

The Prince of Leaves

Issue #2

"The Green Knight"

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BEAT 1

PANEL 1

The column marches into town, with Mirrack in the front. A 4lb horse cannon is brought up the rear.

PANEL 2

A few of the inhabitants (mainly anthropomorphic Wildfolk) hide behind market stalls and hitching posts.

PANEL 3

MIRRACK

Citizens of Reservation [name]

MIRRACK

We are here to free you from the dangers of a monstrous villain that is currently haunting your lands.

MIRRACK

You will provide us with food, water, and any information you have of the rebel troublespaw.

MIRRACK

Obviously, I speak of [surname] Hesaphae.

PANEL 4

No one in the crowd answers

PANEL 5

MIRRACK

Is it too late in the cycle for you?

MIRRACK

Well? Are you all deaf?

Caption: Cycle = A measure of time representing the equivalent of a "day" on a tidally-locked world.

BEAT 2

PANEL 1

MIRRACK

Perhaps you didn't hear me...

PANEL 2

VILLAGER

You already have our food and water. We haven't had enough for ourselves for many signs.

Caption: Signs = Months. The constellation that can be seen most clearly and its rotation is how the passage of longer time is measured.

PANEL 3

MIRRACK

This dangerous fiend--

VILLAGER

--Is your concern, not ours. We just want to be left alone.

MIRRACK

You live on Kaslion land; Therefore, Kaslion's problems are your problems.

BEAT 3

PANEL 1

Adhar dismounts and walks forward.

PANEL 2

Adhar glances toward Mirrack, inserting himself between them. He should be looking at Mirrack, hoping the other takes the unsubtle hint.

ADHAR

Now, now. I'm sure Lord Mirrack here is aware that we don't have time to resupply

ADHAR

But if you've seen our quarry, the sooner we can be on our way.

PANEL 3

VILLAGER

Prince Adharaid?

VILLAGER

Is this the honor your family represents these days?

PANEL 4

VILLAGER

Can we expect the Coronal's assistance to return to our lands?

PANEL 5

Adhar fidgets

ADHAR

Uhm...

PANEL 6

VILLAGER

Because our Coronal has surrendered to Kaslion?

PANEL 7

ADHAR

We didn't surrender. We made a peace--A
truce.

VILLAGER

We have seen no peace here.

PANEL 8

Adhar looking down in shame

BEAT 4

PANEL 1

MIRRACK

To survive this long under these
conditions without help is...improbable.
Hesephae must have their loyalty.

PANEL 2

VILLAGER

(Bird or catfolk?)

But why the cannon?

OFFICER

Do you not do any bird hunting here?

PANEL 3

A tomato flies through the air

PANEL 4

A tomato strikes Mirrack in the chest, looking like a blood stain
over his heart.

PANEL 5

Mirrack clears it away.

BEAT 5

PANEL 1

ADHAR

Let's go. If Hesephae came through here,
she wouldn't stay. Any base would be
remote.

PANEL 2

Mirrack turns back to the village

MIRRACK

I gave them a chance

PANEL 3

MIRRACK

Present arms!

PANEL 4

The soldiers ready themselves to fire their weapons

PANEL 5

The villagers cower in fear

PANEL 6

Some villagers run

PANEL 7

Adhar gets in front of Mirrack

ADHAR

What are you doing?!

ADHAR

They haven't hindered us.

PANEL 8

MIRRACK

Nor have they helped us.

ADHAR

These people have done nothing; We should
continue after Hes!

PANEL 10

Rhom and Joren back Adhar up, and hold him back

PANEL 11

Mirrack approaches Adhar

BEAT 6

PANEL 1

MIRRACK

That's precisely what we're doing.

MIRRACK

Have the guts to do what is necessary.

PANEL 2

ADHAR

Like terrorizing a reservation?

PANEL 3

MIRRACK

Like forcing Hesaphae's hand.

PANEL 4

MIRRACK

Go ahead, Lieutenant

PANEL 5

The cannon fires into the town

PANEL 6

Rhom and Joren pull Adhar away from Mirrack

PANEL 7

Adhar brushes himself off

BEAT 7

PANEL 1

MIRRACK

Watch and learn.

