

Fantasy Imperium

Scene Outline Worksheet

Story Title: The Lost Ship

Story Goal & Opposition

Story Goal: To lift the curse causing the ship to remain lost, and defeat the Necromancer Ottah.

Main Villain: Ottah, an Egyptian Necromancer. His assistant Najja.

Villain's Allies: His assistants that work for him out of fear or because they desire power.

Evil spirits, skeletons.

Genre, Time, Setting & Mood

Genre: Thriller/Horror

Time Period: 69 A.D.

Setting: Egypt, the Mediterranean Ocean, Islands, Rome

Mood: Desperation, fear, being lost.

Backstory

Ottah, an Egyptian necromancer, is in league with forces that want to destroy the Empire. He has a secret Network of necromancers and conspirators throughout Rome. The governor of Egypt has discovered the plot, and has uncovered the names of the conspirators. He has commissioned a centurion to take the list of names back to Rome on board a merchant ship. The reason a merchant ship is being used is to preserve secrecy. However, Ottah learned of the betrayal of one of his men and discovered the name of the ship that the centurion is traveling on. He just manages to catch the ship as it is leaving the port of Alexandria, and he curses the ship and all on it, sending it into oblivion. Najja, one of Ottah's assistants, is one of the passengers on board. He is insane, thinking that he will gain immortality if he helps Ottah destroy the ship. He travels with magic powder that is capable of summoning spirits of the dead. Ottah's amulet is the key to removing the curse. It will be found on the ship after Najja accidentally drops it. Najja will go to the island and will communicate with Ottha, telling him he lost the amulet of power. He will then open a gateway to the spirit world to summon evil spirits to help him. After Najja is defeated, Ottah will send a spirit to possess the Captain of the ship, who will then try to throw the amulet overboard, where Ottah could recover it. When this fails, he will come himself, bringing a ship crewed by skeletons.

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<i>Scene Outline</i>	
1. Scene Title: The Unearthly Fog	Introduction – Inciting Incident
Goal: To drive away the evil spirits that harass the ship after it passes into the spirit world.	
Opposition: Ottah the Necromancer (seen at the dock), Evil Spirits.	
Setting: Merchant ship from Alexandria, traveling to Rome.	
Tie-In: The lifting of the fog just before sunrise and the sight of an island.	
2. Scene Title: The Storm	Rising Action – Significant Event
Goal: To shatter a magic jar hidden inside the cargo hold that is creating the storm.	
Opposition: Najja (who will remain undercover), skeletons and evil spirits in the hold.	
Setting: The ship.	
Tie-In: A magic compass (dropped by Najja), steering towards an island.	
3. Scene Title: The Island	Complications – Plot Twist
Goal: To repair the damage sustained in the storm, and leave the island.	
Opposition: Cyclops.	
Setting: Deserted island in the Mediterranean.	
Tie-In: Najja has contacted Ottah with a magic fire and then opens a gateway to the spirit world.	
4. Scene Title: Sealing the Gateway	Crisis – Decisive Moment
Goal: To close the gateway to the spirit world (the doorway is set between two standing stones).	
Opposition: Najja, evil spirits, skeletons.	
Setting: Ancient temple on the island.	
Tie-In: Ottah’s amulet (taken from Najja).	
5. Scene Title: The Familiar	Climax – Confrontation
Goal: To exorcise the evil spirit possessing the ship’s Captain and prevent the loss of the amulet.	
Opposition: Ottah’s familiar (a small winged imp), the Captain and the spirit possessing him.	
Setting: The ship.	
Tie-In: The captain will try to throw the amulet overboard.	
6. Scene Title: The Ship of the Dead	Resolution – Outcome
Goal: Defeat Ottah, who will come to recover his amulet on a ship crewed by the dead.	
Opposition: Ottah, and the skeletons driving his warship.	
Setting: The Mediterranean Ocean.	
Revelation - Equilibrium: Courage comes from taking action.	
Notes: This is a story about overcoming fear. The goal is to acquire the amulet, but not to destroy it until Ottah comes to get it. After his defeat, the amulet must be destroyed, returning the ship to the living world.	