

The End Of Rytheria #1 of 6

by
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PAGE 01 (3 PANELS):

3 equally sized horizontal panels.

PANEL 1.1 - EXT - COSMOS - NIGHT

Out in the blackness of the cosmos The Gods are shaping stars and planets the way a sculptor would mold clay.

NARRATOR

What would you do if you knew for certain the exact moment of the end of the world?

NARRATOR (CONT'D)

That is the question that the mortal inhabitants of Rytheria have struggled with since the moment their Gods imbued them with the Spirit Energy that gives them life.

PANEL 1.2 - EXT - REMOTE MOUNTAIN REGION - DAY

A lone insignificant cave man out in the mountains with no signs of civilization stands in front of a giant rift in time and space. One of The Gods towers behind the rift, offering it as a gift to the man. Inside the rift, we see a circle of stones surrounded by the cosmos. Inside the stones is The Wellspring of Eternal Knowledge - magical red water that is constantly in flux as though it were alive. Some of the water is flowing up out of the well, through the rift, and into the man's eyes.

NARRATOR

You see, each generation The Gods grant a small group of mortals access to The Wellspring of Eternal Knowledge.

NARRATOR (CONT'D)

Like most gifts from The Gods, absolute knowledge of the future often feels more like a curse - as those with this ability become intimately familiar with all of the suffering throughout Rytheria.

NARRATOR (CONT'D)

They know the precise moment that each of their loved ones will pass on to the next cycle.

(MORE)

NARRATOR (CONT'D)

And they cannot escape the knowledge that one day their entire world will be destroyed.

PANEL 1.3 - INT - RELIGIOUS TEMPLE - DAY

In ancient times, inside a religious temple with all sorts of crazy architecture, an eclectic group of all sorts of fantastic and mythical species are gathered around a giant table, arguing. It's a fairly chaotic gathering. We should get the idea that this table is extremely large and that we can only see a small portion of it. Some of the species can be of your own design if you'd like, but make sure we get a few classics in there: human, elf, dwarf, gnome, goblin, orc, Telerian, that sort of thing. There needs to be at least one draconic figure, too. Everyone at the gathering has the same easily distinguishable eyes: the same red color as The Wellspring Of Eternal Knowledge with no pupils.

NARRATOR

Those who tried to ignore their knowledge were driven insane by it. Others have attempted to alter their fates - but to no avail.

NARRATOR (CONT'D)

The rest of these Foretellers banded together and chose to share their gifts with all of Rytheria - taking on the role of spiritual guides.

NARRATOR (CONT'D)

Eventually - with this Council's help - Rytheria accepted its destiny.

PAGE 02 (3 PANELS):

Same layout - 3 equally sized horizontal panels.

PANEL 2.1 - INT - CASTLE YESTIN THRONE ROOM - DAY

Inside the giant throne room of castle Yestin. It is normally filled with the hustle and bustle of running a kingdom. But today it is empty - save for King Yestin, who slouches solemnly on his throne. His son, Prince Yestin, pleads with him to get up and do something. But the King has lost hope that he can make a difference. Liam stands guard, stoically. He isn't really important in the panel - just there because he is always by Prince Yestin's side.

NARRATOR

But now Rytheria's final days draw near. Despite the Council's guidance, not everyone can come to terms with the fact that their world is ending.

NARRATOR (CONT'D)

Some have done what they can to find meaning in what remains of their lives. But others have completely given up hope.

NARRATOR (CONT'D)

In fact, the entire Kingdom of Yestin is falling apart because their King has lost his will to lead.

PANEL 2.2 - EXT - TRYSTIL - NIGHT

Establishing shot of the remote town of Trystil. It's a small town, with few homes. There is a temple which should have distinguishably different architecture at the edge of town. The town has very small amounts of farm land around it - and beyond that are empty expanses of barren unsettled land.

Right now, the town is lit by raging fire. The sky is filled with ash and smoke. Not EVERYTHING is burning down, but a large portion of it is.

NARRATOR

In all of Yestin, no region could use their King's help more than the remote town of Trystil.

NARRATOR (CONT'D)

Plagued by a series of mysterious disappearances, they found themselves ill equipped to deal with an out of control fire.

NARRATOR (CONT'D)

And in the short time of one evening, a town that already had so little now found themselves with next to nothing.

PANEL 2.3 - EXT - TRYSTIL - DAY

Another shot of the town of Trystil, a few days later. The fires are out. But any buildings they damaged have not been repaired and there's still a lot of ash scattered everywhere. Now it's raining harder than it ever has before. The world is ending - and this is reflected in the weather. Everything in the town is dead (except a few people). Not so much as a blade of grass is sticking out of the ground - which has become far too muddy for anything to grow. There are huge puddles everywhere as the ground is not used to soaking up this much water.

We're zoomed in a bit tighter than last panel. We should be able to pick out which house is Elita's, and see a small figure standing in its doorway. We can also see a small group of people carrying what few belongings they have as they slowly and solemnly leave town. Leading this caravan away from Trystil are a few wagons being drawn by horses.

NARRATOR

Fortunately, the strange weather patterns brought about by the end of the world summoned a great rain which extinguished the flames.

NARRATOR (CONT'D)

For many, however, it was too little too late. No longer possessing a reason to stay, most of the townsfolk chose to abandon Trystil and journeyed off with a caravan claiming to offer sanctuary from the coming apocalypse.

NARRATOR (CONT'D)

But this is not their story.

PAGE 03 (1 PANEL):

Splash page.

PANEL 3.1 - EXT - RHOSWEN HOME - DAY

Now we zoom in on Elita's house - a small, comfortable home, nothing fancy. It was far enough away to not be destroyed by the fire. It has a small vegetable garden area in front where they grow their own food, but it has been completely ruined by the storm. Elita stands in the doorway, anxiously staring off into the distance. She's awaiting Damari's return, but is worried that he got hurt. It's still raining like crazy.

NARRATOR

It's hers.

NARRATOR (CONT'D)

Elita Rhoswen, a young Telerian who decides that she is not yet ready for her world to end.

ELITA

Where are you, Damari?

PAGE 04 (7 PANELS):

PANEL 4.1 - INT - RHOSWEN HOME - DAY

From inside, we see Elita turn away from the door, impatiently giving up on waiting.

ELITA

Mommy - how come Damari hasn't come home yet?

PANEL 4.2 - INT - RHOSWEN HOME - DAY

Elita approaches her 9 month pregnant mother, Illithya, who is making the bed. It is not a fancy looking bed as they are a fairly poor family. Illithya is a very loving and reassuring person. Her pregnancy is causing her constant pain, but she tries to hide this from Elita.

ELITA

You don't think he left with everybody else, do you?

ILLITHYA

Don't be silly, Elita. You know Damari would never abandon us. I just sent him out to...

PANEL 4.3 - INT - RHOSWEN HOME - DAY

Tight on Illithya as suddenly a wave of intense pain comes over her. She grabs her pregnant belly and winces. She begins to fall.

ILLITHYA

Ooooooh!

PANEL 4.4 - INT - RHOSWEN HOME - DAY

Elita, worried about her mother, catches Illithya and helps her sit down on the bed. Illithya is trying to look brave for Elita, but is still clearly in pain.

ELITA

Mommy! Are you okay?

ILLITHYA

I'll be fine, Dear.

PANEL 4.5 - INT - RHOSWEN HOME - DAY

Elita bends down to demand some answers from the baby in Illithya's stomach.

