

Key:

Welcome to the Project Legend Timeline/Directory!

Here is where I link all my drafts as I write them, as well as ideas and questions I'm tryna work through. Some of it is brand new and some of my favorite pieces and others are drafts I'm keeping but still need some work or updating to mesh with the main story xD- but it's all a work in progress and I still really am in love with this story- so excited to make it fully exist one day. Grayed out text is stuff that is definitely out of date- so ignore that. Mostly, I just love any sort of feedback or reactions to the main characters, their motives, and how you feel things are piecing together for you. In a lot of cases, the events may change in scenes, but the heart of what I'm getting at will likely stay the same.

Also FYI this is the order of the actual events, not necc. the order of when I'd reveal information in the final product xD

Map of the Realms



- Synopsis:** Earth is not the only messed-up place in the universe. Across the portals, there lies a land with an eternally full moon and an ever-changing sun. A land full of nations, struggles, and cultures completely foreign to Earth known as the Realms. Whenever the Earth and the Realms are both dark- with a new moon and new sun- their realities form a bond- creating portals between the two worlds. Though accidents have happened before, portals are mere swirls of energy- energy that's good at finding anomalies and sending them back where they came from. However, the fate of the

Realms changed drastically when not one but two ruling families found their heirs missing- both now at home in Brookwood, Colorado. One a teenager and the other only a baby, both make their homes on Earth, completely forgetting their origins. Years go by, and Sevrin- crown heir to Murdoch- finds himself a hotel manager with an ever-changing roster of kids and a faith that's unheard of back at home, while Jack, having never seen his home country, is slowly growing into the giant king he was born to be- and spending half his Walmart paycheck on food.

Back in the Realms, deep in the heart of Inarshi, spirit creatures called kitsune serve as messengers of fate and destiny, intimately connected to Hija- a force like a river flowing through time, revealing all potentials and containing insight into people's destinies. While most kitsune are revered, a cursed kitsune named Matsumi keeps seeing visions of people who don't even exist in the Realms, in a place no one's ever heard of. She sees a man surrounded by fire, blood dripping from his sword, yet senses this is what he must do. Beside him, she sees a young, quiet man with tattered clothes and a large, bejeweled crown, bringing justice and peace to the broken Realms. Both must exist, both must come here- to not only right the fate of the Realms but heal the wounds of the Realm's own brutality. Cast out and unbelieving by her own kind, Matsumi wanders between the real and spirit realms for centuries before discovering her first portal, immediately taking the chance with her devoted sister Sute to hopefully prove to herself she really isn't crazy. Crossing over into 1980's Japan, the sisters discover they aren't, shapeshifting into human forms and slowly tracking the place and people Matsumi keeps seeing in her visions at night.

Many, many years later Matsumi and Sute take on the forms of Raquel and June, moving into a run-down apartment complex in Brookwood, Colorado. There, they track and untie the tangled web of Realms descendants as well as well-meaning Earthlings. Sevrin's son, Sevrin Jr., discovers a portal in his best friend's bedroom straight to the heart of Murdoch- giving him a mission to return and become king. But Raquel knows Junior isn't him- he isn't the young man from her vision, but he will come- and she will make sure of it. At the same time, Raquel discovers the younger version of the man with a bloody sword, feeling an unexpected connection with the young mechanic who wants to escape his fate as much as she does. June also catches the eye of Jack, who arouses her suspicion as his transformation reminds her of the giants back at home, and she urges him to return to his homeland.

Together- the Realm's people and some Earthlings- cross over into the Realms for good, saying goodbye to Earth. They stay together in Mondon, the heart of Murdoch, for a bit before splitting their separate ways across the map of the Realms. They each work to make their home in the Realms somehow- by becoming powerful, having families, or just trying to survive.

From there, years pass and the main story follows a blend of both the children of this crossover and others, all coming from their different parts of their broken, beloved world to better their nations and better themselves. All of them sit in the wake of their own destinies- anxious, curious, and excited to see them unfold and, most of all, wanting freedom.

- I hope this gives you some idea of what you're stepping into. Most of this is just drafts and storyboarding as I've crafted this story over the past 6-7 years (most of the drafts here are from the past 2-3 years tho!) so I hope this gives you some intro to the world and jist of Project Legend, as I'm calling it right now :)
 - Alot of these drafts are written out of order or in no particular order xD usually as I was trying to explore certain characters/events, etc. But I kept them all linked so you can still see like what time period it's in/what's happening around it, etc. I'm not sure what order certain events will come up in the book (or if some of them will be book material at all! xD) but feel free to peruse as you're interested! Mostly I want to know if the scenes, dialogue, and characters feel real and intriguing.
- Thank you!

The Jist and Other Thoughts:

- Sevrin the First is from The Realms. He's Murdochian. He passed over. Rosa recognizes him as the king's son. Sevrin meets his granddad. That's why he's king. Of course other people would've done what they have. DUH. The goal is to get the rightful rulers of The Realms back- not some big unification scheme, but a way to have the destiny of the worlds finally at rest and no longer intertwined. To close the portals. To become unified with itself.
- Jack's family was head of Portenvedd? So Hazel becoming head and liberating the nation will remedy the timeline as well.
- Their destiny is to bring everything as it was sposed to be- a Sevrin on the throne, Jack's line free and in charge of Portwenn, Amity under an Amit, etc. *Are the portals corrupt? How do they work, exactly? As more characters come, breaking the timeline and subverting the destiny of The Realms, does it break down more? Does the line between them become less blurred? Would they start seeing Earth animals in the Realms? Would random people step through? Is there a larger force at play besides the characters that makes this a scarier thing? Also, how is Hazel important? Is she at all? What's her story? What's her struggle?*

First Gen Character Jists:

- Jethro
 - Army Dad, distant but informative
 - Lost mom ages ago
- Raquel
 - NOT old. K.
 - Kitsune
- Jack
 - Secret giant with belonging issues
 - Sciency and broke af
 - Crush on his upstairs neighbor
- June

- Also not old. Maybe idk. This whole vibes gonna take some time tbh.
- With R, sweet
- Is she there for Ja? Could that be a work around?
- NEEDS WORK
- Joseph
 - Lonely af
 - Wanderer with an anchor
 - Down for whatever but also hesitant n skeptical of everything
- Sevrin
 - Big happy family, lots to do, lots to be
 - Honestly let's just go for it tbh, but like, not cross my morals tho, yeah?
 - Dad, what the hell? Ma, you know I have to go.
 - King sounds cool, leaving home does not.
 - Happy go lucky mixed with mission = unstoppable
- Rosa
 - From the Realms, Quajeto mining family.
 - Honestly all my ladies need some work
 - Bkg? Motives? What if I was gay so I could actually put time and effort into ym female characters instead basing them all off my guy friends/crushes? Hmm?

