

WORKING GHOULS

Spec Script for *The Owl House*

Written by

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THE OWL HOUSE

TEASER

FADE IN:

INT. HEXSIDE SCHOOL, PRINCIPAL BUMP'S OFFICE - DAY

CLOSE ON PRINCIPAL BUMP and EDA - they stand facing each other. Bump looks at Eda with his brow furrowed. Eda looks back with a determined smirk. This is a showdown.

PRINCIPAL BUMP

Eda Clawthorne, the mission I'm offering you is risky, dangerous, and could change the future of the witching world.

EDA

Ha! Like I haven't rolled the dice with the big boys before, Bump. Have you forgotten who I am? Bring it on, I can take it.

PRINCIPAL BUMP

This is serious. It requires cunning, bravery, and the sheer will to survive.

EDA

All of those things are my middle names! Now enough stalling. Are we gonna shake on this deal or what?

Bump gives Eda a searching look for a beat.

PULL BACK to reveal all of Bump's office. Bump reaches out as Eda does - they shake hands. He smiles.

PRINCIPAL BUMP

Very well. Edalyn, I pronounce you Acting Principal of Hexside School of Witchcraft and Demonics for one day while I am away tomorrow.

Eda releases his hand and jumps up with a big smile.

EDA

Yes! And I did it without graduating. Take that, social expectation about getting a degree!
(smirks at Bump)

(MORE)

EDA (CONT'D)

It was my rebellious youth that made you decide I was leadership material, right?

PRINCIPAL BUMP

It was more the fact that you have prior teaching experience with Luz. And the fact that you can survive being attacked on a regular basis.

Eda continues rejoicing, unfazed by his explanation.

EDA

Whatever! I'm still in charge!

PRINCIPAL BUMP

Yes, well, since this is a big job, I'm assigning you an assistant. One of our top students.

There is a <KNOCK> on Bump's door - AMITY enters.

AMITY

Principal Bump? You wanted me?

PRINCIPAL BUMP

Amity, Eda will serve as principal while I'm away, and you will help her fulfill her duties.

Amity stiffens then stumbles and blushes. She regains her composure, her eyes wide in worry.

AMITY

I'm sorry, I don't understand - or, I do understand but... really?

Eda ruffles Amity's hair.

EDA

Ah, Luz's former-enemy-turned-friend-turned-special-friend. You are in for the ride of your overachieving life!

Amity <LAUGHS WEAKLY> then looks to the side and makes a <SOTTO MOAN OF PANIC>.

CUT TO BLACK.

END TEASER

ACT ONE

INT. THE OWL HOUSE - DAY

LUZ and KING sit on the couch watching Eda prepare for school. Luz smiles and pumps her knees up and down in excitement. Eda wears a bowtie with her usual outfit. She gathers scrolls and quills into a bag and grabs her staff.

LUZ

Eda, this is so exciting! Normally I either get to learn from you or I get to learn from Hexside, but now I'll get to learn from both at the same time! Us. In school. Together! I have to take pictures!

Luz pulls out her phone. King stands up on the couch.

KING

Ooo, I want to come! It'll be hilarious to see Eda take over the school. Plus I love pictures! Get my good side!

King poses, and Luz prepares to snap a picture. Eda goes over to the couch and touches both of their shoulders.

EDA

I'm sorry, guys, but if I'm going to be at the school all day it means I won't be in the market selling human gizmos to chumps. And I can't afford to lose the business. I need you two to run the stall for me.

Luz frowns and stands up.

LUZ

But Eda! You, principal, Hexside! This is a once-in-a-lifetime opportunity! Please let us come!

Luz hugs Eda, desperate.

LUZ (CONT'D)

Please, please, please!

King jumps at Eda and hugs her too.

KING

Do what Luz said! Make her happy!

Eda pries them both off.

EDA

Hey, come on! I don't have time for this, I'm going to be late!

(hesitates, eyes wide)

Yikes, that's something I thought I'd never care about.

Eda looks down at Luz's sad face for a beat. She <SIGHS>.

EDA (CONT'D)

Okay, if you two can sell out my stall early, then you can come to school and see me. All right?

Luz beams with a determined smile.

LUZ

Challenge accepted!

KING

I don't know. This sounds like it's going to involve a lot of work and effort and responsibility.

LUZ

Come on, King. It'll just be for a little while, and then we'll live it up at Hexside!

Eda heads to the door and opens it.

EDA

Yes, yes, I have total confidence in your plucky determination. Now, wish me luck! I'm off to make sure the next generation on the Boiling Isles actually knows how to have fun! Starting with Amity Blight!

Luz and King wave goodbye as Eda closes the door behind her.

EXT. THE OWL HOUSE - CONTINUOUS

Eda steps away from the door. HOOTY stretches forward in front of her and looks her up and down. He tilts his head curiously.

HOOTY

Hey, Eda! Hoot hoot! Wow, you're dressed up just like a responsible adult member of society. Where are you going?

EDA

First, never call me that again. Second, I'm going on an adventure in higher learning with the youth of the Boiling Isles. Guard the house, and don't sing to entertain yourself. Last time, people in town thought banshees were attacking. And then banshees did attack!