PANEL 2

Adhar pulls away from Rhom and Joren

ADHAR

Come on, we have to help these people!

PANEL 3

Adhar, Rhom, and Joren run into the town.

JOREN

Adhar!?

JOREN

Damn it!

PANEL 4

Mirrack scowling

MIRRACK

Cease fire!

PANEL 5

MIRRACK

Captain, take a few squads and bring back our wayward Prince before his naivety gets him maimed. Or worse.

PANEL 6

MIRRACK

Lieutenant

MIRRACK

Torch this place to the ground.

PANEL 7

MIRRACK

And make sure Hesaphae can see the smoke, no matter where in the jungle the elf-fiend is hiding.

BEAT 8

PANEL 1

Adhar banging on a door, yelling for people to wake up and get out

ADHAR

Get out of the town! Get out of the town!

PANEL 2

Shot of Joren running while Rhom bangs on the next door, both shouting similar

RHOM

You need to leave!

JOREN

Grab what you can and go!

PANEL 3

The 3 running toward the building that was hit by the cannon

BEAT 9

PANEL 1

Rhom and Joren rush up the stairs

PANEL 2

Adhar looks taken aback, stepping over the dead

PANEL 3

Close up shots of the damage

BEAT 10

PANEL 1

Kaslion soldiers charge in behind Adhar.

PANEL 2

Adhar begins to draw his weapon, but they have their guns aimed at him.

SOLDIER

Hands off the steel

PANEL 3

Rhom and Joren jump down on the soldiers

PANEL 4

A brawl ensues

BEAT 11

PANEL 1

Adhar is tackled to the ground (in the style of an arrest)

PANEL 2

Adhar sees Hes enter the barn across the square through the tangling feet of the scuffle.

PANEL 3

Hes quickly dispatches a soldier of her own

PANEL 4

Someone pulls the soldier off him

PANEL 5

The soldier's pistol falls to the ground by Adhar

BEAT 12

PANEL 1

Adhar picks the pistol up from the ground

PANEL 2

Adhar beans the soldier in the head with it

PANEL 3

Adhar looks around--there are three others who helped defeat the soldiers...but now they are pointing weapons at Adhar and co.

PANEL 4

Insert shots that hint these others are with the Hunt

PANEL 5

Adhar has his hand on his weapon

ADHAR

You...have my thanks?

BEAT 13

PANEL 1

Adhar glances to Rhom and Joren. Joren is looking back, worried. Rhom doesn't seem phased.

PANEL 2

RHOM

Not friends of Kaslion? I think we can help eachother out.

PANEL 3

WILD HUNT

Aren't you with them?

PANEL 4

ADHAR

To a degree. Doesn't make us friends.

PANEL 5

WILD HUNT

Will you fight them?

JOREN

We can't. Not directly--

WILD HUNT

So, to a degree?

PANEL 6

RHOM

We can help get these people out of harms way.

PANEL 7

ADHAR

And hold their cannon fire by staying up here.

PANEL 8

WILD HUNT

You don't need three to offer chase.

WILD HUNT

As you said, they can help get people out.

PANEL 9

JOREN

But--

ADHAR

--It will be alright. Go with them.

ADHAR

Kaslion won't kill me; But they will hurt our people.

RHOM

We'll rejoin you under Mirrack's glare when the cannon resumes.

BEAT 14

PANEL 1

Adhar quietly opens the door to the flaming building.

PANEL 2

Adhar sneaks inside. Hes is handing a cloak to a young boy as she is shooing him out the door.

HESAPHAЕ

Quickly now!

FARMHAND

B, b, but--

HESAPHAË

Help others as you go.

PANEL 3

Hes hands him what looks like his traveling bag

HESAPHAË

It's alright to be scared; You're not alone in that.

HESAPHAË

I get scared too. But helping others makes the world less frightening for everyone.

PANEL 4

Adhar sneaking up on Hes, but she seems to have heard something.

BEAT 15

PANEL 1

Hes draws a tomahawk.

PANEL 2

But Adhar is faster, catching her arm.

PANEL 3

He flips her, but she manages to land on her feet.

PANEL 4

Adhar twists her arm, disarming her of the weapon.

PANEL 5

Adhar pushes her against the wall

PANEL 6

Adhar draws the pistol he got from the Kaslion captain

ADHAR

Not this time.

