

# **GRIS-GRIS VS THE MONGOOSE**

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## **ONE**

**Panel 1:** Exterior view of Cassandra's tree house in the early morning.

NO COPY

**Panel 2:** Interior view of Cassandra's den. Cassandra is kneeling behind the sleeping Maurice. There is an urn in front of her knees. Her hands hover above his exposed side. Gris-Gris is sitting on her shoulder still holding his cut face. Stephen stands just inside of the living room walkway and Damian is slightly behind and to the left of him, leaning against the wall.

1. CASSANDRA: I release you from your prison young Monica.

**Panel 3:** Cassandra cups her hands over Maurice's side.

NO COPY

**Panel 4:** Cassandra hands open and a fractured ball of light comes out of Maurice's side. Strings of light are connecting it to Maurice. A small bit of red is peeking out of his side.

2. CASSANDRA: She's fractured.

**Panel 5:** The ball of light floats over Cassandra's open hands with streaks of light lassoing a half moon of red fractured pieces. Gris-Gris looks concerned.

3. CASSANDRA: She is weighed down by a lot of hurt.

## **TWO**

**Panel 1:** Cassandra is pushing the soul into the urn. Gris-Gris is standing on her shoulder.

1. CASSANDRA:                      You will have to bring her to the gate.

**Panel 2:** Cassandra is standing in front of Stephen holding the urn out to him. His hands reach out to receive it. Damian grimaces behind him.

2. CASSANDRA:                      Damian will accompany you.

**Panel 3:** Close-up of Damian's face, his eyes rolling.

3. DAMIAN:                          We just left there.

**Panel 4:** View outside of the living room, Cassandra walks past Stephen and Damian. Gris-Gris waves goodbye. Stephen looks at Damian with a shrug. Damian hangs his head back in exasperation.

4. CASSANDRA:                      You're lucky I'm too tired to do anything about all that eye-rolling you're doing.

**Panel 5:** Stephen partially opens the urn to get a peek. A little red lightning strike lands on his hand.

5. STEPHEN:                        Ouch!

**Panel 6:** Stephen has clamped the urn shut and has a grimace on his face. His left eye is completely black.

## **THREE**

**Panel 1:** Interior of foyer. There are maroon and green plush chairs and recliners scattered around the room and bookshelves filled with a wide and various number of spell-casting items and books. Urns, similar to what Stephen is now holds, dot the numerous wooden shelves. Damian is looking at Stephen as he holds back the heavy dark curtain across the kitchen doorway and steps through. Stephen rubs his eyes.

1. DAMIAN: Hold on.

**Panel 2:** Stephen is looking at an urn on the shelf closest to the curtain. His eyes are back to normal. Damian disappears behinds the closed curtain.

2. STEPHEN: Will Mrs. LaVeau and KC be okay alone with **HIM** here?

2. DAMIAN (OFF): Momo put them both into a healing sleep, so they out for at least a day.

**Panel 3:** Damian steps back into the room through the curtain. He has a soda in his armpit, munching on a turkey a sandwich as he holds the curtain open with the other hand. Stephen smiles at Damian. Stephen's head is covering the bookcase shelf area where the urn is located.

4. DAMIAN: Plus, KC's an angry morning person. I hope that dummy tries something and I'm here to see it.

**Panel 4:** Same camera angle: Damian and Stephen partially leave the frame. The urn on the shelf is partially open (top is not secure); dark mist slowly seeps out.

5. DAMIAN: Let's go.

## **FOUR**

**Panel 1:** Upstairs hallway. The hall is full of closed doors and looks to be much longer than the house. Cassandra opens the door to her room while looking at Gris-Gris in her palm. He is holding his hand over the damaged area of his face and is looking up at her.

1. CAPTION: Upstairs.
2. CASSANDRA: I'm pooped child.

**Panel 2:** Bird's eye view of Cassandra's room. A plush blue lounge chair and king-size bed to the left. Two bedside tables with lamps are on each side of the bed. Just past the bed, there is a closet with a sliding door and a closed door to the bathroom at the other side. A dressing table (big mirror and chair) is located to the right. Cassandra is walking towards the dressing table.