HOOTY

Hoot hoot! I want to come on an adventure too! Take me with you!

Hooty wraps around her shoulders. Eda almost stumbles. She smiles and removes Hooty from around her

EDA

Oh Hooty, a free spirit just like me. But you're attached to a very unfree house. Just take it easy here, and I'll be back later to share every detail of my adventure with you!

Eda holds her head high and marches o.s. Hooty watches her go with a <SIGH>. King shoves the door open and makes Hooty comically crash against the side of the house. Luz follows, pushing a wheelbarrow of Eda's human items. As the door swings shut again, Luz notices Hooty.

LUZ

Sorry, Hooty! Are you okay?

Hooty shakes it off.

HOOTY

I'd be better if you two would stay home and play with me today. Or...
(gasps at the wheelbarrow,
manic)
Hoot! Are you going to the market?
Can I come with you?

Hooty stretches over the cart, bumping things with his body. Luz keeps the items from falling. King crosses his arms and holds up his head proudly.

KING

No! We don't have a wheelbarrow big enough to fit a house. Also, this is a Luz and King adventure. Stay here and guard our stuff! We'll bring you snacks when we get back.

King dashes o.s. Luz smiles at Hooty.

LUZ

We'll have an adventure together soon, right here at home, Hooty. You enjoy your day alone and find something fun to do. But... no more singing, please - it took forever to get rid of those banshees.

Luz waves then pushes the wheelbarrow o.s. Hooty remains alone and quiet for a beat, the house's faithful guardian. Then he burps up a bad drawing of his face and sticks it on the door. He looks at the house.

HOOTY

House, I think you're ready to take care of yourself. Today I'm going to have my own adventure with friends! As soon as I find some! Hoot, hoot!

Hooty <LAUGHS AND HOOTS> as he stretches away from the house. The paper cutout hangs for a beat then drifts to the ground.

EXT. HEXSIDE SCHOOL - DAY

Amity paces in front of the school, her brow furrowed in worry. As other kids head inside, she talks to herself.

AMITY

Okay, it's my chance to impress Eda - the most important person in Luz's life on the Boiling Isles. I just have to keep the school standing at the same time.

(smiles)

And if Eda likes me then Luz might like me more!

(frown)

I just can't risk my reputation as the top student to make it happen. Simple...right?

The end of Eda's staff taps Amity's shoulder - Amity jumps. WIDEN TO REVEAL Eda who steps in front of Amity with a grin.

EDA

There's my partner in crime for ruling the school. It's a pleasure to work with you, Amity!

Eda holds out her hand. Amity shakes it with a nervous grin but accidentally pulls off Eda's hand at the wrist. She fumbles awkwardly with the appendage, nearly drops it, then finally sticks it back on Eda's arm with a <RELIEVED SIGH>.

AMITY

Nice to work with you as well, Eda.

Amity <CLEARS HER THROAT> and pulls out a scroll.

AMITY (CONT'D)

I took the liberty of making us a schedule. It has Principal Bump's usual tasks plus some time for hanging out, getting to know each other, talking about owls... heh.

Amity is trying way too hard. She just smiles awkwardly and blushes. Eda smirks at her and <LAUGHS>.

EDA

Wow, you're wound extra tight, aren't you? Eh, but that's the kind of witch I want to help! You will not be the same after today, Amity! Now let's get in there and show Hexside the greatest day it's ever known. Bad Girl Coven unite!

Eda raises her staff high. Amity hesitates for a beat then slowly raises up a fist.

AMITY

Uh...Bad Girl Coven unite!

EDA

That's the spirit! You'll be on a wanted poster in no time!

Eda saunters inside with her head held high. Amity stays behind for a beat, wide eyed. Then she <GULPS>, hugs her schedule close, puts on a weak smile, and follows Eda inside.

CUT TO BLACK.

END OF ACT ONE

ACT TWO

INT. HEXSIDE SCHOOL, HALLWAY - DAY

TRACKING as Eda strides down a hallway followed by Amity. Eda smiles confidently. Amity carefully studies the schedule. She doesn't realize that after a beat Eda dashes forward o.s.

AMITY

Okay, first we'll hold an assembly to let the students know you're principal for today and that everything will run smoothly.

Amity looks up with a smile but blinks - Eda is gone. She runs forward and rounds a corner to find Eda standing at the center of the main entrance hall surrounded by students and teachers. A loudspeaker comes out of the carving at the top of her staff. The students stop to listen to her. The teachers either scowl in anger or cower in fear.

EDA

(over loudspeaker)

Deprived students of Hexside! I, Eda the Owl Lady, am your new cool leader for the day. I'm offering extra credit to rule breakers! I'm accepting volunteers to redesign my wanted posters. And I'm taking ideas for new school names. I was thinking Bad Girl Coven Institute.

Eyes wide, Amity rushes over and gets in front of Eda. On the edge of panic, she addresses everyone.

AMITY

(over loudspeaker)

No need to panic, everyone! Yes, The Owl Lady is officially in charge but I am assisting her. Just go about your day normally, and everything will be fine. Thank you!

