walks by the cubes toward his office.

Ryan intercepts him.

RYAN

Hey Gentry.

GENTRY

Hi Ryan.

RYAN

(re: Gentry's bruises)

What happened?

GENTRY

I... tried skateboarding. Again.  
Bad idea.

RYAN

Ah. I was wondering when you wanted  
to go over next steps.

GENTRY

For what?

RYAN

For the project.

GENTRY

Oh. Yeah... I should have something  
soon.

RYAN

Great!

Gentry resumes walking.

RYAN

(loud)

I have some ideas to discuss with  
you, too!

GENTRY

(over his shoulder)

We'll talk later. Promise!

GENTRY'S OFFICE

Gentry enters his office and shuts the door.

He lies down on the sofa.

The PHONE on his desk RINGS.

Gentry gets up, walks over to his desk and picks up the  
handset.

GENTRY

Hello?

INT. HERALD INTERACTIVE - TIM'S OFFICE - DAY - CONTINUOUS

A corner office in a high-rise. Tim sits behind a stainless  
steel desk, phone in hand.

TIM

How's it going man?

INTERCUT telephone conversation.

GENTRY

Okay.

TIM

What's wrong?

GENTRY

I'm fine... it's nothing.

Gentry picks a pencil up off his desk and twirls it between  
his fingers.

TIM

I was wondering if you wanted to swing by tomorrow night after work for a few beers.

THE PENCIL

In Gentry's hand decays and falls through his fingers.

He stands and backs away from the desk, knocking the chair away.

Gentry stares at the small mound of dust on his desk.

TIM

Gentry, you there?

GENTRY

Yeah... yeah, I don't know.

TIM

Look dude, you haven't come up with anything. I know what Bill's looking for. Let's brainstorm.

GENTRY

Can I call you back?

TIM

You can't avoid this Gentry. No idea means no job. If you don't give a shit, fine, but at least think about the people who work with you.

GENTRY

Okay, okay. I'll come by.

TIM

Good. See you then.

Gentry hangs up.

EXT. LANDFILL - BACK LOT - NIGHT

Gentry enters the backlot of the landfill.

He searches the ground.

VOICE (O.S.)

What are you looking for?

Gentry spins around.

The dark-haired man emerges from the shadows. Weathered features betray his sinewy build. This is Amin Khouri (50).

Gentry holds up his hands to defend himself.

AMIN (VOICE)

You can put your hands down. My name is Amin Khouri. I am here to help.

GENTRY

You always sneak up on people you want to help?

AMIN

Sorry. I had to make sure the League was not following you.

GENTRY

The League? You mean the guys who jumped me?

AMIN

Correct. Sooner or later they will try again. They were watching you for quite some time.

GENTRY

And how do you know that?

AMIN

We were watching them.

GENTRY

If that's the case, where were you when I got jumped?

AMIN

We were waiting for proof.

GENTRY

Proof?

AMIN

Yes. Your power.

GENTRY

Oh. My power. My wonderful ability to destroy whatever I touch. Oh yeah, it's great.... aside from the fact that it's freakin insane!

AMIN

Alright, calm down. Look, I am going to show you something.

Amin picks a small tree branch up off the ground.

Gentry tenses.

AMIN

(re: branch)

See this branch? It was broken off. Maybe too many birds sat on it at once.

GENTRY

Okay.

AMIN

But it is not dead yet. There is still some life in it.

GENTRY

(frustrated)

Yeah, sure.

AMIN

Now focus on that. Focus on where it sits in the cycle of life. Hold that image in your head.

Gentry stares at the branch.

Amin hands it to him.

Gentry keeps staring at the branch. It doesn't age.

AMIN

You have the ability to accelerate the aging of almost any organic object. It is simply a matter of learning to control it.

GENTRY

How are you able to teach me this?

AMIN

We have prior knowledge.

GENTRY

You keep saying we. I only see one of you.

AMIN

My colleagues and I. Some call us the Destiny Men. We protect people from the League.

GENTRY

You can't have prior knowledge of my... power. I just started doing this last night.

AMIN

You also had this power in a previous life.

The branch in Gentry's hand ages to dust.

GENTRY

That's enough.

AMIN

Wait. I am not lying. If I am lying, how am I able to help you?

GENTRY

Just stay away from me.

AMIN

Alright... you know where to find me when you change your mind.

Gentry walks off.

EXT. HARGRAVES RESIDENCE - DAY

A large house in the suburbs.

INT. HARGRAVES RESIDENCE - LIVING ROOM - DAY

A living room full of expensive furniture. Nicole examines a pregnant woman, ELLEN HARGRAVES (32), with a stethoscope as they sit on a sofa.

NICOLE

Everything is coming along just fine Ellen. Do you have any questions?

ELLEN

Not really. It's great to have you back.

NICOLE  
Thanks. I'll come by in a few weeks  
to check up on you.

