

Night Creatures

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Created in collaboration with the Kensington Green Company 2023-24

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FOREWORD

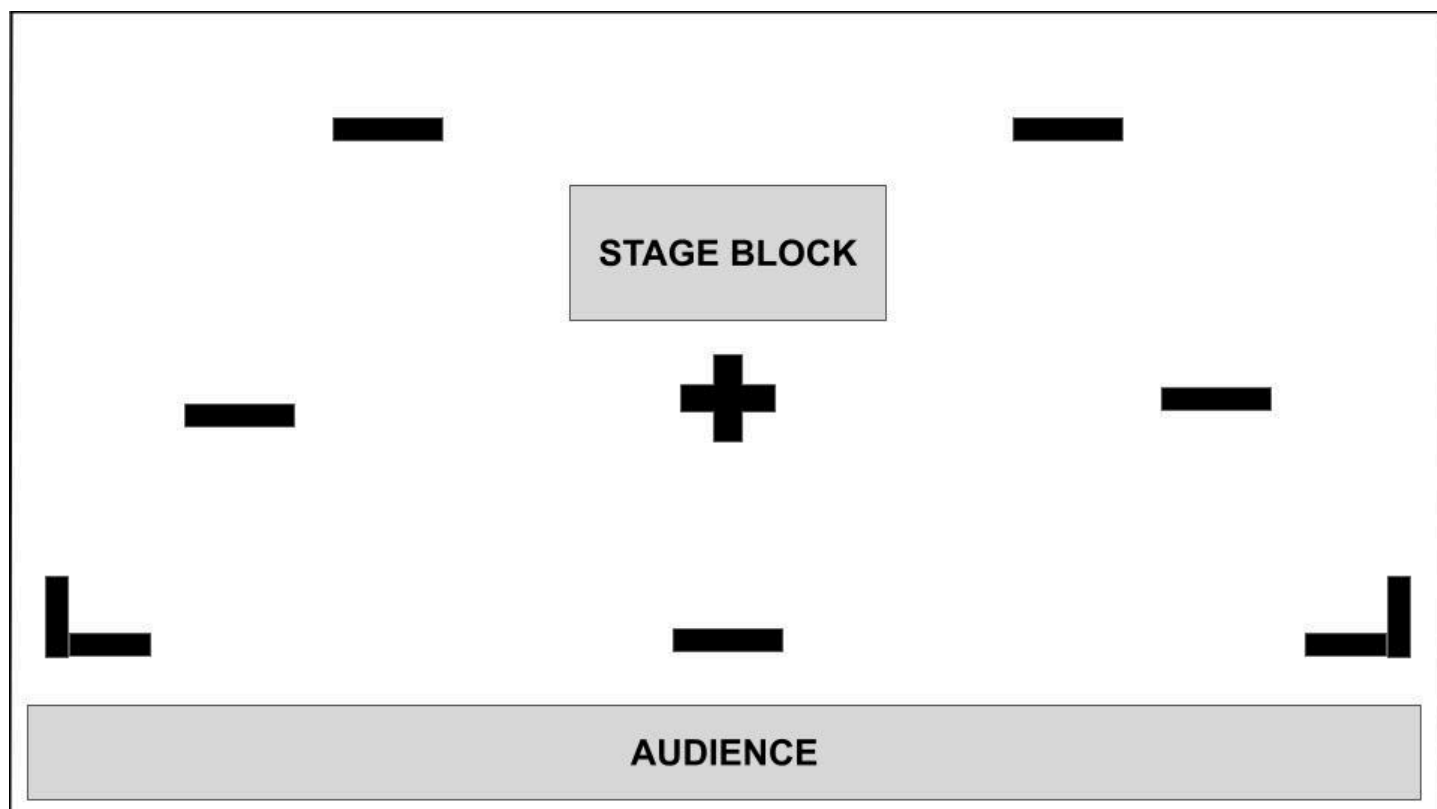
"Night Creatures" unfolds a supernatural fantasy within the subterranean sewers of a bustling city, where a society of vampires faces oppression under the tyrannical rule of their vampire lord, Mortas Moldark. Driven by an unwavering desire for autonomy over their lives, the courageous vampires embark on a journey through a labyrinthine of sewers, eerie mansions, and moonlit streets, confronting the harsh realities of their existence and the moral complexities of their rebellion.