<VARIOUS CURIOUS WALLA> amongst the students and teachers for a beat. Then everyone returns to normal routines. Amity <SIGHS IN RELIEF>, still holding tight to the schedule. She glances at Eda who raises an eyebrow and smirks at her.

EDA

You do know today will not go normally, right? You're definitely too bright to believe that.

Amity smiles nervously and waves off Eda.

AMITY

Oh, sure! I know there's never a dull moment with The Owl Lady. But, uh... you know, we shouldn't overwhelm the students. Not everyone is as cool as us, heh.

Eda considers for a beat and nods.

EDA

Hmm, maybe it would be better to ease into the wildest day ever at Hexside. Glad to have a partner who considers all the angles.

Eda gives Amity a firm pat on the back that almost sends the scroll flying out of her hand. Amity comically scrambles and catches it. She puts on her most confident smile.

AMITY

Great! I mean, thanks! I mean, good. Let's continue then.

EDA

Yes! Onward to our long morning's journey into well-deserved chaos!

Eda proceeds with confidence down the hall o.s.

AMITY

Do it for Luz, do it for Luz...

Amity clutches the schedule and follows after Eda.

EXT. MARKETPLACE - DAY

Eda's stall is full of the usual human oddities. King drinks from a cup that says Hexbucks Smoothies - filled with a black drink topped with whipped cream and a cherry. Luz stands in front of the stall with an optimistic smile, ready to sell!

LUZ

The only thing the Boiling Isles doesn't have enough of is humans! Take home a small piece of another world today! Rarities abound! Impress your friends! Confuse your neighbors! Annoy the authorities!

Luz eagerly waits for a beat for the arrival of customers. But none stop at the stall. And cut to...

EXT. MARKETPLACE - DAY (A FEW MINUTES LATER)

Nothing has been removed from Eda's stall. King now has a second Hexbucks drink. Luz marches in place, head held high.

LUZ
(chanting)
Two, four, six, eight! What do we
appreciate? Impulse shopping!
Impulse shopping! Yay impulse
shopping!

She jumps up then does jazz hands, <BREATHING HEAVILY>. Luz looks around - no customers stop. And cut to...

EXT. MARKETPLACE - DAY (A FEW MINUTES LATER)

There are actually some extra items on Eda's stall now. And King has another Hexbucks drink. Luz hangs upside down, her feet held by two long vines. Her hands are planted on two pillars of ice that come up from the ground. A circle of light orbs surround her.

LUZ
Close out sale! Everything must go!
Don't believe human things can be
fun? Watch this human in action!

Luz grabs two glyph papers from her pocket and slams them together. A ball of fire forms and spread forward into the camera, creating smoke that obscures the scene. When the smoke disappears, Luz's outfit is scorched and her arms flail now that the ice pillars have melted to puddles. The vines contract away from the smoke and drop Luz to the ground. She <COUGHS> then <SIGHS> and looks out at the crowd with a frown. No customers. Luz stands up and brushes herself off.

LUZ (CONT'D)
I don't get it! And how do we have
even more stuff now?

Luz gestures to the stall.

KING
Some people heard you going on
about human stuff, and they dropped
off human junk they didn't need.

King <SIPS HIS DRINK LOUDLY>. Luz scowls suspiciously at the empty cups beside King.

LUZ

Where did you get all these drinks?
King, we're supposed to be making
money, not spending it!

KING

From the new Hexbucks: black
chocolate smoothies! You know I
have no control with yummy things.

King gestures o.s. Luz looks in that direction.

ANGLE ON HEXBUCKS

Hexbucks is a Starbucks-style shop with a line out the door.
Here is a place where business is booming.

ANGLE ON LUZ AND KING

Luz puts a hand to her chin for a beat. She smirks.

LUZ

You know, Eda doesn't care about us
selling stuff, she just cares about
us making money. So... what if we
earned money by getting real jobs?

King breaks into <RAUCOUS LAUGHTER> for a beat, then stops.

KING

Oh, you're serious?

LUZ

We'll make the money in no time!

KING

Well, it's unthinkable...

A HEXBUCKS EMPLOYEE stomps past, frowning and scowling.

HEXBUCKS EMPLOYEE

I don't care if employees do get
free drinks! I quit!

King jumps down from the table and pumps a fist in the air.

KING

Okay, I'm in! Let's go!

King runs o.s. to the Hexbucks and Luz follows after him.

EXT. WOODS - DAY

Hooty stretches through the woods, <LAUGHING AND HOOTING>. Dangerous magical creatures (with fangs, tentacles, horns) pop out, but Hooty is unfazed. He 'plays with them' by slamming his body into the creatures. The creatures are defeated one by one and scatter despite Hooty's attempts to twist around them and keep them close.

HOOTY

Wait, new friends, come back!
 (sighs, frowns)
 I just want to have an adventure
 with you...

Hooty blinks and looks forward. Up ahead is a dark part of the woods with a wooden sign in the trees that reads "Abandon Hope, All Ye Who Enter Here. That Means You."

HOOTY (CONT'D)

(reading)
*Abandon Hope, All Ye Who Enter
 Here. That Means You.*
 (blinks, excited)
 'All Ye Who Enter' - that must mean
 lots of new friends are in there
 for me to meet! Hoot, hoot! I'm
 coming, adventure buddies!

