

ELIXIR

IMMORTALITY IS NOT A BLESSING, BUT A CURSE FOR THOSE WHO BEAR IT.



Created by: Henri Moss

FOR ROUGH DRAFT THE TABLE OF CONTENTS IS NOT FULLY COMPLETED

TABLE OF CONTENTS

PAGE 3: INTRODUCTION

PAGE 4-9: SETTING

PAGE 10: STORY

PAGE 6: TONE

PROTAGONIST

PAGE 7-8: **ALAZAR** (THE SHEPARD, YARTHA)

PAGE 8: **THOMAS RHINESTONE** (LILY RHINESTONE, ZOSIMOS)

PAGE 9: **CAPTAIN RIVA** (WALTON, CAPTAIN REMUS, QUINN)

PAGE 10: **KRISTJAN** (LUKAS, MARGARET, ERIK, ANDERSSSEN)

ANTAGONIST:

PAGE 11: THE BEAR

PAGE 12: LORD BALLYON

PAGE 13: IVAN

STORY AND NETWORK

PAGE 14: PILOT

END OF ROUGH DRAFT

PAGE 15: A STORY

PAGE 16: B STORY

PAGE 17: C STORY

PAGE 18: EPISODES 2-5

PAGE 19: EPISODES 6-9

PAGE 20: SEASON FINALE

PAGE 21: FUTURE

PAGE 22: NETWORK, BUDGET, AUDIENCE

INTRODUCTION

THIS IS NOT LIKE OTHER FANTASY STORIES. NO DRAGONS. NO ELVES. JUST HUMANS. THIS IS A HUMAN FANTASY DRAMA THAT IS AS LAYERED AS THE ROCK BENEATH OUR FEET. IT RUNS DEEP, THIS DRAMA, POWERS OF POLITICS, JUSTICE, AND WHAT IT MEANS TO BE ALIVE ARE PUT FORTH ON EVERY PAGE.

YET, THE WORLD IS ENGULFED IN ONE MAGICAL PURSUIT - ALCHEMY.

THE LAND OF ELUS IS OLD, HAVING BEEN THE SOLE CONTINENT IN THIS WORLD, THIS IS ALL THE EYES HAVE EVER KNOWN. THE REALM HAS NEVER BEEN UNITED, BUT INSTEAD SPLIT AMONGST DIFFERENT NATURAL REGIONS, RULERS COME AND GO, WARS FOUGHT AND LAND NEVER GAINED, GIVING LITTLE MORE THAN FOLKLORE TO ITS HABITANTS

NOW THE REALM IS IN PEACE, DIVIDED AND SPREAD, BUT IN PEACE. A GOLDEN AGE HAS OVERCOME ELUS, AND ACADEMICS HAVE BECOME THE SOUL OF ITS LAND. WITH IT, ALCHEMY HAS BEEN ONE OF THE MORE NOTABLE PURSUITS IN THIS WORLD, AS ELUS IS SAID TO HAVE BUILT UP A RICH LAND OF GEMS. YET, THERE HAS NEVER BEEN ANYONE ABLE TO CREATE THE ELIXIR OF IMMORTALITY. THAT IS UNTIL NOW.

WE ARE AT A CROSSROADS.



MAP OF ELUS

SETTING

OUR STORY TAKES PLACE IN A WORLD FULL OF TUNDRAS, DESERTS, AND ISLANDS. THE FIRST SEASON WILL TAKE PLACE LARGELY IN THE ICY NORTH, AND THE ISLANDS BY MUSTAFAGO AND DJABI.

SWASHBUCKLING SEA FARERS FIGHTING FOR CLAIM OF THE OCEANS, A CAT AND MOUSE CHASE THROUGH THE RUGGED ICY NORTH OVER THE ELIXIR, SLAVES FIGHTING IN DESERT ARENAS. THESE ARE THE TERRITORIES TO EXPECT THROUGHOUT THE SERIES. THE SHOW IS DARK. THE GRITTY REALISM IS THE GOAL IN TRYING TO CREATE AN ENVIRONMENT IN WHICH THE STAKES ARE ALWAYS HIGH.