Nicole puts the stethoscope in her bag.

NICOLE  
Do you think I could use your  
bathroom for a moment?

ELLEN  
Of course. You know where it is.

BATHROOM

An equally expensive bathroom. Nicole washes her hands. She looks out the window.

OUTSIDE THE WINDOW

Stands a large Oak tree. Nicole stares at it.

NICOLE'S VISION - EXT. ROANOKE SETTLEMENT - DAY (1589)

Two men in colonial dress install log posts around a cleared piece of land.

A man with long hair hangs a sign that reads "ROANOKE."

Dozens of people are setting up camp, including Elizabeth and her parents.

Daniel is setting up camp as well, making a mess of his work.

He catches her eye across the way.

Daniel looks up.

They stare at each other for a moment.

Elizabeth walks over to Daniel.

ELIZABETH  
Would you like some help?

DANIEL  
Why, do I look like I need it?

ELIZABETH  
Yes, you do. My name is Elizabeth.

DANIEL  
I am Daniel.

A tall man walks up behind Elizabeth. This is JOHN (40).

JOHN  
And I do not think we are quite  
ready for visitors yet.

ELIZABETH  
(startled)  
Oh! Hello.

JOHN  
Hello.  
(to Daniel)  
Son, now is not the time to  
socialize.

The man with long hair walks up to John. This is CHRISTOPHER  
(50).

CHRISTOPHER  
(to John)  
They need more help with the posts.

ELIZABETH  
I was just going... goodbye Daniel.

DANIEL  
Goodbye Elizabeth.

ELLEN (V.O.)  
Nicole!

BATHROOM

Nicole opens her eyes. She's lying on the floor. Ellen stands  
over her.

EXT. TIM'S HOUSE - NIGHT

A two-story house on a hill. Gentry at the front door. Tim  
opens it from the inside.

TIM  
Hey man, come on in.

Gentry walks in.

INT. TIM'S HOUSE - LIVING ROOM - CONTINUOUS

They enter Tim's well-kept living room.

TIM  
Let me grab you a beer from  
upstairs.

GENTRY  
No thanks. I'm not staying long.

TIM  
What are you talking about? We're  
having a brainstorming session.

GENTRY  
Tim, I'm taking a leave of absence.

TIM  
You have got to be shitting me.

GENTRY  
I gotta get away for a while.

TIM  
Now where have I heard that before?

A CREAK from Tim's bedroom catches Gentry's attention.

GENTRY  
This is different.

TIM  
Okay... what is it this time?

GENTRY  
The less you know, the better.

TIM  
Oh come on dude. What about the  
proposal for Bill?

The creak gets louder.

GENTRY  
I'll... email him a new pitch.

TIM  
You will?

GENTRY

Yeah, he'll love it. Hey, on second thought, why don't you grab me something from upstairs.

TIM

Sure... One beer coming right up.

GENTRY

How about a drink instead?

TIM

Now you're talking. What will it be?

GENTRY

A Long Island Iced Tea.

TIM

You got it.

Tim goes upstairs to the kitchen.

Gentry creeps into

TIM'S BEDROOM

A Spartan bedroom. The window is wide open. Gentry walks back to the

LIVING ROOM

And discovers a man in black wearing a plague doctor's mask.

Gentry runs and tackles the intruder. He reaches under the man's mask and ages him to dust.

As Gentry gets up, another masked man attacks him. He struggles with the League member, managing to shove the man against a wall. Gentry ages the man to dust.

A pair of hands grab Gentry from behind. He spins around and reaches out.

Gentry finds himself touching Tim's face. He snatches his hands back.

Tim notices his reflection in the mirror. He's now seventy years old. Tim screams.

EXT. WILLIAMSTON - GENTRY'S SUBARU - NIGHT

Gentry speeds down the street

INT. GENTRY'S SUBARU - NIGHT

Gentry behind the wheel. Tim in the passenger seat, still in shock.

EXT. LANDFILL - NIGHT

Gentry makes his way across the landfill, helping Tim along.

SIX LEAGUE MEMBERS

Come running up behind Gentry and Tim.

Gentry finally stops, exhausted.

One of the League members takes off his mask: A man in his 40s with a shaved head.

LEAGUE MEMBER  
I'm surprised you stopped.

Amin walks out of the shadows.

AMIN  
He knows he is safe now.

LEAGUE MEMBER  
You sure about that, old man? It's not like you can take us all on.

AMIN  
I do not need to.

A dozen men in camouflage jump down from the trees and incapacitate the League Members.

Amin walks over to Gentry. Tim is unconscious.

GENTRY  
Can you help him? I didn't mean to do it. It was an accident.

AMIN  
He is going to be okay.

GENTRY

I'll do whatever you want if you  
help him.

AMIN

Don't worry. We will put an end to  
all this.