

An aerial photograph of a wide, winding river valley. The river flows through a valley floor covered in dark, rocky terrain. In the background, a range of rugged, snow-capped mountains stretches across the horizon under a clear sky. The lighting suggests a bright day, with shadows cast across the valley floor.

# *The Legend of Yakatutch*

Written by  
**Sean Francis Ellis**



A scenic landscape at sunset or sunrise over a lake. In the foreground, a campfire with bright orange and yellow flames burns on a rocky shore. The middle ground shows a calm lake reflecting the golden light of the sun, which is low on the horizon. Several tall, dark evergreen trees are silhouetted against the colorful sky. The sky is filled with soft, wispy clouds in shades of orange, yellow, and blue. The overall mood is peaceful and atmospheric.

# LOGLINE

When his girlfriend is abducted by a legendary creature in the Yukon wilderness, an aimless young snowboarder learns he is descended from the creature, and must embrace his First Nations heritage in order to save her, before the creature finds his mountain town.



# SYNOPSIS

In the remote Yukon wilderness, two hunters and a First Nations guide stumble upon a bison carcass with its heart ripped out. Ignoring their guide's warnings, the hunters are brutally killed by an unseen creature. Park Ranger Matusa Blackfoot suspects the legendary Yakatutch is responsible, but RCMP Commander Pierre Bertrand dismisses it as a grizzly attack.

Scott Fletcher, a 20-year-old snowboarder, experiences a disturbing vision of the hunters' deaths during a race. He keeps it a secret, even from his friends Arianne and Jason Bertrand. Meanwhile, Scott's father, Claude, a researcher, is called in to examine the bodies. He agrees with Matusa that a grizzly isn't to blame and begins DNA analysis.

Scott, Arianne, and Jason venture into restricted ice fields, where Scott is attacked by the creature. Arianne is taken, and Scott is left injured but alive. Claude discovers the creature is a rapidly evolving, self-healing hybrid. Despite warnings from Matusa, Claude collaborates with the biological research corporation, Bio-Gen, to capture it.

Scott escapes the hospital and learns from Matusa that they are half-brothers and the only ones who can kill Yakatutch. They join a Bio-Gen hunting team led by Lara Bishop to rescue Arianne and capture the creature. The mission goes awry, but Scott finds Arianne alive.

Back in town, despite skepticism from Bertrand, the creature's impending attack becomes evident. Bishop kidnaps Arianne to use as bait. In a final confrontation, Scott learns from Arianne that Yakatutch was wrongfully banished 300 years ago, awakening memories of his lost family. Scott kills Yakatutch, lifting the curse and freeing its spirit.

In the end, Scott, Matusa, and Claude unite as a family, forever changed by their encounter with the legendary Yakatutch.



# SPECS

**Genres:** Adventure/Horror/Drama/Mystery

**Nutshell:** "Predator" meets "Antlers" in the Yukon

**Sub-Genres:** Creature, Monster, Young Adult, Rites of Passage, First Nations, Nature Gone Wild, Outdoor Survival, Small Town, Supernatural, Mythological

**Rating:** PG-13

**Comparable Films (Tone/Plot):** "Prey" (2021), "Antlers" (2022), "Wind River" (2017), "Jaws" (1975), "King Kong" (2005), "The White Buffalo" (1977), "Prophecy" (1979), "The Relic" (1996), "Into the Grizzly Maze" (2015).



# Scott Fletcher (20)

## First Nations/Caucasian

Handsome, boyish, and somewhat introverted, Scott has always been passionate about the wilderness and wildlife in the Yukon. The son of Claude Fletcher (Caucasian) and Winona Fletcher (Southern Tutchone), Scott is a talented snowboarder who demonstrates his skill in a boarder-cross race at the Yukon Winter Festival. When Scott has a vision of three bodies in the snow and crashes, losing the race, he remembers his mother having terrifying visions when he was a boy. Scott's passion for the outdoors was encouraged by his father, a zoologist, but their relationship has become strained since his mother (from a local Tutchone village), died from unknown causes, ten years earlier. Since then, Scott's father has become obsessed with his research into hybrid animals and their DNA.

To get his father's attention, Scott says he wants to leave the Yukon to pursue a career in snowboarding. His best friend, Jason, encourages Scott's plans, as he hopes to find fame and fortune himself one day. But Jason's sister, Arianne, knows Scott is defying his father and encourages him to study his real passion, zoology. Arianne and Scott are in love, but conceal their feelings, knowing Arianne's father won't approve.





# Matusa Blackfoot (28)

## First Nations (Southern Tutchone)

Scott's half-brother, Matusa is the first son of Winona Fletcher (nee Blackfoot) and a direct descendant of Yakatutch. Matusa was trained from childhood to defend his people against Yakatutch, should he ever return. According to the legend told by his Grandfather, Matusa is the only one who can kill Yakatutch because of his bloodline. He has been trained to use the sacred knife that Yakatutch once wielded, which is the only weapon that can end the curse.

Matusa works for the Park Service as a Park Ranger. He uses his Grandfather's training in hunting and tracking animals to protect the endangered species within the Kluane. He has a deep understanding and passion for wildlife, which his Grandfather fought to protect by creating the wildlife reserve decades ago.

Matusa carries a deep sadness within him, having been raised without his mother, since the age of three. When Scott arrives asking for his help to find Arianne, Matusa finally reveals they are half-brothers. Together, they must hunt down the creature and save Arianne.

He is reserved and cautious, wary of people at first. When introduced, he wears his Park Ranger uniform, and later wears a warm jacket over a checked shirt, with loose pants and boots. He carries the animal-skin pouch his mother made for him, with an owl sewn into it. Matusa also wears an AMULET shaped like an owl, identical to the one worn by Scott.





# Arianne Bertrand (19)

## First Nations/Caucasian

The daughter of Pierre Bertrand, Arianne is a confident, assertive young woman and a Trainee RCMP Officer, eager to be tested. Her older brother is Jason Bertrand (21), Scott's best friend. Arianne is embarrassed by Jason frequently, but doesn't compete with him. Arianne was raised with strict rules by her father and First Nations mother. She has long dark hair, similar to Yakatutch's Wife.

A close friend of Scott's since childhood, Arianne and Scott are secretly in love. She is aware of her father's mistrust of Scott, whom he sees as irresponsible. Arianne understands Scott's resentment toward his father, but acts as a voice of reason. When Scott loses a snowboarding race, Arianne urges him not to give up his passion for zoology. When her father forbids her from attending an autopsy, she joins Scott and her brother, Jason, on a helicopter flight to the ice fields.