THE ICY TUNDRA WHERE OUR STORY BEGINS



SNOROK PILOT VILLAGE



LANDSMAN PORT



CAPTAIN RIVA'S SHIP



RIVA'S SHIP VERSUS THE SLAVER LORD BAYLON'S SHRIEKING GHOUL



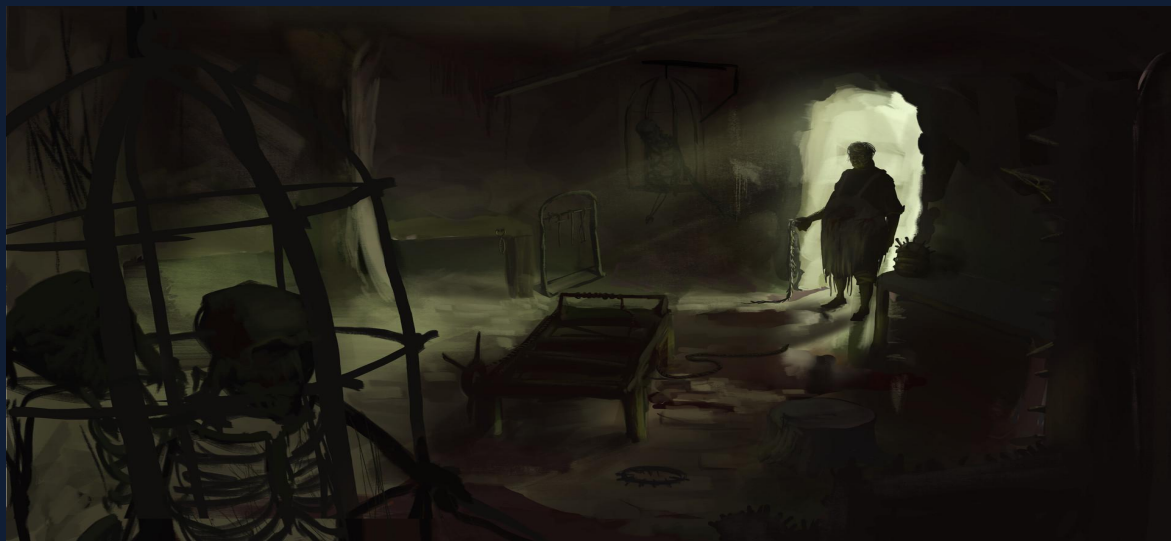
DJABI THE SLAVERS CITY



DJABI GLADIATOR PITS



LYRA RHINESTONES ALCHEMY LAB



THE BEARS TORTURE CHAMBER



THE FINALE SHOWDOWN - MUÀ DI A'ZIL

COMPS

THE SHOW IS THE METH LABS OF BREAKING BAD MEETS GAME OF THRONES. THE SEA BATTLES RIVAL THAT OF PIRATES OF THE CARIBBEAN, WHILST THE DESERT ARENA AND CITY OF DJABI CLOSELY RESEMBLE MAD MAX FURY ROAD AND GLADIATOR. THIS IS A HIGH PACE ADVENTURE SHOW. THE AUDIENCE TAILORED IS THOSE WHO ENJOY FANTASY AND ACTION.



THE BATTLE AGAINST LORD BALYON AND THE SHRIEKING GHOUL

PILOT STORY

AFTER AN ALCHEMIST CREATES THE ELIXIR OF IMMORTALITY, PEOPLE FROM ALL WALKS OF LIFE SEARCH FOR IT IN HOPES OF CHANGING THEIR FORTUNE. THE ONLY PROBLEM? THE ALCHEMIST IS DEAD AND HIS APPRENTICE DOESN'T KNOW HOW TO RECREATE IT.

ACT I: + HOWLING WINDS SLAP ON THE MAKESHIFT TENT. A VIOLENT SNOWSTORM RAVAGES AS A CLOAKED MAN APPROACHES THE MOUNTAINSIDE TENT. INSIDE, ZORIMOS CREATES THE ELIXIR OF IMMORTALITY; HE DRINKS IT AS ALAZAR, HIS APPRENTICE, WARNS OF AN APPROACHING MAN. ALAZAR DRINKS THE ELIXIR AND IS ORDERED TO BURN THE TENT AND FLEE. HE RUNS OFF INTO THE WILDERNESS. ZORIMOS MEETS THE BEAR, HIS OLD APPRENTICE - HE ASKS FOR THE ELIXIR AND ZORIMOS REFUSES. THE BEAR CRUSHES HIS SKULL AND WATCHES AS THE YOUNG ALAZAR FLEES IN THE DISTANCE.

