



# CRYPTOBLADES

Robert Sethi

***“NEVER INTERRUPT YOUR ENEMY WHEN HE IS MAKING A MISTAKE.”***

Napoléon Bonaparte

# HELLO CRYPTO KINGDOM TEAM

We're so excited to dive into your world headfirst and into this project. We love the opportunity to develop films and the awesome opportunity to build this world with you. The world of knights, weapons, and medieval battles is one we're both familiar with and passionate about, so you literally had us at hello on the first call! It's also always a welcomed bonus to be working at the forefront of a new, blossoming endeavor as well.

So, after digging in and after taking some time to develop a strategy, we've come up with three different films, told in three different ways, each with an attached teaser. The films will build hype and generate excitement about the new game in equally efficient but different ways. While the full script is the best way to understand the complete narrative, they broadly break down in this fashion.

- **Getting to know the game through showing the world and scope.**
- **Getting to know the game through a personal connection to a character and their journey.**
- **Getting to know the game through action, strategy, and battle.**



## ***NEXT STEPS***

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Once we've settled on a script direction, we can move into the second phase of development.

Starting by addressing any potential script feedback, we'll refine any dialogue and flesh out/tweak the script's action. We will also lay out our approach to Cinematography, Art Direction, Editorial, and Music/SFX in treatment form since each film has different stylistic demands.

During this phase, we also start developing concept art for the characters and keyframes for the world.

## ***A QUICK NOTE ABOUT THE TEASERS***

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As mentioned, we've written a teaser to go along with each narrative. But, that doesn't mean that those concepts are at all locked in place. We can easily rework a teaser script to pair it with another story. So, if we love the concept of one of the teasers, but it isn't connected to the chosen narrative, we'll tweak the teaser to fit the characters and narrative of the main film.

ROBERT SETHI

THE MILL

SCRIPT: *FIRE IN THE SKY*



# FIRE IN THE SKY

Film One

# SYNOPSIS

Showing all four regions prepping for war, we lean in slightly to two primary characters to give our audience an easier narrative connection in this film. We also connect all our regions and characters by giving them the same motivation; the arrival of an Atherstone meteor.

Using this methodology, we can showcase a wide range of locations, armies, and weapons while suggesting some of the advantages one region might have over the other in battle. A big part of this film is the concept of mobilization and battle, while our characters take a slight back seat to the game's action and lore.

In the end, though, we open up the possibility of the metaverse and other games and characters entering and fighting in the Crypto Kingdom realm.



## ***EXT. EMBERHEARTH - MORNING***

On top of a great castle wall, the Fire Region's most powerful knight trains in hand to hand combat against two opponents. Observed by countless generals, advisors, and soldiers, it's looking more like a duel, swords and daggers swinging with malice. With superior skill, the Fire Knight deflects one advance, knocking an opponent to the ground while attacking on the other, time suspends into milliseconds.

His blade, ripping through the air, grazes his training partner' sending sparks scattering into the air. Following the sword with his eyes, the fortunate subordinate knows he's escaping death, but then something else grabs his attention.

In real-time, he stumbles, falling to the ground. On his back, he looks to the Fire Knight and all the spectators, everyone's looking to the sky— turning he sees it, a giant meteor moving through the atmosphere.

Cut to:



## ***EXT. SHATTERED ISLE - MORNING***

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Over the waters of The Shattered Isles, with the Shivering Citadel in the distance, a battle-worn couple and several deckhands prepare their ship for sea. Fully armed soldiers and fortified defensive posts dot the harbor around them. Their boat, that's one part fishing vessel, one part attack ship, sways in the water. Suddenly a large flock of birds moving through the sky draws everyone's attention, then they see it, the meteor.

Over the mainsail, the hardened couple shares a steely-eyed glance as a loud horn calls out.

**WATER KNIGHT**

*Destiny calls our hand!*

**WATER GENERAL**

*Tend to your affairs, prepare for WAR.*

Cut to:



ROBERT SETHI

THE MILL

SCRIPT: FIRE IN THE SKY



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## ***EXT./INT. CONDUIT CITY - CASTLE***

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With the comet trail passing overhead, we cut to a young knight, helmet off standing on the castle battlements, watching intently. Looking down into the courtyard a mass of soldiers and squires prepare for battle, saddling horses, maneuvering catapults, gathering weapons. Nodding to his top commander, the drawbridge begins to open.

Cut to:





## ***EXT. THE HOME TREE***

As a procession of soldiers travels into the forest the visage of Home Tree lies off in the distance. A grizzled blacksmith rides to the front of the battalion carrying a large battle axe. He tosses the now finished weapon to the Earth Knight before lowering his face shield. The knight examines the razor sharp blade and a glint of the steel...

Transitions to:

ROBERT SETHI

THE MILL

SCRIPT: *FIRE IN THE SKY*

## ***EXT. SHATTERED ISLE - OCEAN***

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Pristine waters are split by a giant wooden hull, the Water Knight and the General stand at the bow of their great warship, leading an armada south.

Cut to:

## ***EXT. FIRE REGION - NIGHT***

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The Fire Knight leads a massive war party across the harsh lands. Illuminated by a river of magma, the battalion pulls heavy weaponry, large trebuchets and ballistas with livestock and horses.

Cut to:

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## ***EXT. DAGGERBLADE - DAY***

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As the procession rides through the town of Daggerblade, kids run along looking at the night in their armor, soldiers barter with shopkeepers, and a soothsayer steps out speaking to the Earth Knight.