Themes of sacrifice, loyalty, and the pursuit of freedom intertwine in this gripping narrative as the vampires grapple with the dualities of their human and vampire selves. In a tale marked by rebellion, redemption, and the pursuit of an unbound life, the answers to their struggles unfold.

This play was inspired by the role-play sessions with the Kensington Green Company of 2023-24.

Using the 'Role That Dice' system, the pupils explored an immersive world in an improvised drama setting. Through this process the pupils created the characters, lines and narrative for this play.

STAGING DIAGRAM



SCENE 1: VILLAGE. NIGHT

(Setting: A mediaeval village. ORIN sits alone in an alley.)

ORIN

(A distant look in her eyes)

Mostly, I remember the food,

The comforting scent that filled our humble home.

Despite the hardships, we were poor but rich in love.

Mother and father, they'd sit with us at the table, watching as we three ate.

(voice softening)

"They'd eat when we'd gone to bed," they said.

In my childish innocence, I didn't realise then – the sacrifices they made,

The hunger they endured to ensure we had enough.

I was selfish.

(eyes reflecting longing)

I yearn to go back to that room, surrounded by the warmth of my little family.

That very night - darkness descended upon our village.

(Distant sounds of chaos, flames, and shouting . The air is filled with sounds of panicked villagers, and the orange glow of burning buildings casts an eerie light. In the midst of the turmoil, two characters, BEATRIX and SOFIA, sisters of ORIN, navigate through the pandemonium, seeking refuge.)

BEATRIX

(Shouting over the chaos)

Orin!

This way, quickly!

ORIN

What's happening?

SOFIA

(Scared, running alongside Beatrix)

The village is on fire!

BEATRIX

I don't know.

We need to find shelter.

(Pointing towards a tavern)

The tavern should be safe.

Follow me!

The sisters exit. Shortly after, MORTAS MOLDARK enters, stands still for a moment and inhales heavily. Catching the scent of the two girls he follows after them.

The sisters re-enter and kneel centrestage.

SOFIA

Why is this happening,
Are we under attack?

BEATRIX

I don't know.

ORIN

We can't stay out there.
We'll be safer down here.

SOFIA

(Still frightened)

What's going on?
Why is the village being destroyed?

BEATRIX

(Exhales, trying to comfort her)

I wish I had answers.
We'll wait until it's quiet.
Maybe someone will know what's happening?
Until then, we stay hidden.
No matter what, we'll get through this together.

They sit in the dim cellar, the uncertainty of the outside world temporarily forgotten as they find solace in each other's embrace, the flickering lantern casting shadows on the damp walls. As the sisters freeze centre stage, in the dimly lit cellar, the atmosphere grows tense. MORTAS MOLDARK, a formidable vampire, re-enters the stage. His presence is commanding, and he addresses the audience with a mix of threat and charm.

MORTAS MOLDARK

(With a sly smile)

Ah, the joys that linger in these ancient memories.
These two sisters were the inception of my grand legacy.
A legacy that spans nearly a millennium.
(He prowls around the sisters, his eyes never leaving the captivated audience.)

MORTAS MOLDARK

Oh, how sweet it is, the taste of dominion over the mortal soul.
And believe me when I tell you, dominion gets better with time.

(pause)

For those of you unaware,

I am the Vampire Lord, Mortas Moldark.

And, these three sisters would soon become my first creatures of the night.

They are the first echoes of a symphony that resonates through time.