3. CASSANDRA: You should get some rest too.

**Panel 3:** Gris-Gris is on the table with tape, needle, and thread in his hands looking very serious at the camera. We can see the extent of damage to his head and face.

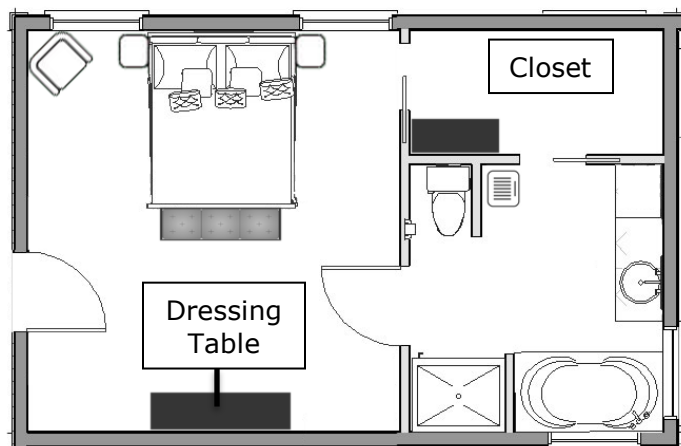
4. GRIS-GRIS: Crafty time.

**Panel 4:** Gris-Gris faces the mirror with his hands behind his head, tying a string; his hair is covering his face. The mirror shows Cassandra has fallen asleep in bed.

5. SFX: **TING! TANK! TING!**

**Panel 5:** Gris-Gris turns towards camera, eyepatch in place, and looks concerned again.

Cassandra's room [DRESSING TABLE REFERENCE](#)



## **FIVE**

**Panel 1:** Hallway at the top of staircase. There is a short, green, plush stool next to the wall just before the edge. Gris-Gris is at the edge of the staircase, listening.

1. SFX: **GROAN**

**Panel 2:** Big Panel. Camera behind Gris-Gris as he slides down the rail.

NO COPY

**Panel 3:** Side of Gris-Gris as he jumps off the rail.

NO COPY

**Panel 4:** Front of Gris-Gris as he slides to a stop.

NO COPY

**Panel 5:** Close up of his shocked face.

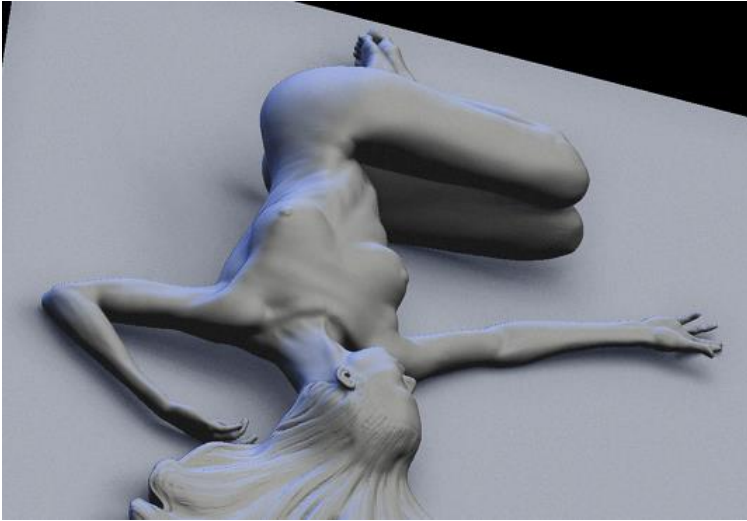
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## **SIX**

**Panel 1:** Splash Panel, camera behind Gris-Gris in the foreground. He's in the walkway facing the living room. KC is on her back with her knees are positioned towards Maurice. She and Maurice are holding hands in the center of their circle. The creature is on KC's chest with his right set of claws raised to strike down at her and the other set of claws are pushing at Maurice's blue/black smoke. The creature focuses his attention on KC's neck.