ELITA

How come you're being so stubborn, Baby Jaelyn? Don't you want to see the world? You need to hurry up and get born cause if you don't have your own Spirit Energy before next week then you can't come with us to the next cycle.

PANEL 4.6 - INT - RHOSWEN HOME - DAY

Elita, still bending down in front of the baby, looks up at her mother questioningly. Illithya rubs her belly gently and lovingly while looking at and calmly explaining to Elita. She once again is hiding her pain with the best smile she can muster.

ELITA

Why don't you just give birth now - before the world ends?

ILLITHYA

I'm afraid it doesn't work that way, Elita. Baby Jaelyn simply isn't ready to be born yet.

PANEL 4.7 - INT - RHOSWEN HOME - DAY

Close on Elita who stands up, incredibly impatient.

ELITA

But he was SUPPOSED to be born YESTERDAY!

(MORE)

ELITA (CONT'D)

What if time runs out before he's ready? Isn't there something we can DO?

PAGE 05 (7 PANELS):

PANEL 5.1 - INT - RHOSWEN HOME - DAY

Illithya smiles knowingly - understanding that Elita needs to have adventure in her life, and it would be wrong for Illithya to hold her back. Elita is wide-eyed with excitement.

ILLITHYA

I suppose if it really means that much to you...

ILLITHYA (CONT'D)

...I do have a very important quest that I could use your help with. But you would be responsible for Baby Jaelyn's safety. Are you sure you're up to the challenge?

ELITA

Yes! Yes! Yes! I'll do anything to make sure he gets born okay! What do I have to do?

PANEL 5.2 - INT - RHOSWEN HOME - DAY

Close on Illithya as she stands slowly and cautiously.

ILLITHYA

The only way to guarantee that Jaelyn gets born on time is to use a rare plant called Nolaweed to induce the birth. Before he disappeared, Tim Shivers was supposed to be holding some for me - just in case. Damari is at his shop now, trying to find it. Your quest will be to make sure that Damari gets home safely with the Nolaweed.

PANEL 5.3 - INT - RHOSWEN HOME - DAY

Illithya is reaching up to a shelf or some sort of closet and grabbing something simple to protect Elita from the rain - the medieval equivalent of a coat, jacket, shawl, blanket, or poncho. Elita is at her side, looking up at her mother. I want to emphasize the height difference here to reinforce the fact that Elita is still quite young.

ELITA

Are you sure you'll be okay all by yourself?

ILLITHYA

Of course, Dear. You needn't worry about me. Now go - I'm counting on you.

PANEL 5.4 - INT - RHOSWEN HOME - DAY

Elita rushes to the door, with an excited look on her face, while trying to say a hurried goodbye. Illithya is right behind her, wrapping her with whatever warm thing she grabbed.

ELITA

Don't worry Mommy - I won't let you down! I'll make certain that Baby Jaelyn gets born before the world ends.

PANEL 5.5 - EXT - RHOSWEN HOME - DAY

From in front of Elita, we look back towards the house. We see Elita pressing bravely towards us into the storm outside. Because she has already said goodbye and is so focused on her mission, she pays no heed to her mother in the doorway, waving goodbye with a fake smile on her face.

PANEL 5.6 - EXT - RHOSWEN HOME - DAY

Same perspective, but closer on Illithya. Now that Elita is far enough away, she allows herself to cringe in pain, half falling to the ground.

PANEL 5.7 - EXT - RHOSWEN HOME - DAY

Illithya, kneeling on the ground, face full of pain, clutches her baby and looks skeptically down at her pregnant stomach.

She is beginning to lose hope and is worried that her baby might never know life.

ILLITHYA
Jaelyn...

PAGE 06 (7 PANELS):

PANEL 6.1 - EXT - TRYSTIL - DAY

Elita presses through the storm while wandering through the deserted and burned down Trystil. The town is a mess. Everything is dead. This is a chance for us to get a look at what horrible shape Trystil is in from Elita's perspective.

PANEL 6.2 - EXT - TRYSTIL - DAY

A nearby flash of lightning frightens Elita and stops her in her tracks.

SFX
KRAAKA-BOOOM!

ELITA
AAHHHHH!

PANEL 6.3 - EXT - TRYSTIL - DAY

Worm's eye view - looking up towards Elita looking up into the sky, thinking very hard. This is a storm of world-ending proportions.

ELITA (THOUGHT BUBBLE)
Why won't it stop raining?
Shouldn't our last days be filled
with sunshine?

PANEL 6.4 - EXT - TRYSTIL - DAY

Wide shot. Suddenly, Elita turns her head in the direction of a strange sound. Off in the distance, Randolph - a knight in full armor - quickly approaches on horseback.

SFX
Klakita-Klakita-Klakita-Klakita!

PANEL 6.5 - EXT - TRYSTIL - DAY

Randolf pulls back the reigns in order to stop his horse.

RANDOLF
Wooooah Boy. Easy.

PANEL 6.6 - EXT - TRYSTIL - DAY

Randolf sits on his horse in front of Elita. Elita does a very polite curtsy type thing.

RANDOLF
Excuse me, Girl - am I on the correct path to find Yestin?

ELITA
You have found it, good Sir Knight.

PANEL 6.7 - EXT - TRYSTIL - DAY

Randolf is annoyed. He doesn't have time for this. He dismisses her thoughts with a wave of his hand.

RANDOLF
(condescending)
Yes, yes. I know. Of course I'm in the KINGDOM of Yestin. But which direction is CASTLE Yestin? Why in all of Rytheria would you think I was looking for a dump like this?

PAGE 07 (7 PANELS):

PANEL 7.1 - EXT - TRYSTIL - DAY

Randolf gives Elita a semi-confused look. What in Rytheria is this crazy girl talking about? Elita gives a little shrug, slightly dumbfounded herself, and not quite sure how to respond to this strange Knight fellow.

ELITA
I don't know. To meet up with a friend? Or maybe you were part of that caravan that just came through here. Oh - we have a Foreteller in town. Are you here to see Mabyne?

RANDOLF

Little Girl - you understand very
little about the way the world
works, don't you?

ELITA

I... uh...

RANDOLF

Nevermind. Why did I even bother
to ask for your help?

PANEL 7.2 - EXT - TRYSTIL - DAY

Randolf kicks his horse and it starts riding off.

RANDOLF

Hiyah!

PANEL 7.3 - EXT - TRYSTIL - DAY

We see Randolph's back, as he speeds off towards the horizon.
He is a fair distance away now. Elita is turned towards him,
yelling, and pointing in a different direction.

ELITA

Wait - Mister Knight! Castle
Yestin is that way!

PANEL 7.4 - EXT - TRYSTIL - DAY

Elita takes a moment to pause and ponder: who was that and
what exactly just happened?

PANEL 7.5 - EXT - TRYSTIL - DAY

Same shot - the camera hasn't moved. But Elita has begun to
walk slightly off panel. She's braced against the wind and
the storm with whatever is keeping her warm wrapped tightly
around herself.

PANEL 7.6 - EXT - TRYSTIL - DAY

Zoom out slightly so that we can still see where Elita was
standing (but not Elita anymore - she has walked off.) We
can also see the sky now. The rain has lightened up ever so
slightly - it's only just barely even noticeable. Over the
rest of the issue, the storm is going to continue to subside
more and more.

PANEL 7.7 - EXT - TRYSTIL - DAY

Same shot. Subtly, the clouds part ever so slightly, letting a tiny ray of sunshine through, shining down onto exactly the spot where Elita had been standing.

