

FreehHeart

GENRE : SHONEN / SEINEN

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Note of Intent

OVERVIEW / SUMMARY

Title : FreeHeart

Country / Origin: France

Genres: Action, Adventure, Dark fantasy

Themes : Weapons, Magic, Monster/Demons, Royalty, Love

Target audience: Shonen / Seinen

PITCH

LUMIR & HELA, two young orphans who survived the ravages of the great battle of Fildz between demons and wizards, will befriend each other and learn to live again in the rubble of a ruined world and the harsh reality of life. Until, 16 years later, this fragile balance is shattered when HELA is kidnapped by the Demon King himself. Mad with rage, LUMIR immediately sets out to find her...

CONCEPT / SALES PITCH

Tell a very visual, very graphic story, marked by ultra realism and darkness in order to create a visual and narrative contrast and better highlight the dichotomy between this cold and dark world and the "purity of love" of the characters... the only remedy for humanity.

Keywords : survivalist / ultra realistic / ultra violent / very dark / vision of horror & atrocities of war / of people's misery / of people's "nature" (ready to do anything to survive)

REFERENCES

> Script Board

Dark fantasy universe set in a magical-medieval world:

- Black Clover
- Radiant
- Tower of God
- Fairy Tail
- Shingeki No Kyojin

> Mood Board

A very dark visual atmosphere (echoing the Dark Age), very dark and disturbing. A universe where the realities of life are harsh: death, hunger, poverty, survival, deceit and selfishness are at their peak and serve as a backdrop to the story.

- Bersek
- Dragon Dogma (Netflix)
- Dark Souls / Demon's Souls (Video Game) - Naruto / Village of Ame
- Dracula Untold (final scene)
- Shingeki No Kyojin
- The Walking Dead

Script

PITCH

(4 - 5 lines)

LUMIR & HELA, two young orphans who survived the ravages of the great battle of Fildz between demons and wizards, will become friends and learn to live again in the rubble of a ruined world and the harsh reality of life. Until, 16 years later, this fragile balance is shattered when HELA is kidnapped by the Demon King himself. Mad with rage, LUMIR immediately sets out to find her...

THE ARGUMENT / SYNOPSIS

(1 Page / 3 to 6 Pages)

Kingdom of Delfanor...,

Five hundred years after the appearance of the demons and the beginning of the Dark Ages, the Mages of Valery face the army of BELOCH, the Demon King, in the battle of Fildz. During the battle, fighting rages between the two factions and many towns and villages are destroyed.

As BELOCH and his 1st general FORNYL try to resist the repeated assaults of the Mages of Valery, FORNYL is seriously wounded, forcing him to leave his body and reincarnate into a newborn child that survived among the rubble of Kibal. BELOCH, besieged on all sides, can only give up. Weakened and humiliated by the humans, he returns with his army to his lair in the depths of Kern.

After a recovery and a respite of more than 16 years, BELOCH threatens Delfanor again. While on a sack over the northern regions of the kingdom, he is touched by the angelic beauty of a young peasant girl, HELA, and decides to take her away. While helpless, LUMIR - his companion - watches helplessly and ends up fainting. Awake and determined to take revenge, LUMIR packs his bags and sets off without delay on HELA's trail...

Worldbuilding

NARRATIVE CONTEXTUALISATION

WHERE :

- Country / Kingdom > Delfanor
- Capital city > Valery
- Village > Kibal

WHEN :

Dark Age period / 16 years after the Battle of Fildz

WHO :

- LUMIR: young groom boy, orphan and amnesiac during his first years, candid and tender for whom his happiness is absolute when he finds himself in the presence and at the side of "HELA" (his heart's desire, his motor)
- HELA : orphaned at 6 years old, peasant girl with a celestial beauty from the small village of Kibal, with a warm and benevolent temperament, watching over her treasure : LUMIR
- BELOCH : King of the demons defeated during the Battle of Fildz, weakened, he will patiently prepare his revenge while waiting to be able to go back to the fight and destroy Delfanor
- FORNYL : the most powerful of the demon army's generals, BELOCH's right hand man, survivor of the Battle of Fildz, he has no choice but to reincarnate in the body of a young boy and wisely wait for his return. But alongside HELA and especially LUMIR, the boundaries and certainties between "hate & love" / "good & evil" will gradually be challenged

WHY :

LUMIR, a young groom, goes on an adventure and faces all dangers in a desperate and frantic quest to find HELA, his heart's desire, kidnapped by BELOCH, the demon king

HOW :

Armed with courage and a strange and mysterious twist, LUMIR travels throughout the chaotic kingdom of Delfanor in search of clues that might lead him to HELA's whereabouts

WHAT :

A destroyed kingdom, eternal night, misery and fighting...
An initiatory tale, a quest with many adventures, a story of courage, love and will to find and deliver the one loved...