Glowing, scowling eyes appear in the darkness as Hooty plunges into the abyss of danger in a carefree spiral.

INT. HEXSIDE SCHOOL, POTIONS CLASSROOM - DAY

In a potions classroom, the students sit at their desks with cauldrons. They carefully add ingredients drop by drop. The chalkboard at the head of the room reads: Midterms Today! A teacher sits behind her desk, glaring at the students.

Eda <SLAMS OPEN THE DOOR>, hands on her hips and smiling. Behind her, Amity stiffens and <GULPS> in embarrassment.

EDA

Surprise inspection!

Some students jump and almost knock over their cauldrons, some students drop to the ground in fear, and some students fumble their droppers and squirt a lot of colored liquid into their cauldrons, resulting in instant explosions that cover them in potion. Eda smiles sheepishly.

EDA (CONT'D)

Oops, sorry to interrupt at the worst possible time. But as long as I'm here...

Eda flits from one student set up to another, commenting on the students' work while the teacher looks on, scowling more and more. Amity watches with her eyes wide, jaw fallen.

EDA (CONT'D)

(to first student)

Nice use of newt essence! But really pour that stuff in there. So what if it's explosive? Learning the hard way is half the fun!

EDA (CONT'D)

(to second student)

I smell smoke on your robes - you cause a lot of fires, don't you?

EDA (CONT'D)

(to third student)

Ugh, a vanilla extract potion? Boring! I'll make you something that tastes just like a spider and ham sandwich with extra horseradish. Of course, if you drink it you might become a spider and ham sandwich. Been there.

The teacher stands, <GROWLING> and looking at Amity. Amity <SOTTO MOANS IN PANIC> then rushes to each table. She quickly removes ingredients from students hands, tosses away over-mixed potions, and restores order as best she can. <PANTING>, she rushes to Eda's side.

AMITY

Hey, uh, we were just going, right Eda? Off to complete our schedule!

She grabs her arm and pulls an amused Eda into the hallway. Amity closes the door behind them and <SIGHS IN RELIEF>. Eda raises an eyebrow. Amity blinks and puts on a smile again.

AMITY (CONT'D)

Boy, that was sure an experience. Uh, but, you know, we don't want to anger any of the teachers. They can't handle so much 'fun'. Heh...

EDA

Okay, point taken. But counterpoint
- if any rebels are out there, I
want them to have a chance to
express themselves. Witches deserve
to be encouraged in all ways!

Eda gives her a thumbs up. Amity's smile weakens but still remains.

AMITY

Well, I guess... After all, you're
the principal. And... Luz likes
your methods. And I'm just jazzed
to be assisting you - woo, so much
to learn!

EDA

You know, I'm glad to have you here
too, Amity. You're a good friend to
Luz, and it's about time you and I
got to know each other. And I think
we're off to a good start.

Eda touches Amity's shoulder. Amity's smile grows at the words of approval. Eda turns to look down the hall

EDA (CONT'D)

Now, tell me what's next on the
schedule and let's see how we can
make it our own, Bad Girl Coven
style.

Amity pulls out the schedule. She bites her lip, glancing between Eda and the schedule, even more torn. Sweat beads on her brow.

INT. HEXBUCKS - DAY

Luz stands behind the counter wearing an apron. She smiles, ready to start her shift. This sweet summer child has no idea of the service industry hell that awaits her. An empty tip jar is on the counter. Outside the door, King holds up a Hexbucks sign (note: he has another Hexbucks drink).

LUZ

Okay, Luz, you just have to cover
the rest of the shift of that
barista who quit. And once you fill
this jar with tips, you'll be out
of here and at school with Eda.

Luz puts her hands on her hips and nods. And cut to...

INT. HEXBUCKS - DAY (A FEW MINUTES LATER)

Luz manages dozens of customers at once - taking orders, making change, handing off drinks. She sweats from the stress and scrambles to keep up with the pace. And cut to...

INT. HEXBUCKS - DAY (A FEW MINUTES LATER)

Luz stands on a step ladder and looks at a long scroll with a very complex order. She stretches to finish assembling a comically tall, multilayered drink by placing the cherry on top. She succeeds - the customer grabs the drink and chugs it in one gulp, <BELCHES>, then leaves the used cup on the counter. Luz <SIGHS>, then falls as the step ladder collapses beneath her. And cut to...

INT. HEXBUCKS - DAY (A FEW MINUTES LATER)

Luz watches customer after customer only tip one snail each or nothing at all. She glances at a clock and sees it's almost the afternoon. Luz puts her head on the counter in despair.

LUZ

No wonder Eda never got a real job.
Customer service is brutal. How
does anyone live like this?

King runs inside with the energy of his sugar rush, climbs onto the counter, jumps over Luz, grabs another smoothie, and races back outside. Luz is too exhausted to react.

EXT. LAKE - DAY

Hooty bursts out of the woods, trailing leaves, branches, skulls, and grasping hands of dark smoke behind him. Hooty shakes off the lingering signs of his peril.

HOOTY

What a let down! It was too dark to
see anything, and no one replied to
my hooting except those banshees.
And they're no fun.
(annoying whining)
Ugh, those voices!