MORTAS MOLDARK quickly exits.

SCENE 2: SEWER CHAMBER.

SOFIA wakes from her nightmare with an inhale, scared. BEATRIX comforts her.

GRIMLEY

Same nightmare Sofia?

SOFIA nods.

GRIMLEY

(Standing with impatience)

And here's me - I can't dream.

Haven't been able to since I was turned.

(With frustration)

Now, how much longer must we wait for the Master?

I grow weary.

HEATHER

Patience, Grimley.

He'll return soon enough.

I hear he's bringing us a new recruit.

A human with a rare bloodline.

ABIGAIL

(Staring upwards)

I wonder what it's like above, in the world of humans now.

I wonder if much has changed from our time there.

I miss the sunlight.

I still hear the laughter.

Most of all I miss the music.

Things we lost a long time ago.

GRIMLEY

Sunlight?

Laughter?

We have something far better – immortality and power.

MORTAS MOLDARK enters, sweeping onto the stage with an air of authority.

The vampire spawn stands alert in deference to their lord.

HEATHER

Ah, my lord, your loyal servants have eagerly awaited your return.

MORTAS MOLDARK

Indeed.

SOFIA

So, what news do you bring?

MORTAS MOLDARK

My children.

You all did commendable work on your last assignment.

You provided important information.

This intel was needed to deal with the vampire hunter Van Helsing.

Now, you will be pleased to hear that we are free to reign without interference.

He gestures toward the vampire spawn, acknowledging their contribution and throwing them a rucksack full of various items. They gather around, drop to their knees and begin rifling through the items.

SOFIA

Master, it seems our loyalty and resourcefulness have proven invaluable - once again.

May I ask, when might you free us from the binding?

MORTAS MOLDARK

Up and in line!

Freedom?

An interesting concept.

(approaching the group, they stand still scared)

Loyal you are, indeed.

And loyalty should be rewarded.

But consequences must be known.

He turns to the vampire spawn, his gaze penetrating.

MORTAS MOLDARK

(Threatening)

You, my children, have served me well, but never forget the price of failure.

As the vampire spawn exchanges wary glances, MORTAS MOLDARK shifts his tone and unleashes a spell from his quarterstaff that causes them all to fall to their knees in pain.

MORTAS MOLDARK

(Kneeling to the vampires laying on the floor)

Solve the cipher on this scroll, and freedom shall be yours,

(Mockingly)

my dear Sofia.

MORTAS MOLDARK hands a sealed scroll to BEATRIX.

The vampires watch from the floor as he begins to leave.

MORTAS MOLDARK

I retire to my chambers to rest and regenerate.

Delve into the mysteries of the cipher, my children.

Success will bring you liberation from the eternal night.

MORTAS MOLDARK exits the stage, leaving the vampire spawn with the mysterious scroll.

The chamber falls into a tense silence as the vampires contemplate the challenge set before them.

HEATHER

(Examining the sealed scroll)

This cipher... it's our chance for freedom.

We must uncover its secret message.

SOFIA

(Nervously)

But what if we fail?

Mortas was clear about the consequences.

ORIN

My sister is right

Consider the folly of challenging master directly and failing.

I fear there are darker days ahead,

Should we continue this venture.

ABIGAIL

(Stepping forward with confidence)

Failure is not an option, hun.

We've faced challenges before and emerged victorious.

This cipher is just another puzzle to solve.

The vampires gather around the scroll, their eyes reflecting determination.

GRIMLEY***(Grimacing)***

Mortas Moldark, that ancient tyrant.
Always dangling promises of freedom.
I swore, one day I'd have my revenge.
I gave up hope of that revenge, many centuries ago.

BEATRIX***(comforting)***

Grimley, this is our chance for freedom.
Focus on the task at hand.

