



SAMPLE CINEMATIC SCENES | MEDIEVAL FANTASY RPG | JUSTIN CUMMINGS

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ADVENTURE SUMMARY

After many years alone, a broken adventurer named Aurec receives the same letter four days in a row. It's from Florian: an estranged lover, his greatest supporter, and the person he let down the most. Confused, Aurec returns to his hometown.

When he arrives, he's shocked to discover the town has been afflicted with a terrible memory plague trapping people in strange mundane loops. A woodcutter's hands bleed as he piles wood two stories high. A child's toy has been destroyed through endless play...

And Florian. He's thrilled to see Aurec, seemingly stuck in a past moment where Aurec hasn't yet broken his heart.

The only cogent person in town is Florian's six year old daughter, Winifred - but Winnie is terrified and desperate for help.

Aurec learns that Winnie fled into the woods after fighting with Florian. There, a malevolent forest spirit offered to "fix things" in return for a lock of her hair.

Aurec vows to find the spirit and break its curse. He tracks and confronts the spirit, who attacks him with magic which triggers traumatic flashbacks of his falling-out with Florian. The spirit tempts Aurec, promising to keep Florian cursed and in love with him. Despite himself, Aurec considers it, but ultimately accepts the sins of his past and strikes the killing blow against the spirit.

The plague is lifted. Aurec watches from afar as Winnie reunites with Florian. He leaves, having given them their life back, but certain he can't be a part of it.

SCENE 1: A STRANGE HOMECOMING**INT. COTTAGE - HAMLET - LATE DAY**

AUREC BEX (37, disheveled, weary) steps across the threshold of a HUMBLE LOG COTTAGE.

AUREC

Florian?

The cottage is a terrible mess of discarded clothing, half-eaten plates of food, and overturned furniture. A delicate HAND-CARVING OF A SHIP is shattered to pieces on the floor.

FLORIAN (35, handsome but gaunt) rushes to embrace Aurec.

FLORIAN

You're back. I've missed you the past few days. Are you hungry?

Florian offers a bowl of MOULDY PORRIDGE, buzzing with flies.

AUREC

You said you never wanted to see me again.

There is a THUMP from the adjacent room. Aurec sees wide-eyed WINNIE (6, curly-haired, sweet but drawn) peeking around the corner. Dried tears line her dirty face. She shuffles away from him.

He kneels down to her level.

AUREC

It's okay. I'm a friend. Aurec. What's your name?

WINNIE

Winifred. Winnie. You're... not like the others.

AUREC

No, but I want to help.

Florian hums contently as he chops ROTTEN VEGETABLES into an already-heaping pile that is rapidly decomposing.

WINNIE

(tears suddenly springing)

I didn't mean it... I didn't know...

AUREC

Shh, it's all right. Can you tell me what happened?

WINNIE

Daddy and me were yelling. I was angry, I ran into the woods. That's when I saw him... the Evergreen Man. Daddy said never speak to the Evergreen Man. But he was nice. He understood.

AUREC

What did the Evergreen Man say?

WINNIE

He said he would make it better. He said Daddy would forget about the ship. He said everyone would forget about the things that made them sad.

AUREC

Wouldn't that be nice.

WINNIE

(softly)

No.

Aurec rises.

AUREC

Well, Winnie. I think I'd like to meet
this new friend of yours.

SCENE 2: SINS OF THE PAST

EXT. CLEARING - THICK FOREST - DUSK

THE EVERGREEN MAN is struck to the ground with a CRASH. AUREC lifts his longsword above his head. The spirit's hand shoots out.

EVERGREEN MAN

Wait!

The spirit's eyes FLASH an unearthly green.

WHOOM! Aurec is overcome with sudden VISIONS - his own MEMORIES.

Images swim together:

- Florian holds Aurec as they double over with laughter.
- Aurec drags the body of a dead wolf into town. It's raining. Florian rushes towards him in a tearful embrace.

FLORIAN

I thought you were dead.

- Florian rouses Aurec from a nightmare, comforting him. Aurec pushes him away.
- Florian's face is twisted, contorting. A nightmare. We hear an INFANT WAILING miserably in the background.

FLORIAN

(voice distorted)

She's just a baby, Aurec!

AUREC

It's not our responsibility!

FLORIAN

(voice distorted)

You don't give a shit about anyone but yourself!

The vision FADES. Aurec SNAPS BACK to the present. The spirit GRINS.

EVERGREEN MAN

Let it lie, swordsman. He loves thee now.

AUREC

(dazed)

It's not right.

EVERGREEN MAN

Go home to him. Be with him. Isn't it thy most tender wish?

Aurec's grip on his sword falters. His shoulders sag. He turns away from the spirit...

... and locks eyes with WINNIE, standing at the edge of the clearing. She's terrified.

AUREC

Yes, spirit.

Aurec's blade RINGS as it slices through the air, lopping the spirit's head clean off its neck to tumble into the leaves.

AUREC

... It is.

MENU TEXT ENTRIES

Entry 1 - Character Bio, Aurec Bex

Once perhaps the finest swordsman on the continent, Aurec has endured hardship and loss that have sapped his strength and dulled his thirst for adventure. He struggles with apathy, addiction, and unprocessed grief - a promising soldier brought low by the grim realities of life, and his own fallible human heart.

Driven by admiration for his father, a successful military officer, the young Aurec dreamed of leading legions of troops into glorious battle. He quickly grew into an exceptional fighter in training, but when faced with his first real taste of war, he fled in terror. His own father handed down the sentence: exile for cowardice and desertion. Honorless, rudderless, but too stubborn to die, Aurec adopted a life as an adventurer for hire. It was during this time he met Florian Oxbrand, who was caught up in a conflict involving a local demonic cult. Aurec would take several lovers over the course of his life, but none would capture his heart as inescapably as Florian.

When an orphaned child came into their lives and provided an opportunity to set down roots, Aurec was unable to commit to fatherhood. He abandoned Florian and the baby to return to a life on the road. He regards this choice as his greatest mistake.

His dreams shattered, his name tarnished, his coin spent, Aurec now seeks solace at the bottom of a bottle. He knows redemption may one day find him, but he doesn't plan to make it an easy search.

Entry 2 - Bestiary Entry, "The Evergreen Man"

Known by many names, including "Timberfellow", "Jack-o'-the-Woods", and "The Rootless One", this ancient denizen of the forest is a spirit of growth and fertility, representing the unchecked appetite and cold, unforgiving memory of nature. In lands dominated by greenery, he tends the trees and plants,

protecting them from any who encroach upon nature's chosen territory.

In tales told by sputtering candlelight, he is called The Evergreen Man, appearing to unwary travelers and lost children as a friendly man with bright green eyes in a tattered green suit who grants wishes in return for favours. These are cautionary tales, however, as he is a liar and a cheat, whose powerful magic is tainted by trickery.

It is said The Evergreen Man can assume the form of any forest creature and speak many languages, meaning it is unlikely anyone has ever seen his true form. Common superstition holds that for every tree cut down in a wood, he keeps a tally, which he will someday repay tenfold upon those who harm the forest.

Traditional methods of monster slaying may be effective, but this is only conjecture. The Evergreen Man prefers to flee when confronted with danger and no body or sample has ever been recovered for study. Those wishing to interact with him should be wary of his ancient magic, which is known to affect cognition and memory.