**Soothsayer (Cameo Phillip Devine)**  
*The burning sky will reveal the one true King.*

Cut to:

## ***EXT. THE CONDUIT - DUSTLANDS -***

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Charging out in front of his legions, the Knight of the Conduit rides towards the meteor's impact point. Nearly touched down, the hulking glowing rock pulls an entire weather system with it.

### **IMPACT**

The pull of the Aetherstone is too great, the Conduit Knight doesn't hold back, galloping straight into a massive shockwave of light and dust.

Cut to:



## EXT. BLOOD GULCH - DAWN

A row of torch lights round a ridge near the basin of the Blood Gulch. Led by the Fire Knight in pristine armor with an unscrupulous general next to him, they see the giant Aetherstone, echoing with power.

He can see the Conduit Knight already at the position, leading his cavalry down to the valley.

The Earth Knight and the Blacksmith, ride over the opposite hillside followed by endless rows of infantry.

From the ocean a horn bellows, the Osael nation lands on the nearby shoreline. Launching barricades from their ships, securing the beach with a tactical defense before their forces disembark, the fearless Water Knight and General leading the cavalry.

The Fire Knight has had enough inaction, the giant meteor calling him.

**FIRE KNIGHT (angered)**

*You know why you're here! You know your enemy! Advance!*



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THE MILL

SCRIPT: FIRE IN THE SKY



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His infantry races past him as all the armies converge on the battlefield in a massive melee of swords, dirt, and blood.

It's chaotic, claustrophobic, and dirty, moonlight and fire illuminate the carnage.

The Blacksmith takes out two conduit soldiers as they attempt to slay the Earth Knight from behind. Seeing this the Conduit Knight gallops into the fray.

The Water couple fights gloriously together in a balletic display of combat, cutting their way closer and closer to the Fire Knight.

Destroying one of the ballistas The Fire General takes out the Conduit Knight's personal guard, but his armor is no match for the Conduit Knight's ability to wield lightning.

The grizzled Blacksmith makes quick work of a water soldier, but is skewered from behind by the Fire Knight's spear and engulfed in flames. Seeing his friend burned and tossed aside the Earth Knight rages toward him, screaming in agony.

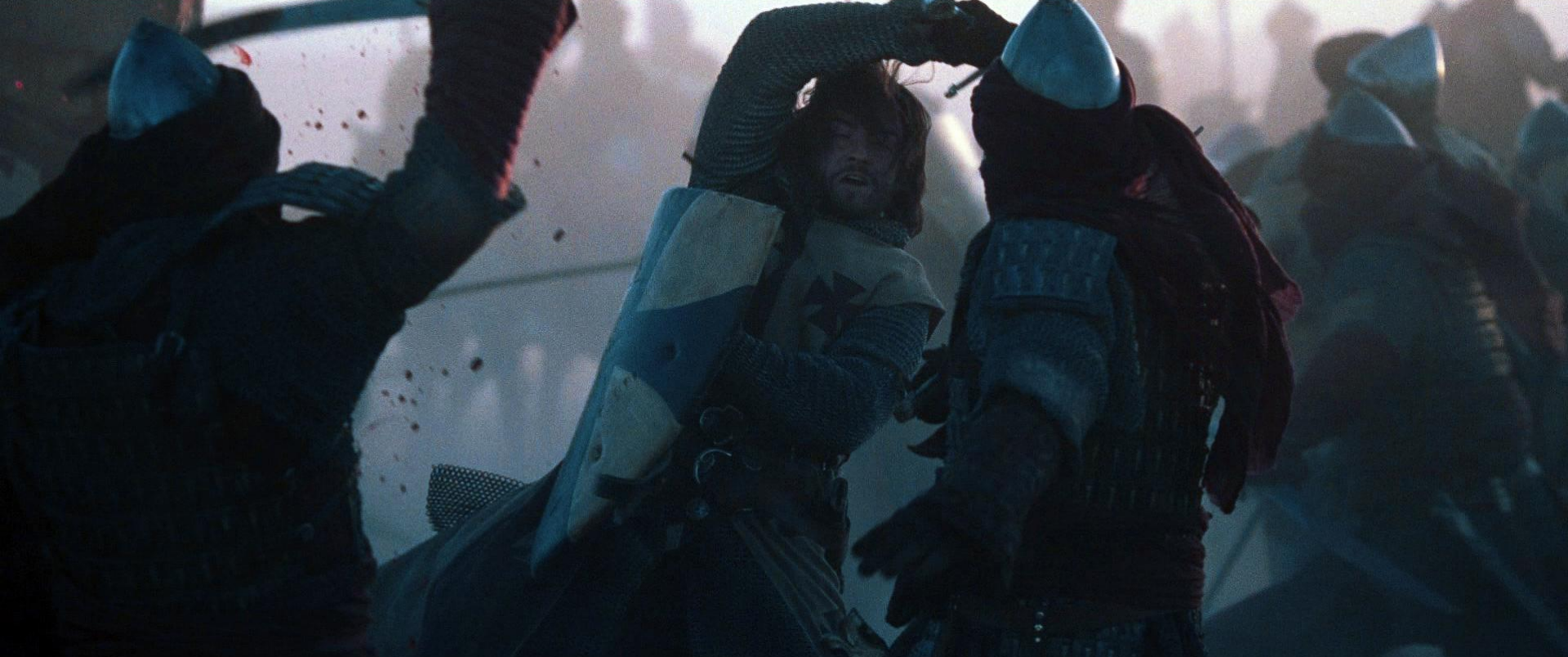
The Water Knight and General, have cut through the Fire Knights ranks and have him surrounded in a small clearing just as the Conduit Knight and the Earth Knight come forward from the scrum.



