

Shadowworlds: The Storyteller

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Issue: 6

ONE (4 panels)

Panel 1: A wide view of a grass covered land. A few trees in the background. Flowers and the occasional bush or tall grass plant poke through. In the middle is a path through the grass. Walking on this is a robot, the Storyteller. This shot should be from medium, long range, so we do not see all the details just yet.

He has only one arm, his left one. He is about 7 feet tall and thin, his head round but tall, like a cylinder. He wears a belt with two medium sized bags hanging from it, low fur boots, and a cloak around his neck that extends to his waist. He also wears a dropcloth, like kilt, that hangs only from the front of his belt to below his knees.

The Storyteller uses a walking stick, like a staff or a spear, it's upper end ground to a point.

Panel 2: We see the Storyteller better now, closer up. He is still walking.

1. ST [PLAYING BACK A RECORDING]: "...promise me you'll do anything you can...anything you can...anything..."

Panel 3: We see the Storyteller from the back, he is on top of a small hill, looking down on a small farm (no buildings, just grain in rows), a haystack or two to one side.

There are some people working the grain. They have baskets hanging around their neck that are open at the waist.

Panel 4: Wide panel. On bottom we see men working the grain. They have medium sized baskets hanging from their necks, hanging at about waist height.

On the hill slightly above, we can see a figure with a walking stick coming towards them. You should show this figure in silhouette on this page (all black).

2. ST [PLAYING BACK A RECORDING]: "...promise me you'll do anything...anything..."

TWO (1 panel)

Panel 1: Splash Page - It is a prehistoric village, barely 100 people. They live in small huts made from bones and earth, just outside their cave. They are like cavemen, but just learning to leave the cave and live outside. There should be racks for drying hides and food, several campfire pits, Trees/forest in the background, maybe a river visible nearby. Off to one side is a small field of grain growing. It is late afternoon, the sun is low on the horizon.

THREE (5 panels)

Panel 1: Close up on one of the men, He is pointing to top right panel and saying something loudly. he should look a bit excited, he is happy.

1. MAN: He comes! The storyteller is here!

Panel 2: A young boy by the river. there is a small woven basket full of round stones next to him. The boy is looking back, his upper body turned.

2. VOR: It's him!

Panel 3: The boy running towards the camp, the basket of stones being carried to one side, by his hip. There are a few stones falling from it.

In the background we can see the tall, robed figure standing with a few adults around him.

[For this panel, you might have the background in silhouette]

Panel 4: We see a view from the storyteller's right shoulder. There are 2 or 3 people on left and right, all looking at him. In the center is a woman with both arms out in front of her, in greeting.

3. VARA: Storyteller! It is glad you have come once more this year. Is everything OK?

Panel 5: This panel 2x height.

The hooded figure standing in front of Vara, his head/hood turned to his left. Vara is smiling up at the tall figure. Again, we can see the camp and some people standing nearby.

4. ST: Vara, it is good to have arrived. I have more news and a teaching for you.

5. VARA: The scouts saw you this morning as you crossed the outer river, so we are prepared. With your blessing, we shall feast tonight.

FOUR (4 panels)

Panel 1: The storyteller handing his cloak and staff to tribesman, Vara is there, smiling and speaking to him.

1. VARA: You never come twice in one year, storyteller. I must ask, why have you come again?
2. ST: I have more news and a teaching for you. I also...must keep a promise.

Panel 2: Vara and the hooded figure walking through the camp, the cave opening behind and slightly above. Vara looks happy walking next to the tall robot.

3. VARA: A promise?
4. ST: The last teaching, did it help?
5. VARA: It has been more help than you can imagine. We use the extra time to look for the tech, as you have asked.

Panel 3: Top view down, we can see Vor almost to his mom and the storyteller. Vara and the storyteller are standing next to a pile of something covered with a sheet, or a large cover.

6. ST: Yes, the tech. Did you find much?
7. VARA: My son Vor has found you a treasure. Look...

Panel 4: The robot on the right, Vara left. Vara is pulling the cover off of something we cannot see, like it is on the ground between her and the reader.

8. VARA: ...I could hardly believe it when he led the hunting party to it.
9. ST: Oh my, a treasure indeed.

FIVE (1 panel)

Panel 1: Splash page. From an upper view, we see Vara holding the cloth, but it has been pulled off of the pile. She is smiling up at the robot and his other hand is gesturing to the prize.