On their way down the mountain, she is attacked by Yakatutch and taken to the creature's cave, badly injured. Re-awakening Yakatutch's memories of his wife, the creature begins his transformation back to humanity.







## Jason Bertrand (21)

### First Nations/Caucasian

Jason is outgoing and athletic, a show-off who enjoys attention. Unlike his younger sister, he's not academic, or concerned with helping others. His goal is to become famous from snowboarding, using social media to find sponsorship and escape from the Yukon.

Jason's flaws are over-confidence and recklessness. He's competitive with Arianne, believing their father favors her over him, because of her academic results. His fear is being ignored by his father and spending his life in the Yukon. His father is Commander of the RCMP in the Yukon, making Jason rebellious against authority.

Jason works in an outdoor equipment store with Scott, and wants to avoid responsibility as long as he can. He encourages Scott to do the same, but also sees Scott's potential as a snowboarder.



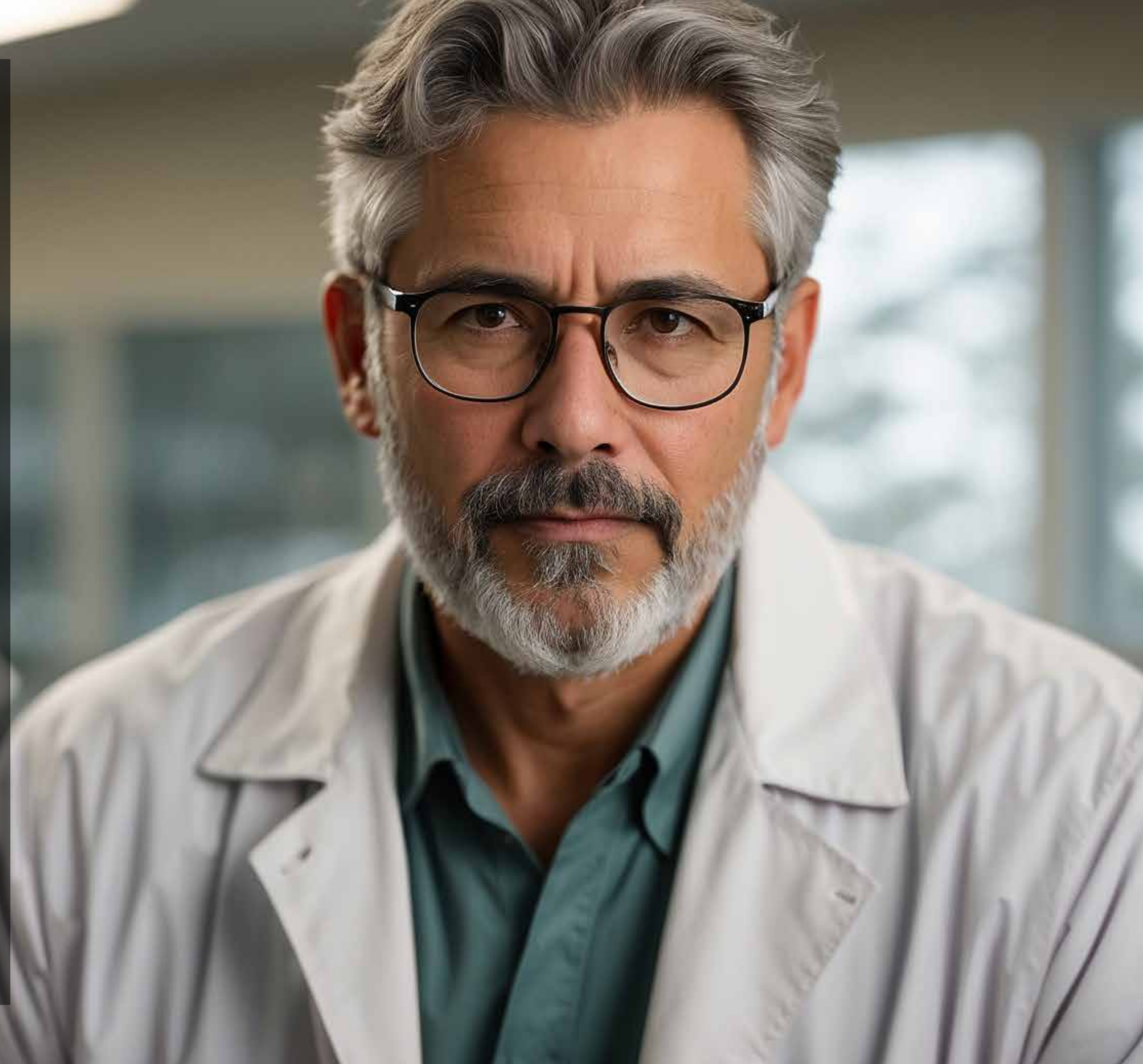
# Claude Fletcher (50)

## Canadian/Caucasian

Scott's father is a zoologist, specializing in animal evolution. When his wife Winona passed away ten years earlier, Claude found refuge in his work. Fearing the Elder would force Scott to be trained to protect the village, like Matusa, Winona made Claude promise to keep Scott's heritage secret from him. Because of his wife's belief in the Creature, Claude feels a responsibility to find it, and believes it may give some meaning to her death. He believes the Creature is a hybrid animal, living in the Kluane, but has never found evidence of its existence.

Since his wife's death, Claude has grown distant from Scott, while still caring for him and being a responsible parent. They rarely talk about anything troubling them. Claude is an intellectual, loves the outdoors and is conscious of animal rights and the environment. He is methodical, wears similar clothes most days, and follows a routine.

Discovering 'Chimeric DNA' in the remains of three hunters, Claude believes he has found evidence of the Creature and is willing to do almost anything to capture it alive, and study it. It appears capable of self-healing, so Claude notifies Bio-Gen, knowing they will be eager to mount an expedition to find it. Aware of the park rules restricting expeditions for commercial research, Claude keeps his plans secret from local authorities, believing the find is too important.





# Pierre Bertrand (55)

## Canadian/Caucasian

Commander of the Whitehorse Detachment of the RCMP (M Division), Bertrand is a stern, proud, and over-protective father to Arianne and Jason. While Jason is given plenty of leeway, Arianne (a trainee RCMP officer) is held to a higher standard, since Bertrand believes she has potential to follow in his footsteps. Naively, Bertrand believes Jason's snowboarding keeps him out of trouble.