Hooty stretches forward into open territory and finds himself sweating under the hot sun. He comes upon a lake. Hooty stretches into the water.

He sees a sea monster and kisses it. The sea monster goes wide-eyed and slowly backs away. Hooty frowns - another failed friendship.

Hooty rises up out of the water and wrings himself out. He stretches over to the beach and relaxes on the sand. He looks over and sees Principal Bump resting on a lounge chair with a smoothie and a book. Hooty's eyes shine and his smile fills his whole face. He opens his mouth to talk. Bump <SIGHS> and interrupts.

PRINCIPAL BUMP

I'm not accepting any Owl-related shenanigans today. You didn't see me, I wasn't here. I'm off doing something important and responsible.

HOOTY

(disappointed)

Okay. Hoot, hoot!

(enticing)

But I think we could be best friends... Don't you want to have an adventure with me?

PRINCIPAL BUMP

No. Oh, but there's a playground nearby - try there. Kids love demon spirits. I'd know; I'm an educator.

HOOTY

Okay! Hoot, hoot. Bye!

Hooty smiles and stretches across Bump, causing his chair to collapse and his drink to spill on his head.

INT. HEXSIDE SCHOOL, PRINCIPAL BUMP'S OFFICE - DAY

Eda and Amity enter Bump's office: Eda smiles and Amity <PANTS>. They are covered in stains and scorch marks. Amity's foot is stuck in a cauldron, and Eda's hair is full of frogs. Amity's jaw is clenched in a strained smile. Her eye twitches.

EDA

That was a fun morning! This school was overdue for some Eda Clawthorne influence. Thank you for going along with me, Amity! I knew you wouldn't regret it.

AMITY

Yeah, we... really did some stuff.
And the school's standing. And most
of the teachers still tolerate me
so... it was a success, I guess.

Amity <TAKES A DEEP BREATH> and pulls out the schedule again.

AMITY (CONT'D)

We have one more thing on the list.
You have to send Principal Bump's
latest report on the progress of
the school to the Emperor's Coven.

Eda grabs a scroll off the desk and opens it up with a smirk.

EDA

You mean this report? Hmm... Those
coven snobs probably don't even
read these things, just put them in
a boring filing cabinet.

She grabs a quill and writes. Amity's eyes widen.

AMITY

(struggles to remain calm)
Actually those reports determine
funding and resources and how many
students from the school will be
accepted into the Emperor's Coven.

EDA

Well, now it's going to be truthful
and say that covens are dumb and an
education should inspire witches,
not limit them. Oh, and the scroll
will explode into ever-itching owl
feathers once it's been read.

Eda <CHUCKLES> and rolls up the scroll. Amity leans close.

AMITY

Eda, okay, funny joke between us.
But a prank like that is wasted on
the Emperor's Coven, right?

Eda puts her fingers in her mouth and <WHISTLES>. A raven
enters the room, grabs the scroll, and flies out. Amity
scrambles but fails to catch the raven at the window.

AMITY (CONT'D)

No!

EDA

Already on its way! This might start an academic revolution! Maybe Hexside will leave the Emperor's system entirely so everyone can join the Bad Girl Coven.

A tear falls from each of Amity's eyes. Then she clenches her fists, her cheeks flushed. The Owl Lady has gone too far.

INT. HEXBUCKS - DAY

Luz <GROANS> behind the counter. Her apron is stained, her hair is a mess, and her face is smudged. She looks at the clock: it's later in the afternoon. She looks in the tip jar - half full. She sees King outside asleep on a pile of Hexbucks cups with his sign on his back - sugar crash. Luz <SIGHS>.

LUZ

Maybe we should just quit. We have half the money already. If I can sell a few big items from Eda's stall, that'll make up the rest. Besides, this place wears you down.

A scroll appears in front of Luz. She reads then smiles.

LUZ (CONT'D)

This order is huge! If I fill it, the tip should be big enough to cover the rest of the money. Just one more customer - I can do it. I will do it! Luz Noceda is ready!

Fired up with a second wind, Luz gets to work.

EXT. PLAYGROUND - DAY

Hooty is wound through the playground equipment. Children stay on the outskirts, watching him warily.

HOOTY

It's okay, come have an adventure with me! Hoot hoot!
(smiling but creepy)
I'm just an all powerful owl demon. I don't bite. We can play together and be friends forever...and ever... and ever... Hoot...

The kids <GASP> then run off <CRYING>. Hooty <SIGHS>.

HOOTY (CONT'D)
 Sheesh, why is it so hard to make a
 friend around here?

Hooty frowns for a beat. But then he smiles again.

HOOTY (CONT'D)
 At least I can tell Eda and Luz and
 King all about what I did today.
 Then we can have an adventure
 together! I bet they're home now!

Hooty looks from one side to the other. His smile falls.

HOOTY (CONT'D)
 (panicking)
 Wait, how do I get home? I'm lost!
 Oh if only I had some clear path
 back to the house! Hoot hoot!

Hooty stretches off in a random direction, <HOOTING WILDLY>.