We see the back of the robot storyteller, standing to one side. Next to him is Vor, still holding the basket of rocks.

The main portion (center to right) of the page is a twisted driftwood log, and clinging to it with one arm is a robot. The robot clinging to the log has only one full arm, and only the top part of one leg and to the knee on the other. The bottom of the face is dented. The log should also have some weeds, stalks, and other debris sticking to it as well.

This pile is lying alongside one of the huts. Please remember to add as much background as you care to.

1. VARA: Vor has found an old storyteller.
2. VAR: I was bored late one night, so I went out to
gather the cooking stones. And I found him along
the riverbed.
3. ST: His name was Quen. He was among the first of us.

SIX (6 panels)

Panel 1: The robot kneeling, his one hand moving some of the debris from the other robot.

1. ST: This is a great discovery, I cannot thank you enough.
2. VOR: Are these the parts you've been missing? The one to make another...

Panel 2: The robot looking down at Vor, Vor looking up, smiling. Vor still has the basket of stones.

3. VARA: Vor! You will not pester the storyteller again this year with your fantasies.
4. ST: Hello, young Vor. Do not worry, I have not forgotten.
5. ST: Please have this taken to my place in the cave.

Panel 3: Vara taking the basket of stones from Vor. She should look like she is instructing the boy, ready to punish him if he does bad.

6. VARA: Take this tech to the back of the cave while I formally present the Storyteller. Behave or you shall not come to the feast.
7. VOR: Yes mother.

Panel 4: Vara standing facing the St, her head a bit down, she is embarrassed. The ST is looking at something off panel.

8. VARA: I am sorry, Storyteller.
9. ST: It is OK, Leader Vara. He dreams of immortality. I did once, too...

Panel 5: Vara, laughing a bit.

10. VARA: Have you not always been a storyteller, Udi? And what of this promise?
11. ST: Come, and I might explain. But first there are two new settlements, along the sea. This will mean more salt in coming years.

Panel 6: View of Vara and the ST walking away from us, through the camp.

12. VARA: Salt? What will we do with more salt.

13. ST: You will store more meat for winter. Come, I shall
explain...

SEVEN (5 panels)

Panel 1: Wide panel, top of page. A mostly full moon overhead.

We see a lot of people surrounding 3/4 of a firepit, the Storyteller standing facing us on the other side of the pit, his one arm gesturing.

We can see some sitting on lags, some clustered like families.

1. CAPTION: Later that night...

2. ST: And the world spun onward, bringing the changing of the seasons, the children grew taller, and the seed of the plains became known to mankind.

Panel 2: We see Vor sitting, watching even further back from the crowd than he needs to be.

3. ST (OP): Then came the time of sorrows...

Panel 3: Vara comes and sits next to her son.

4. VARA: Vor, why are you not at the fire? You love the stories.

5. VOR: I am listening, but I leave room near to him for the younger ones tonight.

Panel 4: Vara and Vor talking, sitting.

6. VOR: How was the learning?

7. VARA: We spoke of salt.

8. VOR: Salt?

Panel 5

9. VARA: He says it will keep meat from rotting a very long time, so the hunters can keep their strength and fish can be kept all winter in storage?

10. VOR: He said this, truly?

11. VARA: Then, he said he would make you a storyteller like him.

EIGHT (6 panels)

Panel 1: Close on Vor, he looks very, very excited.

Vor: He did!

1. VARA (OP): He...

Panel 2: Cross shot of Vara, she is laughing, one hand almost across her mouth. We can see Vor, he is looking at the ground, maybe poking at it with a small stick.

2. VARA: ...did not. You are too easily fooled my son.

3. VOR: That is not funny.

Panel 3: A long view, wide panel

4. VARA: Can you imagine the travels? Alone across the plains and those mountains? The snowstorms...

5. VOR: I am not afraid.

6. VARA: I know my son. But how could you, or anyone survive all that? Only he can.

Panel 4: Vara getting to her feet.

7. VARA: You could always...

8. VOR: I don't want to be a trader, mother.

9. VARA: it would mean you could travel, see the other caves. Just think about it.

Panel 5: Vara looking down at Vor, who is drawing something in the dirt with a stick, not looking up at his mother.