Bertrand knows Arianne and Scott share an attraction to one another, but he believes Scott is a dreamer like his father Claude. Bertrand has no patience for Claude's theories about hybrid animals in the ice fields, and likes to hunt, while Claude is against hunting for sport.

Bertrand is a practical man, in command of a vast area of the Yukon wilderness. He treats the townspeople like his flock and is married to a First Nations woman. He is always seen in uniform, and his office is decorated with trophies awarded to Jason and Arianne, for hunting, shooting, or snowboarding.





# Lara Bishop (30)

## Canadian/Caucasian

A hunter and expert sharpshooter, Bishop works for Bio-Gen, the Bio-Technology company that is funding Claude's research into hybrid DNA. When he reports finding a creature that can heal itself, she assembles a team of hunters to capture it at all costs, and exploit it for profit. While Claude hopes to develop new medical treatments, Bishop has other applications in mind, like developing unstoppable soldiers.

Bishop is an ambitious anti-authority type, charming but not to be trusted, and capable of violence. Bishop is determined, focused and conniving, willing to kill for what she wants. A game hunter, she has no mercy for animals and sees them as trophies. She uses her appearance and lack of scruples to influence others and get her way.

Former military and highly trained, Bishop knows her firearms better than most. She uses a high-powered tranquilizer rifle with a laser-sight on it, and various tracking devices to locate and draw the Creature into her trap.





## Paul Silver, (35)

### Canadian/Caucasian

As Claude Fletcher's research sponsor at Bio-Gen, Paul Silver believes the eccentric zoologist has found something extremely valuable, and will do almost anything to obtain it, before authorities do. He enlists Lara Bishop, an expert hunter working for Bio-Gen, to track the animal and capture it.

A shrewd business-man, Silver tells Claude only what he needs him to know. So, when Silver loses contact with two trappers sent by him to find the Creature's cave, their disappearance is kept quiet. Silver and Bishop will do anything to capture the Creature, even using people as bait.

Despite the high-tech weapons at Bio-Gen's disposal, Silver underestimates the Creature's power, and barely survives when it attacks his team of hunters. Finally, he is captured by the RCMP and brought to justice, absolving Claude of any criminal responsibility.







## Bishop's Hunters

Four expert HUNTERS, ages 25-45, join Lara Bishop on a mission to capture the Creature, ignoring Matusa's warnings. Landing on the glacier in a blizzard, the hunters lure Yakatutch toward their specially-modified bear trap. But Yakatutch outwits the hunters, attacking them in the darkness. The hunters are all slaughtered, but Bishop survives.





## Winona Fletcher (33)

### First Nations (Southern Tutchone)

The daughter of the Village Elder, Winona was a direct descendant of the cursed warrior, Yakatutch. At 16, Winona became pregnant and gave birth to Matusa. When Matusa's father left the village, Winona's father, an Elder, insisted on raising Matusa to protect their village, if Yakatutch ever returned. Winona resisted her father, so he forbid her from raising Matusa, giving him to the women of the village instead.

At age 19, Winona left the village and moved to Whitehorse, and met Claude at age 22. At 24, Winona gave birth to Scott. But Winona suffered severe depression and guilt over her first child, Matusa, and refused to take Scott to the village, fearing the Elder would take him, too. Scott was raised without knowledge of his half-brother, or his connection to Yakatutch.

Raising Scott brought Winona happiness, but the guilt of not being able to raise her first son took its toll, causing severe anxiety and depression, resulting in her being hospitalized. She passed away at 33, leaving Claude and Scott grief stricken. Claude became obsessed with his work, and Scott became more distant from his father, unaware of his heritage, or what caused his mother's suffering.



## Leona, Yakatutch's Wife (33)

### First Nations (Southern Tutchone)

Leona is first seen when Yakatutch gives their son a hand-carved amulet, shaped like an owl, which Matusa later wears. When Yakatutch is cursed and banished from the village, Leona holds their son back, as tears stream down her face.

The love Yakatutch has for his family sustains his humanity, so when he encounters Arianne, who resembles Leona physically, he makes a connection between them, revealed in flashbacks of his wife. Later, as Yakatutch's DNA heals Arianne's injuries, Arianne has flashbacks of Yakatutch's memories, revealing Yakatutch's innocence.





# Yakatutch (36)

## First Nations (Southern Tutchone)

A formidable hunter and a respected member of his people, Yakatutch lived in the untamed wilderness of the Yukon, 300 years ago. With scars across his powerful chest, arms and back, he hunts with a spear and knife chiseled from obsidian. Around his neck, Yakatutch wears a small OWL-SHAPED AMULET, identical to Scott's. His wife, Leona (33) and son (8) wear identical amulets. The owl represents their spirit animal.

The strongest and most fearsome warrior of his people, Yakatutch has killed more animals and defeated more enemies than any other. He is prideful, and enjoys the admiration he receives. But when a younger warrior outruns him, it sets him on a self-destructive path. He withdraws from the group in shame; his young wife and child unable to console him.

The next day, while hunting, Yakatutch's son finds the warrior and his female companion murdered, with his father standing over them. Yakatutch is cursed by the Elders, and banished to the mountains forever. Over the centuries, Yakatutch has transformed into a wild beast, motivated by a primal urge to hunt, and find his family. He remains there to this day, feeding on the animals within his domain. But the legend was wrong, and Yakatutch was innocent.





# The Creature (Yakatutch)

## First Nations (Southern Tutchone)

Matusa tells Scott the story of a warrior named Yakatutch, who was cursed for the cold-blooded murder of a young couple, then banished to the mountains, 300 years ago. Since then, Yakatutch has transformed into a ferocious CREATURE, half-man and half-beast, which feeds on the animals in its domain.

Standing seven feet tall and covered with white and grey fur, Yakatutch walks on two legs and runs on all-fours, like a great ape. With massive arms and four-inch claws on its hands and feet, Yakatutch can run over icy surfaces and tear out the heart of its prey. Over hundreds of years, Yakatutch has assimilated the DNA of its victims, constantly evolving and altering its appearance. Many of its victims are predators themselves, giving Yakatutch a distinct survival advantage.

Abipedal,ape-likecreature,Yakatutchhasseveraluniquecharacteristics. Horns on its head resemble a Dall Sheep, or Caribou, both abundant species in the Kluane, and suggest the creature's evolutionary process.

(The creature shown here is only a suggested look, not the final creature design.)