PAGE 08 (7 PANELS):

PANEL 8.1 - EXT - TIM SHIVERS' ALCHEMY SHOP - DAY

Establishing shot of the exterior of Tim Shivers' alchemy shop. This is where the fires started, so it's right in the middle of the burned down section of Trystil. There's a lot of ash about. The roof is completely gone and the rest of the shop isn't in much better shape.

Elita is just stepping up to the entrance. The rain has continued to lessen ever so slightly.

PANEL 8.2 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

An over the shoulder shot from Elita's perspective of what she sees from the doorway when she first enters the shop. This is a fairly large shot as we want to take a moment to examine just what a terrible shape the shop is in.

This place is a crazy mess like you've never seen a mess before. Because the roof is gone, the rain is getting in and all over everything. You literally can't even see the floor because it's covered with all sorts of alchemy supplies, chemicals, broken vials of this or that, and broken jars filled with exotic plants. There are ancient looking books strewn about everywhere with pages ripped out or burned to ash.

A cat is standing on a pile of random crap in the middle of the room. Standing next to him is a very regular looking goblin. Very forgettable - nothing special about him. He's putting something (we can't tell what) into his pouch.

PANEL 8.3 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Elita is rushing towards the two of them in the middle of the room. The goblin is a bit startled by Elita's exclamation. The cat is unphased.

ELITA

Damari!

PANEL 8.4 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Close on Elita as she picks up and hugs the cat, who is pleased to be in Elita's arms.

ELITA

You're okay!

PANEL 8.5 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

The goblin gives a polite slight bow as he turns towards the door.

GOBLIN MAN

I suppose I shall take my leave now. I must make haste if I'm to catch up with the rest of my party. Damari - always a pleasure. Good day Miss Rhoswen.

PANEL 8.6 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Elita puts Damari back down on top of the pile of random crap (which is the closest he can get to being on the floor.)

ELITA

Who was that?

DAMARI

An old friend of mine, believe it or not. He was actually in town searching for Tim.

ELITA

Oh. ... That's so sad.

DAMARI

Yes. Well... No time to dwell on that. I suppose Illithya sent you here to help me find the Nolaweed?

ELITA

Yep - I'm on a quest to make sure that Baby Jaelyn gets born.

PANEL 8.7 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Damari smiles a loving smile, the way a father does when he is proud of his child. He motions with his paw.

DAMARI

Why don't you start by looking over there?

PAGE 09 (6 PANELS):

PANEL 9.1 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Elita kneeling on the ground, sorting through piles of crap close to the entrance of the shop. Near where she is searching is a pendant set with a red jewel (the same exact color as the Wellspring of Eternal Knowledge and the Foretellers' eyes.)

ELITA

How are we supposed to find anything in this mess? No wonder you've been gone so long. Ooo - what's that?

PANEL 9.2 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Close on Elita's hands as she gently lifts the pendant.

PANEL 9.3 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Elita, sitting up on her knees has turned towards Damari who is farther away from the entrance. She is holding out the pendant towards him. Damari looks up from his searching.

ELITA

You don't think Mister Shivers would mind too much, do you, if I took just a little something extra?

DAMARI

I'm sure he'd be glad for you to have it.

PANEL 9.4 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Lightning strikes, scaring Elita, causing her to fall backwards and drop the pendant. (We don't have to see the actual BOLT of lightning - just the flash of light.)

SFX

KRAAKA-BOOOM!

ELITA

AAHHHHH!

PANEL 9.5 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Close on the pendant as it falls into the piles of random crap on the floor in such a way that it is now hidden from sight.

PANEL 9.6 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Our perspective is from right behind Elita who is lying prone on the ground. We can see Elita's back at the bottom of the panel. We're looking up towards the entrance of the shop where we see the focus of the panel - Kaz TOWERING menacingly in the doorway. For now, he is just a very frightening black silhouette surrounded by a flash of white light from another bolt of lightning. Maybe we can also see his creepy Orc eyes - but we shouldn't be able to tell he's an Orc yet, just an overly tall, muscular man.

SFX

KRAAKA-BOOOM!

PAGE 10 (7 PANELS):

PANEL 10.1 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

The same shot. Kaz stands in the doorway. He is wearing a black cloak with a hood which conceals most of his body in shadows. But now we can barely make out enough of his facial features to tell that he is one mean looking Orc with dark green leathery skin, scary teeth, and a giant scar on his face. We should be scared of this guy. His face isn't angry though - it's stoic - emotionless. He is stating a fact.

KAZ

You are not supposed to be here.

PANEL 10.2 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

From Kaz's perspective, looking down at Elita. Elita looks small and insignificant from this perspective. She's frightened - like a kid caught with her hand in the cookie jar. She doesn't want to get in trouble. She's still on the floor.

ELITA

I know. I'm sorry. But we needed to come here and find the Nolaweed that Mommy needs to give birth to Baby Jaelyn. And I didn't think that cause you know since the end of the world is coming so soon and no one's seen Mister Shivers for so long that I figured he wouldn't mind if I just took a little something extra. You know - for fun.

PANEL 10.3 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Close up of Kaz's eyes as he stares at Elita, trying to make sense out of her story. We should be worried he might mean to harm her, but mostly he is just perplexed. Remember that the Foretellers told him that Tim Shivers would be alone in the shop.

PANEL 10.4 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Kaz has come to a conclusion. Emotionless, he simply states another fact.

KAZ

You are lying.

PANEL 10.5 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Elita stands up - defending herself verbally. She's scared of this guy, but trying to be brave. Damari has moved beside her into a defensive position, ready to pounce. He's protective of Elita and doesn't like the smell of this guy.

ELITA

I'm NOT lying! I swear! Ask Damari. We weren't gonna take more than we needed!

PANEL 10.6 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Elita - SHOCKED - as Kaz forcefully grabs one of her wrists with his large Orc hand and yanks her towards him.

ELITA

Whoahh!

PANEL 10.7 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Tight on Kaz, holding Elita right next to his face, and demanding answers. He's angry now. Lightning crashes behind him, but he is even louder.

SFX
KRAAKA-BOOOM!

KAZ
WHERE IS TIMOTHY SHIVERS!?

PAGE 11 (7 PANELS):

PANEL 11.1 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Profile of Kaz and Elita staring each other down. Kaz is towering over Elita, holding her right next to his body. Elita (who is scared out of her mind) is brave enough to stand up and stare right back into Kaz's eyes. I want to emphasize the size difference between them - Elita has to look practically straight up in order to look Kaz in the eyes.

ELITA
I'm not afraid of you.

KAZ
Do NOT play games with me, Girl!
Tell me where he is hiding!

ELITA
Mister Shivers isn't hiding
anywhere. He disappeared. And
that's the TRUTH!

PANEL 11.2 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Extremely close on Kaz's free hand as he grabs for a dagger hidden inside his cloak.

PANEL 11.3 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Damari leaps through the air to attack Kaz. He's very protective of Elita, like a father.

DAMARI
Elita! Look out!

PANEL 11.4 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Without taking his attention off Elita, Kaz - in a single swift motion - grabs his dagger and uses its handle to backhand Damari in mid-air. This requires no effort for him, but Damari goes FLYING - he got hit hard.

Elita is trying unsuccessfully to squirm free. She's not being brave anymore - she's scared for her life.

SFX

WHAAAP!

ELITA

Damari!