GRIMLEY***(Laughing bitterly)***

Freedom! Freedom, you say?
I used to dream of the day I'd be free,
Tasting fresh pizza and feeling the sun on my face again.
But that dream is gone.
Instead, here I am, deciphering cryptic scrolls in a damp sewer chamber.

HEATHER***(Examining the cryptograph)***

This cryptograph from Van Helsing's journal might hold the key.
Look, these symbols here in his journal correspond to those on the scroll.
It's a substitution cipher!

SOFIA***(Nodding)***

And here's the key.
If we apply this to the scroll, we might start making sense of it.

With determination, the vampires begin decoding the scroll using the information from Van Helsing's journal. The process unfolds with a mix of excitement and caution, as they inch closer to unravelling the ancient message that holds the promise of their freedom.

GRIMLEY***(Muttering to himself)***

Freedom...
Freedom better come with a side of garlic bread.

SCENE 3: PARK BENCH. DAY.

VANESSA sits with anticipation, her gaze fixed outward to the audience on the path where her uncle should appear. The atmosphere is tinged with a sense of mystery and anticipation. Vanessa begins to address the audience in a one-person conversation.

VANESSA

(With a hopeful smile)

I'm just sitting here, waiting for my uncle.
You see, we've got this thing, this routine.
Every day after work, he meets me right here on this bench.
It's kind of our thing, you know?

(Leaning in, she lowers her voice, as if sharing a secret.)

VANESSA

Here's the kicker – I'm convinced he's not just an ordinary guy. No chance!
My uncle, I'm pretty sure, he's some kind of undercover detective or secret agent!
I mean, who else wears those mysterious dark suits all the time?
The sunglasses, the hushed tones on his phone calls.

(Leaning back, a bit more serious)

VANESSA

But today's different. He's late.
And I can't shake this feeling, you know?
Like, maybe something's up. Maybe he's in some kind of trouble.
He's never been this late before.
And that makes me worry.
What if something happened to him?
What if he's caught up in some dangerous plot?

(Stands up and moves downstage)

VANESSA

I can't just sit here and wonder.
I've got to find out what's going on.
So, I'm going over to his place – Helsing Manor.
Sounds fancy, right?
But it's just our old family home.

SCENE 4: VICTORIAN LONDON. NIGHT.

The setting is a dim, gaslit street of Victorian London. GRIMLEY, a young Victorian boy, stands alone in the dimly lit alleyways. He wears ragged clothes and looks weary from a day of unsuccessful attempts to find work. He shivers in the cold night air, his breath visible. MORTAS MOLDARK, the vampire lord, appears from the shadows with an air of elegance, his eyes gleaming with an otherworldly intensity.

GRIMLEY

(Shivering)

I don't suppose you have any spare change, sir?

MORTAS MOLDARK

(Kneeling)

Ah, my young friend, spare change is the least of what I can offer you.

GRIMLEY looks at MORTAS with a mix of curiosity and caution.

GRIMLEY

Who are you?

MORTAS MOLDARK

Call me Mortas, young one.

I have been watching you, Grimley.

You're a survivor, a resilient soul navigating the harsh streets of this city.

GRIMLEY

(Suspicious)

What do you want from me?

MORTAS MOLDARK

(Extending a hand)

I want to offer you more than the meagre existence you endure.

Power, wealth,

(standing)

Immortality – all within your grasp.

GRIMLEY

Immortality?

MORTAS MOLDARK

(circles Grimley)

Yes, my dear boy.

I can grant you a life beyond the limitations of mortal time.

In return, all I ask is your unwavering loyalty.

GRIMLEY hesitates, considering the offer. MORTAS MOLDARK leans in, his voice low and persuasive.

MORTAS MOLDARK

(aggressive)

Think about it, Grimley.

No more hunger, no more cold nights on the streets.

A life where you are truly in control.

MORTAS puts a coin in the pot.

GRIMLEY

Alright, I'll follow you - Mr Mortas.

MORTAS MOLDARK

(With a sinister smile)

Wise choice, my young friend.

