

The Bucca

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14 October 2024

**INT. KITCHEN - NIGHT**

(Colour)

Black - noises of ravenous eating

The figure of a split-open body lies dead on a kitchen table, Old Marner's hands quickly grab at the flesh and innards from the body.

Ravenous eating noises continue.

Top Shot - Close-up to Mid-shot

Blackout

**EXT. VILLAGE - AFTERNOON**

(Black and White)

EMMET ('30s) walks through an old rundown Cornish village; Empty houses surround him. There is not a soul in sight.

Emmet's shoes echo on the cobblestones while an unsettling silence blankets the air.

Emmet pauses briefly, yet the tapping on the cobblestones persists from behind. The tapping shifts to a skipping rhythm, accompanied by the faint voice of a young girl; she chants,

YOUNG GIRL

Hear him chant and hear him sing,  
feel the storms and waves he'll  
bring,  
feel the thunder, wind and rain  
The command for dead, he can't  
contain.

Emmet maintains his posture, frozen in place. Young Girl skips past him, continuing her chant.

YOUNG GIRL

Hear him chant and hear him sing,  
feel the storms and waves he'll  
bring.

Young Girl halts a few meters ahead, she is soaked from head to toe.

Young girl glances back towards Emmet, revealing her pale skin and malnourished, sunken face.

YOUNG GIRL

(loud whisper)  
Beware the Bucca.

Her voice reverberates through the air as Emmet stays frozen.

*beat*

Young Girl turns forward and continues to skip and chant until she is out of sight.

YOUNG GIRL  
 (slowly quietening)  
 Hear him chant and hear him sing,  
 feel the storms and waves he'll  
 bring,  
 feel the thunder, wind and rain  
 The command for dead, he can't  
 contain.

**EXT. FRONT OF HOUSE - SUNSET**

Emmet stands outside a weathered Cornish house. The house is rough, like the cliffs that surround it. He studies the quiet cove, taking it in for the first time.

OLD MARNER ('70s) enters from behind; he is a rugged and skinny man embodying the harshness of the Cornish landscape.

Old Marner scans Emmet momentarily.

OLD MARNER  
 Yew, get ere boy.

Emmet turns towards Old Marner, then reaches for his bags.

EMMET  
 I'm looking for a man named  
 Marner. This was the address I  
 received...

By the time Emmet raises his gaze, Old Marner is already heading into the house.

**INT. HOUSE - CONTINUOUS**

OLD MARNER  
 Don't go snooping for scraps  
 because there ain't any. I'm no  
 charity; you'll earn your keep,  
 or you're gone.

Emmet squeezes through the narrow entrance, finding himself amidst worn fishing nets and rope strewn across the dark and dreary kitchen where cobwebs cling to exposed beams above.

OLD MARNER  
 You're up the stairs on the left.

Emmet continues forward to the set of stairs that screech at him on first contact.

Upon reaching the top, he turns left into a room that seems to have been undisturbed for years, perfectly matching the house's aesthetic.

**INT. EMMET'S ROOM - CONTINUOUS**

Emmet sets down his bags at the door and moves to a small window overlooking the cove. The lure of the view steals his gaze.

*beat*

OLD MARNER

I'd be getting some rest. We  
leave at first light.

Emmet jolts awake from his trance.

EMMET

Leave?

OLD MARNER

Like I said, you earn your keep,  
or you're gone; be ready by the  
cove.

Old Marner exits the room and shouts up from the stairs.

OLD MARNER

Get unpacked, boy; there's  
clothes in the drawers.

Emmet reaches for a picture frame on top of the drawers beside him; it shows a smiling man in fishing gear holding a happy 'Young Girl'.

Emmet then pulls open a stiff draw and grabs out an old fisherman jumper mirroring the one from the picture.

**INT. EMMETS ROOM - NIGHT**

Emmet looks down at the cove, spotting a single light on the shore. He notices the faint silhouette of Old Marner kneeling, occasionally bowing his head as he gazes at the sea.

**EXT. COVE - DAWN**

A glimpse of light peaks over the horizon as Old Marner unties a small wooden boat from its mooring. Rain beats against the hull as the wind tilts the boat.

OLD MARNER

Grab those lines. Ready, one,  
two, three.

With a grunt, both Emmet and Old Marner heave the boat off the slip and into the water.

OLD MARNER

Take those oars now.

Emmet grabs the oars and slides them onto their rowlocks. Old Marner holds the boat steady as Emmet crawls in. Old Marner then follows.

There's a brief pause.

OLD MARNER

Gowan boy, row.