... TO BE CONTINUED

Lore

- POLITICAL CONTEXT :

Built in the "Time of Chaos", in a period of history little known, Valery is the heart of the kingdom of Delfanor. Legal, administrative, economic and magical capital, power is organised in a bicameral way: between the King and the Sama.

As in Japan during the Edo period or the last Merovingian princes, one is the representation of power (the King), the other is the power (the Sama)... according to the same model and binomial "Emperor / Shogun" or in Europe "King / Mayor of the Palace".

- GEOGRAPHICAL CONTEXT :

Surrounded to the south by the Sea of Braves, the kingdom of Delfanor is bounded to the west by Mynsk, the rival kingdom. To the north, the region of Fildz borders the colossal mountain range of Asturia, while to the east the mountains continue into the Frost Lands. Lands entirely covered in ice and as yet unexplored due to the hellish weather conditions.

- TECHNOLOGICAL CONTEXT :

A technological universe approaching the Middle Ages where draught animals still dominate agriculture and provide for the mode of travel. Weaponry remains more or less the same: sword, sabre, lance, shield, crossbow, bow...

- OPERATION OF SUPERNATURAL ELEMENTS :

Fantasy universe based on magic - the KRILL -, on its learning and practice exclusively reserved for a caste, a deserving elite (often from the aristocracy/palatial bourgeoisie) since at least the "Time of Chaos" and the only one able to resist/contain the powerful demons ravaging the kingdom.

There are also magical artefacts that allow for increased powers and attacks.

- BLACK AGE :

Long period of eternal night, conflict & terror that occurred with the appearance of demons 500 years ago. The sky being permanently covered with thick grey clouds (or rather a palette of

The sky is permanently covered with thick grey clouds (or rather a palette of shades of grey), and the sunlight cannot penetrate them. What remains is a pallid luminosity, just enough for the fauna and flora.

- BATTLE OF FILDZ :

Fildz is a small region in the north of the kingdom of Delfanor and is the place where the last and most powerful demons met to fight the army of the Mages of Valery

- PSYCHOLOGY OF FORNYL :

The first general and most powerful soldier in BELOCH's army - some say he is as strong as the Demon King - FORNYL is BELOCH's first comrade in arms. He was the first to cross the rift separating our universe from XXX, the original kingdom of the demons. Present at BELOCH's side for more than 500 years, FORNYL has had the time to learn a lot about him, his history, his past... but also about humans.

As BELOCH's right hand man, FORNYL finds himself on the battlefield of Fildz along with the rest of the Demon King's troops.

During the battle, following a fatal wound, FORNYL is forced to transfer his "soul/spirit" into the body of a young baby. Trapped and waiting patiently for the moment when he can fully recover his powers, FORNYL, in contact with LUMIR and HELA, starts to develop a certain attraction, a certain empathy... for the human race.

- PSYCHOLOGY OF BELOCH :

King of the Demons, a cruel, bloodthirsty, lawless character over 3 metres high and the colour "ruby", BELOCH considers humans to be frail creatures, mere pedestrians to be used as "food" for demons thirsty for flesh and blood. But at HELA's side, he feels some sort of confused, buried feelings, as if coming from a distant past, and develops new sensations like tenderness towards his captive...

(Lima syndrome: beauty, purity of soul, solidarity, kindness, attention, listening...).

BELOCH's origins are only known by his companion FORNYL to whom he has gradually confided over the years. A human in the "Time of Chaos", BELOCH was one of the very first Magi of Valery, then barely under construction.