PANEL 11.5 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

The main focus of this panel is Kaz, slowly and carefully dragging his dagger across Elita's palm, drawing her blood. Kaz is no longer angry - he is cold and calculating. He isn't trying to hurt Elita.

Kaz is looking at Elita's head (not down at his dagger) issuing her a simple, factual, emotionless warning. But now Elita is too afraid to meet his gaze. She's turning her head away from him and squeezing her eyes shut as tight as she can, cringing, thinking that Kaz is going to kill her.

KAZ

If I find that you have lied to me,
Girl, then you will BEG for the end
of the world to come and end your
suffering.

PANEL 11.6 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Very close on Elita's bleeding hand. Kaz's now bloody dagger has just finished drawing her blood. With his other hand, he's violently releasing her wrist. We want to convey to the reader that Kaz has gotten what he came for and is ready to leave.

PANEL 11.7 - EXT - TIM SHIVERS' ALCHEMY SHOP - DAY

From outside of the shop, looking at the open doorway. Another bolt of lightning crashes. Kaz's silhouette is walking towards us, exiting the shop. He's holding his dagger at his side, and it's slowly dripping blood.

Over his shoulder, we can see Elita clutching her injured hand, dumbfounded, not quite sure how to react to what just happened. She isn't in pain.

SFX
KRAAKA-BOOOM!

PAGE 12 (6 PANELS):

PANEL 12.1 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Elita is frozen. She has a hard time believing that she's okay and the confrontation is over. She doesn't quite understand what happened. She's staring at the blood on her hand - as though it holds the clues to unlocking Kaz's mysteries. It's not a severe cut - it isn't SPEWING blood. But the blood is slowly flowing from her palm down onto the floor.

Damari shakes himself off. He's fine, and more worried about Elita than himself. He looks at her, a bit worried, a bit perplexed.

DAMARI
Elita? Are you alright?

PANEL 12.2 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Elita doesn't respond to Damari. She is reaching towards the pendant at her feet.

PANEL 12.3 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Elita puts the pendant around her neck. She's still being uncharacteristically emotionless. She's not looking at Damari - she's sort of staring off into space.

ELITA
I guess.

DAMARI
He's gone now.

ELITA
Yeah - I know.

DAMARI
You're sure you're alright?

ELITA

Mhmm.

DAMARI

Come then - we still have much
searching to do.

PANEL 12.4 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Elita looking around like she was earlier. She remains detached from her task. We should get the idea that she's still a bit shaken up from her encounter with Kaz. She still has a bit of blood on her hand, but it's not bleeding anymore.

PANEL 12.5 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Elita picks up a jar of something that in the readers' mind might be Nolaweed. She looks at it questioningly.

ELITA

Damari?

PANEL 12.6 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Damari looks up from his own searching and over towards Elita. Elita holds the jar with the plant in it out for Damari to look at. She doesn't make eye contact with Damari - her head is still in the clouds.

DAMARI

Yes?

ELITA

What does Nolaweed look like?

PAGE 13 (9 PANELS):

PANEL 13.1 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Tight on Damari as he looks perplexedly at Elita. Are you serious? Did you really just ask me that? A moment to take in the silliness of the situation.

PANEL 13.2 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Elita smiles innocently at Damari. Yes - she's been looking this whole time without knowing what Nolaweed looks like.

This is the first time she's shown emotion since the encounter with Kaz. It's when the audience realizes that she actually is okay.

PANEL 13.3 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

A patient smile spreads across Damari's face.

DAMARI

Why don't you help me keep track of the areas I've already searched through. I'll keep my eyes peeled for the Nolaweed.

PANELS 13.4-13.7 - MONTAGE

Alright, this is a bit complicated - so bear with me. This series of panels is a cleaning montage - which will be the focus of this page. Think of it like one BIG panel split into 4 sections. Put together, the panels appear to be a single wide-angle picture of Tim Shivers' entire alchemy shop. But it's split up into 4 sections - each section showing a different moment in time.

As readers read from left to right, they'll see Elita and Damari progressing through the shop, thoroughly and methodically cleaning it in search of the Nolaweed.

The left-most panel is the beginning, where nothing is clean. The next section is slightly cleaner. By the third section, things are starting to look good. And in the right-most panel, the shop is spotless. Each section shows Damari and Elita working hard, searching through the shop. As they progress, they slowly get more tired and lose hope. Also, as we progress from left to right, the amount of rain continues to diminish - until it is just barely sprinkling in the far right panel.

PANEL 13.4 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Montage panel 1. The left-most section of the shop. It's a complete and utter mess. Damari and Elita are hopeful for their quest. It's still pouring rain.

PANEL 13.5 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Montage panel 2. The next section of the shop. The mess is just slightly better. Damari and Elita are just starting to get a little bit tired. The rain is letting up a bit.

PANEL 13.6 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Montage panel 3. Further to the right of the shop. The store is practically clean. But Elita and Damari are exhausted and losing hope. The rain has lightened to a sprinkle.

PANEL 13.7 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

Montage panel 4. The right-most side of the shop - which is now completely spotless. Everything has been put in its proper place. Damari and Elita have methodically searched every single inch of this shop. They're completely exhausted, and disheartened that they didn't find any Nolaweed. It's barely even sprinkling now.

Damari is holding up one last empty and broken jar.

DAMARI

Well... I'm afraid that's the last of it.

ELITA

But that's not fair.

PANEL 13.8 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

A fairly big shot of the clean shop. Damari is solemn, understanding that they won't be able to find Nolaweed. In stark contrast, Elita is optimistic - convinced she'll be able to think of something.

Remember to leave a fair amount of space for dialogue in this panel.

DAMARI

I'm sorry Elita.

ELITA

Maybe we missed something!

DAMARI

No - if Tim ever had any Nolaweed at all, it must have been destroyed by the fires.

ELITA

There HAS to be something we can do! Mommy made me responsible for making sure Baby Jaelyn gets born safely. What if we went and got Nolaweed from somewhere else?

DAMARI

Nolaweed doesn't grow wildly
anywhere in Yestin. And Tim is the
only one I know who carries exotic
plants.

ELITA

We can travel real far away if we
have to - that'd be okay.

DAMARI

We haven't the time, Elita.

ELITA

But... we can't give up...

DAMARI

...

ELITA

What if we tried magic!? I bet
Nyshmarr knows all sorts of baby
spells!

DAMARI

Oh no! Please - Elita - don't make
me visit that vile woman.

ELITA

But Damari - she loves you.

PANEL 13.9 - INT - TIM SHIVERS' ALCHEMY SHOP - DAY

A small panel, very close on Damari's face - he's wide-eyed
with worry, dreading what he knows is about to happen. We're
so close on him that we can't see the background.

DAMARI

I know...

PAGE 14 (7 PANELS):

PANEL 14.1 - INT - NYSHMARR'S HOME - DAY

Same exact shot - extremely tight on Damari - but now he's in
pain (from being squeezed too tightly). Hair standing on
end. Eyes popping out of their sockets. That sort of thing.

DAMARI

RRRWWAAAAARROOOWW!!!
[How would you spell that?]

PANEL 14.2 - INT - NYSHMARR'S HOME - DAY

Zoom out a bit to see that Nyshmarr - the crazy gnome wizard lady - is clutching Damari with an overzealous amount of love. Damari is trying (unsuccessfully) to wriggle free.

NYSHMARR
Kittykittykitty!

DAMARI
Yes - well done - you have discerned that I am still in fact a feline. Now would you please be so kind as to let me go?