- + THOMAS SITS IN PRISON IN LANDSMAN PORT. HE ANNOYS THE GUARD, WHO ENTERS HIS CELL TO BEAT HIM. THOMAS STEALS THE KEYS. HE FLEES THE PRISON AND BOARDS A SHIP BOUND FOR MUSTAFAGO WHERE HIS WIFE LYRA LIVES. HE TUCKS AWAY BEHIND A WALL OF KEGS IN THE CARGO HOLD.
- + CAPTAIN RIVA AND WALTON, HER FIRST MATE, WATCH A STREET VENDOR TELL TALES OF AN ALCHEMIST WHO CREATED THE ELIXIR OF IMMORTALITY. THEY HEAD BACK TO THEIR SHIP (THOMAS SNUCK ABOARD THEIR SHIP!) RIVA CHECKS ON HER FATHER WHO IS THE TRUE CAPTAIN AND IN A SICK DELIRIUM STATE SPEAKS OF A MAN WHO HAS NO WIFE, A WAR WITH NO VICTORS, AND AN ELIXIR OF IMMORTALITY. SHE TELLS HER FATHER TO REST AND GOES TO CHECK THE CARGO. WALTON AND HER TALK ABOUT HOW IT IS DIFFERENT TO BE CAPTAIN OF THE SHIP, AND THAT THE SAILS DON'T SPEAK TO HER AS THEY WERE MEANT FOR HER FATHER. A NOISE RUSTLES BEHIND THEM AND THOMAS IS CAUGHT DRINKING FROM ONE OF THE KEGS. HE DODGES A BULLET AND GETS KNOCKED OUT BY A PLANK FROM WALTON.
- + ALAZAR WORKS IN A BAR IN SNOROK, A FROZEN VILLAGE IN THE NORTH OF ELUS. HIS HEAD IS SHAVED AND HE HAS BEEN HIDING FOR 6 MONTHS. A BARMAID COMES BY AND THE PAIR SPEAK ILL OF THEIR BOSS WHEN THE CLOAKED MAN ENTERS. EVERYTHING AND EVERYONE IS SILENT. THE STEADY DROP OF HIS BOOTS LIKE THE RATTLE OF A DRUM. HE ASKS THE BARTENDER IF THEY HAVE SEEN ANYONE WHO BEARS RESEMBLANCE TO THE DARK SUN, AND HAS BRIGHT BLUE EYES. THEY SAY THEY HAVEN'T SEEN ANYONE AND THE CLOAKED MAN STRANGLES THE BARTENDER. HE SAYS IF ANYONE WITHHOLDS INFORMATION HE WILL BURN THE VILLAGE. HE DROPS THE BARTENDER. THE BARMAID, YARTHA, ASKS ALAZAR "IF HE WERE COMING AT ME, YOU'D FIGHT HIM OFF?" ALAZAR STARES AND NODS.

ACT II + ALAZAR WALKS THROUGH THE VIOLENT SNOWSTORM BACK TO HIS ROOM. HE TEARS OPEN THE FLOORBOARDS AND GRABS THE ELIXIR. A KNOCK ON HIS DOOR. HE OPENS IT TO YARTHA

DIVING IN HIS ARMS. HE THROWS HER TO THE BED AND CONTINUES TO LEAVE. ALAZAR TELLS HER ABOUT HIS PAST, AND THE MAN. SHE DECIDES TO GO WITH HIM. THEY LEAVE AND HEAD TOWARDS THE STABLES, BUT THROUGH THE HAZE THE CLOAKED MAN APPEARS. ALAZAR AND THE MAN GET INTO AN ALCHEMY FIGHT. HE THROWS YARTHA INTO A PILE OF HAY AND TELLS HER TO BE QUIET. THE PAIR FIGHT, AND AFTER ALAZAR TEMPORARILY BLINDS HIM, DARTS OFF ON A HORSE. THE CLOAKED MAN ENTERS THE STABLE AND SEES THE HAY PILE MOVE. HE SMILES.