# Capturing the Creature

Under cover of night, Lara Bishop and four expert hunters fly to the ice fields by helicopter, carrying tranquilizer rifles and a specially-modified bear trap, to bring the Creature back alive. Joining them are Scott, Matusa and Claude, who agree to show Bishop the cave's location, with hopes of finding Arianne alive.

Landing at the base of the mountain, the hunters discover the frozen remains of two Bio-Gen TRAPPERS, sent earlier to find the cave, with their hearts torn out. Setting their trap on the ice, the hunters wait for the Creature, while Scott and Matusa find Arianne inside the cave. But the Creature outwits the hunters, slaughtering them. As Scott, Matusa and Claude escape the ice fields with Arianne on board the helicopter, Bishop fires her tranquilizer rifle, attaching a TRACKING DEVICE to Yakatutch.

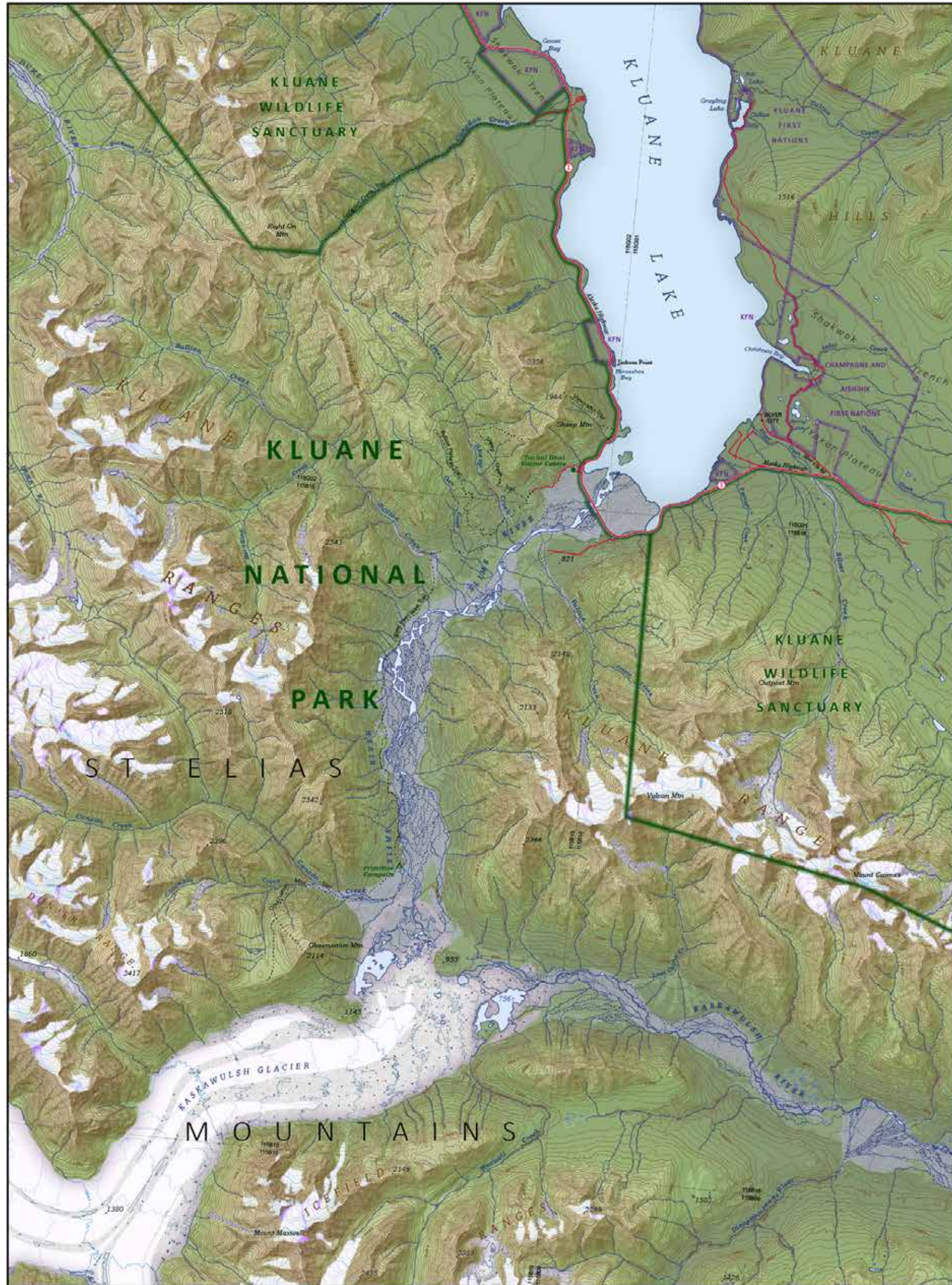
Back in Whitehorse, Arianne warns her father that Yakatutch will come after her, no matter the distance. Bertrand is still skeptical, but Scott and Matusa sense Yakatutch is on its way.

Meanwhile, Bishop flies back to her base and regroups, convincing Silver to assemble a new team of hunters, and follows the tracking device as it heads for Whitehorse, just as Arianne predicted.

Bishop and Silver race toward Whitehorse with a semi-trailer designed to capture Yakatutch, but they will need bait for the trap. Kidnapping Arianne from the hospital, Bishop and the hunters set their trap and await the Creature's arrival, as Scott, Matusa and Bertrand search the town for Arianne, finally heeding her warning.







# SETTINGS

The Kluane (kloo-ah-nee) National Park and Wildlife Reserve in Canada's Yukon Territory, is a vast protected wilderness, 8,500 square-miles in area, including 2,000 glaciers and the highest mountain in Canada, Mount Logan (19,551 feet).

It is home to hundreds of protected species, including grizzly bears, caribou and moose, which inhabit the park's lower altitudes. 100 miles to the east is the capital city, Whitehorse (population: 30,000). The Southern Tutchone people, and the people living in Whitehorse, are all tied to this beautiful, yet hostile environment.

The snowbound landscape of the Yukon - with its mountains, forests and glaciers - is a spectacular, rarely-seen setting that will become a significant character in the film.

The highest peaks of the St. Elias Mountains are located in the high ice field region of the Kluane National Park, ranging from 13,766 feet to the highest, Mt Logan, at 19,551 feet.

The St. Elias Mountains form the highest coastal mountain range on Earth, and formed at the plate boundary between the Yakutat and North American plates. The mountains are divided by the Duke Depression, with the shorter, more rounded Kluane Ranges to the east, and the higher Icefield Ranges to the west.