MORTAS exits into the shadows, and the scene fades into darkness.

GRIMLEY picks up the pot and follows after.

SCENE 5: VAN HELSING MANOR. EXT. NIGHT

Back to the present day, the vampires ORIN, BEATRIX, SOFIA, ABIGAIL and HEATHER enter to stand beside GRIMLEY, outside the battered and broken Van Helsing Manor.

ORIN

This was the address in Van Helsing journal, but -

ABIGAIL

Look at this place.

It's been abandoned.

No one has lived here for years!

SOFIA

I doubt anyone would choose to live in such a ruin.

HEATHER

Perhaps' it's exactly the kind of place a vampire hunter lives.

Especially one who wants to keep a low profile!

GRIMLEY

Maybe one day we can all live in a place like this?

When we are free from Mortas's binding.

ABIGAIL

It's getting late, and who knows what this place holds.

I think we should leave.

HEATHER

I agree.

The night is our ally, but dawn is certainly not!

VANESSA (O/S)

Uncle?! Uncle?!

The vampires exchange glances, the atmosphere is charged with a mix of curiosity and foreboding. They hear a noise as VANESSA heads toward the entrance of the manor.

BEATRIX

(Hastily)

Someone's coming - hide!

The vampires hide upstage, watching on as VANESSA enters.

VANESSA

Uncle! Uncle!

Are you in there?

(Scanning the area)

There has to be a key somewhere.

VANESSA rummages through a collection of old stones, eventually finding an old, rusty key.

VANESSA

(Excited)

Got it!

VANESSA heads towards the backdoor, exiting stage.

The vampires, having returned from the shadows, now huddle together downstage.

GRIMLEY

That human girl - she found a way in!

ABIGAIL

Maybe we should head back and return tomorrow night?

The sun will soon rise.

HEATHER

Nonsense!

The cipher said Van Helsing hid a powerful tool here.

Maybe the family had a weapon.

Something that could break the binding spell.

If we find it, we might have a chance - to be free...

ABIGAIL

(Still sceptical)

What if there's nothing here?

And what if it's a trap!

HEATHER

(Serious)

We won't know unless we look.

Or perhaps we spend another millennium waiting on the Master's promises to free us?

The vampires glance nervously at the lightening sky.

BEATRIX

(Firmly)

We check every room, every corner.

If there is a weapon, we find it.

Then we get below ground before sunrise.

SOFIA

(With urgency)

Agreed.

Let's move swiftly.

Time is against us.

ORIN

I don't like this.

I don't like this, one little bit.

The vampires, their eyes reflecting determination, cautiously enter the manor, disappearing into the darkness. VANESSA cautiously steps into the scene, her eyes wide with trepidation. She calls out for her uncle.

SCENE 6: VAN HELSING MANOR. INT. NIGHT.

VANESSA

Uncle?

Uncle, are you here?

Silence. VANESSA glances around, her breath visible in the cold air. She calls out again, a note of concern in her voice.

VANESSA

Uncle!

You didn't show up at our meeting place today so I -

VANESSA is interrupted as she hears a noise behind her.

VANESSA

Who's there?

Uncle is that you?

VANESSA panics and quickly exits stage.

The vampires, BEATRIX, SOFIA, ABIGAIL, GRIMLEY, ORIN and HEATHER enter.

HEATHER

It must be here somewhere.

Keep your senses sharp.

GRIMLEY

Let's split up.

We need to search the entire manor - quickly!

ABIGAIL

Okay.

I will head down to the basement.

ORIN

I'll join you!

BEATRIX

Me too!

SOFIA

Heather, Grimley you're with me.
Let's head upstairs to the attic!
Smells like the human girl went that way.

The VAMPIRES exit stage in different directions.

VANESSA re-enters quickly, in a panic she hides inside a stage block.