On a reconnaissance mission in the Eastern lands, the young knight comes face to face with a legendary creature: a CYTH. Despite a fierce fight, BELOCH manages to defeat the beast and is completely covered by the evil blood of the demon, transforming him little by little into a demon too, but a very important one: the Demon King.

Even though he still retains some aspects of his humanity at the beginning, BELOCH plunges more and more into darkness, his heart now filling with blackness... until, 500 years later - on a random path - he comes across a being of light, a peasant girl, making him (re)think of a memory for the first time and feel buried but familiar emotions, HELA... a carbon copy of SOREL, his wife at the time.

- ORIGIN OF THE DEMONS :

Following the death of the CYTH and the transformation of the Demon King, BELOCH has immediate access to the creature's memory and its origins. And discovers that the demons come from a parallel universe (Nemesy) accessible via a space-time rift located in the depths of Kern. After years of revitalizing the rift, BELOCH manages to bring the first demons from this other world, including the powerful FORNYL.

... TO BE CONTINUED

Character Sheets

Civil status of the character

- Last name / First name : LUMIR
- Age : New born / 16 years old
- Place of birth: Kibal
- Origins: Fildz region, north of the kingdom, cold region
- Level of education : Instinctive / Good sense
- Profession : Groom
- Level of language / Way of speaking : Apologizes all the time / Eyes down all the time

Physical characteristics

- Height : 1,80m
- Body type : Skeletal
- Eyes colour : Dark eyes (Black / Deep blue) one of them masked
- Skin colour : Caucasian
- Hair colour : White
- Left-handed / Right-handed : Right-handed then Ambidextrous (FORNYL power left arm)
- Health status : Fragile / Fatigue quickly (FORNYL constantly struggling to take control of his body / soul... without knowing it)
- Distinguishing marks : Not liked by the other members of the village because they think he is cursed, between his burns/marks on his skin, but especially because of his two-coloured eyes... he is lonely
- Gait: A bit stooped, he walks with drooping shoulders, looking at the ground
- Handicap: has a little loss of motor skills in his left arm, often left slung over his shoulder, tied with a bandana

Appearance

- Style and quality of clothing... Beige cloth trousers, baggy style, tight at the ankles / white cotton shirt with Mao collar / suit waistcoat / blue sleeveless waistcoat / black animal skin coat / boots...
- Accessory (bags, jewellery, glasses...) : shoulder bag
- Hairstyle : white hair, long to the middle of the back and with a more or less regular fringe
- Tattoo : marks / tattoo running down her left arm and ending in a sort of stylized Calavera on her back

Family

- If one of the parents is dead, explain the circumstances and the consequences of this death: both parents died during the battle of Fildz which led to the destruction of the city/village of Kibal

Private life

- Name / First name & Age of partner: HELA, 20 years old
- Relationship to partner: HELA is EVERYTHING: friend, lover, mother, confidant, supporter, goal...

Daily life

- Type of accommodation: large living room in the stable adjoining the JARVRED hostel
- Who the protagonist lives with: lives with Héra for 16 years
- Daily habits (life routine): gets up early, divides his life between taking care of JARVRED's horses and time with HELA
- What is her income (official and unofficial): little income, has a place to stay thanks to JARVRED
- Usual mode of transport: on foot / exceptionally on horseback
- Favourite expressions or words: Sorry / sorry

Personality

- Main Characteristic: kind, docile, helpful, introverted, shy, secretive...
- Quality: gentle
- Weaknesses: candid, overly trusting
- His goal: to save / deliver Héra
- His hidden secret: what is your character hiding? is inhabited by a powerful demon ready to be released at the slightest opportunity
- Does your character have a very strong trauma linked to an event in the past?: he thinks he is partly responsible for the destruction of Kibal and the death of HELA's parents

Evolution of the character

- What is your character's transformational arc?
Passage from a fearful, docile, timid character to a brave and valiant adventurer ready to face all adversities to rescue his beloved, his universe : HELA
- Starting characterisation & ending characterisation ?
Easily recognizable by his insecure voice, his endlessly repeated "excuses", LUMIR becomes more and more confident with the contact of the others to end up asserting himself physically and verbally against the Demon King.

... TO BE CONTINUED

Dialogue

ACT #1

#1/EXT-FILDZ-AFTERNOON

BELOCH - the Demon King - stands in front of his troops, at his side, FORNYL, his 1st general, stands ready to do battle with the enemy.