[https://en.wikipedia.org/wiki/Saint\\_Elias\\_Mountains](https://en.wikipedia.org/wiki/Saint_Elias_Mountains)



# THE CREATURE'S CAVE

Located in The Kluane National Park  
and Wildlife Reserve, surrounded  
by the Saint Elias Mountains





# WHITEHORSE, YUKON

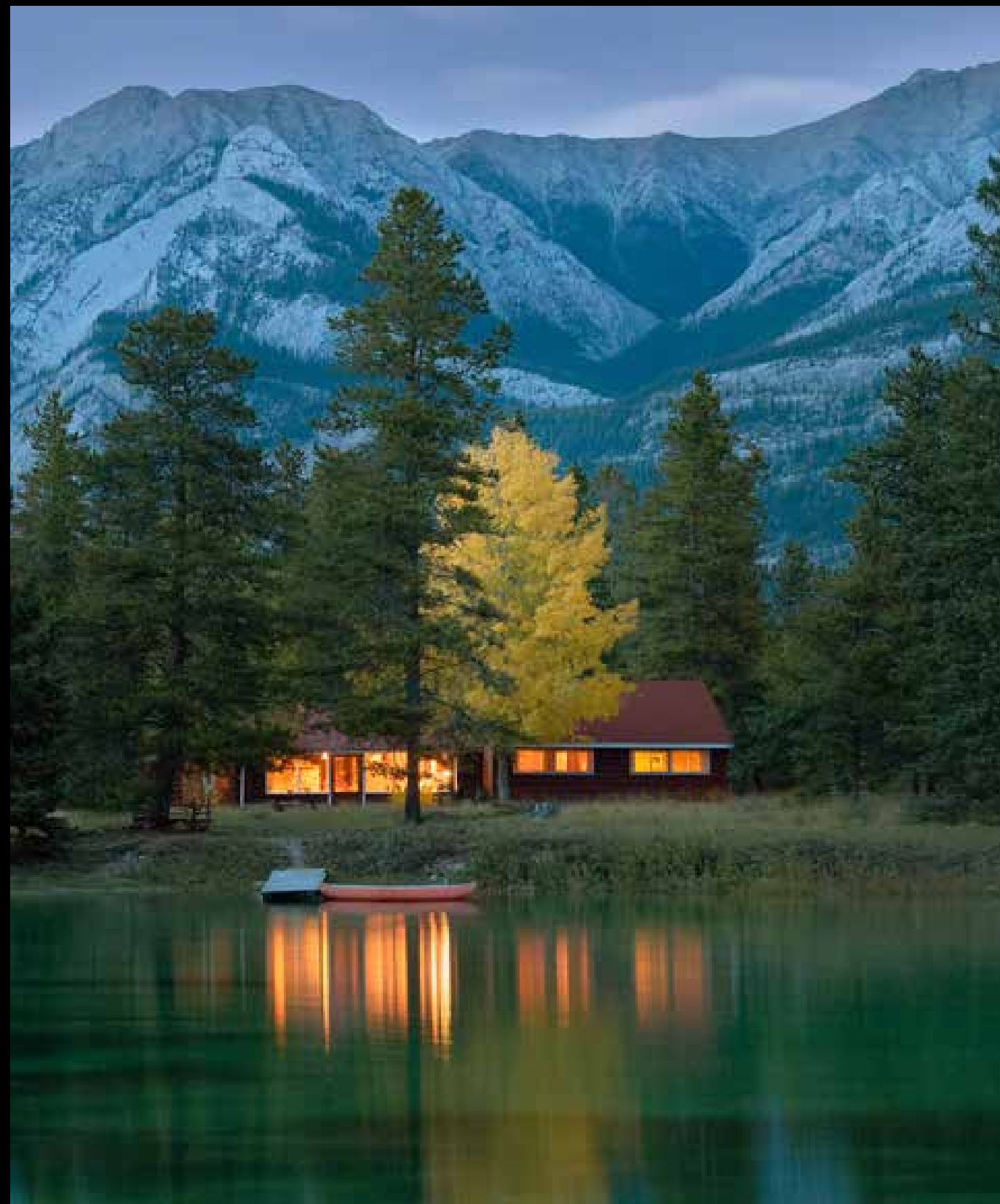
Population: 30,000

Home to Scott and his friends. The town where the final confrontation with the creature will occur.