In the attic, the vampires—SOFIA, HEATHER, and GRIMLEY—continue their search, the air thick with an unsettling stillness. GRIMLEY spots a trapdoor leading to a concealed space and alerts the other. VANESSA stands in the box holding a crucifix, her eyes wide with terror.

VANESSA

Who... who are you?

SOFIA

(Vampire grin)

We could ask you the same question, human.

HEATHER

(Noticing the crucifix)

Interesting choice of weapon!

VANESSA

Stay back!

This is my uncle's manor!

Why are you here?!

GRIMLEY

(Chuckling and circling Vanessa)

Your uncle left quite a legacy, it seems.

HEATHER

(Curious)

What are you doing here, human?

VANESSA

(Stammering)

I was looking for my uncle.

He didn't show up at our usual meeting spot today.

SOFIA

I'm sorry to report!

Your uncle won't be returning back here anytime soon.

GRIMLEY

If you help us, we can help you get revenge on the vampire that killed him.

VANESSA

Killed?

- **BLACKOUT** -

The stage is dimly lit, with a spotlight focused on an empty space. BEATRIX, ABIGAIL, and ORIN enter cautiously, their eyes scanning the dimly lit basement of the manor. The air is thick with anticipation as they search for the powerful item that could potentially break Mortas's binding.

BEATRIX

(Examining the surroundings)

We've combed through every inch of this place.

It's like searching for a needle in a haystack.

ABIGAIL

We can't give up now.

Van Helsing wouldn't have hidden something this important without a reason.

ORIN

(Nervously)

I don't like this.

What if we find it, and it's not what we expect?

What if Master finds out what we're planning?

BEATRIX

(Noticing a loose floorboard)

Wait. What's this?

BEATRIX bends down to investigate the loose floorboard, and the others gather around. As they lift it, a hushed gasp escapes them as the white oak stake, wrapped in an ancient cloth, is revealed.

BEATRIX

(offering to Orin)

This... this has to be it, Orin.
At last, a chance at freedom?

ORIN

I've waited for freedom for so long, but now I fear it.
I won't touch it.

ABIGAIL

(Confidently)

I'll take care of it.
We need to keep it safe and use it wisely.

As ABIGAIL carefully takes possession of the white oak stake, the atmosphere becomes charged with a mix of excitement and trepidation. Suddenly, SOFIA, HEATHER, GRIMLEY, and VANESSA burst into the basement.

VANESSA

(Panicking)

Noooooo!
You've triggered a trap!
My uncle set it up to protect the manor.
We need to leave—now!
The house is going to destroy itself.!

An explosion causes the characters to stumble.

VANESSA

Move!

The characters, now a unified group, dash on the stage in a slow-motion stylized sequence, depicting the chaos of the crumbling manor. Explosions echo as they navigate the crumbling environment. The tension rises, and each character struggles to escape the impending destruction.

As the group reaches the end of the movement piece, they collapse in exhaustion, their bodies contorted in a mix of relief and fatigue. The lights fade to black.

SCENE 6: DISCO. BACKSTAGE. NIGHT

The stage transforms into a glitzy, vibrant disco with neon lights.

ABIGAIL and HEATHER stand in the disco hand in hand.

The sound of a busy paparazzi can be heard.

ABIGAIL

(Shouting over the noise)

Heather, darling, look at this place!

It's fabulous!

HEATHER

(Laughing)

Absolutely fabulous, Abigail!

They love us!

Would you look at all these people?

They start waving and blowing kisses to imaginary paparazzi in the crowd, striking poses and soaking in the adoration.

ABIGAIL

(Dramatically)

Thank you, thank you, my adoring fans!

We love you!

HEATHER

(Blowing kisses)

You're the best!

We wouldn't be here without each and every one of you!

As they continue their playful interaction with the imaginary crowd, MORTAS MOLDARK, dressed in a stylish suit, enters the disco. The music momentarily lowers, creating a hush in the atmosphere.

