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PANEL 1

Wide panel. Night time. Street view of a winding street going down between decrepit buildings. There are too few torches to properly lit the street, which is dirty and smelly. Large rats fight over small leftovers of food that were thrown on the street. Over there, a drunk man is sleeping off his booze, flies buzzing around his sprawled form. The thin gutters that border each side of the street overflow with garbage and dark "water" (using the term generously). At the very, very end of the street, we may see three tiny silhouettes surrounding a fourth (very small; don't worry, we'll zoom in in a moment).

CAPTION

(top left)

Ebonheart. Capital of the Kingdom of Albinion.

CAPTION

(bottom right)

While the wealthy live in REGALIA, with fresh air and clean water, most folk must settle for THE FESTER.

PANEL 2

We're zooming in on the part where three silhouettes are surrounding a fourth one. The three figures are male, dressed like nobles but clearly having some trouble standing on their feet (drunk). They have rapiers at their hips. The fourth figure belongs to DAISY (female). She stands in the middle, in a defensive combat stance, most of her body and face hidden by a large hooded cloak (ref at the end of the script).

CAPTION

The Fester is dangerous during the day.

DRUNK #1

Yer in tr-trouble now...

DRUNK #2

Now ya dunnit...

DRUNK #3

Burp

CAPTION

It is fatal at night.

PANEL 3

Torso shot of Daisy, whose face we now see. She's grinning wickedly, now in a defensive stance and holding two daggers in inverted position (see ref at the end of the script). She whipped the daggers out of nowhere, leaving a motion trail behind them.

DAISY

You three should have stayed in
Regalia.

(cont'd)

These streets are no place for dandies
like you.

SFX

(near each dagger's motion trail)

FWIP

PANEL 4

Zoom in (torso shot) on one of the nobles (Drunk #1), who's looking over his shoulder, surprised and perhaps a bit worried.

VOICE

(whispering; no tail to the balloon,
like the voice is coming from
nowhere)

You shouldn't be harassing innocent
girls in the middle of the night.

DRUNK #1

W-who said that?

PANEL 5

Zoom in on (presumably) Drunk #1's boots. From behind him, a grappling hook (w/rope) is clanking past his feet and landing in front of him. (It's in position so that in the next panel/page, it'll be yanked back and trip him.)

DRUNK #1

(from above panel)

Huh?

SFX

(near each 2-3 spot where grappling
hook bounces/lands)

CLANK

REFERENCES

Inverted daggers



Daisy Danger (simplify design plz, but keep facial makeup; skin
tone = caramel)