BEAT 16

PANEL 1

Hesaphae locks eyes with Adhar

ADHAR

Why get these people involved?

ADHAR

They were innocent!

HESAPHAЕ

You blame me for this?

PANEL 2

HESAPHAЕ

My dearest peacock of a prince, I turned around when I realized I overestimated the sorry band of admirers chasing my tail! How foolish of me.

PANEL 3

HESAPHAЕ

Minimal river crossings, kept my feet on the ground, avoided the heavy undergrowths...

PANEL 4

ADHAR

...With some pickets to scout ahead and make sure you didn't run headlong into Kaslion patrols?

ADHAR

Mayhap ambush us, but lacked the numbers?

PANEL 5

HESAPHAЕ

...And somehow you hapless palace dandies
still bumbled your way back into
civilization!

BEAT 17

PANEL 1

ADHAR

Tell yourself whatever lie you need to

ADHAR

It's over

The click of a gun sounds off panel

PANEL 2

Adhar turns to look

PANEL 3

A townswoman is there, holding a hunting rifle aimed at him.

BEAT 18

PANEL 1

ADHAR

Easy there! This fiend stole something
from me.

PANEL 2

HESAPHAЕ

Borrowed

HESAPHAË

And I'll give it back when I'm done with it.

PANEL 3

ADHAR

It was my father's!

HESAPHAË

It was a gift from me.

PANEL 4

HESAPHAË

And I know what he would want done with it.

PANEL 5

ADHAR

Like hell you do--

HESAPHAË

--You never knew him; I did!

PANEL 6

Adhar jabs the weapon at Hes' neck

HESAPHAË

Easy on the scar tissue; I'm a delicate wallflower!

PANEL 7

WOMAN

You, boy! You're with the invaders and their bandit armies.

WOMAN

That means you let her go, or I drop you.

PANEL 8

ADHAR

Ma'am. I'm Prince Adharaid Vennan!

WOMAN

I know who you are.

PANEL 9

WOMAN

And who the Elvenbloom is!

WOMAN

Alaion be praised! My lady, you and your
Hunt are a welcomed blessing in our dark
hour.

PANEL 10

ADHAR

You got it all backwards.

PANEL 11

WOMAN

What I got is a burning home and a ruined
life thanks to you and your Kaslion
friends.

PANEL 12

ADHAR

I'm not their friend!

HESAPHAЕ

The correct term is 'soon-to-be-in-law'.

PANEL 13

ADHAR

Ma'am--

WOMAN

--Prince or not, I WILL end--

PANEL 14

HESAPHAЕ

--Don't hurt him!

HESAPHAЕ

I'm oathbound to protect him.

PANEL 15

ADHAR (AND THE WOMAN?)

You're what?!

PANEL 16

HESAPHAЕ

You want to help me? Get as many as you
can out of the town! Go!

BEAT 19

PANEL 1

Adhar turns to watch the woman leave.

PANEL 2

Hes makes her move, grabbing the gun and discharging it into the air.

PANEL 3

Hes spins Adhar around to hit him against the wall.

BEAT 20

PANEL 1

Adhar charges Hesaphae, forcing her back with martial arts and magic.

PANEL 2

Hes acrobatically dodges away.

PANEL 3

Adhar casts a spell.

PANEL 4

Hes breaks the spell apart

PANEL 5

Hes redirects the spell towards Adhar

BEAT 21

PANEL 1

Adhar shields himself, causing the spell to explode around him.

PANEL 2

Adhar dodges some falling debris/collateral damage

PANEL 3

Adhar starts casting again, this time an ice spell

PANEL 4

But Hes breaks the spell immediately

PANEL 5

The spell discharges around Adhar, trapping him as more debris falls.

BEAT 22

PANEL 1

Adhar trying to free himself

ADHAR

Real heart of gold

PANEL 2

Hes ignored him as he turns to make jabs at her

ADHAR

Its a marvel anyone looks up to you

PANEL 3

Hes picks up the rifle

ADHAR

What magical brainwashing did you employ?

PANEL 4

Hes checks the rifle

ADHAR

I will visit upon you tenfold what you've done to these people!