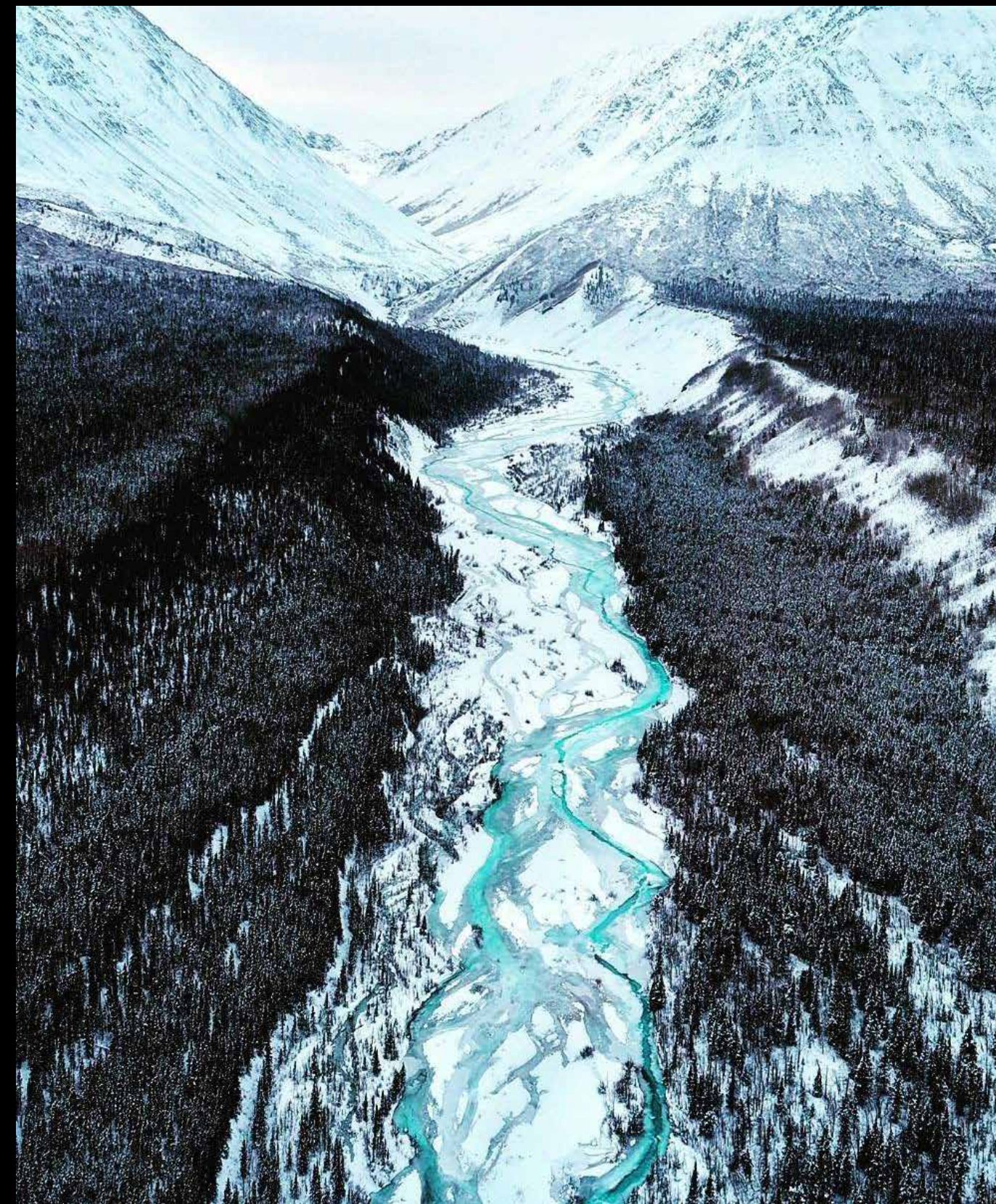


# SETTINGS





# SETTINGS





# THEMES

The Legend of Yakatutch is a coming-of-age story about family forgiveness. After the loss of his mother ten years earlier, Scott Fletcher fears his father has lost any interest in him. Scott wants to earn his father's approval, but doesn't know how. When he learns he has a half-brother who was kept secret from him, Scott discovers a part of himself he never knew existed – his indigenous heritage.

Because his mother was descended from Yakatutch, Scott has inherited the same purpose as Matusa: to end the curse and destroy Yakatutch. But Scott believes he lacks the training and discipline to confront the creature alone. Estranged from his father and seeking direction, Scott must embrace his ancestral responsibilities and fulfill his role as defender of his mother's people, the indigenous Southern Tutchone. He agrees to help Matusa find the Creature's cave, if Matusa will help Scott find Arianne. Ultimately, Scott learns he has both the bravery and the compassion needed to save Yakatutch from the curse, when Arianne reveals that Yakatutch was falsely accused.

While saving his father and Arianne, Scott also saves his mother, who died from the guilt of abandoning her first son. Scott also restores harmony to his ancestors, who cursed Yakatutch centuries earlier, and the natural world surrounding his home, The Kluane National Park, which is the creature's domain. Finally, Scott becomes a Spiritual Warrior, like his half-brother Matusa, and learns his purpose. Scott forgives his father for keeping his secret, while teaching Claude a lesson in telling the truth.



# AUDIENCE

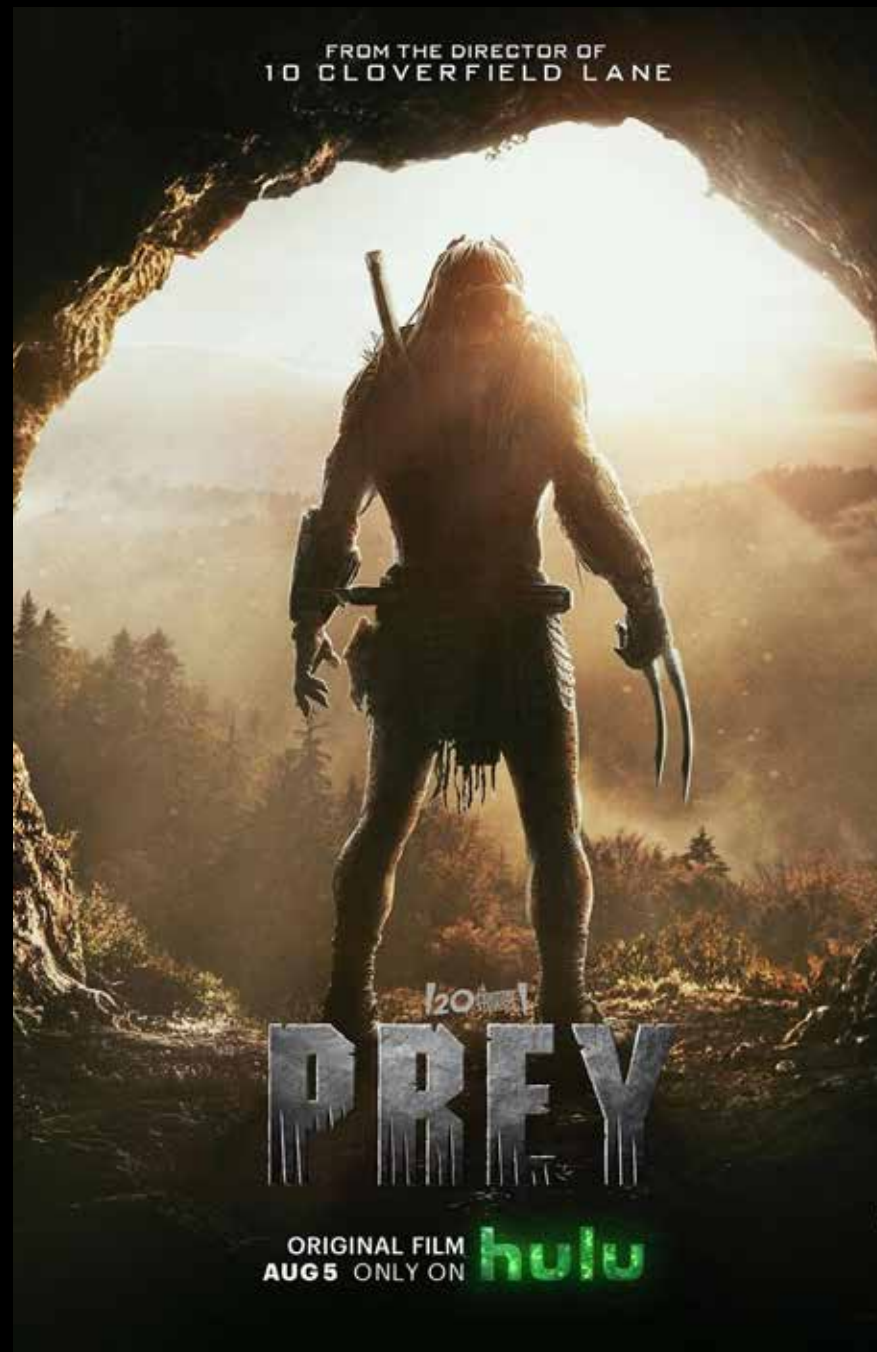
Like King Kong, Jurassic Park, Godzilla and Jaws, The Legend of Yakatutch is a Creature-Feature, combining Action-Adventure with elements of Horror. These comparable movies feature animals either mutated by science, or discovered in distant lands and brought back to civilization by humans, and exploited for profit. The Legend of Yakatutch will appeal to fans of these blockbuster hits, combining an original “creature” with First Nations mythology, and the snowy wilderness of the Yukon, a real-world setting, and one of the largest protected areas on Earth.