- + THOMAS WAKES UP TIED TO THE CENTER MAST OF RIVA'S SHIP. SHE HOLDS A GUN TO HIS HEAD AND QUESTIONS WHY HE HAD A MAP OF MUSTAFAGO IN HIS JACKET. HE ANNOYS HER AND SHE IS ABOUT TO PULL THE TRIGGER, WHEN THE SPOTTER SIGNALS THE DISTANT SHIP APPROACHING. IT HAS RED SAILS, A SIGN OF LORD BALLYON THE SLAVER. SHE TELLS THOMAS "WE AREN'T DONE" THEN ORDERS THE CREW TO FLEE.
- + LORD BALLYON'S FACE HIS HIDDEN WE ONLY SEE HIS HAIR FLOWING. HE RAISES HIS RIGHT ARM, HIS FIRST MATE BAKKA SCREAMS ORDERS TO SPEED UP, A MAN WHIPS THE SLAVES THROUGH THE GRATE IN THE CENTER OF THE SHIP. THE SHIP CATCHES UP, RIVA ORDERS HER CREW TO KEEL SHIVER THE BOAT, THEY GET AWAY ONLY THE LORD COPIES THEIR TECHNIQUE AND APPROACHES ON THE RIGHT. RIVA SHOOTS A CANNONBALL INTO THE SHRIEKING GHOULS HULL TO HORROR AS SCREAMING SLAVES YELL OUT FROM BELOW. WAR BEGINS. WALTON KICKS RIVA ONTO THE LIFEBOAT, QUINN A CREW MEMBER THROWS CAPTAIN REMUS AND HIMSELF ONTO THE SAME LIFEBOAT, HE CUTS THE LINE AND THEY FLEE. WALTON SCREAMS HE WILL SEE THEM SOON. THOMAS USES A DEAD MAN'S KNIFE AND CUTS HIMSELF FROM THE MAST, HE DIVES OVERBOARD AND JUMPS INTO RIVA'S LIFEBOAT.
- + LORD BALLYON DESCENDS ONTO THE SURVIVING CREW AND WALKS IN A LINE SNAPPING IN FRONT OF WEAK PRISONERS. HIS MEN STAB THEM AS HE CONTINUES WALKING DOWN THE LINE. HE STOPS IN FRONT OF WALTON AND RECOGNIZES BY HIS LOOKS HE MUST BE THE FIRST MATE. HE TELLS THEM HE COULD KILL THE CAPTAIN IN THE LIFEBOAT, BUT WHAT'S THE FUN IN THAT? HE TELLS THEM TO GO TO HIS SHIP WHERE HE SHACKLES THEM AND THROWS THEM IN WITH THE OTHER SLAVES. WALTON SITS ALONGSIDE OTHERS AND MEETS KRISTJAN, OUR LAST LEAD CHARACTER. HE TELLS HIM THEY WERE RAIDED FROM THEIR VILLAGE AND TAKEN. HIS THREE CHILDREN LAY SHACKLED NEXT TO HIM. HE TELLS WALTON THEY ARE HEADING TO IVAN.

ACT III+ ALAZAR RIDES TOWARDS A BARN IN THE DISTANCE. A SHEPHERD LAYS READING A BOOK TENDING HIS SLEEPING SHEEP. ALAZAR BEGS THE MAN TO TAKE THE ELIXIR AND WAIT THREE DAYS UNTIL HE RETURNS TO GIVE IT BACK. THE SHEPARD ASKS WHY ME? AND ALAZAR TALKS ABOUT HOW GREAT KINGS TRUSTED SHEPHERDS, SO HE KNOWS HIS ELIXIR WILL BE IN GOOD HANDS. THE SHEPARD PROMISES. ALAZAR DARTS OFF.