Draft Collection/Timeline (First Generation):

- Introduce Characters
 - Intro Joseph/Sevrin/etc.
 - Scene Draft: (Joseph's Perspective)
<https://docs.google.com/document/d/1izcd0OxsEq9dj2ON9apisZ45TDSffl8Mq2vD9149SMg/edit>
 - Jethro Background
 - Scene Draft:
<https://docs.google.com/document/d/1jYg4GqQyjELtEtKL2llvmbchied-ukM8OuWptJxftpYl/edit>
 - Jack, June, Raquel Meet, Jack Background
 - Draft:
<https://docs.google.com/document/d/18gBpWLE0Wz4w4B05c8jWZBLIMrRm--QZBA5xuKIkRic/edit>
- Establish relationships
 - Sevrin and Joseph
 - https://docs.google.com/document/d/181rAz10jmusooVmvoOmfu_fCBAvGLEnRVnDSkGonmFk/edit
 - Jethro and Raquel
 - Questions and Exploration
 - Jethro sees Raquel getting a latte one late night and he goes for it.

- <https://docs.google.com/document/d/19oebXYbCacNxxar09p-Smvg368MwlfX8OGOEIBC7TBk/edit>
- Portals
 - Sevrin n Joseph cross over
 - Draft of Scene:
 - <https://docs.google.com/document/d/1izcd0OxsEq9dj2ON9apisZ45TDSffl8Mq2vD9149SMg/edit>
- After the portal discovered- preparing to go
 - Joseph and Sevrin talking about preparing to go
 - Draft of Scene:
 - <https://docs.google.com/document/d/1rbBAevdufOnPM8OpLZ1hcKoiPIPL15a1gFFzvg1VJUo/edit>
 - Sevrin Talks to His Dad about when he Crossed over
 - https://docs.google.com/document/d/1Gm7XIHuDR5Hjpmuw0cGZJcNVOpgMqH2_1MYcneYMi0l/edit
- Raquel Thoughts and Preparing to cross over
 - Draft of Scene:
 - <https://docs.google.com/document/d/1HHyGGo3t3Uj2Ekr9AoAIYqTsRQsVCwbWdlaZut2-MYs/edit>
 - Questions: Where do they cross over? They'd all come out at same point- then what? What's the closing scene of the prequel? How do they split from there and why?
- Jack and June, post cross over
 - Dialogue Snippet: "I can't tell you how weird it is that things fit here. It just-"
 - "No more flip flops?"
 - "No more flip flops." He looked out at the hut in front of him, "Though, I don't think that'd be the right shoes for this weather anyway."
 - "Definitely not. You'd literally freeze."

Second Generation:

- Nancy Background and Childhood
 - <https://docs.google.com/document/d/1frPLJBOQkJivvBshqh6UWI4ggL3q6rQdjW99twFvKcM/edit>
- Kyugan's True parents, Background and Childhood
 - <https://docs.google.com/document/d/12jKMTEB9yjt4NfWW46mbmnUVWAapeh-n5c4a8b7yfFA/edit>
- Hazels Childhood
 - <https://docs.google.com/document/d/1OkLMG8cPS5VRH9Z20g7e2EtFKwzTT2Zh7jm67oxPBcw/edit>
 - Sevrin argues with Villa
 - Owned by Jethro, in charge of keep, in relationship with Villa- having conflict with her: she wants to leave, he wants to stay

- Nancy invents Gunpowder, Sevrin Jr. makes Nancy heir
 - Nancy: climber/ quick to move/ big miss abbot vibes/ her at factory “oh no no no- u have to do it like this, see?” *she’s making some toy to take a break from serious inventions. The last one scared her a bit too much.*
 - Also piece together murdochian life- what does it look like, what do they use, etc etc
- Sevrin/Servus Background and Peace Talk Starts
 - <https://docs.google.com/document/d/1kNXY6czjog5cedUtHaxypIEyuok-yDuQ9XDZRhc0QQ/edit>
- Peace Talk
 - Draft:
 - <https://docs.google.com/document/d/1kNXY6czjog5cedUtHaxypIEyuok-yDuQ9XDZRhc0QQ/edit>
 - Logistics: When Nancy and Joseph arrive, Joseph in with Jethro. Nancy out with Sevrin. (What all do we know at this point. We've seen them prepare, will we see the actual thing? Or ? Do we know what happens? Who's perspective do we focus on?) Joseph and Jethro go in together, tensions are high. Fawkes takes all weapons, he thinks. Sevrin and Nancy talk and she's, um, interested and curious in everything. He takes her up with the birds and she remarks how she never knew this, never expected that, tries not to be stupid. They talk, okay, she mostly talks. Way too open about a lot. Sevrin hardly talks at all. (okay how much is he going to talk? How does he have a personality without talking??)
 - they hear gunshot. Nancy shudders, this is serious. "We have to get out of here, and now. Follow me." Nancy follows in shock (???) Argues, holds back, tries to get in, he's like, look no- you wanna live, you gotta come with me.
 - *so we gots dat established trust and da master plan and jethro... off guard? Why is our villian always off guard?? Does he just guess incorrectly? What's the significance of them being the only two aliens and also meeting each other? How would that come up? Does it come up? What did they both want? How did it go wrong? *sO mAnY QuEsTiOnS* but he has a sleeve pew pew that Nancy knew about. So. There's that. Now to draw so I can be reasonably entertaining. YAYYYYY.
 - Inside the Peace Talk: Joseph nervous, but Sevrin begs because it's their last chance to make peace and he hopes to rebuild the relationship. Nancy brings a part of the schematic with her so it can't fall into the wrong hands while she's away. (??)
 - Joseph's motive: he's tired of watching Sevrin and Rosa suffer and he wants Nancy to be free. He remembers every detail, processing the evidence over and over until he's certain Jethro has to be hiding Sevrin's son- so he insists on going to talk to Jethro himself. He's desperate to get the information and doesn't know much any other way. He's willing to sacrifice but he'd be calculated- wouldn't rush in and be stupid. He'd slowly follow conversation and try to get info until he's finally like fine- here's the deal asshole, cut the plan and tell me the truth, and