MORTAS

(With a charming smile)

Ladies, ladies!

What a performance!

You two are absolutely mesmerising.

ABIGAIL

(Excitedly)

Oh, thank you!

We always aim to dazzle.

HEATHER

And who might you be?

MORTAS

I am Mortas Moldark, a talent agent.

I have a knack for discovering hidden gems in the entertainment world.

I've been watching your rise,

And I must say, you two girls you are destined for greatness.

ABIGAIL

Greatness, you say?

HEATHER

We're already pretty fabulous, darling.

MORTAS

(With a mysterious smile)

But imagine the heights you could reach with the right guidance.

I have connections that could take you straight to the top of stardom.

ABIGAIL

(Excitedly)

Top of stardom, you say?

I'm in!

HEATHER

Lead the way, Mr. Moldark.

We're ready for our ascent!

MORTAS

(With a bow)

Excellent.

Follow me, my stars, and let the world witness your brilliance.

The disco music fades as MORTAS leads ABIGAIL and HEATHER out of the disco. As MORTAS exits, he looks back with a sinister grin, leaving an ominous feeling lingering in the air.

SCENE 7: CITY STREETS. DAWN

The stage transitions back to the darkened streets where the vampires, led by VANESSA, cautiously make their way through the shadows, avoiding the slowly brightening dawn. They huddle together, seeking refuge from the sunlight.

VANESSA

This way, everyone. Follow me.

GRIMLEY

Stay out of the sun everyone!

The vampires, including ABIGAIL, HEATHER, GRIMLEY, ORIN, BEATRIX, and SOFIA, move silently through the dimly lit streets. VANESSA glances around nervously, keeping an eye on the horizon.

SOFIA

This human girl is proving to be quite useful.

ORIN

Let's hope she continues to lead us safely.

They follow VANESSA until they reach a blocked sewer entrance.

VANESSA

(Anxiously)

The sewer entrance is blocked for the Halloween festival preparations. We'll have to find another way to get below ground.

VANESSA guides the group through a labyrinth of alleyways until they find an alternative entrance to the sewers.

BEATRIX

Thank you, Vanessa, for guiding us.

VANESSA

Thank me later.

ABIGAIL

(interrupting)

Guys, I've got some bad news.

The white oak stake.

It was lost in the explosion.

We need to find another way to break the binding spell.

The vampires collectively throw their hands in the air and facepalm, reacting with a mixture of frustration and disappointment.

GRIMLEY

(Throwing hands in the air)

Oh, typical!

BEATRIX

(Facepalming)

Well, that's just perfect.

VANESSA

My uncle mentioned an apothecary in his letters,

Someone who might have knowledge of supernatural artefacts.

We're close to the address.

HEATHER

(Confused)

Apothecary?

I thought that was a dinosaur.

The group consult Van Helsing's journal, locating the address of the apothecary. The vampires, led by HEATHER, make their way toward the apothecary's address.

SOFIA

(Cautiously)

Stay close and stay hidden.

We don't know what dangers may lurk in the daylight.

SCENE 8: APOTHECARY'S SHOP.

The APOTHECARY, a crazy wacky inventor with large steampunk goggles and mismatched clothes, enters the scene, mumbling to himself about his latest inventions.

APOTHECARY

(Muttering)

What splendid chaos awaits me today?

Ah, another day of concocting the impossible!

The vampires, led by VANESSA, stand in awe of the eccentric apothecary. The APOTHECARY, noticing the vampires, startles at first and approaches with a curious expression.

APOTHECARY

Well, well, what do we have here?

Creatures of the night seeking a wholesome meal, perhaps?

GRIMLEY

(Stepping forward)

Not quite.

We're here for something more specific.

BEATRIX

(introducing)

We need your help to break a binding spell placed upon us.

By our vampire Lord Mortas Moldark.

APOTHECARY

(Rubbing hands together)

A vampire lord you say!