ROBERT SETHI

THE MILL

SCRIPT: FIRE IN THE SKY





The leaders of each region come face to face. The Water tandem engages the Fire Knight and the Earth Knight and Conduit Knight clash behind them. It's a dizzying display of medieval combat with each side gaining and losing the upper-hand.

Just as the Water couple and Conduit Knight are about to strike fatal blows in grueling fights, a bright light in the sky opens up again. The ground trembles. The ocean swirls.

From a massive billowing cloud of fire, an alien mothership breaks through, a horde of Roblox characters charge over the hillside, and a gargantuan Splinterlands shark breaches out of the water, flopping down and destroying three battleships.

(the extra characters are TBD, could be mech warriors, robots, zombies or aliens)

Looking to one another, the knights are at a loss for words, but they know they are left with no choice, but to join forces.

Raising their blades to the air, they call out with a battle cry. We cut to an overhead view and see their forces splitting their battalions against the new threat as they advance.

**Smash Cut to: End Card**

ROBERT SETHI

THE MILL

SCRIPT: *FIRE IN THE SKY*

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ROBERT SETHI

THE MILL

SCRIPT: *The Life of a Sword*



# THE LIFE OF A SWORD

Teaser One

**EXT. EMBERHEARTH SMITHY - NIGHT**

A piping hot piece of steel lifts out of the fire. Our camera stays close, attached to the burning red metal surface as it slams down on the anvil-- followed by a pounding hammer.

The steel begins to lengthen as the tang gets hammered out, our perspective flipping up and down along with the steel—the steel and our camera plunge back into the fire.

Back out again, we catch a better glimpse of the blacksmith's hammer and weathered grip. Still attached to the blade, our perspective has shifted some. Using a smaller hammer, he draws the blade out further before shaping the bevel and back in the fire.

Back out, he hammers the steel and our new perspective with an even finer hammer. The now formed but still raw blade lifts, a scarred eye examines the edge and point. We rack focus and see a comet in the background moving through the sky behind him.

He gets back to work.

Dunking us in a cooling tank and then a rapid sequence of sharpening and polishing before wrapping the handle and sheathing us.

From the half-beat of darkness, our perspective is ripped awake as we slash through a Water Region soldier. Spinning around, we are now in the hands of the Fire Night. In the middle of an epic battle, his army behind him, he raises the sword and our perspective high into the air, letting out a fierce battle cry.

**Smash Cut to: End Card**

ROBERT SETHI

THE MILL

SCRIPT: *EIRA*

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# EIRA

Film Two



ROBERT SETHI

THE MILL

SCRIPT: *Eira*

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## SYNOPSIS

We meet Eira, a young Earth Region girl learning to hunt with her father, his instruction teaching her more than just becoming a great archer; it teaches bravery and patience. As they prowl through the woods, we intercut their hunt with a gruesome village raid. While Eira grows in age and skill, a rogue knight, the Fire Knight, and his burgeoning army terrorize the Fa'Mosen region, raiding villages, storage depots, outposts, and ultimately Eira's family farm.

On her own and without a home, Eira finds shelter with other victims of the Fire Knight's raids. While Eira earns her newfound family's respect, she continues to hone her skills in combat. All the while, the Fire Knight continues his reign of carnage, building up his forces and creating a mass of refugees that Eira takes in, growing her own army. Now, a fierce knight in her own right and the leader of her region, finally, the two meet on the battlefield, and Eira gets her chance at Revenge.

This story is a more personal approach to the film and relays a player's growth from a new competitor to King. The narrative drives our hero character to build up armies, weaponry and develop the skill necessary to take down the competition.

***EXT. QUICKREST - MORNING -  
INTERCUT WITH THE FOLLOWING SCENE***

With the Static Stones lighting up in the distance, a ruthless fighting force trounces an innocent village, burning it to the ground. Screams of the townspeople mix with the laughter of soldiers, the clashing of swords, and the pounding of feet fleeing into the darkness.

SFX Transition to:



ROBERT SETHI

THE MILL

SCRIPT: *Eira*

CRYPTOBLADES



## ***EXT. THE HOME TREE - FOREST - MORNING***

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A smart and fearless ten-year-old girl Eira and her burley, battle-tested father Jonas sneak through the dense fungal forest of the Earth region. Even though they're moving fast they move stealthily, then halt. Using a dead tree for cover, Eira draws her bow, and we see her target.

As she strafes around a dead tree, someone's watching them, observing from a distance. She takes her shot. Her arrow grazes a deer and gets lodged into a thick mushroom stalk.

**Young Eira (disappointed)**

*I missed!*

Jonas looks around the forest, thinking he heard something, but then turns his attention to his daughter, pulling an arrow of his own as she comes in close, looking over his arrow.

**Jonas**

*Remember what I taught you, breath and...*

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THE MILL

SCRIPT: TEIRA



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Just as he holds his breath the wind and the shuttering leaves stop, everything's quiet. Father and daughter release the arrow together and it splits Eira's arrow in the mushroom stalk.

**Jonas**

*...keep practicing.*

A Young Eira pulls the good arrow out of the stalk with determination. As they trudge back to their farmhouse the faint whisper of the Seers chant grows.

**SEERS (V.O.)**

*Rumbling darkness... sounds their approach...*

Cut to:

## ***EXT. EMBERHEARTH - NIGHT***

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An ancillary force protecting a weapons depot is mercilessly overrun. As a guard tries to escape he runs straight into the Spear of the Fire Knight, his pristine armor and house symbol perfectly lit by the flickering inferno.

