Creatures in the Tall Grass

As of 10.30.25

ACT I — The Dark Hum – 15 min

1. Exterior — Farmhouse, Dusk. 1.5 min

Dallas arrives at the old farmhouse on the edge of a tall grass field. He carries a few boxes and weather instruments. Silent, hollow.

2. Interior — Living Room. .5m

He turns on lights one by one. Soft domestic sounds, distant wind.

3. Interior — Study. 1.5

Dallas places a framed photo of his wife on the desk, sets down weather devices. When he touches the photo, **a low hum** vibrates through the instruments.

4. Exterior — Field. 1

Dallas looks out the window. The tall grass ripples though the air is still. A flicker of light deep in the field.

5. Exterior — Town, Morning. 1

Dallas walks five miles into town through a bunch of different places

6. Interior — Church Basement.2

Grief committee meets. Dominic warmly ropes Dallas in. Dallas gives one-word replies. Elena observes.

7. Mr. Mike hums during the meeting. The pitch matches Dallas's hum.

8. Exterior — Street.

Dallas passes Missing Pet signs and a news van reporting on "rogue lightning."

9. Interior — Cottage Night.

Dallas installs more sensors, alone. The hum pulses faintly.

10.Exterior — Field.

A garbage can tips over. A **faint, almost human cry** drifts from the grass. The hum grows louder.

ACT II — Rumblings – 15 min

11.Exterior — Roadside.

Dallas finds Dominic setting raccoon traps. Dominic insists on giving him a ride home.

12.Interior — Truck.

Dominic shares his storm story, mentions losing everything. Dallas listens in silence.

13.Montage — Days Passing.

Dallas works on equipment, Dominic checks traps. They circle each other — silent understanding growing.

14.Interior — Church.

Elena tells Dallas her grandfather's storm stories: "lights in the grass, things hunting them."

15.Interior — Farmhouse.

Elena touches one of Dallas's devices — it hums. She steps back, unsettled.

- 16.Missing pet reports spike. More neighbors whisper. Storm alerts roll in.
- 17.Dallas's readings peak near a single coordinate in the field.
- 18. Night. Dallas stares out the window.
- 19.A **tall shadow shape** moves against the wind.
- 20.He touches the photo. The hum stops. The house holds its breath.

ACT III — The Guardian – 15 min

21.Dawn — Field.

Dallas follows sensor readings into the tall grass.

22.In a small hollow, he finds a **small glowing creature**, injured, pulsing faintly.

23.Interior — Farmhouse.

He carries it home, lays it on a towel. Instruments pulse with its heartbeat.

24.Exterior — Porch.

Elena arrives unexpectedly with coffee. She sees the creature, kneels, and cleans its wound without fear.

25.Exterior — Porch Later.

Dominic shows up with a BB gun. Sees the creature. His bravado cracks — awe and fear.

26.Exterior — Field Line.

A tall, elongated shadow moves through the grass toward the house.

27. The hum grows louder. Dominic fires. The shadow retreats silently.

28.Interior — Farmhouse Night.

They board up windows. Lanterns flicker.

- 29. Elena whispers an old prayer her grandfather taught her.
- 30.Mr. Mike hums softly outside on the porch, almost like he's always known.

ACT IV — Siege – 20 min

31.Exterior — Cottage house.

Storm clouds roll in. Thunder without rain. Clouds act wild. Dallas watches the instruments and the approaching darkness swirling from the tall marsh.

32.Interior — Farmhouse.

Dominic reinforces doors and windows. He's jittery but determined.

- 33.Elena lights candles. The little creature trembles near Dallas's desk.
- 34.Outside: scratching, low moans, shifting in the grass.

35.Exterior — Windows.

Multiple **shadow silhouettes** circle the house. Predators have arrived.

36.Interior — Living Room.

The guardians flicker along the walls like drifting fireflies.

- 37. Dominic whispers, "They're hunting." Elena quietly replies, "They always have."
- 38.Dallas reaches for the recorder. His hand trembles.
- 39.He **turns off the machine**. The hum fades to stillness.
- 40. Outside, the predators pause confused. The storm deepens. Guardians pulse brighter.

ACT V — Veil Lifted – 15 min

- 41. The little guardian slips out through a cracked window into the storm.
- 42. Dominic, Dallas, and Elena follow into the grass with flashlights.
- 43.**Field Center.** A small cluster of glowing guardians gathers together, like a constellation on the ground.

- 44.Predators emerge around them, circling tall, thin, silent hunters.
- 45.Dominic raises his gun. Elena gently lowers his arm. "Not this time."
- 46.Dallas steps forward. His presence amplifies the guardians' light.
- 47. The predators flinch, recoil, then melt back into the grass.
- 48.For a brief moment, the **veil lifts** the whole town sees soft lights flickering across the field, realizing what's been here all along.

ACT VI — Aftermath 10 min

- 49.Morning. The field is still. The guardians are gone. The hum is silent.
- 50.Townsfolk argue some deny what they saw, others remember quietly.
- 51. Dominic brings coffee to Dallas's porch regularly. His traps rust.
- 52. Elena writes fragments of the event in the church bulletin as "folk tale."
- 53.Mr. Mike hums gently on the steps, unchanged.
- 54.Dallas touches his wife's photo. No hum because he *feels them without needing proof*.
- 55.Outside, the grass ripples against the wind. Dallas watches.

Here's your updated **Story Clock** with **key narrative beats** mapped onto the 90-minute structure:

- • Inciting Incident (10 min) Dallas touches the photo, the hum begins.
- **Midpoint (45 min)** The Guardian is found and brought into the house.
- Climax (75 min) The veil lifts; the storm and predators converge.
- **Resolution (90 min)** Dallas alone with the quiet field.

This gives you a **visual rhythm** for your film:

- Slow, mysterious opening →
- Rising middle tension →
- Storm-driven climax →
- Quiet, mythic resolution.

This is a classic structure used in slow-burn genre films like *Signs* or *Arrival*, just expressed through six movements for clarity in storytelling and production.

Would you like me to generate a **PDF one-sheet** with this story clock, act timings, and key beats — something you can hand to a DP, producer, or AD?