Creature-Features often fit into two broad categories: R-rated films, featuring graphic violence on-screen, and PG-13 movies, relying on what is unseen, to create excitement and suspense. The Legend of Yakatutch keeps the threat mostly off-screen, and utilizes the landscape and environment to evoke a sense of dread. While The Legend of Yakatutch draws inspiration from ‘R’-rated films, like Alien, The Relic and The Thing, the intended rating is ‘PG-13’, to attract younger teen audiences. Like King Kong, Jurassic Park and Jaws, The Legend of Yakatutch is aimed at a broader audience, and features themes relating to parent/child relationships. These movies still rely on action, suspense and horror elements, but are less graphic, and therefore appeal to a broader age-range, including younger audiences.





# COMPARABLES - TONE AND STORY



Prey



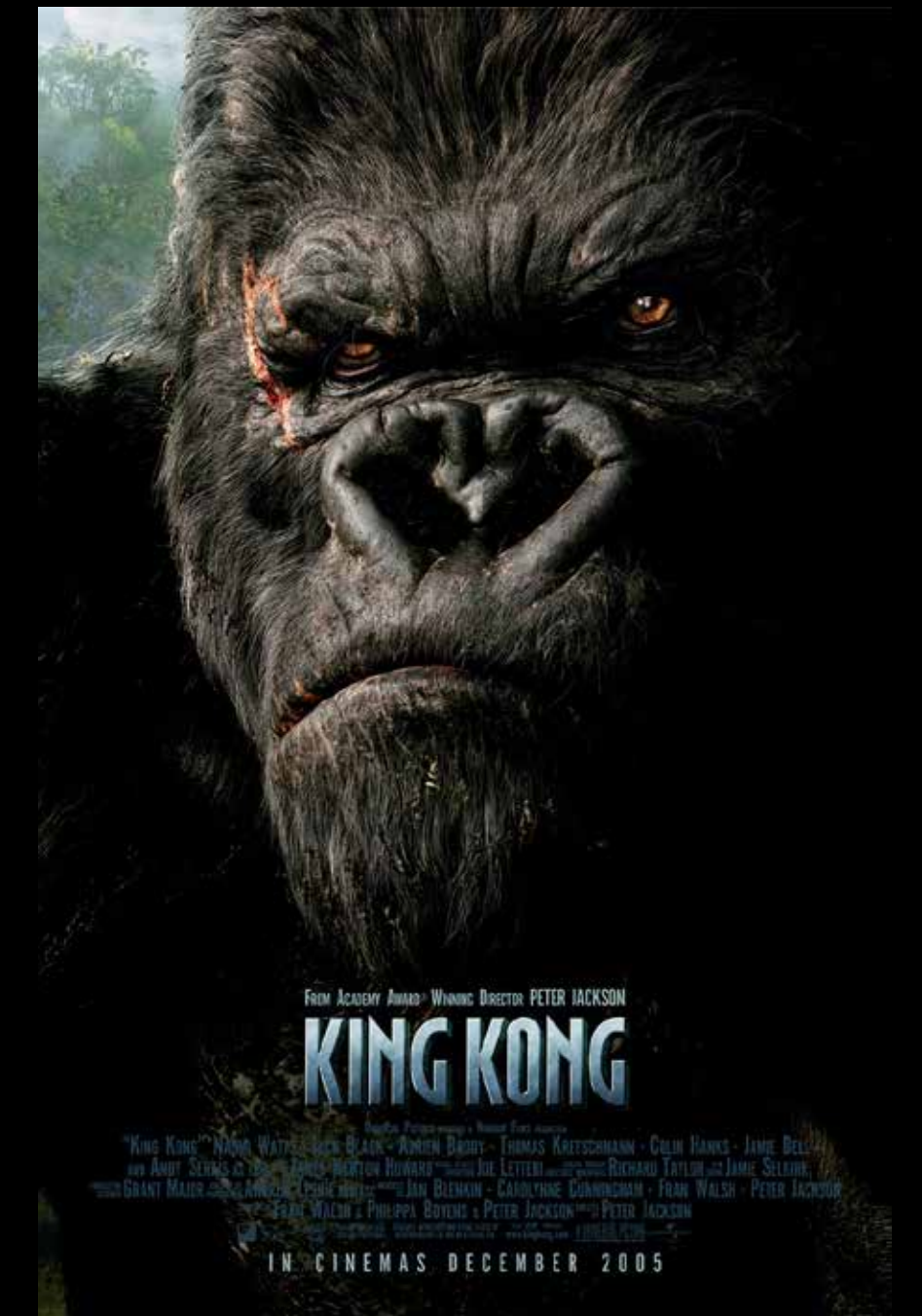
Antlers



The Relic



The White Buffalo



King Kong



# INSPIRATION

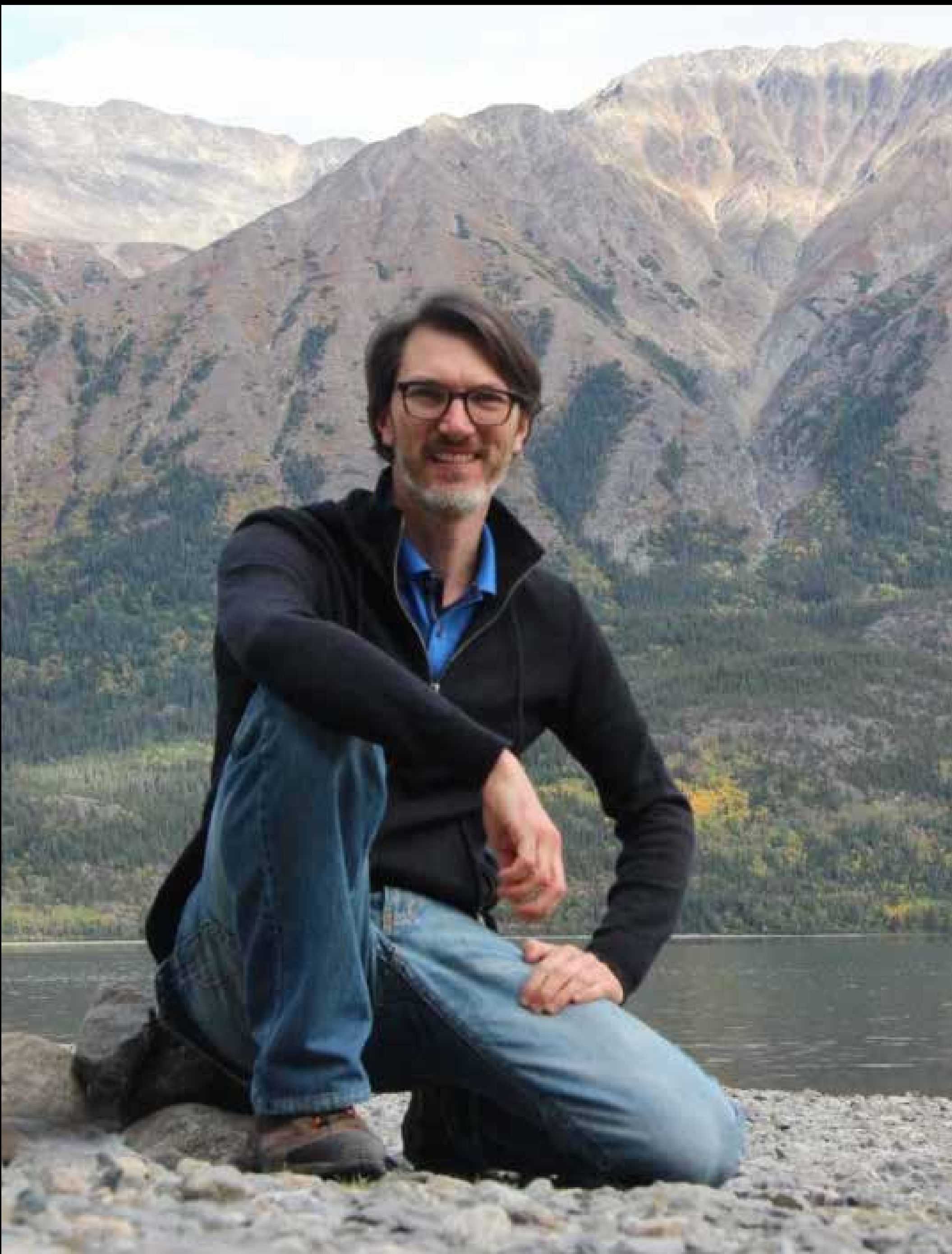
The Legend of Yakatutch is inspired by a long tradition of 'Creature-Features' that began with classics like Universal Studios' The Wolf Man in 1924, Frankenstein in 1931, and the RKO classic, King Kong, in 1933. The genre includes blockbuster franchises like Jurassic Park, Jaws and The Mummy, and remains one of the most popular genres today, with recent examples like Jurassic World, Clash of the Titans, Godzilla vs Kong, and The Twilight Saga. While these films cover a wide range of genres and classifications, they all bring to life incredible monsters that excite our imagination, and take us to the fascinating worlds they inhabit. The mystery of Bigfoot, or Sasquatch, and the creature's Asian relative, Yeti, has always fascinated me. Thousands of stories and reported sightings have sustained public fascination with Bigfoot, and spawned a culture of pseudo-scientific research, known as 'cryptozoology'. I developed The Legend of Yakatutch with this legendary 'cryptid' as my inspiration for Yakatutch - a creature that was once an ordinary man.

Since an early age, cinematic monsters like the Wampa snow creature from The Empire Strikes Back, and the animated creatures of Ray Harryhausen, seen in fantasy genre classics