Cut to:

## ***EXT. ARCHER'S PLAIN - EIRA'S FARMHOUSE - STORMY DAY***

Outside their prosperous farm just on the edge of a small village, Eira's family has a dedicated combat training area. Bloody hand wrapped in gauze, she focuses and shoots at a target already stacked with arrows.

**SEERS (V.O.)**  
*horses untether and flee.*

From the tree line, a scout wearing a cloak with the Fire Knight's symbol moves cautiously, watching the farmyard, Eira lets another arrow fly.

Cut to:



## ***EXT. ARCHER'S PLAIN - DUSK***

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The Fire Knight and his army ride across the plains.

**SEERS (V.O.)**

Lumbering Brute, with a swing of its wrist

Cut to:



## ***EXT. FA'MOSEN MOUNTAIN RANGE - DUSK - CONTINUOUS***

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Eira bounds along the cliffside in expert fashion and fires her bow into the sky. Knocking a bird out of the air, as it falls she sees smoke from a fire in the distance.

**SEERS (V.O.)**

*Crimson cloud where a body should be...*

Cut back to:

## ***EXT. ARCHER'S PLAIN - DUSK - Eira's FARMHOUSE - CONTINUOUS***

The Fire Knight and his men raid Eira's family farm house.

LATER - NIGHT

Running through the plains with a large bird in hand, Eira sees her farmhouse burning to the ground, her father fighting in vain against the Fire Knight and two of his men.

**SEERS (V.O.)**

*When the evil formed from fire has come, soldiers will fall,  
townships shall be razed...*

Eira screams in agony, as the Fire Knight buries his sword into her wounded father, her mother and siblings lifeless behind them. Dropping her kill, she fires an arrow straight into the Fire Knight's eye.

Partially catching it, he arches back in pain before ripping it out of the socket. With her village destroyed and The Fire Knight's entire army behind him, Eira has no choice but to flee.

Cut to:

ROBERT SETHI

THE MILL

SCRIPT: *Eira*

CRYPTOBLADES

## ***EXT. THE CLOACKWOOD - LATER***

---

Eira trembles, hiding from torchlights searching for her in the woods, the Fire Knight grimaces, reaching for his bloody eye.

**SEERS (V.O.)**

*Demolished walls, bodies about...*

Cut to:

## ***EXT. HUNTERS HILLS - NIGHT***

---

Eira comes on a small encampment of wounded farmers and soldiers huddled around a fire. They welcome her, one looks familiar from an earlier raid by the Fire Night and his men, she tosses down the bird.

Cut to:

## ***EXT. ARGINTHORN - DAY***

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The Fire Knight leads his men in another raid, this time on a larger village as his ranks have grown. Losing an eye has only made him grow more cruel as he cuts down soldiers and villagers alike.

**SEERS**

*...dark souls left unfazed.*

Cut to:



ROBERT SETHI

THE MILL

SCRIPT: *Eira*

CRYPTOBLADES

## ***EXT. HUNTERS HILLS - DAY***

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Wounded villagers and soldiers from the Arginthron raid arrive at Ella's encampment while she trains. Using wooden swords, she has some skill as a fighter, holding her own but a seasoned general from another army is able to get the best of her, knocking her to the ground with a strike. She pounds the dirt.

**SEERS (V.O.)**

*They'll return for the stronger...*

Cut to:

## ***EXT. HUNTERS HILLS - DUSK***

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A teenage Eira returns to camp with deer. Several small buildings have been gone up and scores of craftsmen are hard at work on another larger fortress. She tosses her kill at the feet of a group of soldiers with makeshift weapons and armor who sit outside a military yurt before walking inside.

**SEERS (V.O.)**

*... then strongest of us.*

Cut to:

ROBERT SETHI

THE MILL

SCRIPT: *Eira*

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## ***EXT. COVENROUGH - KNIGHT***

The Fire Knight sends his now massive army over the walls of Covenrough, screams echo in the darkness.

**SEERS (V.O.)**  
*until nothing is left...*

Cut to:

## ***EXT. HUNTERS HILLS - DAY***

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EXT. HUNTERS HILLS - DAY

Eira trains with two soldiers, while other warriors and recruits observe— this time, they use real swords. Using two blades, Eira disarms one of the soldiers, front-kicking him out of the fight, and forces the other to surrender with her blade at his throat. Behind them, we see more soldiers training and a large wall going up around the growing village. Everyone stops as a mass of refugees arrives from Covenrough.

SEERS (V.O.)  
...beyond splinters and rust.

We can see in her eyes, Eira has had enough.

Cut to:



## ***EXT. ROAD NORTH OF COVENROUGH - NIGHT***

Eira, and a small band of soldiers ambush a Fire Night caravan transporting weapons, gold, and armor. Even with their wooden spears and spiked clubs they cut down the guards quickly. Wearing a helmet adorned with steel antlers made from the deer, Eira is forced to save a new recruit's life as he struggles with the last soldier. Just as she comes to his aide, shooting an arrow across the fight, a rider flees the ambush.

Pulling another arrow, she easily has him in her sights, a slight grin comes over her expression and she stands down. Her men outfitting themselves with armor and weapons in the background as others maneuver a large carriage of weapons and a ballista.

Cut to:

ROBERT SETHI

THE MILL

SCRIPT: *Eira*

CRYPTOBLADES





## ***EXT. COVENROUGH CASTLE - MORNING***

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The Fire Knight's soldiers race through the castle gates on horseback as one of Eira's scouts uses a monocular, observing them from afar.

Cut to:



## ***EXT. HUNTER'S HILLS - DAWN***

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On horseback, Eira leads a large cavalry out of the town's gate, a large infantry spills out around her as she lowers the visor, her army now fully equipped with armor and weapons from the raid.

