

Singularity | Chuluun

By

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Panel	Description	Dialog
1.1	A half page image of a frontier town on Mars. It's a cross between Mongolian cultures, the Wild West and sci-fi. Red dust blows in the wind. The town is several inter-connected atmosphere domes.	
1.2	A man lies dead in a pool of blood.	
1.3	Two men stand over the body. One is older and calm and is the SHERIFF of this community. The other is younger, resembles the dead man and is clearly displeased; he is named BATAAR.	SHERIFF Your ghost-brother is a loss... BATAAR ... he died of weakness. There is no loss in that. SHERIFF An expert comes to fix this.

Panel	Description	Dialog
2.1	Splash page of a man dressed as a nomad, wandering through the dust swept plains. He wears eye protection and a breathing mask and dark brown garbs, almost poncho-esque. Upon his back is a long-rifle.	SHERIFF (CONT) Chuluun of the Ööled.

Panel	Description	Dialog
3.1	Back to the to men. Bataar is shouting at the sheriff.	<p>BATAAR No! My ghost-brother was weak, but his memory is not to be sullied by this one.</p> <p>SHERIFF It is done. He approaches.</p>
3.2	Bataar storms off.	
3.3	Outside of the town, the sheriff stands, now wearing protective eye and mouth gear. Chuluun Approaches.	
3.4	They grasp each other in a forearm shake.	<p>SHERIFF I am Tömörbat of the Erdene, Lawkeeper to this place.</p> <p>CHULUUN I am Chuluun of the Ööled, horsebreaker to my people.</p>
3.5	The sheriff guides Chuluun into the compound.	<p>SHERIFF You are welcomed here, horsebreaker. Come; there is little time.</p>
3.6	Inside a paddock a large, powerful creature struts prominently - it is equine in shape, but has six legs and a head like a mouthless snake.	<p>SHERIFF This is that for which we called you.</p> <p>CHULUUN She is a strong one. I'll do my part. What does she go by?</p> <p>SHERIFF She is Nergüi.</p>
3.7	Chuluun turns to look at the Sheriff.	<p>CHULUUN This is why you have had death. You cannot break an unknown thing. I would have words with her master.</p>

Panel	Description	Dialog
4.1	Chuluun and the sheriff stand before the largest building.	<p>SHERIFF She is a gift to the chani's first-girl.</p> <p>CHULUUN How long until her rule?</p> <p>SHERIFF Soon.</p>
4.2	Inside the building is decorated in a opulent, though, primitive manner. Inside is Bataar, who sizes up Chuluun.	<p>SHERIFF The breaker would have words with your sister, Bataar. Fetch her.</p>
4.3	Bataar hesitates for a moment...	
4.4	...then leaves the room.	
4.5	He returns with a young girl, no more than ten years of age.	<p>BATAAR This is she, breaker.</p> <p>KHADA'AN I am Khada'an. You wish my ear?</p>
4.6	Chuluun and the Sheriff both drop to one knee respectfully, while Bataar stands by her right side.	<p>CHULUUN First-girl to your Chani, I am to break your horse. But she needs a name; I cannot break that which is nothing.</p> <p>KHADA'AN You are wise, breaker. More so than my ghost-brother, it seems. His death shows her spirit. I shall name her Orqina.</p>
4.7	Chuluun and the sheriff are leaving.	<p>CHULUUN She will break before your time.</p> <p>KHADA'AN Then, you shall have the thanks of my line.</p>

Panel	Description	Dialog
5.1	A montage of Chuluun breaking the horse. The sense of time passing (but only a matter of days) should be clear from the montage. Sometimes Bataar watches, clearly displeased. The final shot of the montage should be Culuum training the horse as an alarm sounds.	

Panel	Description	Dialog
6.1	Chuluun stops training and stands by the horse.	<p>CHULUUN The time of passing has come, Orqina. May you be ready for your part.</p>
6.2	Bataar appears at the paddock.	<p>BATAAR The ghost-Chani has passed. Bring the horse.</p>
6.3	The townsfolk gather at the Khan's hut.	
6.4	As Chuluun arrives with the horse, the body of the dead Chani is being taken out. Khada'an follows, wearing an elaborate ceremonial helm.	
6.5	Khada'an stands by the horse and addresses her people.	<p>KHADA'AN As my mother before me, and her mother before her, I take my place in the saddle, so I may rule over all my horse can touch.</p>
6.6	Khada'an sits upon the horse's back.	
6.7	The horse rears up and Khada'an is thrown. There is panic in the crowd and Bataar dives forward to save her, but fails.	

Panel	Description	Dialog
7.1	The sheriff checks Khada'an's pulse.	SHERIFF The first-girl is ghost. The Chani falls to Bataar.
7.2	The ceremonial helm is passed to Bataar	
7.3	Bataar puts it on.	
7.4	He turns to Chuluun.	BATAAR You have failed us. No more shall you be called horsebreaker. And no more shall you be welcomed here. Go. Take your failure with you.
7.5	Chuluun wanders from the compound with Orqina.	

Panel	Description	Dialog
8.1	Chuluun sits in a makeshift camp, far from anything. The horse drinks from some water.	
8.2	The same shot (bar the horse looks up).	CHULUUN Your arrival was slow.
8.3	A shadowed figure on a horse can now be seen.	SHADOWED FIGURE It is hard to get away now.
8.4	Chuluun does not stand.	CHULUUN My father's debt is paid? SHADOWED FIGURE Cleared by your deeds. CHULUUN May your rule be as just as your ascension.
8.5	The figure rides off. It is revealed to be Bataar.	BATAAR And may you find the peace you brought to my ghost-siblings.