INT. HEXSIDE SCHOOL, PRINCIPAL BUMP'S OFFICE - DAY

Amity has hands over her eyes in distress, fists clenched.
 Eda comes over with a scroll and touches her shoulder.

EDA
 Aw kid, it's okay. Look, this is
 Bump's real report. I pretended to
 send that other one as a goof. A
 little joke between cool witches.

Amity <GASPS> and lifts up her head, eyes wide, face flushed.
 She turns to face Eda, scowling with tears in her eyes.

AMITY
 Are you kidding me? My chance to be
 part of the Emperor's Coven is the
 most important thing to my family.
 And my reputation at Hexside is one
 of the most important things to me!
 And that was just a prank to you?

Eda blinks and steps back. Amity paces, arms gesturing.

AMITY (CONT'D)
 You've been messing around all day,
 and I've gone along with it because
 I wanted to bond with you like Luz.
 But no witch can just have fun all
 the time! It only makes other
 witches have to work twice as hard!

Eda tilts her head. Amity raises her arms and keeps going.

AMITY (CONT'D)

What if I decided to just be wild
and see what my magic could do like
you? Not caring about consequences.

(she starts glowing)

You have no idea what it's like
being stuck in the Good Girl Coven,
making sure the whole world doesn't
fall apart, to make up for witches
like you in the Bad Girl Coven!

Amity's arms drop to her side, creating a circle of magic. A huge burst of power leaves Amity and knocks her and Eda down. Amity looks around, confused. The ground <RUMBLES>. Amity and Eda rush to the window. They look down to see the school foundation break open as a huge abomination rises up right through the building. Its arm passes by the window and splatters goo into the office. Amity's jaw drops. Eda <WHISTLES>, impressed.

EDA

Wow, you're packing quite a punch
in that uptight Good Girl witch
body, huh? I was at least two years
older than you before I almost
demolished the school.

(thumbs up, smiles)

Nice work.

Amity <SOTTO MOANS IN DISTRESS AND PANIC>.

CUT TO BLACK.

END OF ACT TWO

ACT THREE

INT. HEXSIDE SCHOOL, PRINCIPAL BUMP'S OFFICE - CONTINUOUS

Amity runs around Bump's office in a full-blown over-achiever panic. Eda watches - her head follows Amity's movements.

AMITY

I've destroyed the entire school!
I've broken eight laws and two
subsections of abomination
protocol! I've gotten goo all over
Bump's office! I'm going to end up
covenless and living alone in the
woods! And expelled!

Amity stops pacing and holds her arms around her head as she <HYPERVENTILATES>. Eda <SIGHS> with a dry look and steps in front of Amity. She leans down to her height.

EDA

Okay, first of all I'm going to
ignore how savagely disappointed
you just sounded about the whole
'covenless, living alone in the
woods, kicked out of school'
lifestyle. Second, take a deep
breath, Amity. It's okay.

Amity grabs Eda's collar and scowls, still panicking.

AMITY

Breathing isn't a standard protocol
for dismissing abominations!

EDA

Whoa, whoa! Look, I get that it's
your first time breaking some big
rules. But this is totally fixable.
I told you, I almost destroyed the
school a lot in my day. We can make
this better, okay?

Eda smiles and looks into her eyes for a beat. Amity's <BREATHING GRADUALLY SLOWS>. She nods hesitantly

EDA (CONT'D)

Now, if we want any chance of
getting rid of this thing fast and
getting Hexside repaired and
convincing everyone else not to
snitch, we'll have to make the
whole school work together.

Amity frowns and looks down, blushing in embarrassment.

AMITY

But I don't want the school to know
I did this. I know what they think
shouldn't matter, but I still care.
I'm just...not as fun as you and
Luz.

Eda smiles playfully nudges Amity's shoulder.

EDA

Are you kidding? You're a blast!
All uptight one minute then trying
to be relaxed the next. And you've
got a fiery temper! No wonder Luz
likes hanging out with you so much!

Amity smiles more as she looks at Eda again. Eda stands tall
and opens Bump's door.

EDA (CONT'D)

And no one has to find out
anything. We'll just say I did it.
I'd be honored to be credited with
this mess. I couldn't have come up
with a better send off myself.

Amity dashes forward and hugs Eda. Then Amity blinks and
pulls back, surprised at her own show of affection. Eda
<CHUCKLES> and heads out of the door as Amity follows her.

EDA (CONT'D)

First Luz with the hugs and now
you. So are these spontaneous
affection displays something new
the kids are doing these days and
not just a human thing?

A <SMALL CHUCKLE> escapes Amity as they head o.s.

INT. HEXBUCKS - DAY

Luz is covered in even more stains and syrup and whipped
cream. But she smiles in satisfaction with her hands on her
hips. She steps back and admires the perfect pyramid of
smoothies she's worked so hard on. King enters - he yawns and
tries to take a smoothie for himself but Luz holds him back.

LUZ

King, no, you've had enough. Also
these are for the customer.

KING

Aw, but I just work up - I need
black chocolate to function!

LUZ

You know you're going to get a
tummy ache later, right?

KING

You can't prove that, sister!

King tries taking another drink. Luz frowns and picks him up.

