

DARKHAVEN

Ash, Clarissa and Isabella are teenagers living in the forest town of Darkhaven. When monstrous creatures in the forest attack the town the three magically become knights to protect and save the town. However, they find themselves tangled in a web of forgotten history, mysteries and conspiracies that will rock all of them to their core.

Darkhaven is an action-adventure fantasy-superhero show that deals with themes of identity, teamwork and the relationship between the present and the past. *Darkhaven* follows three teenagers who mysteriously can transform into knights to protect their town from the monsters in the forest that surrounds the town. *Darkhaven* is aimed at family audiences and takes inspiration from shows like *Power Rangers* and *Gravity Falls*, as well as drawing narrative inspiration from Celtic and British mythology and superstitions to create a fresh and unique show.

THE HISTORY OF DARKHAVEN

Nestled in the middle of a deep and dark forest is the town of Darkhaven. Population: 15,000 and about an hour away from the city of Hillsby Cove.

The history of Darkhaven town has always been dictated by the forest. For centuries a Seelie Court of good fairies/fae lived in the forest, led by a king whose duty was to protect an ancient artefact made of amber and tree roots known as The Darkhaven Amber. This civilisation led a peaceful existence using their magic and abilities to build a fairy settlement in the heart of the massive forest.

This is until the human settlers arrived and created the town of Darkhaven. While the fae are curious about the humans at first, the humans were scared of the fae and decided to go on the attack. They planned to both steal the court's most prized possession known as The Darkhaven Amber and scare off the fae and steal their land. The tension in the area increases, and a split occurs in the Seelie court. Soon with the tension at boiling point, a war erupts with three main factions involved.

- The Seelie Court: Lead by the Seelie King. The traditional faction of the fairies of the Darkhaven forest. They want the humans to respect the forest and their land but do not want to kill the humans.
- The Night Court: The splinter faction of the Seelie Court that wants to wipe the humans out of the forest, and eventually off the face of the earth. They see the Seelie Court as human enablers and traitors. They are eventually led by the mysterious Dark King who seems to appear out of nowhere.
- The Settlers: The Humans who settle in the clearing in Darkhaven Forrest. They are scared of the fae and believe that to stay safe they need to get rid of the fae permanently. While upon the end of the war, many of the settlers moved on and the story of the war forgotten, some created a group called The Antiquarians. They swore to keep the history of Darkhaven hidden and secret, to make sure the fae could never return, no matter the circumstance.

Eventually, the war comes to an end as the Seelie Court manages to turn the Darkhaven Amber into a weapon that will kill the Night Court, at the cost of killing most of them. When the Night King and his closest advisors hear about this they seal them away to wait for a time they can complete their crusade against the Humans and the Seelie. However, the Seelie chose three of their babies to seal away to make sure the Night Court can never return...

EXT. DARKHAVEN FOREST - TREE CORRIDOR NIGHT.

A heavy expensive boot stamps against the Forest floor.

LONG SHOT of a figure walking is silhouetted by only the light of the moon. They are dressed a CULTIST dressed in thick billowing and hooded robes.

He carefully walks down the centre of a corridor made of trees, with branches and leaves twisting around him on all sides, as he heads deeper into the Forest.

EXT. DARKHAVEN FOREST - THE PETRIFIED TREE CLEARING NIGHT.

The Cultist clambers over some fallen rocks and logs as they reach the edge of a large forest clearing.

They step into the clearing and look around. Other than the fallen logs and decomposing leaves, the only thing of note in the clearing is a giant petrified tree.

It stretches 20 metres into the air, its branches twist into the sky like an old willow. But instead of leaves on the branches, there are vines and thorns.

With a sense of confidence, the man approaches the petrified tree.

As he stands in the shadow of the tree, he pulls out a dagger and lightly cuts the palm of his hand. He waits for the blood to start running before he places the dagger back in his belt.