BELOCH

Human!

Mage of Valery... !

Take a good look at these landscapes around you! They will soon be covered by your corpses... This place will serve as your tomb !!!!

Lined up as one man, the Magi of Valery stand together and all of them, as a response to BELOCH, start shouting the maxim of the kingdom.

MAGI OF VALERY

Enemy!

Valery At Vinceri!

Valery At Vinceri!

Valery At Vinceri!

CUT : ACTION / FIGHT SCENES

#2/EXT-RUINS DE KIBAL-MATIN

Shocked by the recent explosions, with a haggard look, like a real automaton, HELA wanders in the ruins of her destroyed village while around her the fights rage more and more between the two factions.

HELA (VO)

Oh hey! Is anyone there?

Mummy? Dad? Grandma... where are you?

Mommy? Dad!

(she screams)

CUT: ACTION/FIGHTING SCENES

She hears noises in the sky, looks up and sees fighting. Within sight, she sees a demon - FORNYL - trapped in a bluish cube and then a bolt of lightning escaping from it and crashing not far from her position. She runs towards this halo and witnesses the "impregnation" of a young baby.

HELA (VO)

Oh no, you filthy demon... !

Not after what you did to our village!

She feels around, picks up the first object that comes along and finds an iron bar. She picks up the object and is about to drop it heavily on the young child's body.

HELA (VO)
You will pay for all the evil you have done to us!
(in a near trance)

At this moment a ray of light comes to rest on the child and illuminates him. It is the first reappearance of light for decades. A smile appears on the face of the young child. HELA raises her arm and violently drops the iron bar next to the newborn. And starts to sob.

HELA (VO)
Why? Why, I can't...
I can't do it...
(she sniffs heavily)
Mum, dad, friends... sorry... I can't do it...

The young child continues to smile at her and starts to stretch his arms towards her as the trickle of light goes back into the darkness. She seems to come to her senses and becomes aware of the situation.

HELA (VO)
Come here you. You didn't do it.
We are the same, you did not decide your fate
(she hugs the child)
Where are your parents? I guess you're alone now too...

She looks in the bassinet for clues as to the child's name, but finds no trace of it, so she decides to "baptize" him.

HELA (VO)
What shall we call you?
(she starts to think)
That's it, I know! LUMIR! From now on you'll be called LUMIR!
Hello LUMIR! I'm HELA, nice to meet you
(she carries the child in front of her at arm's length)
You and I are going to be from now on... in-sé-pa-ra-ble!
(she brings the child closer and kisses him on the forehead. Squeezes him again and starts whining again)

#3/INT-ECURIE/LIGHT-HOUSE/HELA-MATIN

The action takes place 16 years later in the village of Kibal. HELA (a beautiful 20 year old girl, 1.60m, blond, blue-eyed, affable and kind) and LUMIR (a shy and introverted boy, 1.80m, athletic, with black-blue eyes and white hair) have grown up and live together in the stable next to old JORDRED's inn. Life seems to be going on normally. HELA and LUMIR are packing their belongings and chatting as they leave to take grain to the nearby village of Pinral.

ONSCREEN TEXT: 16 years later...

HELA
Haaaaaaaaaaaaaaaaa!
But where did I put my hat?
LUMIRRRRRR! Have you seen it by any chance?
It's always when I'm in a hurry that I have to look for the
bloody hat!

LUMIR (*harnessing the horses*)
Hi hi!
If you put it back where it belongs, at the entrance, you
wouldn't have to move heaven and earth!

HELA (gently annoyed)
LUMIR!
Don't make fun of me! It's not funny you know... !

LUMIR (*immediately embarrassed*)
Sorry HELA! That's not what I meant, you know very well
that...
HELA (teasing) ... That I'm great!!!
And that it's because I'm very clever... and very beautiful!
And that I have a very advanced storage system! Is that it ?
... That's it ! I found it, you see (*she winks at him*)!

A silence is created. They look at each other across the room and both start to burst
out with laughter.

#5/EXT-FIELDS OF PINRAL VILLAGE-MORNING

HELA and LUMIR soon arrive in the village of Pinral but the cheerfulness of the
"departure" no longer seems to be there. On the way, passing the many villagers
working in the outlying fields, LUMIR notices - without really understanding it - a
certain animosity on the part of some villagers.