PANEL 14.3 - INT - NYSHMARR'S HOME - DAY

Nyshmarr - suddenly distracted by something off in another section of the house - drops Damari who gracefully lands on his feet. Elita is kneeling on the floor nearby, disappointedly examining an empty cage that very recently housed a bird of some sort.

NYSHMARR
Good kitty.

DAMARI
(to Elita)
She's even more friendly than usual.

ELITITA
(looking at the cage, not at Nyshmarr)
Probably because all her other pets are gone. What happened, Nyshmarr?

PANEL 14.4 - INT - NYSHMARR'S HOME - DAY

A large wide-angle shot of Nyshmarr's entire home. There's a "living room" area in the front, an open "kitchen" area, and a small "bedroom" in the back. The small bedroom - clearly designed for a single person with a single bed - has a second makeshift bed crammed in there.

The walls of the entire house are lined with bookshelves filled to the brim with ancient tomes and wizardry textbooks. As a wizard, Nyshmarr raises a crazy assortment of creatures to use their Spirit Energy for her magic. So there are all sorts of cages everywhere that have recently been lived in - maybe even an aquarium or two. But they are all empty now.

In the center of an otherwise empty table in the "kitchen" area is a small potted plant. The pot is filled with soil, but no plant is currently growing inside it.

Nyshmarr is constantly puttering about. It should feel like she never stops moving. She also never makes eye contact with Elita, Damari, or the audience. Nyshmarr is busy preparing her home to help Illithya with the upcoming birth, but exactly what she's doing doesn't necessarily need to be immediately apparent to the reader.

A quick note about Nyshmarr's character: she's going crazy because she can't sleep. Normally she uses magic to replenish herself, but without any Spirit Energy, she hasn't been able to do that. So imagine how extra crazy an already eccentric gnome would be if she hadn't been able to sleep for almost a week.

In this panel, Nyshmarr is looking through a giant chest (which essentially serves as her closet.) This chest is big enough that she could fit inside it. All sorts of random crap is in mid-air and on the floor near her as she willy nilly tosses stuff all over the place.

Elita is standing next to Nyshmarr - watching her quite perplexedly.

Damari continuously tries to keep as far away from Nyshmarr as possible. So as Nyshmarr runs about, he should move accordingly. In this panel, he has a haughty mightier-than-thou look. He can't believe this woman would use ANIMALS for their Spirit Energy.

DAMARI

Hrmp. Pets indeed. These poor creatures were probably cannon fodder for her spells.

NYSHMARR

Yes yes yes. Spells need fodder. Funny word, fodder. Fadder - fedder - fidder - fudder - fodder. Where could it be? That's right - I used them all up to make it rain. I'm sorry, Deary, I know how much you like the trees - but I had to use those, too. Weather spells require so much Spirit Energy, you know. Better rain than fire, though. No - that's not it.

ELITA

Would you like some help, Nyshmarr?
What is it you're looking for?

NYSHMARR

Everything. Nothing. Who wants to know? I thought I had an extra pillow. Why do you ask? What are YOU looking for?

ELITA

I'm looking for a way to make sure Baby Jaelyn gets born before the end of the world. I was hoping you might know some spells that could help.

NYSHMARR

No no no - that's not it at all. That's not even mine.

PANEL 14.5 - INT - NYSHMARR'S HOME - DAY

Nyshmarr hands a small mysterious something wrapped in an old tattered cloth to Elita. It's a small magic mirror in which Elita's father recorded a message - but we won't find that out for a few more issues.

NYSHMARR

Here - your father told me to give this to you when the time was right.

PANEL 14.6 - INT - NYSHMARR'S HOME - DAY

Elita - curious - just barely starts to unwrap the cloth.

ELITA

What is it?

PANEL 14.7 - INT - NYSHMARR'S HOME - DAY

Nyshmarr snatches the mirror away from a startled Elita.

NYSHMARR

What are you doing!? You can't open it yet! The time is not right! Not right at all! You're a strange strange girl, Elita Rhoswen.

PAGE 15 (7 PANELS):

PANEL 15.1 - INT - NYSHMARR'S HOME - DAY

Nyshmarr hands Elita a medieval pillow and blanket in replacement.

NYSHMARR

Here. Have this instead. But it's not for you. Put it on the extra bed. Did you say something about your brother?

ELITA

I was hoping you might know a spell that could help him get born sooner.

PANEL 15.2 - INT - NYSHMARR'S HOME - DAY

In the bedroom, Nyshmarr and Elita are preparing the makeshift bed.

NYSHMARR

Nope nope nope. I know no spells like that. Sorry. Can't help.

ELITA

Couldn't you make up a new spell?

NYSHMARR

Sorcery? Yuck! That is dark magic. Nyshmarr is a wizard - no experimenting for me. None none never. Well - just that once... but never ever again. Nope nope nope - too dangerous.

ELITA

There has to be something you can do. You're our only hope.

NYSHMARR

Doesn't matter. Nope nope nope. Knowing the spell is only half of half of half of what you need for magic. Magic needs fodder. Nothing's still alive enough to give me its Spirit Energy.

PANEL 15.3 - INT - NYSHMARR'S HOME - DAY

Elita stops making the bed. She knows what she's suggesting is controversial, but she's desperate.

ELITA

You could use mine.

PANEL 15.4 - INT - NYSHMARR'S HOME - DAY

Nyshmarr stops and looks right at Damari. She's giving him a disapproving look for something he did long ago, and clearly addressing her comments directly to him. Damari's rolling his eyes a bit, thinking "Give me a break, crazy woman. Are you ever going to let that go?" We want the audience to be able to tell that something went down between these two.

NYSHMARR

Only a great fool would consider wasting their own precious Spirit Energy on magic. No. We would miss you too much in the next cycle.

PANEL 15.5 - INT - NYSHMARR'S HOME - DAY

Elita begins to cry a little. Nyshmarr is back to puttering about - cleaning up some of the mess she made while searching through her chest.

ELITA

But there's nothing else I can do!
It's not fair! Stupid end of the world.

NYSHMARR

Save the world - save the baby.
Only only only way to be sure.

ELITA

What?

NYSHMARR

Again backwards speaking I am?
Crazy going be must I. Baby the save - world the save. Only only only way to be certain we see Jaelyn in the next cycle.

PANEL 15.6 - INT - NYSHMARR'S HOME - DAY

Elita wipes the tears away from her eyes. Damari is glaring at Nyshmarr. He's tired of putting up with this woman.

SFX
Sniff. Sniffle.

ELITA
Save the world...?

DAMARI
Why would you even suggest something that you know to be impossible?

PANEL 15.7 - INT - NYSHMARR'S HOME - DAY

Nyshmarr stops and looks right out at the audience for an unusual moment of clarity.

NYSHMARR
Why indeed.

PAGE 16 (8 PANELS):

PANEL 16.1 - INT - NYSHMARR'S HOME - DAY

Elita finishes wiping the tears from her eyes. She's hopeful again. In the background, Nyshmarr has grabbed a broom and is sweeping.

ELITA
Maybe it doesn't have to be impossible. Mommy always said I can do ANYTHING if I try hard enough. And if Rytheria doesn't get destroyed next week then Baby Jaelyn will know life for sure. Yeah - it's perfect! All we have to do is save the world!

PANEL 16.2 - INT - NYSHMARR'S HOME - DAY

Damari is pleading with Elita not to make this mistake.

