

# The Teapot from Paraguay

**\$TEAPOT**



*A retired solicitor inherits a tape of her future murder confession and must identify the victim in 19 days.*

ONE SENTENCE

# Logline

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A retired solicitor inherits a tape of her future murder confession and must identify the victim in 19 days.

# Opening Scene

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The morning mist clings to the edges of Eleanor's garden like a shroud, turning the world beyond her window into a blurred watercolor. She moves through the dim kitchen with the precision of habit, her slippers whispering against the cool linoleum. The kettle hums on the stove, its steam curling upward in lazy spirals, filling the air with the sharp, earthy scent of chamomile. She pours the steaming water into her favorite mug, the one with the chipped rim that she's never replaced, watching the tea bag bob and bleed color into the liquid. Her hands, veined and steady, cradle the warmth as she settles at the table, the chair creaking under her slight frame.

Outside, the suburban street of Warrington lies quiet, save for the distant call of a blackbird. Eleanor sips slowly, her eyes drifting to the stack of unopened letters on the counter—bills, mostly, and the occasional charity plea. But today, something different waits among them: a package, wrapped in plain brown paper, its edges frayed as if it's traveled a great distance. She hadn't noticed it earlier, slipped through the mail slot in the night. Now, it sits there, innocuous yet insistent, like a whisper from the past.

Setting her mug aside, she rises, the hem of her worn cardigan brushing against her knees. Her fingers trace the package's surface, feeling the slight give of the paper, the foreign stamp from Paraguay that smells faintly of ink and far-off places. A distant relative, the note says—someone she barely remembers, a name lost in the fog of years. Curiosity tugs at her, sharper than the tea's bitterness. She fetches a pair of scissors from the drawer, their blades cool and unforgiving in her grip, and slices through the tape.

Inside, nestled among layers of tissue, lies a teapot. It's tarnished silver, etched with intricate patterns that catch the weak light filtering through the curtains, casting fleeting shadows on the table. Eleanor lifts it carefully, the metal cool and heavy in her palms, its spout crooked as if from some long-ago fall. There's a weight to it that doesn't quite match its size, and when she turns it over, something shifts inside—a faint rattle, like a secret knocking to be let out.

Her breath catches as she peers into the spout and spies a cassette tape, wedged tightly within. It's old, its plastic casing yellowed with age, labeled only with a single, scrawled number: 19. A chill races down her spine, but she shakes it off, fetching the dusty player from the living room shelf. The machine whirs to life with a mechanical groan, the tape clicking into place.

She presses play, and the room fills with static, a hiss like distant rain. Then, her own voice emerges, clear and cold, as if speaking from the depths of a nightmare. "I did it. I killed him, and no one will ever know."

The words hang in the air, echoing off the fogged windows, and Eleanor's world tilts into darkness. Nineteen days. The tape spins on, but she can't move, her heart pounding like a drum in the silence that follows. What has she unleashed?

THE PRINCIPAL CAST

# Characters

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| **Margaret Finch** LEAD

| **Elena Vargas** SUPPORTING

| **The Shadowy Figure** ANTAGONIST

WHERE IT LIVES

# Locations

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| **Margaret's Home in Warrington**

| **Warrington Historic District**

# Style

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**PALETTE**

muted grays, faded earth tones, antique golds, subtle reds, dusty browns, rain-slicked silvers

# THE TEAPOT FROM PARAGUAY

## \$TEAPOT

A retired Warrington solicitor inherits a cassette tape of her own voice confessing to a murder she has not yet committed. She has nineteen days to identify the victim.



# THE TEAPOT FROM PARAGUAY

\$TEAPOT

# Characters

3 PRINCIPALS

**CHARACTERS**

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**LEAD**



**SUPPORTING**

**CHARACTERS**

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**ANTAGONIST**

# Locations

2 SETTINGS

**LOCATIONS**

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**LOCATIONS**

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# Storyboard

6 FRAMES

STORYBOARD

FRAME 1



FRAME 2



STORYBOARD

FRAME 3



FRAME 4



**STORYBOARD**

**FRAME 5**



**FRAME 6**