Cut to:

## EXT. SWANFELL

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A large battle between the Fo'Mosen and Faisar regions is underway. It's claustrophobic, messy, and chaotic. Swords clash, arrows pierce, axes split. Cutting through the fight is Eira, swinging her weapons with precision and abandon as she approaches the Fire Knight.

Time becomes suspended as she nears the embodiment of all the years of her training and rage, the Fire Knight there through a haze of smoke. One of his men swings wildly from the side, without taking her gaze off the Fire Knight she cuts the soldier down to size.

Fueled by adrenaline she knocks him to the ground, her blow sending his helmet flying. He rolls to his feet drawing another sword from his back.

Ripping off her helmet the Fire Knight remembers the little girl who took his eye. Reaching for the patch, Eira rushes him.

Swinging her two swords with ferocity, the Fire Knight retreats, but he parries her attack and lands a blow to her side. Eira spins with his sword to minimize the damage and lands her a shot of her own.



ROBERT SETHI

THE MILL

SCRIPT: *Eira*

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Now both wounded, the Fire Knight grabs one of his soldiers and pushes them to fight Eira, before running away. Eira and the soldier, who has a bow around him, fight as the Fire Knight mounts a horse in the middle of the carnage.

Fearing she'll lose her one chance at revenge Eira finds a last bit of strength. Skewering the soldier she grabs his bow.

The Fire Knight, now mounted on his horse, hears a blood curdling scream.

Turning he sees Eira, bow drawn.

On Eira, we hear the words of her father and the rustling of the leaves...

**Jonas (O.S.)**

*Remember what I taught you, breath and...*

The leaves stop, everything goes quiet. She lets the arrow fly. Lodging straight into the Fire Knight's good eye, knocking him from his horse, killing him as the Fo'Mosen army overtakes the Fire Knight's forces.

Eira moves over the Fire Knight. Seeing his lifeless body and scared eye, she falls to her knees— looking to the sky in triumph and relief, her revenge a long time coming.

Her moment of celebration is cut short, her expression changes from liberation to confusion and fear as the sky opens up with bright light. All the soldiers on the field turn to look.

Eira's look of relief turns to confusion and fear as a colossal UFO emerges from the break in the clouds.

Smash Cut to: End Card



ROBERT SETHI

THE MILL

SCRIPT: *An Archer's Journey*

CRYPTOBLADES

# AN ARCHER'S JOURNEY

Teaser Two

**EXT. ARCHER'S PLAIN - DAWN**

A young Fa'Mosen girl, Eira, stands in the middle of a combat training area, the echoes of a gruesome raid swirl all around her, the small military outpost partially razed. The string on the bow goes taught.

An eerie harmony of voices bleeds through...

**SEERS (V.O.)**

*Rumbling darkness sounds their approach.*

The arrow slices through the air, hitting the target but nowhere near the bullseye. A young hand pulls another arrow from the quiver.

**SEERS (V.O.)**

*Horses untether and flee.*

DAY

Cutting in close the arrow hits the target, but the arrow looks different, modified with a larger more deadly head. Closer to the Bullseye.

**SEERS (V.O.)**

*Lumbering Brute, with a swing of its wrist.*

From behind, an older Eira stands at the exact same spot. Another modified arrow slides down into position on a larger bow.

**SEERS (V.O.)**

*Crimson cloud where body should be.*

**DUSK**

An arrow punctures the target one ring outside the bullseye with excruciating force. On the far edge of the training area, another even more deadly arrow nocks onto a heavy, thick stringed bow. We hear a blacksmith hammering away in the background.

**SEERS (V.O.)**

*When the fire has come, soldiers will fall...*

The broadhead arrow looks like the stuff of nightmares, razor sharp blades, followed by gripping mechanical arms.

**SEERS (V.O.)**

*...townships will be razed.*

Our camera whips around from a super tight shot on the arrowhead and...

Transitions to:

**EXT. GULCH OF BLOOD - NIGHT**

Looking over her shoulder and down the arrow now, our image narrows, mimicking her focus. We see she has the Fire Knight's helmet in her sights.

**SEERS (V.O.)**

*They'll return for the stronger, then strongest of us, until nothing is left but splinters and rust.*

The arrow looses and we...

**Smash Cut to: End Card**



ROBERT SETHI

THE MILL

SCRIPT: *TO THE VICTOR GO THE SPOILS*

CRYPTOBLADES

# TO THE VICTOR GO THE SPOILS

Film Three

# SYNOPSIS

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The focus of our film is a mono e mono battle between two established knights, the Earth Knight and the Fire Knight. Opening on a raging battle sequence, we see the Fire Knight beat the Earth Knight with a barrage of heavy artillery. Defeated but not dead, the Earth Knight is forced to rebuild his army and use better strategy to defeat the now even more powerful Fire Knight.

Riding high from his victory, the Fire Knight splurges on new weapons, armor, and lavish parties. Using his own ego and greed against him, the Earth Knight devises a war plan to entice the Fire Knight into an attack.

Meeting on the field of battle a second time would prove even more deadly to both forces. With their ranks and defenses decimated, another force emerges to take tactical advantage of their weakness.

The narrative in this film showcases multiple big battles while focusing primarily on two opposing forces. It highlights a connection with the game in that a player can lose a fight but come back and win another battle after building up their forces. It also shows the importance of strategy and that the matchup between Fire and Earth is not always a guarantee.