10. VARA: I must go now, the telling is done.

Panel 6: We see the storyteller walking away, towards the cave or around the firepit. Vara is now standing in front of the crowd, talking to them.

11. VARA: That is enough stories and news for tonight. There is much food left, let us celebrate.

NINE (6 panels)

Panel 1: Scene of tribes people dancing and others sitting by the fire, drinking from gords.

1. CAPTION: Later that night...

Panel 2: We see Vor sneaking away from the celebration.

Panel 3: We see Vor entering into the cave. Behind him is the firepit and the celebration.

Panel 4: We see Vor climbing another large rock

Panel 5: We see Vor from a side view, his hands pulling himself up, his face just looking over the rock.

Panel 6: Close up on Vor he is smiling a bit.

2. ST (OP): Vor, come hold this in place for me.

TEN (1 panel)

Splash Page

Panel 1: We see the Storyteller, he is sitting and in front of him of a large flat rock, like a desk. On it is a rolled out leather bag with tools lined up. There are also some small electronic parts and a loose screw here or there.

We might see the log and the rest of the other robot in the frame, maybe not. If we see it, the wrecked robot should be laid out on one of the flat ledges, like a table or couch, without the log.

The story teller is not wearing the cloak/cape right now.

The storyteller is busy attaching the new arm to himself (remember, the good arm was his left, so now he is attaching the 'new arm' to his right side)

His head is turned to look at Vor.

1. ST: Come now boy, I am in need of your help.

ELEVEN (5 panels)

Panel 1: The storyteller handing the arm to Vor.

1. VOR: How is the arm, storyteller? Will it work?
2. ST: We are about to find out.

Panel 2: Vor holding the arm in place as the Storyteller uses what looks like a screwdriver on the shoulder. A few sparks are flying.

3. ST: Thank you for finding it.
4. VOR: Those are some odd tools.

Panel 3: Another view, work continues on the arm.

5. ST: They come from my home. If I could take you with me, you could visit. I go there next.
6. VOR: I would love to go, but...

Panel 4: We see the storyteller now bending the new arm in front of him. Vor is watching intently.

7. ST: Ah, yes. This will do nicely.

Panel 5: Vor looking down in foreground, the storyteller in the back, looking at the other robot on the ground.

8. VOR: My mother will never let me go to your home. She wants me to become a trader.
9. ST: Never is a long time, Vor. One can never be...certain.

TWELVE (6 panels)

Panel 1: The story teller now working on the wrecked robot, sparks flying.

1. ST: Come hold this panel open, I need some other parts.

2. VOR: Are any of these the missing parts you need to make me like you?

Panel 2: The robot now looking at Vor, his one arm pointing to a ledge.

3. ST: It's not just the parts. Vor, sit a moment, let me try to explain.

Panel 3: Vor sitting, the robot pacing the small room.

4. ST: It's not just a matter of parts. For you to become a storyteller, I would have to...it would be very...

5. VOR: I do not understand. You said you were already building another storyteller, what is the problem?

Panel 4: The robot standing, talking to the sitting boy.

6. ST: It would be very uncomfortable for you. You are right, you do not understand.

7. VOR: Then explain it to me.

Panel 5: Close on the storyteller.

8. ST: in order to become a storyteller a unique series of events would have to occur, and it's not...realistic.

Panel 6: Back to both the storyteller and the kid.

9. ST: plus, in the end it would be you who would have to make it possible to begin with.

10. VOR: But how?

THIRTEEN (6 panels)

Panel 1: The Storyteller looking up to the left corner of the panel, his head cocked like he just heard something. Vor still sitting in the back.

1. ST: I cannot say. Just...do as your mother says. Vor.

2. ST: Your mother calls. you should go now.

Panel 2: The robot watching the boy leave.

3. VOR: Storyteller Udi, you promised me, that I could be like you.

4. ST: I am doing all I can. I have told you before, in the end it is up to you, there are things I cannot do.

Panel 3: The boy, turned back.

5. VOR: What must I do.

6. ST: Listen to your mother, do as she tells you.

Panel 4: The boy smiling, the robot standing in front of him.

7. VOR: You spoke to her, didn't you. About your promise.

8. ST: Go, now. I leave in the morning.

Panel 5: A view from the shoulder of the storyteller, watching the boy running out of the cave entrance.