LUZ

King, I'm serious. After the
customer picks up this order, we
should have enough money to get out
of here and see Eda at school! I
bet she's having the best day!

INT. HEXSIDE SCHOOL, ENTRANCE HALL - CONTINUOUS

Eda and Amity stand in the main entrance hall which has been
split in two by the giant leg of Amity's abomination. Some
kids cower, some kids <APPLAUD AND CHEER>, some kids slip on
goo. The teachers glare at Eda.

Eda eyes the abomination, a hand on her chin and her brow
furrowed in thought. The abomination moves and sends goo
raining down on everyone. Eda's look goes dry at being
drenched. Amity cringes at their overwhelming task.

INT. HEXBUCKS - CONTINUOUS

King smiles and nods to Luz.

KING

Oh yeah, you know it! She's
carefree, living that best Bad Girl
Coven life!

<THE FRONT DOOR OPENS O.S> Luz turns and sees the customer
has just entered - a creature with eight arms.

LUZ

Here for your order? It's ready!

The customer grabs a group of drinks in each arm. Luz walks
over to the register.

LUZ (CONT'D)
 I'll just need 523 snails please...
 (nudges tip jar)
 And anything extra you might want
 to leave...

Luz smiles at the customer for a beat as he stares her down. Then he <BLOWS A RASPBERRY> at her and runs out the door with the drinks. Luz <GASPS>. King scowls and points at him.

KING
 Hey he didn't tip us! Oh, and he
 didn't pay for his order.

LUZ
 And if he doesn't pay, then we'll
 have to cover it. That'll be all
 the money we earned! I can't
 believe people can be so rude!

Luz and King nod to each other. They chase the customer.

EXT. MARKETPLACE - CONTINUOUS

As Luz and King chase after the customer, a <PANICKED HOOTING> Hooty careens on screen and crashes into them. They all fall to the ground. Hooty <GASPS> when he sees them.

HOOTY
 Luz! King! Oh Hoot, Hoot! I thought
 I'd never see you again!

Hooty wraps around them in a tight hug. King <GRUMBLES> and wriggles way. Luz frees herself and smiles at Hooty.

LUZ
 Hooty, I don't know how you got
 here but I'm so happy to see you
 too! Help us! We've got to catch
 that customer! He didn't pay!

Luz points forward. Hooty swivels and sees the customer running away. He smiles, clearly missing Luz's meaning that the customer is a thief.

HOOTY
 (sincere)
 Oh, he forget to pay? Hoot, hoot,
 how silly. I'll get him!

Hooty stretches in front of the customer, stopping him in his tracks. Hooty surrounds him and pesters him with overwhelming questions.

HOOTY (CONT'D)

Hoot hoot! You forgot to pay! It's okay, I forget things all the time, especially paying since I never pay for anything. Do those drinks have whipped cream? I love whipped cream! Do you want to buy me a drink after you pay for these drinks? I bet you're glad I was here to remind you! Hoot hoot! Also do you want to be my new friend?

The customer drops to his knees, unable to stand the incessant chatter. He quickly pulls the money out of his pocket and shoves it at Hooty. Hooty catches it in his beak and glances down, counting it to himself.

HOOTY (CONT'D)

(muffled, mouth full)

Three fifty... Four... Five...

(muffled shout, to Luz)

Hey Luz, how much was the bill?

LUZ

(in awe)

Five hundred twenty three snails.

HOOTY

(to customer, super high-pitched and whiny)

You forgot the tip!

The customer shoves more money into his beak. Satisfied, Hooty heads back to Luz and King but knocks over one armload of the customer's drinks. The customer scowls. Luz smacks her forehead and King puts his hands over his eyes. Luz smiles sheepishly as Hooty brings her the money. She quickly tosses the drink money into the shop then pockets the tip money. She grabs King and climbs on top of Hooty.

LUZ

Hooty, we need to go - now!

HOOTY

(sad)

But I don't know how to get home!

KING

You're attached the house.

HOOTY

(happy realization)

Oh right! Hoot hoot!

Like a fishing line reeled in at hyper speed, Hooty rockets himself backwards, drawing his body toward the house. They pass by the angry customer. The customer shakes a hand at them and throws a drink. King catches it and raises it high in triumph. They pass by Eda's stall; all of her goods disappear from the counter and end up on Hooty's back. Luz and King hold on tight as Hooty exits with them o.s.

INT. HEXSIDE SCHOOL, ENTRANCE HALL - DAY

MONTAGE

Amity and Eda work together, organizing everyone to save the school.

The abomination moves, causing the school to shake and crumble. Abomination track students combine their magic to create normal size abominations to hold the large one in place. Potions track students toss a vat of potion on the abomination to make it shrink. Plant track students use vines to brush away rubble. Construction track students repair the building. Healing track students help with injuries or fatigue. Beast Keeping track students corral the abomination.

Finally Illusions track students project a room full of Amity copies - the real Amity leads them to make the abomination sink back into the earth. The school looks perfect! An oracle track student summons an oracle that displays a countdown clock for when Bump will return: it reads five minutes and counting. Amity notices and rushes over to Eda.