DAMARI
Elita... The end of Rytheria has been foretold by The Wellspring of Eternal Knowledge.
(MORE)

DAMARI (CONT'D)

It CANNOT be stopped. Believe me - your father dedicated his life to altering his fate. He would want you to learn from his mistakes. Don't waste your last week in this cycle chasing after an unattainable goal.

PANEL 16.3 - INT - NYSHMARR'S HOME - DAY

Nyshmarr and Damari are arguing. Damari is insistent on the verge of angry. Nyshmarr is patient and wise, and sweeping - not really looking at Damari. She's off in her own world - remembering.

NYSHMARR

Silly Kitty. You think her father would say trying is futile?

DAMARI

I KNOW he would.

NYSHMARR

I traveled with him, too - yes I did. He always tried. Always always always. No matter HOW impossible. Impossible didn't matter. Tried anyways.

DAMARI

And he was a FOOL to do so. It took him his entire life to learn that lesson.

NYSHMARR

Hopelessness is not her father's legacy. No no no. Impossible it must be because we did not succeed you think? Stupid kitty. Elita can do many many things her father never never never could.

DAMARI

But how would we even begin?

PANEL 16.4 - INT - NYSHMARR'S HOME - DAY

Elita interjects. She has the perfect solution and is once again excited to go on a quest.

ELITA

Mabyn! He'll know how to save the world.

NYSHMARR

Yes yes. Good good. Mabyn sees all the things.

PANEL 16.5 - INT - NYSHMARR'S HOME - DAY

Nyshmarr looks up to the sky and waves.

NYSHMARR

Hellooooo Mabyn. Elita and Damari are coming to see you now.

PANEL 16.6 - INT - NYSHMARR'S HOME - DAY

Elita and Damari are opening the front door. Elita is anxious to get on her way. Damari is smiling.

DAMARI

Knowing Mabyn, he's probably been preparing for our arrival all day.

PANEL 16.7 - INT - NYSHMARR'S HOME - DAY

As Elita is heading out the door, Nyshmarr puts the wrapped mirror in her hands. She clasps Elita's hands closed around it.

NYSHMARR

For when the time is right.

PANEL 16.8 - INT - NYSHMARR'S HOME - DAY

The door is closed. Nyshmarr remains still for the first time - still looking at the door. A tear forms in her eye.

NYSHMARR

Such a terrible terrible burden for such a small small child. Forgive me, Deary.

PAGE 17 (7 PANELS):

PANEL 17.1 - EXT - MABYN'S TEMPLE - DAY

Establishing shot of Mabyn's temple - very religious. It's on the outskirts of town, so it hasn't been directly hit by the fires. But there should still be ash everywhere. And no living plants around - maybe a dead tree or two out in front of the temple. It's no longer raining, but it's still a bit cloudy. Elita and Damari are just arriving.

PANEL 17.2 - INT - MABYN'S TEMPLE - DAY

Inside the main room of the temple. This is clearly a place of religious ceremony. In the middle of the room is a man-made replica of the Wellspring of Eternal Knowledge: a circle of stones surrounding a pool of water. Unlike the actual Wellspring, this is regular water. The pool goes deep underground and serves not only as a religious altar but as Trystil's primary water source. Above the pool is a circular hole in the ceiling of the temple which allows the pool to catch water when it rains. Now that it has stopped raining, a circle of light is shining through the hole, surrounding the pool. It should be brighter and shinier here in the temple than we've seen previously to get across the tone of a holy place of worship.

Mabyn is sitting on some of the stones and gently stirring the water. We can see small ripples in the pool around his hand. He is gazing into the water as though he can see something we cannot. It's important that we can see his special Foreteller eyes - red with no pupils.

PANEL 17.3 - INT - MABYN'S TEMPLE - DAY

From Mabyn's perspective, we see what he is looking at inside the pool of water. At the very edge of the panel, we can see part of the circle of stone and Mabyn's hand gently touching the water so that we understand that we're looking inside the pool. All of the water is gone - except at the very edges. In its place we see a scene from the end of the world.

The sky is totally black - no sun, no moon, no stars. Elita is standing on the barren mountain from Panel 1.2. Behind her is the cosmos, as seen through another rift in time and space (again, just like Panel 1.2 - except this time, no Gods). Elita's pendant is radiating a huge amount of red energy.

Elita herself is radiating with Spirit Energy (we need to decide what Spirit Energy looks like.) Her hair is flowing

out in every direction because of the huge amounts of energy radiating from her. Elita is in a lot of pain and having trouble containing all of this energy.

Elita's glowing and the pendant's glowing are the only light sources in this panel.

In the background, the mountains are crumbling. These are the last seconds of the world.

ELITA
I'm sorry Jaelyn.

PANEL 17.4 - INT - MABYN'S TEMPLE - DAY

Same framing device, but now tighter on Elita. The glow from the pendant and Elita's Spirit Energy are so bright that we can't see anything else except Elita's silhouette. It looks like the energy is incinerating her. This massive amount of energy is what's causing the world to explode.

PANEL 17.5 - INT - MABYN'S TEMPLE - DAY

Same framing device, but now there is nothing but darkness in the water. The world is gone.

PANEL 17.6 - INT - MABYN'S TEMPLE - DAY

Same, but now Elita is standing behind Mabyn, so her reflection is visible in the dark pool of water. It's important that we can tell that this is her reflection and not another image in the water.

ELITA (OFF PANEL)
Mabyn?

PANEL 17.7 - INT - MABYN'S TEMPLE - DAY

From Elita's perspective, standing in front of the stone circle, we see Mabyn looking up from the pool straight at us. He's looking at us with that sad "I know you're about to die because I just saw it" look. In the pool beside him, the water has gone back to normal and we can see the reflections of Elita and Damari.

ELITA (OFF PANEL)
Mabyn? What's wrong?

PAGE 18 (8 PANELS):

PANEL 18.1 - INT - MABYN'S TEMPLE - DAY

Mabyn goes back to his normal pleasant self. He's being inviting to Elita - gladly offering his assistance to her.

MABYN

It's nothing. You know that I am always pleased to see you, Elita. Now tell me - on what matter do you seek my guidance?

ELITA

I need to know how to save the world.

PANEL 18.2 - INT - MABYN'S TEMPLE - DAY

Close on Mabyn's worried reaction. He's startled by Elita's desire to save the world. This can't be a good thing.

MABYN

Perhaps the world cannot be saved. Had you considered that?

ELITA

It doesn't matter if it's impossible. I still have to try SOMETHING! Saving the world is my brother's last hope. I just... I don't know where to start.

PANEL 18.3 - INT - MABYN'S TEMPLE - DAY

From Mabyn's perspective, we are looking over towards Damari. Damari is behind Elita, so she can't see him. He's giving us a worried look - he's tried everything to stop Elita and has run out of ideas. He's also worried because he recognizes that Elita is headed down a path that will wind up destroying the world. He's pleading with Mabyn to think of something.

PANEL 18.4 - INT - MABYN'S TEMPLE - DAY

A tall shot of Mabyn. He is testing Elita, pushing her, to ensure that she is really ready for what is to come.

PANEL 18.5 - INT - MABYN'S TEMPLE - DAY

A tall shot of Elita. She is determined to go on this journey and trying to act all grown up in order to prove to Mabyn that she is ready.

Panels 18.4 and 18.5 should be the same size and right next to each other. They need to be tall enough to fit all of the following dialogue.