- + THOMAS CLIMBS ABOARD THE LIFERAFT. RIVA HOLDS A GUN TO HIS HEAD AND SAYS "WHY SHOULD I NOT KILL YOU?" THOMAS REPLIES WITH THE WORD ELIXIR. SHE LETS HIM ABOARD. THE NIGHT FALLS AND REMUS SLEEPS SPEAKING IN DELIRIUM. RIVA AND THOMAS SPEAK OF

A BOND, THAT THOMAS WILL GET HER FATHER TO HELP WITH HIS WIFE LYRA WHO CAN HEAL HIM BECAUSE SHE IS AN ALCHEMIST. SHE ACCEPTS. THE WATER GLOWS AROUND AS QUINN TOUCHES IT, IN THE DISTANCE GIANT GLOWING WHALES JUMP FROM THE WATER, REMUS AWAKENS AND SCREAMS MUAD A ZIL! THE NAME OF THE ELIXIR OF IMMORTALITY THEN PASSES OUT. RIVA TELLS QUINN TO WATCH THOMAS IN SHIFTS AS THEY SLEEP.

+ ALAZAR'S HORSE DIES OF EXHAUSTION AT THE EDGE OF THE WOODS. HE IGNITES HIS BLADE WITH A RED ELIXIR. THE CLOAKED MAN JUMPS OFF HIS HORSE, TIED TO THE BACK IS A BLACK BOX. HE TELLS ALAZAR TOGETHER THEY CAN RULE THE WORLD, HE JUST WANTS THE ELIXIR - ALAZAR REFUSES. THE CLOAKED MAN CUTS THE BOX OFF THE HORSE AND YARTHA FALLS OUT. THE CLOAKED MAN HOLDS HER NECK TO A BLADE, HE SAYS GIVE THE ELIXIR OR HE WILL KILL HER. ALAZAR, WHO DOESN'T HAVE THE ELIXIR, TELLS HIM THAT, BUT HE DOESN'T BELIEVE HIM AND SLITS HER THROAT. HE SAYS HE WILL TORTURE HIM FOR ETERNITY UNTIL HE GETS THE ANSWER. THEY FIGHT, THE CLOAKED MAN KNOCKS OUT ALAZAR DRAGGING HIS BODY THROUGH THE SNOW AS THE PILOT ENDS.



END OF PILOT- CLOAKED MAN DRAGS ALAZAR .

tone

THE TONE IS DARK, TRAGIC, AND FULL OF GRIT. THIS SHOW IDEALLY REPRESENTS COMPS OF STAKES SIMILAR TO BREAKING BAD AND THE SCALE OF GAME OF THRONES.

THE SEASON IS REALLY SPLIT BETWEEN THREE STORIES. THE HERO'S JOURNEY FOR EACH OF THEM, WE PICK UP PACE BEHIND WHERE THE OTHER LEFT OFF, THINK A LATTICE IN TERMS OF STRUCTURE.

THE COLOR PALATE



THE IDEAL GOAL IS TO KEEP THE STORY GROUNDED. REAL IN THE MOST ESSENTIAL FORMS. THE STORY NEEDS TO FEEL RAW, NOT OVER THE TOP OR OVERLY ANIMATED. THIS IS A DRAMA MADE TO CORRELATE WITH SUCH.

FORMULA + STRUCTURE

EPISODE 1: A,B,C PLOTS ESTABLISHED. WORLD SETTLED. THE CALL TO ADVENTURE.
EPISODE 2: A PLOT STALLS, THE PAST REVEALED. B AND C ADVANCE. THE THRESHOLD CROSSED.
EPISODE 3: A PLOT GROWS, HERO SAVED AND GROWS FROM LOW POINT POINT. B AND C ADVANCE. THRESHOLD HELPER.
EPISODE 4: A PLOT TRIAL. B MIDPOINT. C PLOT STALLS. THE THRESHOLD MENTOR.
EPISODE 5: MIDPOINT. THE THRESHOLD REVELATIONS.
EPISODE 6: ABYSS. GROWTH OF THE ALL PLOTS, SET UP TO THE CLIMAX
EPISODE 7: THE PLOT THICKENS. ORDEAL. A , B,, C BEGIN TO CONNECT.
EPISODE 8: THE RISE. A, B, C THE PLOTS HIT A LOW.
EPISODE 9 THE PENULTIMATE. THE PLOT'S LATTICE REVEALS.
EPISODE 10: THE RESOLUTION TOWARDS A,B,C STORY. ALLUDE TO D, E,F STORY.