Emmet clutches an oar in each hand. His lack of coordination quickly becomes apparent; the oars slice into the water at uneven angles. His rowing causes the boat to move in random directions, not helped by the choppy pull of the sea.

OLD MARNER

Are you daft? Pull together.

EMMET

I'm trying!

Emmet frantically pulls each oar until they glide in a similar motion, forcing the boat forward.

OLD MARNER

What kind of tuss doesn't know  
how to row?

EMMET

The kind who's never rowed  
before...

Old Marner quickly snaps at Emmet.

OLD MARNER

Don't get smart with me, boy. The  
fish won't miss catching food for  
the next week.

They briefly pause, staring at each other in a silent battle of power.

Emmet breaks the gaze and resumes rowing.

**EXT. BOAT - MOMENTS LATER**

OLD MARNER  
That'll do, lay em down.

Emmet stops rowing, ships the oars, and lays them next to him.

To Emmets' disgust, Old Marner pulls a hand full of worms from his pocket and hooks them onto the line.

OLD MARNER  
What's wrong, are ya squeamish  
boy?

Old Marner dangles a worm in front of Emmet, provoking him to squirm, before tossing the worm into his mouth, chewing, and swallowing it.

OLD MARNER  
You'll eat em soon enough.

Old Marner picks up another worm and dangles it in the air, singing.

OLD MARNER (In song)  
Wriggling worms, juicy N' fresh,  
wriggling worms, munch on their  
flesh,  
wriggling worms, juicy N' fresh,  
Munch on their flesh...

Old Marner grins at Emmet, his teeth dark and worn, filled with wormy entrails.

*Beat*

Old Marner laughs, playing his song off as a joke. Emmet uncomfortably laughs with him.

Old Marner then chucks the worm towards Emmet and nods. Emmet unwillingly picks it up and adds it to the line.

OLD MARNER  
Alright, chuck her overboard.

Emmet raises the line, letting it dangle over the boat's edge as he observes the wriggling worms on their hooks.

Emmet looks back at Old Marner, who maintains his grin while watching them struggle.

Emmet drops the line into the sea.

**EXT. BOAT - LATER**

Emmet and Old Marner sit quietly in the boat. Emmet can't take the silence.

EMMET

What happened to this village?

Old Marner stays silent, but Emmet persists.

EMMET

Why is it so quiet here?

OLD MARNER

Nothing wrong with a bit of quiet.

EMMET

Where are all the people?

OLD MARNER

Nothing left to catch...

*beat*

OLD MARNER

All the fish went swimming!

Old Marner bursts into an uncontrollable howl of laughter, moments later, his expression suddenly shifts to deadpan.

Emmet, still uncomfortable, tries to move on with the conversation.

EMMET

So, they all left?

OLD MARNER

A few in the first week, only took a month for the rest to go.

EMMET

The man who lived with you too?

Old Marner shifts his gaze to lock eyes with Emmet.

OLD MARNER

Drowned, he did.  
Pushed the boat too far.

*beat*

OLD MARNER

I remember his face...  
Eyes all blowed out like a long  
ship's pollok.

A silent suspense blankets the air.

EMMET  
and the girl?

Old Marner quickly returns.

OLD MARNER  
Why the sudden interest, boy?

Once again, their eyes catch in a power struggle, and once again, Emmet diverges his gaze.

EMMET  
No reason... I'm just making  
conversation.

OLD MARNER  
You'll do well not to.

**EXT. BOAT - SUNSET**

The sun begins to set over the sea. Emmet and Old Marner look defeated.

OLD MARNER  
Alright, that's time enough.

Old Marner grasps his line over the side of the boat and reels it in, exposing lifeless worms dangling from the line, he peels one off a hook and eats it, unfazed.

He moves across to Emmet and repeats the same process.

**INT. EMMETS ROOM - NIGHT**

Emmet looks down at the cove, again spotting a single light on the shore. He sees the faint silhouette of Old Marner kneeling, occasionally bowing his head as he gazes at the sea.

**EXT. COVE - MORNING**

Old Marner and Emmet grab each side of the boat and launch it into the water. They are Both looking frail, their faces sunken.

Simultaneously, they drag themselves into the boat.

Emmet rows them out to sea.

**EXT. BOAT - LATER**

Old Marner untangles his line, then spears a few pocket worms onto the hooks whilst intermittently snacking on them. He Chucks a few worms at Emmet, whose stomach growls.



Emmet looks up towards Marner, confidence in his eyes.

EMMET

Why do you go to the cove each  
night?

Old Marner quickly stares towards Emmet; he is more  
intimidating than he has ever been.

OLD MARNER

You been watching me, boy?