now. They're square up while fighting "He's right outside you know?" "You asshole" "Don't Joseph, I raised him. I never mistreated him. This- that girl outside- is how we're gonna fix this whole thing. You really want to be stuck here for the rest of your life? Don't you miss your speakers, your music, your modern castle in Colorado suburbia?" "I don't miss the suffocation." "You don't miss being an angsty teenager, that's different." "Not all of us have dreams to go back to" "Not all of us wanna be stuck here." "Then why do you stay? Why's there so much blood on your hands if you don't give a shit?" Jethro just looked at him- sharp and sad. "Raquel," Joseph sighed, "She left didn't she?" "A long time ago. I'm not leaving without her." "I'm- I'm sorry. I know you loved her." "Always." He sighed, "Now help me finish this." "No Jethro. They're kids. They want what we wanted- freedom. Let them have it." Jethro sighs, "Why'd I expect more?"

- Joseph and nancy meet jethro at the border, they discuss. Jethro leans to talk with his assistant and so does joseph
- Joseph smells something off and tells Nancy to run and hide upstairs in the chamber. Nancy wants him to come...

- "You have 10 seconds. Run." He lurched out of his seat. And I jumped out of mine- running to the stairs. He pulled out his new gun. Pulling out the gun prototype from his pocket- he shot the assistant in the head and Jethro in the shoulder.

"The only reason I'm not killing you is because you know where the heir of Murdoch is. Spill or the last thing you'll ever see is the end of my gun"

Jethro clutched his shoulder, only letting out a mutter. "You sure you want this memory on your conscience for the rest of time, Joey?"

"You were sure you wanted the destruction of a family on yours." He cocks his gun. "Now where is the boy?"

"He's an adult now, Joey. He can be wherever the hells he wants to be," joseph huffs and pulls the trigger- jethro dodges, slicing joseph's hand off. Joseph grunts in pain and steps back, pulling out his sword with his other hand. "You never know when to shut up- do you?"

"Never"

- They fight. Jethro and joey are suffering from blood loss and struggling- jethro pierces joey in the ribs, he falls and is left to die. Jethro, now barely conscious, stumbles outside and hollers for Sevrin to ride him to the keep for medicine.
- Nancy comes out from the cabinet *this may not be exact but whatever. We'll make it perfect later
 - What would the movements be? What would happen?
- Nancy hides in the cabinet upstairs. Jethro draws his sword and yells at his men to attack.
- Somehow, Jethro brings Nancy back. Sevrin meets her, she gains a crush on him.
 - Was Sevrin there? How does Nancy get back to the warlords keep? It's about a two day journey so how was she brought? By who? Do we skip over this?
- What does Jethro want with Nancy? What's his goal?

- And here's where the somehow's come in: Do Nancy and Sev speak much? How is she treated? Is she just being held until Jethro can get gun plans from her?
- Post-Peace Talk
 - Questions: Is Nancy a bargaining chip? How would she feel? Would she be trying to run away/rescue Joseph? Probably, but she'd be too naive to really do much about it, but also do it wrongly. Maybe she's concocting some plans between Jethro patiently waiting for her to spill her guts (no meals till talking sounds bout right). Sevrin sighs, hears from the cook she's on food arrest, he's never seen Jethro do something like this before. A few days go by, Nancy's still scheming how to get out of there, find Joseph, and get home. She's starving and getting less and less sensible. She sees Sevrin around, he's always kind- if a bit confused about the Murry wandering around the keep- and he's still busy with life and the world. He talks to Villa about her, Villa says pay it no mind and focus on what they're gonna do. Sevrin's not sure. Just, not sure. He likes stability. He wants that. He doesn't wanna stake his fate on what could happen. She still refuses to eat, Jethro just doesn't give a damn. She's never gonna get across the border anyway and really he just needs Sevrin Jr. to be out of his mind without her and Joseph. That's it. That's all he needs. So, he leaves to handle battle plans with the soldiers and prepare for the tournament (Hems involved). Before he goes, Villa makes her final plea with Sevrin. He usually stays to manage the keep with Jethro is away- but just this once, come. Work. Let's buy our freedom and be together. Because I'm doing it, with or without you. He- he just can't. He loves her, but he loves his home and stability more. She's heartbroken, but accepts his decision. They kiss and say goodbye, and he wishes her the best. She leaves with Jethro to tournament city to buy her freedom there. Sevrin stays and manages the keep, the cook saying this could be for the best anyway. He spends a long time alone, unable to sleep that night. Afraid he made the wrong choice. Afraid that he's sposed to be out there, free, doing something important or trying make his own way instead of just settling here. He lets the cook's words get to him. He lets Villa's words get to him. He debates any number of scenarios, sitting up alone in the warlord's bed chambers. He decides to walk outside to his thinking spot by the stream, but he stumbles upon Nancy, who's snuck her way into the kitchen and is stealing supplies to run away in a half-baked scheme to escape. If she gets away, he's doomed. If she goes alone, she's doomed. They met eyes and she just freezes. Unsure what to do. She likes him, hell, she already trusts him. But he's in charge. He's the person between her and freedom. Sevrin sighs and rubs his neck, "Let's pretend you just stole some food?" She stalls, getting an idea. Maybe he'll want to come too. "Sure, yeah. It's been a while anyway." "Look, I know you're half-starved and I get you wanna go, but you won't make it very far. You just won't. I don't know what my master wants with you, but I can promise you trying to run out there isn't any prettier. And if you're trying to make it back to Murdoch, forget it. Nobody gets past that border without being extra special or we'd already be at war. So, just- for your sake- finish your

looting and head back to bed, okay? I'll cover for you with the cook." Nancy nods, but gets curious. Starts asking questions. Pestors him till she can join him and he takes the company- wanted to be alone but she's a good distraction from all the existential questions. She comes with, they talk, meet each other. She's still crushing on him and he's oblivious.