PROTAGONIST - THE NORTH

ALAZAR



THE APPRENTICE TO ZOSIMOS, HE IS LEFT WITH THE ELIXIR AFTER HIS MASTER'S DEATH. HE IS YOUNG AND STILL LEARNING THE ROPES OF WHAT IT MEANS TO BE AN ALCHEMIST, YET, WITHOUT QUESTION HE IS OUR **LEAD**. HIS STORY UNRAVELS THROUGH HIS TWO PURSUITS. THE FIRST IS TO RECREATE THE ELIXIR AS IS THE ULTIMATE GOAL OF ANY ALCHEMIST. THE SECOND, TO KILL THE BEAR, ZOSIMOS FORMER APPRENTICE WHO WANTS THE ELIXIR TO HIMSELF.

HIS ARC IS THE STANDARD HERO'S JOURNEY. HE IS THROWN INTO AN UNCOMFORTABLE PLACE, AND ULTIMATELY HIS DESTINY THROUGH TRIAL IS THAT HE RECREATES THE ELIXIR BY THE END OF SEASON 1. HE IS YOUNG AND FOR MOST OF SEASON ONE BALD. HE HAS DARK HAIR AND A PUDGY FACE. INNOCENCE IN HIS EYES AND THE HEART OF A LION. HE IS THE ONE..

CONFIDANT - THE NORTH

THE SHEPARD



RON TO HARRY POTTER. SAM TO FRODO.
HE IS THE TRUSTED FRIEND ARCHETYPE.

AS IS TOLD BY GREAT KINGS, NO
SECRET IS BETTER KEPT SAFE THAN
WITH A SHEPARD. THE GUIDE LIGHT
TO ALAZAR'S BATTLE WITH DARKNESS,
THROUGHOUT THE SHOW HE BECOMES
ALAZAR'S TRUSTED FRIEND AND ALLY.

HE STARTS AS A SHEPHERD AFTER HIS FAMILY
DIED IN A FIRE.. HE WANTED A PEACEFUL LIFE,
BUT AFTER ALAZAR MISSES THEIR MEETING, HE
DECIDES TO HELP AND ULTIMATELY SAVE ALAZAR.

HE IS NEVER TEMPTED BY THE ELIXIR.

YARTHA



ALAZAR'S LOVE INTEREST. SHE IS A BARMAID
THAT WORKS WITH ALAZAR WHILE HE IS IN
HIDING. SHE IS KILLED IN THE FIRST EPISODE
AND HAUNTS ALAZAR THROUGHOUT THE
SHOW. WITH HER DEATH WE REALIZE THAT
NO ONE IS IMMUNE IN THIS STORY.

PROMINENT IN FLASHBACKS. SHE IS THE TICK
THAT SETS ALAZAR'S PATH IN MOTION.

PROTAGONIST - THE SOUTH

THOMAS RHINESTONE



OUR SECOND **LEAD**. THOMAS IS THE SUAVE SWASHBUCKLING THIEF, THE HAN SOLO OF OUR WORLD. WE MEET HIM IN PRISON, BUT HE ESCAPES AND BOARDS RIVA'S SHIP JUMPSTARTING THE B STORY. HIS GOAL IN THE PILOT IS TO GET HOME TO HIS WIFE LYRA WHO HE HASN'T SEEN IN MONTHS. THROUGHOUT THE SERIES WE LEARN HE WAS IMPRISONED BY LORD BALYON AND HE HAS A SPITE TOWARDS HIM FOR IT. WITTY, SPITEFUL, AND FULL OF CHARM THIS WILL BE THE FAN FAVORITE CHARACTER.

HIS ARC IS THE ANTI-HERO, ONE WHO ACTS IN SELF INTEREST AS OPPOSED TO WHAT'S RIGHT. HOWEVER HIS INTERESTS ARE ONE THING ONLY - HIS WIFE. THIS CHANGES AS IN THE FINALE SHE LEAVES HIM FOR THE ELIXIR.