Emmet holds his eye contact, naively confident.

*beat*

OLD MARNER

So you've seen him?

Old Marner psychotically widens his gaze and licks his lips.

OLD MARNER

Seen him in all his beauty.

Old Marner creeps closer to Emmet.

OLD MARNER

Did you feel his pull to the sea?

A silent fear takes hold of Emmet as Old Marner etches  
closer.

OLD MARNER

did you hear his commands?

They are now face to face, a couple of inches separating  
them.

*beat*

Old Marner Bursts into laughter and drops back into his side  
of the boat. Emmet keeps his eyes on him; their gazes meet  
once again before Old Marner looks away and casts his line  
into the water.

#### **EXT. BOAT - SUNSET**

The sun begins to set over the cove, a tense and quiet aura  
surrounds.

Old Marner grabs his lifeless fishing line and pulls it in,  
then glances towards Emmet.

*beat*

OLD MARNER

Sort your own.

Emmet follows Old Marner and reels in his line.

Emmet gazes at a worm hanging from one of the hooks. without hesitation he lifts it off the spike and chucks it in his mouth, chews and swallows.

**INT. EMMETS ROOM - NIGHT**

Once again, Emmet looks down at the cove, spotting the dim outline of Old Marner with his lamp. As before, Old Marner kneels toward the sea, occasionally bowing his head.

Emmet picks up his lamp and exits the house.

**EXT. COVE - NIGHT - CONTINUOUS**

Emmet traverses the rocky terrain and shoreline, pushing through the wind and rain.

He raises his lamp high as he approaches Old Marner. Emmet stands over him in a moment of hesitation. Old Marner continues bowing down to the sea.

OLD MARNER(mumbling)  
 'N klewes agas galow dhe ankow,  
 'N goslowes dhe agas arghadow,  
 'N beggya hwi dhe dri merci,  
 'N kummyas pobel war-rag an treth

There's a pause.

OLD MARNER  
 You can feel him, can't you,  
 boy?...

Emmet remains silent for a while longer.

OLD MARNER  
 His crashing through waves.  
 His scream in the wind.  
 His echoes through the ground.  
 That's the Bucca calling.

Old Marner turns his head towards Emmet, locking eyes with an immovable gaze.

OLD MARNER  
 N' when the bucca calls, death  
 follows.

The wind howls as Emmet's lamp flickers out.

Old Marner tackles Emmet to the ground and crawls on top of him, then proceeds to pound Emmet in the face.

Old Marner grins from ear to ear as Emmet crawls away towards the shore.

Old Marner pounces again, leaping on the back of Emmet. He readies his jaw, then takes a chunk out of Emmet's kneck, vigorously chewing his flesh.

Old Marner is salivating at the chance for a second bite.

Emmet flips over, gasping for breath.

Old Marner flips Emmet back and drags him into the shallows, grabs him by the head and forces him underwater.

Emmet thrashes to stay afloat.

**EXT. VILLAGE - NIGHT - CONTINUOUS**

Young girl stands on the shore with the same pale, sunken face.

YOUNG GIRL  
(Loud Whisper)  
Beware The Bucca

The sentence echoes throughout Emmet's head.

Young girl disappears.

**EXT. COVE - NIGHT - CONTINUOUS**

Emmet fights to breathe. He grabs Old Marner's hand from the back of his neck and drags his body forward into the sea.

The roles switch.

Emmet is now on top of Old Marner, forcing his head into the waves.

Old Marner thrashes underwater, gasping in the sea.

His body becomes limp.

Emmet lets out an animalistic roar as he kneels in the water beside Old Marner's floating body.

(The Bucca's Call can be heard)

**INT. KITCHEN - NIGHT**

(Colour)

Match shot of the opening scene.

Top shot, close-up of inside Old Marners's open body, slow zoom out to expose hands grabbing body parts and innards on the table.

The camera pulls out and tilts to reveal Emmet upside down, the camera slowly rotates until Emmet is upright in the frame.

Emmet is engorging himself on the body of Old Marner.

**EXT. COVE - NIGHT**

Emmet stands at the shoreline looking out towards the Bucca, who is splashing in the shallows.

Emmet casts dismembered body parts into the dark as he chants towards the waves.

OLD MARNER

'N klewes agas galow dhe ankow,  
'N goslowes dhe agas arghadow,  
'N beggya hwi dhe dri merci,  
'N kummyas pobel war-rag an treth

The sound of churning water, clicking and whale noise ominously reverberates around the cove. (The Buccas call)

(The track 'Calm is the Sea' (MMVC) begins playing as the screen transitions to black.)