## ***EXT. BATTLEFIELD SOUTH OF THE ASHLANDS - DAWN***

We open on a frenetic, grueling, fight. Two opposing sides, one outfitted with Red and Black armor and the other in Brown and Green wage intense hand-to-hand combat. The action is close, invasive, dotted with blood and dirt, fire and smoke. Swords clash and skewer, arrows fly and piece, and two Knights, the Earth Knight and Fire Knight, observe the field from a distance on horseback.

Staring menacingly across the chaos at one another and surrounded by their personal guards, both houses' banners rap in the wind.

The Fire Knight raises his hand, the earth begins to rumble. Rows of trebuchets roll over the hillside and a sly grin takes over his expression.

The Earth Knight's eyes widen, the Fire Knight lowers his fist.

The weight of the first trebuchet drops as the rest fire off in rapid succession. The Earth Knight's archers watch as caldrons of magma and rocks sling high into the air before raining down pure hellfire. The heavy artillery decimating nearly the entire Earth region's reserve forces, taking out a large swath of archers, and destroying their only catapult and ballista.

With the tide of battle turned, the Earth Knight and his guard watch as their soldiers begin to retreat en masse, their spirits broken. Locking eyes once more, the Fire Knight smirks, shaking his head as his men move large carriages of weapons and loot past him, emblazoned with the Earth Knight's symbol. Turning, the Knight of the Fire Region trots away.

Enraged, the Earth Knight stomachs his anger. Trembling with vengeance he spurs his horse, galloping off.

Cut to:



## ***EXT. DAGGERBLADE - DAWN***

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The Earth Knight shows up at an outpost with his men. Slamming the door, he assembles his war room and positions a mockup fortress on the map. The fortress is inside the Fire Knight's territory, his men try to faint enthusiasm, but they think he's half mad.

Cut to:

## ***INT. EMBERHEARTH CASTLE - DAY***

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The Fire Knight enjoys the spoils of war, hosting a massive feast. While the band plays, his bounty is on full display alongside a Shakespearean-style reenactment of the fight. A masked jester with curly hair dances, playing the role of the Earth Knight losing the opening battle against a schematic backdrop. The Drunken Fire Knight raises a glass as his soldier's explode in laughter as the Earth Knight (Jester) runs away in fear.

Cut to:



## ***EXT. SOUTH WAYVENWARF***

Beaten but not out of the game, The Earth Knight oversees the beginning of the construction of what appears to be a large fortress in the often disputed lands just north of the Blood Gulch, inside enemy territory. He comes to a ratty looking band of new recruits. Most are scrawny and untrained, but they believe in the Earth Knight's fight. He begins with a simple attack combination, less than a third get it.

Cut to:



## ***INT. EMBERHEARTH CASTLE - DAY***

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An armor and weapons specialist presents the Fire Knight with a private showcase. An assortment of suits of armor and instruments of death from across all four regions take over the great hall, the room scattered with large viewing mirrors as the Fire Knight tries on a new under-layer of chainmail.

Cut to:

## ***EXT. SOUTH WAYVENWARF - MORNING***

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More recruits have shown up, the Earth Knight's army has grown, this new fighting force actually looks menacing. The construction continues in the background.

**LATER**

The Earth Knight leads his army practicing attack forms, they've got it together.

Cut to:



## ***EXT. EMBERHEARTH CASTLE - DAY***

The Fire Night surveys row after row of modified ballistae capable of shooting flaming projectiles and a mercenary force ten-thousand strong. He motions for his men to carry in two large chests of gold to a happy weapons dealer. They present him with a shimmering sword, holding it up to the light he stares at his own scowling reflection.

Cut to:

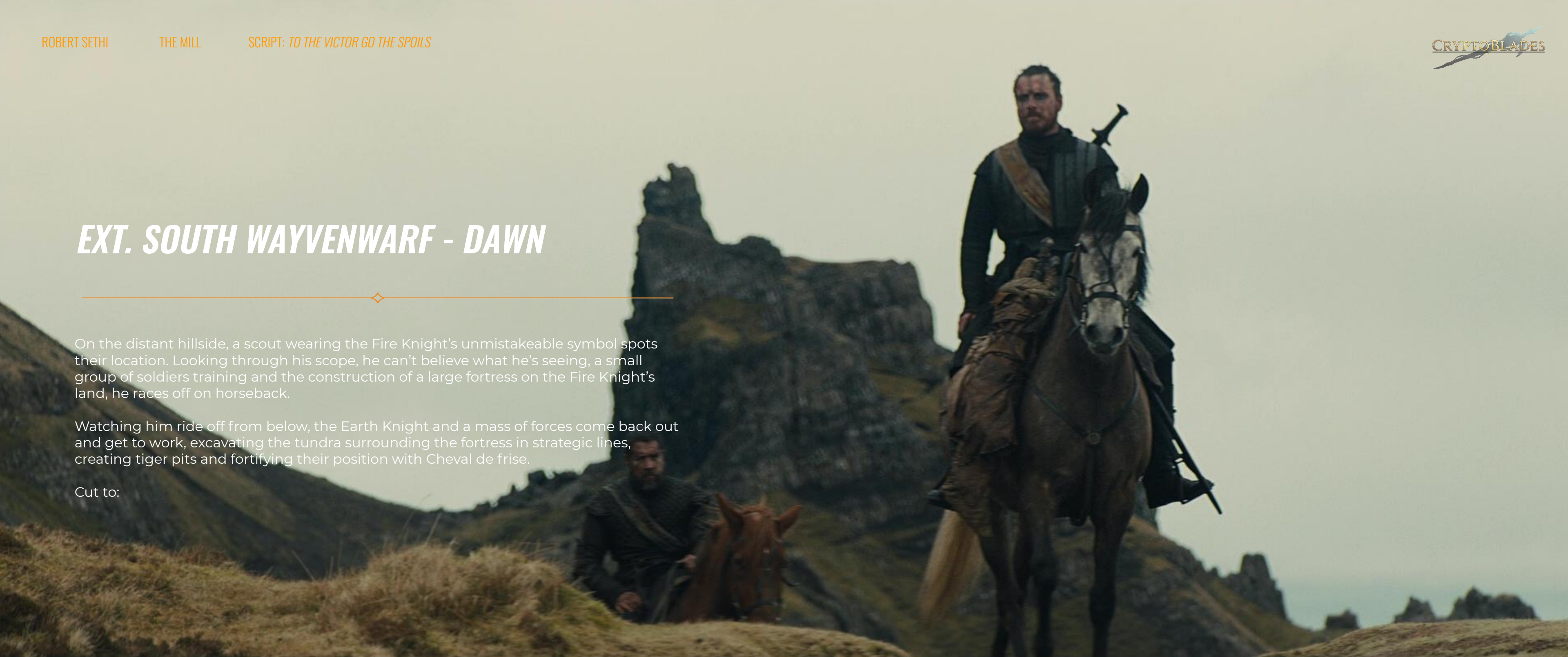


## ***EXT. SOUTH WAYVENWARF - DAWN***

On the distant hillside, a scout wearing the Fire Knight's unmistakable symbol spots their location. Looking through his scope, he can't believe what he's seeing, a small group of soldiers training and the construction of a large fortress on the Fire Knight's land, he races off on horseback.

Watching him ride off from below, the Earth Knight and a mass of forces come back out and get to work, excavating the tundra surrounding the fortress in strategic lines, creating tiger pits and fortifying their position with Cheval de frise.

Cut to:



## ***INT. EMBERHEARTH CASTLE - NIGHT***

Another debauchorous party winds down, and the Fire Knight looks bored. His masked, curly haired jester, dances, now revealing a large Earth Knight fortress as part of his reenactment. The drunken Fire Knight notices, and in a fit of rage throws a dagger into the jester's leg before smashing the castle to bits. He takes a wild swing at the wounded jester as he flees— his audience gasping, his face filled with rage.

Cut to:

## ***EXT. SOUTH WAYVENWARF - DAY***

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Atop of the new glistening fortress the Earth Knight looks out, his gaze narrows and then he sees it, an army taking over the hillside like the sea, it's the Fire Knight and his mercenary forces. He shares a look of concern with his general as the two stand on top of the wall, they both know it's now or never.

With the Fire Knight and his full regalia on display and in position near the fortress gates, the Earth Knight and him share a scowl, but a beaten look comes over The Earth Knight as he takes in numbers of the Fire Knight's troops. The Fire Knight can't help but be smug, his forces bigger than ever, his own skill through the roof.

Leaving his post and leaving his top General in command, The Earth Knight walks down the steps behind the fortress walls.

Seeing his foe cover the Fire Knight sends in his entire infantry.

**FIRE KNIGHT**  
*Infantry! Advance!*

The General and the remaining men on the fortress wall hold fast against the first wave, putting up the beginnings of a valiant fight.

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THE MILL

SCRIPT: *TO THE VICTOR GO THE SPOILS*



CRYPTOBLADES



Surveying the damage to the fortress, The Fire Knight calls out to his men ramming the door of the castle with a large battering ram.

**FIRE KNIGHT**

*Break it down! Calvary!*

He calls for his cavalry as the door of the fortress is nearly breached. As the wooden gate topples the ground five hundred soldiers on horseback ride through, with more infantry spilling into the sides and over the wall.

Racing inside the Fire Knight looks around at the empty shell of a castle and realizes he's been had. The entire structure is a Trojan horse completely empty and barely fortified, tunnels disappear into the hillside.

**FIRE NIGHT**

*Pull back! Pull back!*

Galloping through the gates, the Fire Knight sees his remaining forces flanked on both sides by the Earth Knight's soldiers, his new trebuchets and ballistas under siege, his supply carriages raided, his forces inside the castle pummeled as it's walls of the fortress collapse in a wave of dust and debris.

The fighting is ragged and exhausting, the battlefield becoming a jumbled mess of blood, grim, and fire.

Spotting one another across the battlefield, the two knights dismount from their horses, walking through the battle as time comes to a crawl.