PANEL 5

Hes climbs up the scaffolding

ADHAR

Be it a candle cycle or a year from now!

PANEL 6

Hes sets herself up in the perch

ADHAR

You're a stain on my father's legacy.

PANEL 7

Hes takes aim

HESAPHAЕ

Once History herself,

HESAPHAЕ

Is freed from the oppressor's grasp,

HESAPHAЕ

She will absolve me.

PANEL 8

Hes takes the shot

BEAT 23

PANEL 1

Mirrack is commanding the soldiers from atop his horse.

PANEL 2

Mirrack clutches his chest/over his heart.

PANEL 3

Blood begins to pool out from under Mirrack's hand.

PANEL 4

Mirrack falls off his horse.

PANEL 5

Mirrack's officers panic into motion, surrounding him.

OFFICER

Doctor!

PANEL 6

LT.

Present Arms!

PANEL 7

LT.

At the stables, lads. Fire!

PANEL 8

The line of Kaslion soldiers open fire.

PANEL 9

Behind them, Mirrack struggles to stand, even with his officer's help

PANEL 10

Mirrack casts a dark spell, muttering something Arcane

PANEL 11

Mirrack drains the life out of the men he's holding onto

BEAT 24

PANEL 1

Mirrack's men all take a step back

PANEL 2

Mirrack is standing, somewhat better, over the corpses drained of life. Some effects of the spell still linger, and another volley of muskets generates smoke in the background.

BEAT 25

PANEL 1

Mirrack still falls to his knees.

PANEL 2

The doctor takes a look at him.

DOCTOR

Sir, this wound is too great for field
magic and field medicine.

PANEL 3

DOCTOR

What is the closest city?

OFFICER

Melosat

PANEL 4

DOCTOR

They'll have the means to treat this, but
we'll have to hurry.

BEAT 26

PANEL 1

Mirrack pushes aside some of his officers

MIRRACK

Noo! Justice needs to be doled out!

PANEL 2

Another round of musket fire goes off.

PANEL 3

Mirrack grabs the closest officer

MIRRACK

Why are you doing nothing to those who did
this?

PANEL 4

OFFICER

We have to get you out of here--

PANEL 5

Mirrack addresses the cannon crew

MIRRACK

Leave nothing standing!

BEAT 27

PANEL 1

Shot of a Kaslion soldier getting shot

PANEL 2

We see one of Hes' zouaves-like skirmishers open up fire on the regiment from the jungle.

PANEL 3

They lay back down, under fire.

PANEL 4

They reload

PANEL 5

They sit/roll back up, bending over to take another shot.

PANEL 6

Mirrack's soldiers firing back

PANEL 7

The trees behind Mirrack's soldiers attack

BEAT 28

PANEL 1

Fungal folk and mounted skirmishers charging the cannon

PANEL 2

Mirrack prepares to cast a dark spell

PANEL 3

An arrow strikes Mirrack in the arm/hand as he's casting

PANEL 4

The spell goes wild within Kaslion's ranks as Wild Hunt calvary dash through.

BEAT 29

PANEL 1

Mirrack is forced down toward the ground by his men

Officer

Stay down!

OFFICER

We'll get you out--

PANEL 2

The officer dies as a spell explodes across his chest

PANEL 3

LIEUTENANT

Form square! Form square!

PANEL 4

Shot of the Kaslion soldiers forming square

BEAT 30

PANEL 1

Hes behind cover as bullets slam into walls and cover around them.

PANEL 2

Hes sees Adhar is freeing himself from his confinements

PANEL 3

Hes drops down to ground level.

PANEL 4

Adhar grabs the blade and points it toward her.

PANEL 5

Hes holds up her hands and steps closer

PANEL 6

She starts moving some of the debris and spell effects away instead of attacking him.

BEAT 31

PANEL 1

Hes extends a hand

PANEL 2

Adhar narrows his eyes

PANEL 3

Adhar takes her hand

PANEL 4

Hes immediately covers them both as another volley comes through the walls.

PANEL 5

Hes helps Adhar out of the debris.

ADHAR

A fair fight then?

PANEL 6

HESAPHAЕ

A truce. A short peace treaty.

HESAPHAЕ

If Kaslion can get one, why can't I?