Panel 6: Just a view of the robot, standing there.

9. ST [PLAYING BACK A RECORDING]: "...promise me you'll do anything you can...anything you can...anything..."

FOURTEEN (5 panels)

Panel 1: We see the storyteller with his boots, dropcloth, and cloak walking near the tribe's outer huts. He is surrounded by a few tribespersons, Vara amongst them, talking and looking happy. He also has his belt with the two pouches, and his tall walking stick with the sharp point.

1. CAPTION: The next morning...
2. TRIBESPERSON: Be well storyteller, we will miss you.
3. ANOTHER Yes, be well. Good travels.
TRIBESPERSON:

Panel 2: The storyteller looking out toward the reader, Vara standing behind him. This is an over the shoulder shot from in front of the storyteller, we can only see his head and left shoulder. We can only see Vara from the waist up.

4. ST: Has it been decided?
5. VARA: I have not...he's just a boy, Udi.

Panel 3: The storyteller walking away.

6. ST: I was once a boy, Vara. I cannot do this, he must
 come and it must happen.

Panel 4: Vara looking sad, crying.

Panel 5: Vara walking towards a hut.

FIFTEEN (6 panels)

Panel 1: Vara kneeling and putting some things into a bag. Next to her, on the ground, is Vor, sleeping on a blanket filled with straw.

1. VARA: Vor, you must wake up. you must go. Be quick.

Panel 2: Vor half up, rubbing his eyes.

2. VOR: What? Why are you crying.

3. VARA: He told me of his promise. He told me...everything.

Panel 3: Vor sitting up on the bedding putting on a fur boot. Vara is still kneeling, holding the bag, but she is still crying, one hand to her face.

4. VARA: If you truly want to be like him...you must go now. He has left already.

Panel 4

Outside the hut, the two face each other, the boy holding the bag over one shoulder.

5. VARA: Go now, you must catch him.

6. VOR: I love you mother. I will make you proud.

Panel 5: The two embrace.

Panel 6: We see Vor running from the camp.

SIXTEEN (5 panels)

Panel 1: We see the storyteller walking in a clearing, some trees around the edges.

Panel 2: Vor holding the bag, running to catch up to the storyteller.

1. VOR: Udi! Wait for me.

Panel 3: The storyteller still walking, Vor behind him.

2. ST: Try to keep up, it is good to have you here. The plan is going well so far.

Panel 4: The two walking some more. Please use different camera angles.

3. ST: You are wondering why your mother changed her mind?

4. VOR: No, I think it was meant to be. I am not surprised.

Panel 5: A distance shot of the two still walking.

5. VOR: What I do not understand is why she worries so much.

6. ST: Oh, I think you will understand soon enough. We will reach my home in two days. Please stay close.

SEVENTEEN (5 panels)

Panel 1: They reach a ship, it is along the side of a cliff, one half of it seems to be 'inside' the cliff. We can see some damage to the ship, but it is mostly intact. There is a door, and some windows with cracks.

The two are almost to the doorway.

1. CAPTION: Two days later...

2. ST: This is my home, young Vor.

3. VOR: It is all metal and tech, like you!

Panel 2: We see inside the ship, the storyteller inside with the boy in the doorway. The storytellers spear is propped next to the door.

4. VOR: This is amazing. You must have much learning to give us.

5. ST: It does take time.

Panel 3: The storyteller opens another door, inside we see a lot of tools hanging above a workbench, along the wall.

6. ST: Here is where I work.

7. VOR: And you have all the parts you need to make me a storyteller?

Panel 4: Inside the work room, we see another storyteller, hanging by chains, it's head 'open'. On the table next to it are some tools, and a small empty 'cage' for a human brain.

8. ST: I am only missing one important part. it is...difficult to obtain.

9. VOR: Am you need me here to find it?

Panel 5

10. ST: Yes, sort of. I have done my part, you must now do yours. I do not envy you.

11. VOR: I do not understand.

12. ST: Have a look around.

EIGHTEEN (5 panels)

Panel 1: Vor looking around, his head stuck through another door. The storyteller is at the work bench, facing the reader. In one hand he has a gardening tool, in the other a small hatchet.