VILLAGER 1
It's him... look... it's the son of the devil!

VILLAGER 2
What is he doing here?

VILLAGER 3
I say we should send them back to where they came from
before the evil strikes our village again!

VILLAGER 2
Oh my God! But look at those eyes... those marks on his
arm... He has no business being here... !

LUMIR seems to be attracted by a snippet of conversation when HELA - aware of the
scene - diverts his attention with a "harmless" subject

HELA

By the way, what do you think old NORDEN will cook for us this time? To thank us? LUMIR? Ooh, ooh! Are you listening to me?

LUMIR

Yes... sorry, excuse me HELA...

HELA

I've told you a thousand times, stop apologising to me all the time!

LUMIR

Yes... it's true... I will try not to do it anymore. I'm sorry...

HELA

What's up? This meal? Potato broth or bean soup?

They look at each other as if to make it clear that they had each read the other's mind

HELA / LUMIR (*together*)

BEAN CUP!!!

(*and start to laugh*)

#6/EXT-MILL OF NORDEN/EXIT VILLAGE OF PINRAL-EARLY AFTERNOON

Arriving at the village of Pinral, they head towards the mill of old NORDEN to deposit the surplus of wheat promised by Kibal. Once done, with their bellies full of the "famous" bean soup, the two friends set off again when - once more - they face the animosity and even the anger of the inhabitants.

VILLAGER 1

That's who I'm telling you!

VILLAGER 4

Look at these marks! He will bring us bad luck!

VILLAGER 5

DEMON!!!

Go away! Go back to your hole. We don't want you around here!

(*in a loud voice*)

Several villagers begin to gather along the path and become increasingly annoyed at seeing LUMIR in their area.

LUMIR

What's wrong with them today?

Why are they talking about my marks... Hey! (LUMIR has just been hit in the back of the head by a turnip)

But what are they doing?

HELA
Quickly! LUMIR!
Let's hurry!
Hi ha! (*whipping the carriage*)

#7/EXTRA-FIELDS/RETURN TO KIBAL ROAD-EARLY AFTERNOON

LUMIR and HELA speed up in order to quickly forget this episode, but more and more villagers gather to boo them and throw everything they can find at them. Suddenly, HELA receives a stone in the middle of her forehead and starts to bleed.

HELA
Ai! (*a trickle of blood runs down her immaculate face*)

LUMIR
HELA! Are you all right?

HELA
Yes... I'm fine... but let's not stay here...

VILLAGER 6
Go away!
We don't want you anymore!

VILLAGER 7
Look!
It's the devil and his whore!

THE VILLAGERS (*in unison*)
DEMON!!! CATIN!!!
DEMON!!! CATIN!!!
Go away!
Go away and never come back!

At this moment a stone bigger than the first one goes to hit HELA's head again when, LUMIR, covered by a blue light and an evil aura stops the stone with a simple look. The latter floats in suspension for a few seconds before falling back to the ground. LUMIR, in a trance, straightens up and observes with a threatening look the villagers gathered around the carriage.

HELA
LUMIR! No !

VILLAGER 8
Look! You see these marks, they glow! It's the son of the devil!

HELA
LUMIR! Look at me ! Don't listen to them... LUMIR...
I beg you LUMIR... calm down... It's no use!

LUMIR, like a wild beast on the lookout, is ready to attack and pounce on the villagers without distinction

HELA
LUMIR! Listen to my voice! Concentrate!

LUMIR doesn't seem to hear what is being said and is about to attack when HELA intervenes by slapping him in the face to make him come to his senses.

HELA
(*Clap! Sound of slap*)
LUMIR !
Come back to me... please... (*softer*)

At these words, LUMIR instantly recovers, the trance having suddenly disappeared.

LUMIR
HELA... Oh sorry HELA, excuse me... But what have I done? And why are they after us... ? But you are bleeding...

HELA
Don't worry! It's alright... Let's get out of here quickly!

Once the danger has been averted, an awkward silence descends. LUMIR then looks towards HELA - firmly gripping the reins - and notices her closed face, her seriousness and shows a concern never seen before.

TO BE CONTINUED...