ADHAR

Because you belong in custody!

PANEL 7

Hes runs a hand down Adhar's chest

HESAPHAЕ

Bear your own neck first.

HESAPHAЕ

All I'm after is some assistance.

PANEL 8

Hes makes big, pleading eyes at Adhar.

HESAPHAЕ

From one peacock to another?

ADHAR

What's your game?

BEAT 32

PANEL 1

Hesaphae looks overly delighted as the two head out of the burning stables. ((Divide the panels up based on how they move around during this time, from burning barn to a local altar. Journey starts here.))

HESAPHAЕ

Crowns

HESAPHAЕ

Syhrel and Ma taught you the rules, right?

PANEL 2

Adhar rolls his eyes

ADHAR

What rules?

ADHAR

It's a silly game where there are no rules!

PANEL 3

HESAPAHE

Exactly! Only rules are those the players can agree upon.

HESAPHAЕ

Even opponents should agree and respect boundaries, lest everything breaks down into petty barbarism.

BEAT 33

PANEL 1

ADHAR

First, I want these people to survive.

HESAPHAЕ

Good. You're starting to sound like your father.

HESAPHAЕ

Can you make it rain?

PANEL 2

ADHAR

You want my magic?

HESAPHAЕ

That's my ask. Is it too hard for you?

PANEL 3

ADHAR

You're out of luck; I don't know any such spells.

HESAPHAЕ

I do.

PANEL 4

ADHAR

Then cast it yourself.

PANEL 5

Hesaphae fidgets

PANEL 6

ADHAR

Oh you've got to be kidding me! A spellbreaker who can't cast her own spells?!

PANEL 7

HESAPHAЕ

Just need enough arcane power to start.

PANEL 8

Establishing shot of the shrine. Greenery everywhere, especially around a coppery-green altar (of green man-like statue?)

ADHAR

What about the rest? I can't power...

ADHAR

...Oh, name of all that is holy...

ADHAR

...You want to use my magic to bend this spirit's power to your will!

PANEL 9

HESAPHAЕ

I'd argue it's closer to beseeching the local power...

PANEL 10

ADHAR

You're mad.

HESAPHAЕ

Hardly, drenching gunpowder and washing away tracks is a great way to stop an army.

PANEL 11

ADHAR

Did you really think I would go along with this blasphemy?

PANEL 12

HESAPHAЕ

Only dark gods are blasphemed by helping people.

ADHAR

And that makes it acceptable?

HESAPHAЕ

I was quoting your father.

PANEL 13

ADHAR

Don't you dare tarnish my father with your lies.

ADHAR

He didn't make you a monster. You did that on your own.

BEAT 34

PANEL 1

Hesaphae nods solemnly.

HESAPHAЕ

Fine. Hate me.

HESAPHAЕ

So long as our people are safe, what is one more condemnation?

PANEL 2

HESAPHAЕ

But right now you can't save them without me. Be like your father and help save them.

PANEL 3

ADHAR

If I do this, I want his pendant back.

HESAPHAЕ

First chance I get.

PANEL 4

Adhar looks at her skeptically

HESAPHAË

I swear it.

BEAT 35

PANEL 1

Adhar draws a ritual circle on the ground.

PANEL 2

Hes places a piece of burning wood/debris

PANEL 3

Shot of Hes' hand placing a bundle of plants

PANEL 4

Shot of Hes' hand placing a bowl or cup of water

PANEL 5

Adhar begins making arcane motions

ADHAR

[Arcane runes]

PANEL 6

Hes steps into the circle, shaping the spell with her hands

HESAPHAË

[Arcane runes, but they look like
short-hand]

BEAT 36

PANEL 1

Establishing shot of rain beginning to fall

PANEL 2

Shot of Hes and Adhar casting, Adhar is looking a little wary

PANEL 3

Establishing shot with alot more rain

PANEL 4

Adhar leaning forward, Hes has an arm on him

HESAPHAЕ

You alright?

ADHAR

Never better.

BEAT 37

PANEL 1

Establishing shot of dramatic lightning over the fighting and settlement

PANEL 2

Adhar swaying on his feet

PANEL 3

Hes studying Adhar while casting

HESAPHAЕ

Adhar?