like Jason and the Argonauts, have captured my imagination. These kinds of fantasy creatures, many with origins in historical myth (Dragons, Cyclops), or folklore (Vampires, Werewolves), are at once familiar and frightening to audiences, and have become famous characters in cinema. My goal is to bring Yakatutch to the same prominence as other mythic or folkloric creatures.

Following this example, I wanted to design a creature that was unique, but familiar, and above all, frightening. Great movie monsters have their own mythology or history, which explains their motivations. The Legend of Yakatutch adheres to this simple rule, providing a backstory for the creature that reveals its origin and why it behaves the way it does. Like King Kong, Yakatutch is extremely dangerous when disturbed within his domain. Both creatures are misunderstood and consequently feared, because they cannot be controlled. But Yakatutch was once human, and so represents our primal nature -- motivated by fear, aggression, and cunning. The humans who encounter it will reveal their own motivations -- fear and aggression, or kindness and understanding.





## Sean Francis Ellis - Screenwriter

Sean is a Screenwriter, Director, Editor and Producer, based in Australia. He began making films at age 11 using Super 8 cameras and graduated with a Bachelor of Film and Television Production from the VCA School of Film and Television in Melbourne, in 1994. Since then, Sean has worked in film & television production in Australia and the US, while writing several feature screenplays, and directing short films and music videos. He currently teaches Screenwriting at the New York Film Academy Australia, on the Gold Coast.

“While growing up in Australia and Hong Kong, I was inspired by movies featuring mythology, adventure, exotic settings and fantastic creatures. These stories offered refuge while adjusting to new schools and making new friends. They inspired a coming-of-age story about a young First Nations man, with parents from two distinct cultures, who must uncover his heritage in order to save his home, restore his family, and forge his own future. The story reflects my passion for folklore, cryptozoology, the Yukon and its people, who maintain their rich culture and teach their young through legends and myths. “The Legend of Yakatutch” is about transformation, finding your identity, forgiveness, and learning from our mistakes. It is also a plea for different cultures and generations to understand one another.”

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