- Sevrin and Nancy stay and bond slowly. She bothers him often. He starts thinking and things start shifting.
- The Tournament
 - Jethro makes Hems his fighter and heir. Tells him of Nancy, how wonderful she is. How she may be their ticket to peace, if he can work the angle right. Hems isn't sure, but he's willing to try. He's a bit of a romantic anyway.
 - Hems Intro and Motives:
https://docs.google.com/document/d/1RQ269TLTREwblDzmMFn9HUMe_5KTryLc-cKexYZUn54/edit
 - Later- magic illegal in amity. Hems' father makes it look like he used magic. Hems run out of town. davis sends him. Jethro lets him run away at the tournament. Hem's father is now warlord since Hems was his fighter. Before Hems runs, Jethro arranges a ship to take him to Faeowyn "Make yourself great there. And keep an eye out for the girl. We can still complete our mission, warlord or not."
 - Jethro goes into hiding and runs, pissed he didn't see this coming. What does he do next? Would he tell Sev? Would he try to get Sev? Would he allow them to leave? Would he make an arrangement with Hem's father- them in exchange for him staying out of his way? Jethro would lose control of the army, with everyone dispersed and have lost the ability to keep Amity out of war. But Hem's father is actually an idiot and likely wouldn't go for it, even if he did- he wouldn't know about the guns. They'd all die and really he doesnt need Amity to topple this shit. He just needs Sevrin and Nancy out of the way and usurp Sevrin Jr. That's it. He can make that happen.
- Hems in Faeowyn
 - https://docs.google.com/document/d/1Ysnu8Ycaj0jDY69h-9hemdlyM_R_VMPQmRZQjnTv62k/edit
 - Plot questions to consider:
 - -Where does Hems arrive? What does he face?
 - -How long is he there/what does he do while waiting? (only a bit tbh- maybe like a month?)
 - -What are their basic, everyday lives like? Eating, walking places, drinking, bathing, dressing, living, working, partying, socializing, family life etc?
 - -What do people believe about them vs. what is actually true? Are their nuances about that?
 - -What does Hems know about this place? What is new? Would he be recognizable?

- -What kinds of people are there? (Rangers, hunters, gatherers, townspeople, craftsmen, shaman, priests, archers, gangs, witches, healers, etc.)
- -Think wood, water, and teeming with life.
- What creatures *do* exist there? Why and how and do they matter?
- **Post-Tournament**
 - Days after the tournament, word gets to Sevrin. The cook urges him to run- take this chance and run. Jethro didn't come back for him. The new warlord's an ass. Getting Nancy home may be the only way to prevent war and keep both of them safe and secure. Sev faces that this life isn't as secure as he thought. Nancy pleads with him. Before word gets to border, he can sneak her across under guise of being the warlord's servant. He agrees, scared of what's out there but knowing that may be the only way to survive. He says goodbye, steals a stone from the stream, and sneaks away with Nancy.
 - They flee to the border on the warlords horse, it's probably a few days ride (3) and a boat ride. Can they cross the border? How?
 - Hot air balloon to cross border, sneak in through coastal town. Take a train. Not too hard of a task, just a solid journey
 - How is their relationship? How do they interact? What's Sev's logic? What's their plan? What happens next? She would be curious and kind and he would be quiet and thoughtful.
 - THIS is probably the longest part of the journey and we could definitely capitalize on this time. Definitely not a time to skip over. This is a chance to see Amity, to develop these characters, to establish their relationship, to really set the scene for these two characters who we're supposed to be rooting for. What do they encounter? Where do they go? How do they cross the border? What are their interactions like? Where do they have to stop? How do they camp? How does Nancy respond to all this?
 - Would they stop to try and find Joseph? Would she mourn him? Would they find his body? Would they dare to stop? I think they would. Sevrin would be empathetic and get it, quietly making sure she got to see him. She mourns him, if he is dead. And Sevrin buries him. They sit, and Sevrin comforts her. "I can't let more people die, not like this. If this weapon will keep us from war, I'll build a million. Keep us strong, keep us safe." Sevrin nodded, "I'm sure what he wanted most for you was for you to be safe." They share memories. They bond. Reality hits her a little harder than usual. He commits to get her there safely.
 - They cross the border, by Sevrin or otherwise. What is the border like? What's required? Do they have to get through two sets of guards? What is the wall like? Do they have to go through some sort of security? Can they sneak through? Does Nancy know how they came through the first time, but Sevrin has the credibility to get them through? What happens there?
 - Update: the border is WATER so they need a boat. How do they get across? How would they get over to Murdoch? What's the terrain like? What do they have to do? I can see Amity having loose, sandy shores, while Murdoch's being a bunch

of mountainous cliffs and rocks. How deep is the water? How easily can they get across?

- So, they cross the border. They stay at a local inn. Do they meet Rosa? Is she there or with Sevrin? If they meet her, how would she know Sevrin? Does Jakeem even exist? Is he a character? If they met Rosa, does she recognize Sevrin? How would she? And why wouldn't Nancy have put together that the Sevrins could be related? It's not exactly a common name. Maybe she's already mentioned it's a weird similarity but not put them together, per say. Just thinks it's weird a Amit slave has a Murdochian name. (that sounds believable) Should Sevrin even find out that he's the king's son? Maybe he doesn't find out till he almost gets there? How would the reader not know? Was the king's name not really mentioned when Nancy was introduced? That's possible, she could simply be introduced at the peace talks and that's the end of it. We just gotta get her back so we can keep the peace. Somehow. Hopefully.
- So.... then what? Obviously they're kept from their mission- but how? By what? Do they succeed at getting to Mondon? How far is the travel? Maybe they arrive, but Jethro was able to be not too far behind them? He snuck through too? If they don't get there, then where/how does Jethro get them? (I think if he does, it kills some of the intrigue and draws it out a bit too much. We need some more stakes here tbh)