MABYN

But you DO know where to start - you started by coming here. It is the NEXT step of your journey which shall be far more difficult. If you do indeed choose to continue down this path, then you must be prepared to carry the burden of your decisions.

ELITA

I AM prepared.

MABYN

The journey will be perilous.

ELITA

Then I will endure it.

MABYN

You will be asked to sacrifice much.

ELITA

Then I shall willingly give it up.

MABYN

I cannot even guarantee that you will be successful.

ELITA

But failing is better than doing nothing.

PANEL 18.6 - INT - MABYN'S TEMPLE - DAY

Mabyn smiles, conceding to Elita.

MABYN

Then perhaps - just perhaps - there is hope for this world yet. Now go on home - Damari and I have matters to discuss.

PANEL 18.7 - INT - MABYN'S TEMPLE - DAY

Elita pauses, confused.

ELITA

Home? But I thought you said...

MABYN

You would not set off on an
adventure without saying farewell
to your mother, would you?

PANEL 18.8 - INT - MABYN'S TEMPLE - DAY

Elita's face lights up. She loves the idea of getting to see her mother. She's already running towards the doorway.

ELITA

Oh yeah!

PAGE 19 (6 PANELS):

PANEL 19.1 - INT - MABYN'S TEMPLE - DAY

We see Mabyn and Damari's backs as they look towards the empty entrance to the temple. They are pausing for a beat, making extra sure that Elita is gone.

PANEL 19.2 - INT - MABYN'S TEMPLE - DAY

Suddenly, Damari turns angrily towards Mabyn. In contrast to Damari, Mabyn is calm and wise. Damari's anger doesn't phase him one bit.

DAMARI

Can you please explain to me
EXACTLY what it is that you hope to
accomplish by undermining
EVERYTHING that we've been working
towards our entire lives!!

MABYN

I have shared much with you over
the years, my friend - but not
everything. Trust me when I tell
you that I am still aware of many
things that you are not.

DAMARI

But we ALL agreed that we would keep Elita safely hidden here! As soon as she travels beyond Trystil, she'll be vulnerable to detection. Staying put is the only way to protect her from her destiny. Leaving is exactly what the Council would WANT us to do.

MABYN

The Council simply wants that which it hopes is best. You are the only one who believes them to be evil.

PANEL 19.3 - INT - MABYN'S TEMPLE - DAY

Close on Damari at his angriest.

DAMARI

They have NO right to dictate how I live MY life!

PANEL 19.4 - INT - MABYN'S TEMPLE - DAY

Close on Mabyn at his calmest and wisest.

MABYN

I thought we were discussing Elita.

PANEL 19.5 - INT - MABYN'S TEMPLE - DAY

Close on Damari, who is struck silent by Mabyn's wisdom. He is listening intently to Mabyn's words, considering their truthiness.

MABYN (OFF PANEL)

You have been so obsessed with choosing your own destiny that you have not allowed Elita to choose hers. She WANTS this, Damari. Adventure is in her blood. It would be wrong of us to keep her here, no matter how pure our intentions.

PANEL 19.6 - INT - MABYN'S TEMPLE - DAY

Damari resigns and lets go of his anger. He is ashamed of how he has been acting. Mabyn is smiling at him.

DAMARI

I suppose you are right - as
always. I'm sorry Old Man.

MABYN

Old? Hmph. Who are you calling
old?

PAGE 20 (8 PANELS):

By now the sun has come out fully. It's a sunny day, perfect
for adventuring.

PANEL 20.1 - INT - RHOSWEN HOME - DAY

Very close on Elita's injured hand. Illithya is wrapping it
in a small cloth - a sort of medieval band-aid.

PANEL 20.2 - INT - RHOSWEN HOME - DAY

Elita and Illithya sitting on the bed. Illithya kisses
Elita's injured hand, now wrapped in a cloth. Illithya is
being very loving and motherly. Elita is sad.

ILLITHYA

Kiss kiss. All better.

ELITA

Thanks Mommy.

PANEL 20.3 - INT - RHOSWEN HOME - DAY

Suddenly, Elita hugs Illithya, on the verge of tears.

ELITA

I'm gonna miss you.

ILLITHYA

I'm going to miss you, too. But
you have very important work to do.

ELITA

Are you sure you'll be alright
while I'm gone?

PANEL 20.4 - INT - RHOSWEN HOME - DAY

Illithya hugs Elita a little tighter - she isn't quite ready to let go. She's holding back tears, once again hiding her pain.

ILLITHYA

I'll be fine. And I'll be waiting
right here for you when you return.

PANEL 20.5 - INT - RHOSWEN HOME - DAY

Mabyn and Damari are walking through the doorway, into the house. It is a solemn entrance. They understand that they are here to say goodbye. Damari is a bit in front of Mabyn, hurrying towards Illithya.

MABYN

In a perfect world, mothers and
daughters would never have to
separate.

DAMARI

Hello Illithya.

PANEL 20.6 - INT - RHOSWEN HOME - DAY

Illithya stands, and smiles at the sight of Damari who is leaping into her arms. She is in love with this cat, but again trying to conceal her emotions.

ILLITHYA

Welcome back Damari.

PANEL 20.7 - INT - RHOSWEN HOME - DAY

A romantic moment between Illithya and Damari. Illithya is gently holding Damari. Damari is smiling, at peace in Illithya's arms. Illithya bends her head down and lovingly kisses the top of Damari's head. This kiss should feel a little odd - it's not the way you would normally kiss a cat. It's a more loving kiss, like how you would kiss your husband. <---[NOT SUBTLE AT ALL!]

DAMARI

I'm sorry it has come to this.

ILLITHYA

It's not your fault Damari. You
did your best.

PANEL 20.8 - INT - RHOSWEN HOME - DAY

A wide shot of all 4 of them saying their final goodbyes. Elita is standing in the doorway, turned back towards the inside and waving. Behind her, the bright sunny day beckons for adventure. Illithya is setting Damari down on the floor and looking up towards Elita. Damari is leaping from Illithya's arms and heading out the door. Mabyn is standing in the interior of the house, waiting.

ILLITHYA

Goodbye Damari. Goodbye Elita. I love you. No matter what happens, never ever forget that.

ELITA

I love you, too. Bye Mommy. Bye bye Baby Jaelyn.

DAMARI

Coming Mabyn?

MABYN

I'll be along in a moment.

PAGE 21 (6 PANELS):

PANEL 21.1 - INT - RHOSWEN HOME - DAY

Elita and Damari are long gone. Mabyn helps Illithya sit back down on the bed. Again, she is in a lot of pain, but doing her best to hide it.

MABYN

Illithya, I want to be certain that you understand - we will not be returning.

ILLITHYA

Thank you Mabyn. I have made my peace with what is to come. This is something that Elita must do in order to give her life purpose. But tell me - is there any hope at all that she might succeed?

MABYN

Elita is a very special girl. She may yet have it in her to surprise me.

PANEL 21.2 - INT - RHOSWEN HOME - DAY

Mabyn is in the doorway now, ready to leave. But he turns for one last word to Illithya. He has a sad look on his face - as though he is delivering the news that someone close to her has just died.

MABYN

One last thing. Nyshmarr has prepared a bed for you - go and stay with her. The coming birth will be painful and difficult.

ILLITHYA

But... that means that I will get to meet Baby Jaelyn after all?

MABYN

I... I did not say that.

PANEL 21.3 - INT - RHOSWEN HOME - DAY

Close on Illithya as a single tear finally escapes her eye.