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THE MILL

SCRIPT: *TO THE VICTOR GO THE SPOILS*

CRYPTOBLADES



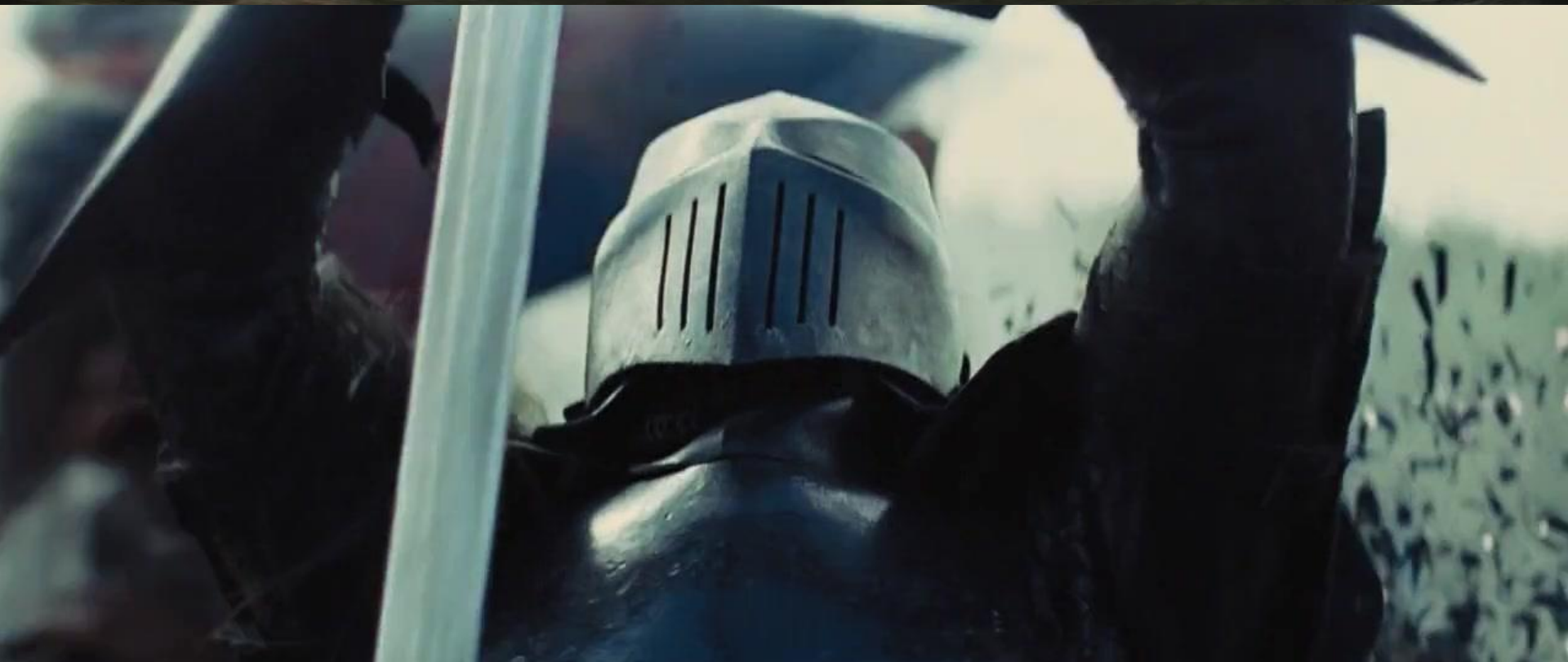
ROBERT SETHI

THE MILL

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CRYPTOBLADES





Through the smoke and disembodied soldiers they engage in a flurry of medieval combat. The Fire Knight's skill and armor proves to be the critical advantage, but he's pressing too hard and wedges his mace into the Earth Knight's shield leaving him open for an attack.

Springing onto him, the Earth Knight presses a dagger against his throat. The Fire Knight holds it back, the point, just breaking the skin. The Fire Knight knows the end is near, he musters up the strength to speak his last words.

### **FIRE KNIGHT**

...

But just as he is about to utter his final proclamation, the Earth Knight softens, looking out to the horizon. Letting go of the Fire Knight, he now also turns.

Starting in tight on a bloody, bandaged leg, we cut wider to see the Jester (Cameo by: Phillip Devine) standing on the bow of a ship next to the Water Knight. A massive armada of warships cut through the water behind them. At the helm, the Water Knight blows through a massive horn and the ships unleash a barrage of arrows from hwachas and ballistae.

The two knights look to one another and know that they've let their own quarrel distract them, leading them to defeat.

Smash Cut to: End Card



ROBERT SETHI

THE MILL

SCRIPT: *A KNIGHT'S ARMORY FIT FOR A KING*



# A KNIGHT'S ARMORY FIT FOR A KING

Teaser Three

**INT. EMBERHEARTH - NIGHT**

We open in what appears like a great room of the Fire Knight's castle, a knight stands in front of an array of weapons. We only see him from behind, standing in cloth garments.

**KNIGHT (V.O.)**

*They say it's not the sword, but the man who wields it.*

We move in close, obscuring our location, but focusing supremely on the weaponry. Our camera moves along a row of halberds. Etched into their necks is the story of Gods, the origins of this world, the First Founders. A nasty looking one is snatched off the wall.

**KNIGHT (V.O.)**

*But those who say that, have never felt the blade's warm embrace.*

Moving now up a row of broadswords adorned with the story of the great slave revolt, a hand reaches in grabs one— twirling it in the torchlight before gliding it into its sheath.

**KNIGHT (V.O.)**

*They don't know the strength of steel, save for a matter of life and death.*

The hand grabs a small dagger, throwing spikes, and flasks of poison. The symbol on the side is a familiar one.

**KNIGHT (V.O.)**

*And it's not a matter of how sharp the steel, but the right blade, when it really matters.*

We move past an assortment of battle axes, their butt ends featuring spikes, blades, and hammers. One gets picked up

**KNIGHT (V.O.)**

*When everything's on the line.*

A three shot flurry of activity features a mace, a shield, and a helmet.

Cut to:

**EXT. EMBERHEARTH - WEAPONS TENT - NIGHT**

The Fire Knight exits the extravagant war tent and surveys the area. We see his massive Army facing the Water Knight's massive army in an incredible standoff of forces.

**Smash Cut to: End Card**

# CLOSING

Thanks for reading through the scripts and considering how each connects to the spirit and action of the game. While each script is unique, we feel like they answered all the necessary questions while having the potential to truly peak online interest in a genuine cinematic fashion. Aside from the visuals, these films go beyond your typical trailer, and that's what will make them even more memorable-- they're going to pull a slew of eyeballs.

We look forward to syncing up and talking you through these on a call before jumping into the next steps. We love making standout films, and I can't wait to bring The Mill's full arsenal to the table... or battlefield, however you want to look at it.

Sincerely,

**Robert Sethi**

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