- In Mondon

- They make it to Mondon, likely by train or some other later-on transportation.
- Nancy is greeted with open arms and Sevrin is introduced to everyone. Sevrin would be so grateful she was back, and still distraught over Joseph. "Is he really dead?" "Yes, we buried him. I'm sorry we couldn't bring his body." "It's... it's okay. And, who is this?" They introduce Sevrin to Sevrin, finally namedropping. Sevrin finds the name odd too, he's heard it a few times around Mondon oddly enough, but not, in a long... he goes to find his wife, Rosa. She comes out and gasps. Her hair. His eyes. "Isn't he beautiful?" she announces, astonished. "Got my muscles too." "Oh, as if." Sevrin just looks on confused. Nancy looks bewildered too. "We thought we had lost you. For so, so long." Rosa begins to tear up and runs to the confused young man, holding him, "I'm your mom, Sevrin." His eyes can't stop blinking, he looks around, unable to believe that. Just. Completely unable to believe that. "How- how could you know? I haven't... I've been in Amity, Your Majesty, I couldn't possibly be..." "I know your face. And I know my eyes. I'd know you anywhere." It still doesn't dawn on him, Sevrin Jr. watches him, choking up and laughing at his son. He's just astounded, gobsmacked really. Nancy is in awe and shock, excited at the novel in front of her but so bewildered by it all. Dream boy just keeps getting better honestly. Sevrin Jr can see he's overwhelmed, "It's alot, my man, I get it. But, hey, look, we're in this together. Tonight, we celebrate that our family is home!" They feast. Sevrin Jr. asks where he's been. Sev tells of Amity, his service, serving the warlord, the like. Sevrin Jr scoffs at slavery, and listens intently to the details. "I served the warlord there for

most of my life” Sevrin Jr. scowls and rolls his eyes, “Of course. Of course you did.” Rosa looks down, shaking her head. “Which leads to why we rushed back. Why he came in the first place. The last warlord is out of power. The new one is supposed to be even more aggressive. If we don’t get the new firearms into production and fast, nothing may scare him enough to keep him from starting a fight.” Sevrin Jr. sighs, “You’re right. Jethro was far easier to predict, even if he was a pain. He always had his ways. I’ll get your schematics to the factory tonight, we’ll start production in the morning.” “Until then, probably be best if you two get some rest. Been a long ride I’m sure.” Sev III looked weary, “It has.” They sleep.

- **What is Jethro's big plan? Become warlord again, steal the schematics, and overthrow Murdoch the "right" way? If he can get all the way to Mondon fine, then why couldn't he just kill and usurp? What exactly IS the Legend and why must it go a certain way? What is he waiting for? Has Jethro's plan simply changed? Get Sevrin out of the picture, get Nancy with Hems, and let them overtake everything. Then why wouldn't he have introduced them? (thought he was gonna take it over himself, that's why). And if he wants the kingdom to fall in the "right" way, why wouldn't he just use Sevrin III to inherit the kingdom? Because he's not a proven heir? Because he would do it too well? Because he would actually follow it and care? But he's under Jethro's control- why would he bet his plan on two kids falling in love and things going a certain way over using the guy who's literally his servant? OR. OR. He thinks that Hems is the chosen one. That he's the one who unites the kingdoms. That's been his horse since the beginning. He WAS going to introduce Hems and Nancy before all shit went down. He thinks Hems will unite Fae (bloodline), Portwenn (which is handled anyway), Amity, and Murdoch- fulfilling the legend and calling it good. Sevrin- a half Murdochian/half Quajeto-ain't shit. So Hems being in Faeowyn just makes things better, he can be on a special mission to take over there.**
- By night, Jethro climbs up to Sevrin’s room. Knocks out guards, the usual. He wakes Sevrin. Sevrin is startled. He still trusts his old master, cause of course the king of Murdoch doesn’t like him. Jethro is still like his father, more than his real one I guess. “What did the king tell you?” “How did you get me?” They ask each other. Sevrin’s confused- so, so confused. “Sevrin, you know how these things are. Sometimes weird things happen and, besides, he’s a petty king desperate for a male heir. You walk in with the same name and maybe he thinks good enough, right? Honestly, let it go. You’re not meant to be head of the assholes. That’s not who you are.” Sevrin sighs, “You’re right, I guess.” “So, let the happy dumb king think what he wants, okay?” He nods, falling back into his servanthood. The role he’s always filled. “What do you need?” “I need... time. And lots of it. This all has to go a certain way, and for that- I need time.” Sevrin nods, awaiting orders. “How can I get you time, Master?” “Go away. Go far, far away. Leave Nancy to me, I can handle the princess.” Sevrin’s heart sank, he didn’t- he couldn’t- he stood and nodded, “Yes, Master.” He pauses, “Where- where should I go?” “Why don’t you give our friends over on Portwenn a visit? Say hi for me. Try some of that fish they go on and on about when they wanna go

home.” “Yes, Master.” “I’ll get you a ship. Meet me in the morning.” “Of course, Master.” “Actually, scratch that. Wake the girl. Tell her there’s something you want here to know, something you’ve been dying to tell her. Ask her to take you to the factory with her in the morning. And make up something, something sweet or kind or lover-boy-ish. The sorts of things I always heard you muttering to Villa. I’ll be there.” Sevrin gulped, the tension growing in his body. He couldn’t disobey his master. Even if he wanted to with every bone in his body. His master was his keeper. He couldn’t shake that. “Yes, Master.” “Go to her now. Girls like her like moonlight.” Sevrin nodded. Jethro leaves then, escaping out the window.

- Sevrin knocks at Nancy’s door and she answers, groggy and half-dreaming. He lies, telling her there’s something he wants to tell her in the morning. “Wh-what are you doing, Sevrin? Couldn’t sleep so far from me or something?” She half-dazed chuckled. He gulped, “No, no. I, I have something I want to tell you. But I wanna tell you tomorrow. Bring me to the factory with you and I’ll tell you there.” His voice was stiff and gaunt, as he choked out the words, horrified at what this was going to lead to. I won’t let her die, he thought. Anything but that. Nancy looked at him cock-eyed, and then giggled, “Sure thing, Sevy,” she smiled, half in daze, “Sure you can’t tell me tonight?” she asked, wiggling her shoulders slightly. “Yeah, I’d rather tell you tomorrow. Just wanted to make sure it was all set up.” He nodded sheepishly. “Okayyyy, fineeee” she whined, “See you tomorrow.” “Good night.” “Good night,” she smiled far too widely, waving him off. His heart was pounding, and not from romance, from just sheer nerves. Her heart raced too as she closed the door and giddily jumped up and down towards her bed, finally, dream boy would be her’s.
- After a year of smuggling, Arwell lands a job with Jethro, even if by accident. Unbeknownst to him, Jethro hears of him and hires him to smuggle Nancy to Faeowyn. Arwell accepts, handling the transaction and being sure to ask a few questions of the Amit, but Jethro doesn’t reveal his identity or history. But he leaves a little curious about what exactly all this is about, finally brushing it off as something simply unusual. Could be anyone, really.
- They meet. Talk awkwardly in the early morning (not yet dawn). She chops it up to him being anxious. They get to the factory and Sevrin sees Jethro with another man, hiding. They go to the side, so that they’re supposedly alone, and Sevrin looks at her, straight in the eyes. He’s been trying to muster all his romance all night, trying to remember Villa- but really all that did was break his heart again, “Nancy, I- I wanted to tell you that,” “Yesss?” She perked up, eyes wide. He looked behind her, not seeing anything. He spoke softly, lowering his voice, “Nancy, I want you to know that I care about you. I don’t know what’s about to happen, but stay safe. And stay strong. I’ll always be watching and I’ll always think of you. Know that, I need you to know that.” She looked puzzled, unsure what all that meant, a little disappointed it wasn’t something bigger than that. Sevrin eyes go wide as Arwell wraps a cloth around her mouth in a chokehold and knocks her out. He throws her over his shoulder, “I’ll take her from here,