Ah, a challenge!

I do love a good challenge.

Now, why would the offspring of a vampire Lord want to break free?

HEATHER

We want to be free from his control,

To live our own lives - again.

VANESSA

I want revenge,

Mortas Moldark killed my Uncle, Abraham Van Helsing.

APOTHECARY

(Eyes widening)

Abraham Van Helsing, you say?

Well, that changes everything.

I've always had a soft spot for your uncle and his work.

ORIN

(Hesitant)

You can really help us?

APOTHECARY

(Confident)

Absolutely!

Now, gather 'round, my supernatural friends!

The vampires and VANESSA gather around the apothecary, who starts mixing a concoction with a flourish.

APOTHECARY

(Muttering incantations)

Ingredients of the night, blend and shimmer with mystical light.

Break the chains that bind these souls, release them from dark control!

The apothecary completes the concoction, producing an elixir filled with a neon liquid.

APOTHECARY

(Handing the elixir to the vampires)

There you go, my nocturnal companions.

Your master must drink this elixir,

And the ties that bind you will be forever broken!

The APOTHECARY grins, as the vampires share glances of anticipation.

SCENE 9: SEWER CHAMBER. INT. NIGHT

The stage is set in the dimly lit sewer chamber, adorned with eerie shadows and a haunting atmosphere. MORTAS MOLDARK stood centre stage steps forward, delivering a sinister monologue to the audience.

MORTAS

(Grinning malevolently)

Ah, the joys of being a vampire.

The thrill of the hunt.

(leaning in)

But nothing quite beats the ecstasy of stealing innocent children in the night.

As MORTAS continues his monologue, the vampire spawn, ORIN, BEATRIX, SOFIA, ABIGAIL, HEATHER, and VANESSA, stumble into the chamber, unaware of his presence.

MORTAS

(Smirking)

And here they come, my obedient children.

Where have you been, my little ones,

And why did you venture out during the cursed daylight?

ORIN

(Nervously)

We were...uh, exploring the sewers intricate network Master.

BEATRIX

(Quickly)

Found a new hiding spot.

GRIMLEY

(Quickly)

Nothing special.

MORTAS

(Raising an eyebrow)

Exploring, you say?

In daylight?

I smell deception.

SOFIA

(Stammering)

We just wanted some fresh air, Master.

MORTAS

(Suspicious)

Fresh air, in the day?

You're hiding something.

HEATHER

Always so clever Mortas.

Nothing gets past you!

(Stepping forward)

Actually, we bought a gift.

ABIGAIL

Meet Vanessa.

MORTAS

(Leaning in)

A human?

VANESSA

(Nervously)

I-I want to be part of the family, like them.

MORTAS

(Chuckles)

Well, well. Congratulations, my children.

You have outdone yourselves!

You've managed to bring a new member to our ever growing family!

(To Vanessa)

Come girl, let me take a closer look at you.

In the final moments, MORTAS attempts to transform VANESSA into a vampire. However, she spills the elixir into MORTAS's mouth.

MORTAS

(Gasping)

What have you done?

VANESSA

I finished my uncle's work!
The name's Vanessa.
Vanessa Van Helsing.

MORTAS convulses and falls, defeated. The vampires, now freed from the binding, gather around the fallen vampire Lord.

GRIMLEY

(Smiling)

We're free.

VANESSA

So what do you do now?

ABIGAIL

I'm going to explore the world of fashion!

HEATHER

Rock concerts and nightlife, here I come!

BEATRIX

I plan on travelling. Getting out of this city!

SOFIA

Time to catch up on centuries of sunsets!

ORIN

Maybe I'll take up painting. Always loved the arts!

GRIMLEY

(Smiling)

Let's celebrate?

Pizza, anyone?

With an extra side of garlic bread!

The vampires nod in agreement, as GRIMLEY opens a pizza box with the words "THE END" written on the inside.

- END