Eda stands in front of a group of teachers - she points to a chalkboard that reads: "Reasons to NEVER Tell Bump what Happened!" There is a progression written out with arrows. *Bump knows --> Bump Reports to Emperor's Coven --> All Funding for School Pulled --> Everyone Gets Fired --> No One Has Money to Buy Things (Like Human Items from The Owl Lady's Stall).* Amity grabs Eda's arm, pulls her o.s.

END MONTAGE

And cut to...

INT. HEXSIDE SCHOOL, PRINCIPAL BUMP'S OFFICE - CONTINUOUS

Eda and Amity enter Bump's office, and Amity slams the door behind them. They both <CATCH THEIR BREATH>. Amity smiles.

AMITY

Eda, I don't know what to say.
Thank you so much. I can't believe
we pulled it off. And...

(MORE)

AMITY (CONT'D)

(frowns)

I'm sorry I yelled at you before. You're not irresponsible all the time. And you're a good witch to work with. I like you, Eda.

Eda smiles for a beat but then <SIGHS>.

EDA

Thanks, Amity. But you were right sort of. Sometimes I get carried away and I forget not all witch's handle time on the wild side well. I shouldn't have pushed you to try.

Eda smiles again and sits behind Bump's desk. Amity takes a seat, listening intently to Eda's words.

EDA (CONT'D)

I know school stuff is important to you, kid. Just promise me you'll try to make time for fun too on your own terms. You deserve it. And I promise the world won't fall apart. This abomination situation isn't the best example, but you get what I mean.

Amity smiles and nods. Then she blushes a little.

AMITY

Actually, my reputation and grades and future weren't all I was worried about today. I also wanted to impress you. You mean a lot to Luz and Luz means a lot to me, and I wanted to mean a lot to you.

Eda puts a hand on Amity's shoulder.

EDA

Aw, I'm touched, Amity. And you did impress me! Luz never yelled at me before. And she hasn't broken the school in half yet. I'm glad you're her friend. And my friend too.

Amity beams. Suddenly Bump enters the room. He has a noticeable tan on his face. He has a grave look.

PRINCIPAL BUMP

Ladies, I just came from downstairs...

Amity and Eda wait for a beat, eyes wide. Then Bump smiles.

PRINCIPAL BUMP (CONT'D)
And the school looks wonderful! Did
you clean the hallways?

Relieved smiles come to Amity and Eda's faces - they nod.

PRINCIPAL BUMP (CONT'D)
I'm very impressed with you two.
Eda, thank you for taking on a task
I literally couldn't bribe anyone
else to do. And Amity, thank you
for assisting her while I attended
to very important business.

EDA
(smirks)
Do you have a tan?

Amity <STIFLES A CHUCKLE>. Bump <CLEARS HIS THROAT>.

PRINCIPAL BUMP
Of course not! Must be a stray
illusion spell. By the way, don't
listen to anything your owl says!

Bump eyes his desk and finds a drop of abomination goo.

PRINCIPAL BUMP (CONT'D)
Is that abomination goo?

EDA
Nope! Bye! Enjoy your school! And
feel free to call me again for any
of your educational needs!

Eda grabs Amity's hand. Smiling, they dash off together.

INT. THE OWL HOUSE - DAY

Luz, King, and Hooty, covered in branches and leaves and
drink stains, burst through the door. Luz and King collapse
on the couch, exhausted. King downs one of his drinks and
collapses. He weakly hands his second drink off to Hooty. Eda
arrives with Amity. Eda eyes Luz and King with a grin.

EDA
What happened to you?

LUZ
Don't ask...

KING

But it was worth it! Oh...

King <GROANS> and holds his tummy.

LUZ

Only because Hooty saved us.

Luz sits up to pat Hooty's head with a smile then collapses back against the couch again. Amity smiles at Luz. She rubs the back of her neck.

AMITY

Hey, Luz, I missed you at school today.

LUZ

(sighs, frowns)
Yeah, me too...

EDA

Thanks for running my stall for me, kid. I appreciate it a lot. And look, I promise if I'm working at the school again, you can come.

LUZ

(smiles, sits up)
Thanks, Eda.

She pulls all the snails out of her pocket.

LUZ (CONT'D)

Here, we didn't sell out. Actually we didn't sell anything. But we did make some good money. It just took longer than we thought.

EDA

I should probably question how you sold nothing yet made money. But I'm off the clock as a responsible adult. So why don't we take some of that money, order pizzas, and hang out. A real witches night in! The Bad Girl Coven can have more fun after school hours anyway.

Eda and Amity share a meaningful look.

EDA (CONT'D)

And hey, let's get dessert from the new Hexbucks that opened! They have great black chocolate smoothies!

HOOTY

Hoot! Let's all go together to get
them! I'll lead the way!

Hooty busts out the door. Luz and King reach out.

LUZ

No!

KING

No!

Amity summons an abomination with a twirl of her finger - it
catches Hooty. He smiles up at it.

HOOTY

Hoot hoot! Hello new friend!

Luz and King <SIGH IN RELIEF>. Luz hugs Amity - who smiles
and blushes - and Eda hugs them both. King joins in too and
Hooty wraps around them. The abomination hugs them all.

CUT TO BLACK.

THE END