thanks mate.” Sevrin sighs and nods, unsure what to do next. “You did well. Now follow them, you have a ship to catch too.” “Yes, Master.” Jethro doesn’t steal the schematics. The factory just happens to be close to the sea. And he doesn’t need the schematics anyway, he just needs time and hormones.

- Sevrin follows Nancy and Arwell to the docks, asks Arwell questions. “So, who are you anyway? Kidnapping people and shipping them places?” “Well, I wouldn’t call it kidnapping. It’s more people-moving, really. I don’t sell ‘em or anything. Ain’t that sort.” “That’s good, I guess.” “Yeah, don’t worry. Your lady’ll be fine. No harm’ll come to her, I swear it.” “Can’t promise you the same once she wakes up.” Arwell shook his head, “Nah, my captain’s got a way with people. Keeps ‘em calm, makes ‘em feel safe.” “Where you taking her?” “Where I said I would.” “Which is?” “None of your business.” Sevrin glared at him, sizing him up. The short blonde weasel against his own strength. He thought- he paused, he couldn’t. But he just looked at the man. “Got some glare there, my man. Best be saving that for where you’re going.” Arwell shrugged. Sevrin fell silent, maybe watching and listening were his best tools, per usual. He finished the short walk to the docks. “There’s your boat over there. Heading to Portwenn.” Arwell pointed. Sevrin nodded, giving one last look to the unconscious Nancy. He walks towards his ship, then pauses and lingers once Arwell has stopped looking his way. He watches the captain, a soft, dark man, take hold of the sleeping Nancy. He sees the men talk. He watches the man’s lips.
- “Oh Kyugannnn, we got new companyyyy!”
- *Kyugan waltzes over, takes one look at nancy on his shoulder and immediately looks suspicious*
- K: “What did you DO?”
- A: I got us a job.
- K: Arwell, we don’t do jobs involving unconscious people, especially unconscious women.
- A: Well, it ain’t like that. Don’t worry. We just gotta take her somewhere she didn’t plan on going, but we got orders to be nice- so we will.
- K: Why- where- where did you even get this job?
- A: I was looking around for any clues about your dad, like you asked cause I’m a nice friend, ya know? And I stopped by the pub, and there was this older, dark-skinned guy making his way ‘round asking people if they’d be willing to help him. He never said with what specifically but his clothes looked Amitian so everyone kept telling him to buzz off. Finally, he made his way to me and I just said yes. Amit, dark-skinned, has to have some gold to be here and in those clothes. He seemed promising.
- K: Promising?
- A: Yeah, promising.
- K: I bet alot of Amits got dark skin, Ar.
- A: Well, not alot of Amits got enough gold to pay what we getting paid for this, okay?

- K: Did he tell you anything we can track?
- A: Only that he's from Amity. He didn't wanna give his name or anything, but he looked down on his luck for sure. Has to be pretty desperate and unusual for him to be all the way in Mondon. Plus, even if he isn't our guy, I figured our new passenger here might know something useful.
- K: *sighs* So, you said we're just transporting, right?
A: yeah, just unwilling transport. Guy said he's got it all arranged for her on the other side and we s'posed to get her there spotless. So, no stupid and no cruelty's already in the job description.
- K: *he sighs* Okay. But put her in my quarters. I want her as safe and cared for as possible.
- A: Ha, don't go flirting, Captain.
- K: I'm not the one you should worry about flirting with her, yaknow.
- A: Whatever you say. Oh, and the guy might come by the docks to make sure we're doing what we're supposed to. He seemed a lil attached to our passenger here. If you wait by the docks, he might stop by.
- K: Thanks, Ar.
- A: No problem.
- The Captain comes off the boat, eyeing the sky and the sea as he does. He doesn't look like much of a captain, round and kind, a face ill-fitting his line of work. The captain looks around, decides to take a short walk around the docks. It's dawn, after all. Might as well stretch the landlegs. Sevrin leans against the wall, watching both ships. The captain of his own looks hardy and lean, prepping the crew for the long sail to Portwenn, the cargo still being loaded on. He looks natural, watching the captain.
- Kyugan spots him, and being himself, says good morning and is kind, friendly, gentle. "Interesting business, sailing is. Never know what cargo you'll be carrying I'm sure," Sevrin slighted. "Ah, indeed. It always is, truly. But, you meet interesting characters in interesting business." "I'm sure." Kyugan nodded, smiling kindly, "You live around here?" "No, I'm pretty new actually." "Mm, well, then I guess you count." "As an interesting character?" "Quite," he chuckled, if a bit awkwardly. "Look, if you meet any more, interesting characters today, be good to them." Kyugan looked over, as if he knew, "Where are you from?" "Amity." "Do you know the man who leads there?" Sevrin nodded, puzzled. "What's his name?" "Up until recently, it was Jethro." "Jethro?" Kyugan's lips curled, gliding from confusion to an almost gleaming pride, "Jethro." He said it again, reveling in its announcement. "You've no idea how happy you just made me," he laughed, "Well, as I'm sure you're interested, we're taking you're interesting person to Faeowyn, to Publin. She's supposed to have someone there waiting for her and I hear he's nice." Sevrin nodded, albeit confused, "Thank you." "Of course," Kyugan nodded back, "Well, I best be heading back. Nice chat, yeah?" Sevrin simply nodded again, letting the odd captain walk off before heading to his own ship.