NO COPY



REFERENCE: [WIP LYING WOMAN DYNAMESH](#)

## **SEVEN**

**Panel 1:** Small panel, Gris-Gris's feet running.

NO COPY

**Panel 2:** Needles have smacked the creature's claws. Maurice's smoke is disappearing.

NO COPY

**Panel 3:** Gris-Gris lands a jump-kick and the creature goes flying back.

1. GRIS-GRIS:                      Get off my viper!

**Panel 4:** Creature has bounced off KC's knees and tumbled into Maurice's hair.

NO COPY

**Panel 5:** Creature is getting up and Gris-Gris is there with a slash of his needle.

NO COPY

**Panel 6:** Creature catches Gris-Gris off guard and backhands him.

NO COPY

## **EIGHT**

**Panel 1:** Gris-Gris is on his side looking at the camera.

NO COPY

**Panel 2:** Close-up of hair tangle around creature's foot.

NO COPY

**Panel 3:** Gris-Gris yanks the hair and creature is falling to his back.

NO COPY

**Panel 4:** Gris-Gris is jumping towards the creature with a pair of needles in his hands.

NO COPY

**Panel 5:** Side view, black and white void. The creature angrily swipes Gris- Gris with his claw and Gris-Gris's body is cut in half and falls. Dramatic death with cotton serving as blood.

1. SFX:

**SLASH!**



## **NINE**

**Panel 1:** The creature is pulling the cut hair off his body as he stands. Gris-Gris is limp with cotton scattered around him.

NO COPY

**Panel 2:** The creature begins to crawl up KC's curled legs in the background; Gris-Gris's body has a grey and black mist flowing from each half of it in the foreground. Each stream of mist intertwines, one with the other, forming a large cat's paw.

NO COPY

**Panel 3:** Front view: Creature is pushing Maurice's smoke aside while other hand is raised to strike KC.

4. SFX:

**FLASH**

**Panel 4:** A needle has impaled the creature's hand and he is looking at it in shock, confusion, and pain.

NO COPY

**Panel 5:** Creature holds the inflicted hand and turns around. Gris-Gris (Cat form) is standing on KC's hip. Needles are floating all around him, looking ominous.

NO COPY

## **TEN**

**Panel 1:** Mid-shot: Gris-Gris grey and black face is looking angrily at the creature as needles fly towards the camera.

1. GRIS-GRIS:                      That was KC's favorite vessel!

**Panel 2:** Long-shot: Creature struggles to fly off of KC, but is impaled by several needles.

2. SFX:                                      **SHINK! SHINK! SHINK!**

**Panel 3:** In the foyer, the Creature lands at the bottom of the shelf the open urn is sitting on. The top is close to the shelf.

NO COPY

**Panel 4:** Gris-Gris closes in on the creature as he looks up at the shelf.

NO COPY

**Panel 5:** Camera over Gris-Gris shoulder as he pushes a pin deeper into the wailing creature.

NO COPY

## **ELEVEN**

**Panel 1:** Creature struggles to move, but the pins are keeping him in place as Gris-Gris hops up the shelf.

NO COPY

**Panel 2:** Gris-Gris climbs onto the shelf that has the open urn on it.

NO COPY

**Panel 3:** Gris-Gris slinks behind the urn.

NO COPY

**Panel 4:** Gris-Gris sits to the side of the urn with a paw raised behind it, nudges it, and looks down.

1. SFX: **NUDGE**
2. SFX: **SCREECH!**

**Panel 5:** Gris-Gris puts his paw up, but the urn is gone. Gris-Gris looks down. Speed lines to the bottom of the panel shows the urn falling.

3. SFX: **CLANK!**

## **TWELVE**

**Panel 1:** Splash page: Low angle. Gris-Gris walks towards KC in the living room. Urn is to the right in the foreground and closed.

1. SFX: **Mumble, mumble.**

**END**



## **FOURTEEN: OPTIONAL**

**Panel 1:** KC's hand falls back to the center, towards Maurice.

NO COPY

**Panel 2:** Maurice grabs KC's hand and Gris-Gris glares at him.

NO COPY

**Panel 3:** Maurice glares just as hard.

NO COPY

**Panel 4:** Small panel of Maurice's eyes closed.

1. SFX:       **ZZZZZZ**

**Panel 5:** KC smiles as Gris-Gris rests his head on her cheek. KC pulls Gris-Gris tighter to her face.

**END**