PANEL 4

Hes' eyes go wide

PANEL 5

Hesaphae catches him as he falls forward.

HESAPHAЕ

Adhar!

PANEL 6

ADHAR

Guess they don't like it when I...beseech
their power...

HESAPHAЕ

There's a backfeed! I just need to...

PANEL 7

Adhar looking solemnly at Hesapahe

ADHAR

The people blame me, I think the spirits
do too.

ADHAR

Hesaphae...We can't let the spell go wild-

PANEL 8

Hesaphae knocks him out (if panels permit, via twisted mini-spell;
otherwise the classic smack works too)

HESAPHAЕ

--I'm not risking your neck!

BEAT 38

PANEL 1

Hesaphae lays Adhar down

HESAPHAЕ

But well played, my Prince.

PANEL 2

Hesaphae glances towards the soldiers and the battle

PANEL 3

Hesaphae twists the magic.

HESAPHAЕ

Into the Great Mother's hands, I command
this storm! Let Nature, and Her alone, do
with it as She will!

PANEL 4

Flames around the altar/shrine flare up, angrily.

BEAT 39

PANEL 1

Black panel

PANEL 2

Adhar being carried by Rhom and Joren, it's downpouring

JOREN

Easy there

RHOM

You're going to need more stamina if you
want to keep tumbling around bedrooms,
haystacks, and holy sites with your dear
fiend.

PANEL 3

ADHAR

What happened?

RHOM

We were hoping you could tell us.

PANEL 4

JOREN

Such as why you were in the middle of a
magic circle

JOREN

My coin is on ritual sacrifice.

PANEL 5

ADHAR

You think I tried to sacrifice her?

PANEL 6

JOREN

Or the other way around! You know how
there are spells where virgins are
sacrificed? There must be some spells on
the other end of that!

PANEL 7

Adhar tries to hit Joren, but the push is a limp one

PANEL 8

JOREN

That's it. Keep the fighting spirit alive.
You'll need it for Mirrack.

RHOM

Don't you know how dangerous that was?!

ADHAR

Heh. Which part?

BEAT 40

PANEL 1

Adhar is brought before Mirrack, both looking haggard.

PANEL 2

The two look at eachother for a long moment

MIRRACK

If you had supported me in this from the beginning--

ADHAR

--You wouldn't have a retinue left

MIRRACK

--I had it under control

ADHAR

--Didn't look like it

PANEL 3

MIRRACK

You could have warned us!

ADHAR

How would I have known?

PANEL 4

MIRRACK

When you went into the town--

ADHAR

--When I?! We could have avoided all of this if we followed Hes' trail instead of coming here in the first place!

BEAT 41

PANEL 1

MIRRACK

She was going to lead us into a trap

PANEL 2

Adhar gestures toward the remnants of the battlefield and settlement

ADHAR

You created a victory for Hesaphae without her even being here.

PANEL 3

MIRRACK

She had to have been here. That spell proves it!

ADHAR

When she was a slave in Kaslion, did her owner ever report seeing her cast a spell?

PANEL 4

Mirrack opens his mouth to rebuke

PANEL 5

Mirrack closes his mouth, thinking

PANEL 6

MIRRACK

What's your point?

ADHAR

Spell couldn't have been hers. You forced the local spirits to intervene.

PANEL 7

ADHAR

And now we have too many wounded to give chase.

ADHAR

We gave her an opportunity to stop our hunt and she took it.

PANEL 8

ADHAR

And now we need to get you to Melosat.

ADHAR

Dallia would never forgive me if I left you to die from infected wounds in a Vaerie jungle.

BEAT 42

PANEL 1

Mirrack finishes giving his soldiers orders. We see them lighting more torches and reading weapons

PANEL 2

The column turns

PANEL 3

The column marching out behind Mirrack

PANEL 4

Adhar, Rhom, and Joren take up the rear

PANEL 5

Adhar sees the shadows of the Wild Hunt in the woods

ADHAR

I hope I made the right choice...

PANEL 6

Shot getting closer to the shadowy figure looking more Hes-like, holding a tomahawk to stay on the branch.

PANEL 7

Close up of Hes, half hidden in shadow, giving Adhar a mock salute
farewell and a wicked grin.