- Sevrin boards and heads to... Portwenn? Amity? ??? Meets Hazel.
 - Sevrin flees + goes around Murdoch to learn its ways. He can't outright rebel, but he can do one thing more. If Jethro wants him gone, he'll make it useful. (def need to hash this out a bit more)
- Nancy, now aboard with Kyugan and crew, is stuck alongside them on the month-long journey to Faeowyn. From her, Kyugan is able to get so much information and strike up something of a friendship/flirtationship with her. She presses his buttons, he laughs it off. She gets too close to him, he keeps his distance but appreciates it. Always says good morning, kind, gentle, open, honest. She's not used to that, after Sevrin being so closed off all the time. He's not used to talking to a woman so much, always afraid of offending her. (And here the inspiration blossoms). But they talk and laugh easy, even if his gentleness throws her off. He fights to keep his heart on his sleeve. Learns a lot from her, mixed and angry about his dad. Becomes worried and afraid he may be wasting his time, he's already burning the world. Maybe that's what he wants anyway.
 - *What would Nancy tell them? Would she want to go back to Murdoch instead? Would she be afraid? How would she feel? What would she say about Sevrin? What's the parameters of the whole thing? What is she/they under the guise of? Does she believe this is a good thing/do they?*
 - If she wanted to go to Murdoch, Arwell and Kyugan would likely fight over if they need to obey the job or not. Cause how will he know anyway. Kyugan would likely talk to his mom, Raquel would insist she go to Faeowyn. Just trust Hija, love. Sometimes the long path is the right one. Kyugan agrees, to Nancy's disdain.
 - (so. I continue in my thought process because the scene itself may be hard without some forethought. So. Here's. The deal. *sigh* I don't want Nancy to be that chick with all the side dudes. I don't. I just don't. I also don't want there to be any clear crossover between reality and nonreality but also idk it's fun and inspiration is what it is okay? Anyway. As of rn, Nancy likes Sevrin. Yes, yes. But it's in this ur cute, i like you, romance book kinda way. And she's likely been sticking to these feelings/fantasy because she's hurting and struggling and it's a good escapism, which also makes sense given how imaginative and curious and in her own head she is. If she loves narratives, then writing her own little love story fits her vibe. But obviously, that doesn't pan out. She gets kidnapped and now she's on a ship with a bunch of guys heading in the opposite direction and she's upset and hurting, but discovering this odd connection with the navigator. He's kind and gentle and listens and he's just the navigator- he's not in charge or to blame, he's just doing his job. They talk over sunsets and he's an open book so she becomes one too.
 - Nancy gets upset he won't take her, breakdown, kiss kiss, this is now thing. they kissy, Nancy giggles that she doesn't know what to do next, he laughs and says the he's just loved doing this with her.

■ Draft:

<https://docs.google.com/document/d/1T6vZvaRGpzGb9KyWc9D2gcUhWrvtZ26CCgtJCDyrXzo/edit>

- Honestly idk what would happen. They've been all emotional with each other, now they're kissing n such, probably being lighthearted or cuddly or close- like kinda elated that they're free to do this and be next to each other. I can see Kyugan and Nancy being more romantic than sexy per say. She would wanna stay close to him, nuzzle his nose, bury herself in his arms, light kisses on his shoulder or his neck or his cheek. He'd hold her and stroke her hair, her arms, hold her hands- be all sweet and loving n shiz. Like two lovey dovey people who can just now let all their loveyness pour out. They'd both be fairly innocent too so there's that as well. Perhaps it's late when they're talking, after one of their sunset times and he lets it slip what's happening and she gets riled and then he races back to his quarters to get away but she follows him and she's been feeling the growing chemistry but ignoring it maybe idk. So it's late now. "I don't want to overstep, but the bed would be far more comfortable if you'd rather." She'd blush and say she trusts him. He'd guide her, it's right over here. She'd comment on it possibly. It's a small bed nestled against the wall, but rather grand all things considered with lux red curtains and comfortable sheets and a feather pillow. Pretty fancy, right? She'd laugh and let her sit down. "If you don't mind, I'll change real quick. I hate going to bed with day clothes on." "Uh, yeah, sure. Do you want me to look away or?" "Up to you." She'd likely turn away just to be safe, she wouldn't wanna be rude as he takes off his jacket, shirt, and shoes and slides on a long tunic. He sits again next to her and she leans into him. She lays down on the bed "Ugh I havent been on something this comfortable in days!" (she's probably been in a hammock somewhere). He laughs and lays beside her, she cuddles into him and the little lovey fest would start as she's just happy to be in his arms and he's happy to hold her. "You can sleep here if you want." She smiles, "I didn't want to leave anyway." He holds her and strokes her hair and kisses her cheek as she falls asleep. Maybe they talk about things, maybe they don't. Continue their conversation from earlier. Joke around about something. Try not to be direct and ruin anything, at least on his part. He holds her and they eventually fall asleep, waking up with the sun. He laughs he's not used to sleeping with anyone and she's a bit restless. She teases him that he snores, ever so slightly. They laugh and mention this is new, but they like it. Next morning of course people notice they were together, Arwell jokes w Kyugan. They're affectionate and touchy and still getting used to being able to touch another person thing.

-ALSO. So, like, do I really *want* them to get all romantic? Because... like... then what? Why would he drop her off in Fae? What's Hems in this? Why would she go from one guy to another? Would he get off with her? Do they break it off? Do they decide that this isn't what's right? What goes wrong? Do I even know these characters enough to know why they might break up with someone xD?

So. Many. Questions. Lol Do Nancy and Hems get together or have anything between them at all? Does Kyugan stay for a bit, get information from Hems, and then head off- understanding what's happening and what's going on and why this is such a big thing and maybe Nancy needs to be with Hems to bring their nations to peace, maybe he's broken hearted thinking that he needs to leave her to her duty and she doesn't want him to because she loves him and wants him beside her, always, but he insists that she's told him all about what's best for her kingdom and if she's really the heir, even with that sevrin guy thrown in, then she should fulfill her duty and not let him get in the way. She's a Murdochian first and Nancy second, she needs to serve her country. **But then what's Hems on about? What's his goals? What does he think is happening?** What would Kyugan and Nancy do later? ****How do all these characters varying beliefs about Jethro combine??**** Because Hems is over here still liking him, Nancy hates his guts and doesn't trust him, and Kyugan's looking for him and trying to help him in a way. Like? There's a lot of cool potentials here but yet SO many questions tbh.