1. VOR: I'm guessing you do not have any food here, do you?

2. ST: Food, yes. That is the plan.

Panel 2: The storyteller handing Vor a gardening tool.

3. ST: Take this tool, go look for roots. We passed a patch just outside, by the brambles.

Panel 3: Vor walking out of the doorway

Panel 4: The robot has closed the door, but is watching through a large window in it.

Panel 5: Vor looking around at the ground. He is standing near a large bush with thorns. We see the wolves in the background, but the boy does not.

4. VOR: I don't see any signs of tubers here at all.

NINETEEN (5 panels)

Panel 1: Vor turns to see the storyteller in the window.

1. VOR: I cannot find the roots. Are you sure...

Panel 2: The boy being knocked over by two wolves.

Panel 3: The wolves attacking, one with an arm in it's mouth, the other tearing off some clothing.

2. VOR: Arrrh!

Panel 4: Close on the boys face, he is terrified. The wolves continue to attack.

3. VOR: Udi!

Panel 5: The storyteller watches the boy being torn apart from the window in the door.

4. ST [PLAYING BACK A RECORDING]: "...promise me you'll do anything you can...anything you can...anything..."

TWENTY (6 panels)

Panel 1: The wolves attacking the boy, the boy on his back. There is blood splattering, the boys clothes torn away, gashes in his skin.

1. VOR:

Help!

Panel 2: The storyteller knocking away a wolf with his spear, using it like a bat.

2. ST: Enough, get away from him.

Panel 3: The storyteller watching the wolves retreat into the woods.

3. VOR: Udi...Udi...

Panel 4: The storyteller kneels next to the young, dying boy.

4. VOR: You let them...

Panel 5: Vor looking up at the storyteller. Some blood trickles from one side of his mouth, there are scratches on his face. His neck has a tear in it, oozing blood.

5. VOR: You...you let them...kill me...

6. ST [PLAYING BACK A RECORDING]: "...promise me you'll do anything you can...anything you can...anything..."

Panel 6: close on the storyteller, he is looking down.

7. ST: I could not do it Vor, but it has to happen. Rest now, go to sleep.

TWENTY-ONE (6 panels)

Panel 1: Close on Vor, lying with his head on the ground, his mouth open, his eyes wide, he is dying. Some blood trickles from one side of his mouth, there are scratches on his face. His neck has a tear in it, oozing blood.

1. VOR: . . .

Panel 2: We see the Storyteller taking the hatchet from his belt.

Panel 3: The hatchet raised, ready to strike.

Panel 4: We see the storyteller from the back, the hatchet down and blood flying.

2. SFX: Thunk!

Panel 5: Medium shot from the front, the storyteller kneeling (we do not see the boy, he is just off frame) The hatchet raised again, some blood splatter on the face of the storyteller.

Close on the head of the storyteller.

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3. ST [PLAYING BACK "...promise me you'll do anything...anything..."
A RECORDING]:
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4. SFX: Thunk!

Panel 6: Medium shot of the storyteller rising to his feet, dropping the hatchet, the boys head in the other hand.

TWENTY-TWO (1 panel)

Panel 1: View from the ground, the storyteller walking towards the door to his ship, the boys head in one hand. We can see Vor's face, his eyes open and his mouth still in an 'O'.

TWENTY-THREE (6 panels)

Panel 1: We see a small village with brick two story homes, wagons with wheels drawn by some sort of horse looking creature, and a small pyramid in the center of town.

Behind the town, to the left side of the panel, a figure is walking into view.

We see the second storyteller, the one from the work bench, wearing the low fur boots, the cloak, the dropcloth, the belt with the two bags. He has a walking spear.

1. CAPTION: 400 Years later...

Panel 2: close up on the second story.

2. SOMEONE (OP): He comes!

Panel 3: The second storyteller walking towards a small group of people, dressed in more regular clothing than those from earlier. A small girl is running, almost to the second storyteller.

Panel 4: The second storyteller, kneeling and putting one hand on the girl's shoulder.

3. VOR: Hello, young Ayla.

4. AYLA: Hello storyteller.

Panel 5: Close up on the young girl, Ayla.

5. AYLA: Can I come with you? I want to tell stories too, just like you.

Panel 6: Close on the second storyteller, his head cocked to one side.

6. VOR: Perhaps. But only if you make me promise.