ILLITHYA

I understand.

PANEL 21.4 - INT - RHOSWEN HOME - DAY

Mabyn - still in the doorway - attempts to be strong, supportive, and comforting.

MABYN

You must be brave Illithya. We shall all be together again in the next cycle.

ILLITHYA

Yes. Of course.

MABYN

Farewell.

PANEL 21.5 - INT - RHOSWEN HOME - DAY

We see Illithya's back as she stares at the empty doorway. She is all alone.

PANEL 21.6 - INT - RHOSWEN HOME - DAY

Now from the front, Illithya looks down at Jaelyn and starts to cry uncontrollably.

PAGE 22 (6 PANELS):

PANEL 22.1 - EXT - OMINOUS CASTLE - NIGHT

Establishing shot of an ominous castle at night. This is where Eriss lives, so it should have a generally evil vibe.

PANEL 22.2 - INT - OMINOUS CASTLE - NIGHT

Inside the castle. A dark empty hallway, barely lit by far away torches. Lots of shadows. The tone should pretty clearly indicate that this is not a friendly place. Kaz is facing a stone wall in the middle of the hallway, with his head turned slightly to the side to make sure no one is watching him.

PANEL 22.3 - INT - OMINOUS CASTLE - NIGHT

Same. Kaz is looking straight at the wall, which is now mostly transparent. Behind it, we can see some sort of magical cosmic void.

KAZ
Aeodynn Melora.

PANEL 22.4 - INT - MAGICAL VOID - NIGHT

Kaz is walking across a bridge of disconnected floating stones through some sort of crazy magical dimensional portal. This is the type of place where physics doesn't work the way it does in normal reality. In every direction, we can see forever - out into the cosmos that is surrounding Kaz. This crazy magical dimensional realm is clearly far too large to actually fit inside the castle.

Behind Kaz, floating out in the middle of the cosmos, the bridge of floating stones leads to a stone wall connected to nothing. In the middle of the stone wall, we see the semi-transparent section that Kaz just came through leading back into the hallway. In front of Kaz, he is headed towards an identical configuration of stone wall floating in the middle of nowhere with a semi-transparent section which leads into another part of the castle.

I think a really cool way to do this shot would be from underneath the floating stones, looking up towards Kaz at an unusual angle. I think an awkward angle like that will help get across the disorienting tone of this peculiar magical void.

PANEL 22.5 - INT - ERISS' MAGICAL LABORATORY - NIGHT

Kaz is walking through another large room in the dark ominous castle. In order to give the impression that this room is quite large, we can't see the ends of the room, either behind or in front of Kaz.

In the background, all sorts of people of all sorts of species are chained to the otherwise bare stone walls. Because of the lack of lighting, they should all be covered in shadows. It's very important that we can't see any of their eyes - whether because it's too dark, their heads are down, or their eyes are closed. These are Foretellers, but we don't want to reveal that to the audience just yet. It's also important that they don't look dead - they've only been captive here for a week or so.

PANEL 22.6 - INT - ERISS' MAGICAL LABORATORY - NIGHT

Kaz is kneeling on the ground, bowing low at Eriss' feet. All we can see of Eriss are his feet. Kaz isn't bowing out of respect - he's scared shitless of this guy.

KAZ

Sire - I bring news from Trystil.
It was not as the Foretellers
promised you.

PAGE 23 (6 PANELS):

PANEL 23.1 - INT - ERISS' MAGICAL LABORATORY - NIGHT

An intimidating full body shot of the sinister Eriss. He is quite angry. Kaz remains bowed down low at his feet, almost as though he were cowering in fear.

Behind Eriss is a stone table where he has been doing his magical experiments. It has all sorts of magical stuff on it: a few ancient tomes filled with spells, a few magical talismans, and a few zombie animals stuck in cages that are far too small for them (a zombie frog in a jar staring at us with creepy dead eyes; a bird skeleton in a tiny cage with his wings and beak sticking out through the bars - a few feathers still attached but molting off; that sort of thing.)

ERISS

Impossible!

KAZ

Sire - if I may - there was a
Telerian girl in the Shivers' shop.

ERISS

What?

KAZ

I believe she might be the one you
have been searching for.

PANEL 23.2 - INT - ERISS' MAGICAL LABORATORY - NIGHT

With his head still bowed down, Kaz offers his open palms up towards Eriss. Resting in them is his dagger, still covered in Elita's dried blood. Eriss reaches towards it.

KAZ

If it pleases you, Sire, I offer
you her blood.

ERISS

Ah - you have done well, Kaz. I
ask but one last favor of you.

KAZ

I live to serve.

PANEL 23.3 - INT - ERISS' MAGICAL LABORATORY - NIGHT

Eriss points the dagger towards Kaz in a matter of fact way. He isn't angry anymore. In fact, he is quite pleased with Kaz. But he is stealing Kaz's Spirit Energy anyway.

Kaz is looking up now - eyes and mouth gaping open. He's shocked and in an incalculable amount of pain. His Spirit Energy is just barely starting to seep out of his eyes, nose, and mouth. His body is slowly beginning to rot and his skin is drying up. He is turning into a zombie as Eriss literally sucks the life out of him.

ERISS

And you shall die to serve, as
well.

KAZ

Kahh-achk-haah-ah-ah... ...

PANEL 23.4-23.6 - MONTAGE

It's important that these three panels be the same size and in a row. They will be similar to the montage on page 13 in that when these three panels are put together, they look like a single picture.

PANEL 23.4 - INT - ERISS' MAGICAL LABORATORY - NIGHT

Close on Kaz's face. He is staring straight at us with hauntingly dead eyes as the last of his Spirit Energy leaves him. He is now a zombie, clearly dead with rotting skin falling off his face. You can get as gruesome as you want here. Even though he's dead, his body doesn't go limp. He's frozen stiff.

PANEL 23.5 - INT - ERISS' MAGICAL LABORATORY - NIGHT

Kaz's Spirit Energy is flowing from the previous panel, through this panel, into the next panel. As it flows, it dances as though it were alive. The focus of this panel are the eyes of two of Eriss' prisoners, which we can now see due to the illumination provided by the Spirit Energy. They are Foretellers. One of them is looking to our left with horror at what is happening to Kaz. The other is looking to our right, with anger directed towards Eriss.

PANEL 23.6 - INT - ERISS' MAGICAL LABORATORY - NIGHT

A semi-tight shot of Eriss' open hands which are surrounded by Kaz's Spirit Energy. Eriss is controlling this Spirit Energy, summoning it to do his bidding. Kaz's dagger is floating above Eriss' hands, being consumed by the Spirit Energy.

ERISS

Show her to me.

PAGE 24 (1 PANEL):

PANEL 24.1 - INT - ERISS' MAGICAL LABORATORY - NIGHT

Full page picture super super tight on Eriss' open hands. His fingers are curled up slightly as though he is attempting to grasp something.

The edge of the page is framed by these hands. Inside Eriss' hands, we see the focus of the page: Kaz's Spirit Energy is swirling about and turning into an image of Elita walking towards us. Elita is very excited to be going on an adventure, completely oblivious to the evil that is watching her.

In stark contrast to the bright-Spirit-Energy-Elita, the background of the page is filled by Eriss' dark face, consumed in shadows. His eyes should be towards the top of the page, looking down on Elita with delightfully evil intent.

ERISS

Yes - finally - I have found The Enigma. Once you are out of the way, Little Girl, nothing will be able to stop me.

END PART 1.