-but Kyugan and Nancy essentially pick their duties over each other. What does this mean? **How does this impact Sevrin/Nancy? Who *does* she end up with? Does Nancy find out about his mom and the kitsune stuff? How much do they tell each other?** I could honestly just Nancy and Kyugan just like not getting along romantically and deciding to just be friends or be close but not like that. Like their duties come before each other and they can't really be what the other person wants/needs. Their missions come first.

-Did Nancy and Kyugan get at it because of his dad? But why would Kyugan defend him? Would Nancy get touchy about him wanting to help her father's murderer? I could see that being an issue. (You know what this means... CHARACTER WORK NEEDED.)

- How do Nancy and Kyugan leave off?
- After a month, they drop off Nancy, Kyugan makes sure she's safe. Maybe this'll be for the best.
- Nancy in Faeowyn with Hems
 - Nancy and Hems meet I'm sure
 - Nancy and Hems whole ass part
 - Nancy biggest mission/motivation would be to get back to Murdoch/find Sev. Did Jethro tell Hems where he sent Sev?? Did he hijack a hawk and tell them? TBH could be a plot point and Hems and Nancy become friends and work together to get back. They discuss Jethro and live/work together. Hems is confused and doesn't fully trust the Murry but he gets the idea. (How would all this fit into Jethro's plan to get them together to unite the realms? **OR WOULD HEMS CONVINCE Nancy that they need to do this TO complete the legend and be done with it? Would he try to convince her to help him overthrow Faeowyn and be with him so that they could fulfill the legend and make all right again. Cause tbh that'd make some sense and explain the change**

in motivations and give actions in Faeowyn. Explain that there's bigger here sorta thing)

- Nancy and Hems work together to traverse Faeowyn and get the leaders on their side ig?
- Kyugan heads back to Amity, knowing that's where he'll go next. Arwell wishes him well. They dock.
 - Kyugan journeys near the border, knowing his father will camp about this thanks to Nancy
 - He sees the camp soon and pleads with the guards that he's a messenger and he needs to warlord's time. He has an important message. He literally begs till he gets time and waits it out till he's let in.
 - Jethro sees him, confused but impressed by the dedication. *insert passage from one note* they meet, find truth, Jethro offers him post as his advisor, Kyugan accepts and journeys back to Arwell to thank him and tell him.
 - https://docs.google.com/document/d/1KXx5Wtvd6E-H_1Rw1K21PEWpktj4SpIN_kXN4UHO2QM/edit
(Basically Kyu joins Jethro and they get out of there, leaving it to go as it will?)
 - Kyugan sees Arwell off, teaches him the bare basics of navigation before heading back.
 - Comes back to be with father. Tells him all he knows, all he's seen. Jethro plans accordingly, choosing to simply wait a while longer and move his attack in a different direction. Kyugan agrees that's for the best. This field's just a bad spot in general.
 - Kyugan sleeps. For the first night in nearly two years, it's dreamless and dark. He sleeps till midday, Jethro teasing him. Now it truly begins, he figures. Jethro fills him in, they catch up, he takes him on under his wing, showing him the camp and people and all the rest. (Kyugan's storyline will now kinda fade into the background)
 - The big interest of the Kyugan/Jethro dynamic is here we can really get to see just how disassociated Jethro truly is. Kyugan, who's been entrenched in the reality of this world, is absolutely blindsided by the carefree, unworried nature of his father who practically considers this world a video game. Jethro's mindset is cool, guess I have a kid here now. Kyugan's the closest to a real person Jethro figures he's met in ages, other than Raquel. But even he's a little fuzzy. He wouldn't kill him though, he's not heartless. But then there's Kyugan, who's intertwined with the spiritual and practical realities of all this. This is his reality. And he cares about it, deeply. He cares about everything deeply. But, while they're simply camping and traveling and training and preparing- none of the realities of war and bloodshed and what's really on Jethro's agenda dawn on him. That's not what matters to him yet, he's just thrilled to be here with his real father in a real place in this very foreign and unusual landscape and world. He'd still visit his mother, talk with her, update her, but he's not on edge for a mission yet.

He hardly thinks of home, he's so overwhelmed and stuffed on all the newness around him.

- What does this lead to? How far does he follow his father? When/does he leave him? Do they have a falling out? When/how does Jethro's real agenda get realized and how does he respond? What is his mothers/Hija's hand in all this?
- Sevrin: What does the Portwensh side of this look like?
 - Portenjor and Jack's family, Hazel by extension and her background
 - <https://docs.google.com/document/d/1waMdh0QpqRP4rUOgm1kf97TrjsAdgCPbZ01Zupy6rYw/edit>
 - Alojias? Destiny? Hazel? Davis? ??? Bit more of a take back the land storyline. More war and fighting n such.
 - Alojias fight from the water, Hazel and Davis lead Portwensh rebellion in Amity. Jack and June go to the giants, venture to the crystal city (name however) and discover it decaying and empty. He finds the weapons and etching of his family, their statues still carved into the walls. June feels this is a good omen. This will bring peace to the Realms, if they just carry onward. Jack's unsure, but okay. He takes up the crown from the throne room, and accepts it as his. He's older on now- prob late 30's, early 40's. Has his kids with him. They offer to venture out-taking on fox forms to transform back and forth from fox to giant to stay safe. They try to rally the giant families, urging them that the king has returned. And to have hope. They can return like they were. Many of the older cling to their ways, but some have hope and long for the times of the Crystal City again. The giants just need to reunite- that's all. They gather those who will come and try to rebuild the city and its ways.
 - Hazel and Davis are in Amity, fighting to free Portenvedd to go home.
 - Sev finds Alojias? Destiny? That whole storyline? ?? We've fleshed this out before but idk where.
 - Selkies? As they a thing?
 - Sevrin, Hazel and Davis free the Portenvedd servants in the chaos and lead the charge back to home, starting the campaign to rebuild the north as the amits guards rush home for the amitian civil war.
 - Why would sevrin stay for so long?
 - For what?
- Post-Fae and Portenvedd Campaigns
 - How is sevrin jr? What is happening there?
 - What exactly is jethro doing?
 -