PROTAGONIST - THE SOUTH

CAPTAIN RIVA



OUR THIRD **LEAD**. SHE TAKES CHARGE OF HER FATHERS SHIP AFTER HE FALLS ILL. SHE IS RIDICULED FOR BEING A FEMALE CAPTAIN, BUT HAS A RUTHLESS REPUTATION AS ONE OF THE BEST SAILORS IN THE WORLD. HER GOAL IN THE PILOT IS TO FIND AID FOR HER FATHER IN MUSTAFAGO. SHE ULTIMATELY WILL GET AID FOR HER FATHER BUT FROM THOMAS'S WIFE LYRA. SHE SEEKS REVENGE AGAINST LORD BALYON AND WANTS TO RETRIEVE HER CREW.

THE END OF THE SEASON SHE WILL HAVE WITNESSED LYRA TURN TO THE ELIXIR AND THE CLOAKED MAN. LORD BALYON WILL HAVE HELPED AIDED, BUT SHE ALONGSIDE THOMAS WILL HAVE "KILLED" LORD BALYON. OR SO SHE BELIEVES.

HER ULTIMATE GOAL IS TO CAPTAIN HER OWN SHIP.

PROTAGONIST - THE EAST

KRISTJAN



THE FOURTH **LEAD**. HIS STORY IS TRAGIC. HIS FAMILY WITNESSED A SHIP IN THE DISTANCE, YET THEY BELIEVED IT TO BE A SCOUTING VESSEL. THE VILLAGE WAS RAIDED LATER THAT NIGHT, KRISTJANS ELDEST SON ERIK WAS KILLED. LUKAS, MARGARET, AND ANDERSSEN SURVIVE AND THE PAIR ALONGSIDE THE REST OF HIS VILLAGER AS TAKEN BY LORD BAYLON TO BE SOLD AS SLAVES. HE ENDS UP IN THE GLADIATOR ARENA WHILST HIS KIDS BECOME SERVANTS TO THE TYRANT IVAN. HIS GOAL IS TO RETURN HOME WITH HIS FAMILY.

THE HERO'S JOURNEY ARC. BY THE END OF THE FIRST SEASON HE WILL HAVE BROKEN OUT OF THE ARENAS, KILLED IVAN AND HAVE RUN INTO RIVA.

ANTAGONISTS

THE BEAR



THE ORIGINAL APPRENTICE OF ZORIMOS, THE BEAR WANTED TO USE THE ELIXIR TO LEAD A NEW WORLD ORDER WITH THEIR RULE AT THE TOP. TO BE TREATED AS GODS AS THEY ARE IN A WAY. HIS GOAL IN THE PILOT IS TO RETRIEVE THE ELIXIR FROM ALAZAR. COLD BLOODED BRUTE , WILL DO ANYTHING TO GET HIS WAY.

BY END OF THE SEASON HE WILL HAVE CONSUMED THE ELIXIR AND STIRRED LILY RHINESTONE AS WELL

ANTAGONISTS

LORD BAYLON



THE SECOND **ANTAGONIST**. HE IS A WEALTHY SLAVER THAT PATROLS THE SOUTH BAYS. HE IS THE MOST INFLUENTIAL SEA CAPTAIN AND BOASTS THE LARGEST ARMADA. HE IS CUNNING, CRAZED, AND HAS THE REPUTATION AS VILE DUE TO THE TREATMENT OF HIS ENSLAVED PRISONERS. HE DOES BUSINESS WITH IVAN OF DJABI.

HIS ARC IS THE DOOMERS ARC, VERY MUCH THE VILLAIN IN EVERY PART, HE IS A LOOSE CANNON AND BY THE END OF THE SEASON WILL HAVE BEEN PUT TO THE TEST AND TAKEN THE ELIXIR.

ANTAGONISTS

IVAN THE TYRANT



THE THIRD ANTAGONIST. HE IS THE RULER OF DJABI, THE SLAVE CAPITAL OF THE WORLD. HIS LIFE IS LAVISH AND FULL OF GLADIATOR MATCHES, THE MOST POPULAR EVENT IN THE CITY. HE RECRUITS THE YOUNGEST SON, ANDERSSEN, AS HIS PERSONAL "MAID" AND MARGARET AS HIS CUP BEARER. HE WATCHES AS KRISTJAN, WALTON, AND LUKAS FIGHT. DESPITE HIS LARGE STATURE, HE IS VERY SKILLED AND QUITE CUNNING.

END OF ROUGH DRAFT