He places the bloody palm against the trunk of the tree. As soon as he makes contact the veins between the bark begin to glow blue. As the light spreads up and down the tree, the Cultist's face is revealed, he is in his 40s/50s and has a clean, professional and sophisticated look that hides a dark, controlling and greedy exterior.

As the blue light reaches the top and bottom of the tree it stays there still and quietly for a moment, before a light at the the top of the tree turns red and falls towards the earth at speed.

As the red light reaches the roots, the cultist watches the momentum of the change keep going as it cracks and breaks the earth.

The cracks move towards the edge of the clearing, and they pass between the legs of ASH CALLOT, who stands in between CLARISSA BAYLEE and ISABELLA PRIMA.

Visually the three teenagers are separate from the scene, almost like they have been superimposed in. They take a moment to take in the events in front of them. As they do they become aware of each other's presence. They go from looking shocked to confused. Especially as Ash and Clarissa recognise each other.

Meanwhile, The shaking stops in the forest. The red light begins to emerge from the fissures, as the tips of inhuman fingers begin to emerge from the tree.

The Cultist looks at them transfixed and smiles.

CULTIST

Soon. You will rise soon.

Worried, Isabella begins to take a step backwards trying to back out of the clearing. As she does she steps backward into the darkness.



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EXT. DARKHAVEN QUARRY DAY.

Standing in the middle of an old, deserted quarry CLARISSA BAYLEE stands dressed in her knight armour, missing the helmet, sword in her hand.

She takes her breath for a moment, before thrusting the sword forward in a fencing attack. The second she does she hears a voice.

ASH CALLOT (O.S.)

No. Not like that.

Clarissa drops her pose in annoyance, as Ash comes up to her. He is also dressed in his knight's armour sans-helmet.

CLARISSA BAYLEE

I'm doing what you did.

Ash just looks at her.

CLARISSA BAYLEE (cont'd)

I am!

ASH CALLOT

No, you're not. Your leg is not facing straight.

She looks back at him.

CLARISSA BAYLEE

You didn't say that.

ASH CALLOT

No, but I did it.

CLARISSA BAYLEE

Oh, you did it. Am I supposed to watch when you breathe, and then breathe at the same time you are?

ASH CALLOT

(Under Breath)

It'll help.

CLARISSA BAYLEE

What?

ASH CALLOT

Nothing.

He taps his foot next to Clariss's right foot.

ASH CALLOT (cont'd)
Needs to go here.

CLARISSA BAYLEE
Why? It wouldn't make a difference.

ASH CALLOT
You'll miss, you're going off to the side.

CLARISSA BAYLEE
You don't know where I am aiming.

Ash rolls his eyes. Clarissa notices.

CLARISSA BAYLEE (cont'd)
That's it. I don't care, take your fencing and shove it up your-

ASH CALLOT
So you want to get eaten by those things from the forest?

CLARISSA BAYLEE
They don't have teeth.

Clarissa walks away and past ISABELLA PRIMA, who is sitting on a rock having a break. She is dressed in the same way as the rest of the night.

ISABELLA PRIMA
I don't know. They've got to eat somehow.

Clarissa looks at her.

CLARISSA BAYLEE
Your turn.

Isabella looks at Ash for a second.

ISABELLA PRIMA
No, I'm good.

ASH CALLOT
Come on, we need to practice.

CLARISSA BAYLEE
Yeah. With someone who knows what they're doing. You don't.

Ash gets closer, clearly angry.

ASH CALLOT
I'm the one with the medals.

CLARISSA BAYLEE
Yeah, I believe you. I mean, why
can't we have someone who can
actually teach us how to-

ALEX SUTTON (O.S.)
Budget.

They all turn to see ALEX SUTTON sitting in the drivers seat
of the G.A.S.P. driver's seat, with their feet dangling from
the open door. They take a sip of their coffee as they look
up at the knights.

CLARISSA BAYLEE
Surly we have the money to pay for a
fencing instructor.

Sutton looks at them for a moment, before they burst out
laughing.

The three knights look at each other with annoyance.

