

SCREENPLAY

# DEATHBOUND



TRIALFORGE   
STUDIO

# Screenplay

Property of  
**TRIALFORGE STUDIO**

VERSION 3.0  
2023.07.17



## 05 - INT. ANNA LEPUS' BLOATED BODY / AKRATYA'S UNDERGROUND (DENIAL)

The Prisoner reaches a shallow stream where he stumbles upon the body of ANNA LEPUS. He stops dead on his tracks, transfixed by the sight: the light dims and all sound ceases; for a moment there's only the player and the corpse, in solemn communion...

### DIALOGUE - INNER VOICES: DENIAL 03

**THERONE** - What is... this power I'm feeling? Drawing me... to...

The player may choose to...

### INTERACTION: ABSORB

## Anna Lepus - Reverie

### BLACK

**ANNA (V.O.)** - I'm Anna Lepus of the Egisiromi people, worshiper of Our Mother, Goddess Life.

### FADE IN:

### 00 - EXT. STARTING AREA

The player enters the Reverie in control of ANNA LEPUS, the game's second playable Essence.

It follows the same model as before: an all-encompassing black void crisscrossed



by strange patterns of mysterious lights, converging towards the horizon to form a luminous vortex.

The player follows a path towards the first area: a vast plateau.

## 01 - EXT. EGISIROMI CELEBRATION

The plateau is empty, aside from a campfire. FESTIVE FOLK MUSIC (Romani style) can be heard, citars, violins, pan floutes, accordions, tambourines... As the player draws near, an entire EGISIROMI ENCAMPMENT appears before them.

It's a night of celebration: there are jugglers and musicians entertaining; people clapping, dancing and drinking; children playing and running around — a gleeful and merry night of festivities where these itinerant folk revel in life's joy.

Some of them cluster around a bonfire, chattering amicably. An old man named MARIK stands up and raises his mug:

**MARIK** - A toast to our leader, Anna Lepus!

Others too raise their drinks.

**MARIK** - May she receive Our Mother's blessing and endure until the coming of next summer. ALL - And the next, and the next!

The spectre of Anna Lepus, who was among the men and women sitting around the fire, gets up and raises her mug.

**ANNA** - Thank you, my friends! Today, as this summer begins, Goddess Life grants us once again with love and fertility.

**ANNA** - Let us honor Her gifts by rejoicing in the glory of being here, now, together. Blessed be our days!

The people around the campfire vanish, though, the music and merriment fanfare continues as the player leaves the bonfire area.

Near the plateau's edge, the specter of a young man named THYNE materializes,



sitting before some stone stairs. Anna Lepus appears behind him.

**THYNE** - Don't you ever worry, chief?

**ANNA** - Don't call me chief, boy... But tell, me: worry about what? She seats by his side.

**THYNE** - The threat from the Church grows worse every day...

**THYNE** - I dunno, I'm just afraid something might happen.

**ANNA** - Don't waste your life in fear of what may come. That's when they win, you know?

**ANNA** - Life's to be lived, brother.

**THYNE** - What if there's no tomorrow?

**ANNA** - Exactly!

**ANNA** - Word to the wise? Go for the booze. That's what I do.

**THYNE** - Hahaha...

The memory ends and they vanish. The player moves on.

**ANNA (V.O.)** - For us Egisiromi, Life is not a quest for meaning, a burden to bear, or a debt that must be paid.

**ANNA (V.O.)** - It is a celebration. It's what it should be.

## 02 - EXT. EGISIROMI CARAVAN

This island resembles a narrow road on a hillside. A memory takes form in which three carts filled with Egisiromi travelers are pulled to a halt. In the front seats of the first cart are ANNA, THYNE and MARIK. Right in front of them, blocking the way onwards, is a small platoon of DEATH SOLDIERS. Their SERGEANT stands near Anna's carriage, while one of his men inspects the rear. He sees that their cargo is not actually cargo, just people. They're nomads.

**DEATH SOLDIER** - Hey, sarge! Just from their looks you can tell they're non-believers.

**SERGEANT** - Cultists, eh? Price just went up. One hundred crowns.

**MARIK** - One hundred? For passing through? That's preposterous!

**SERGEANT**- Safeguarding the roads against scum like you doesn't come cheap for the Church.

**SERGEANT**- If you don't have the coin, however, no bother: we could always arrest you for - -

Anna extends her hand to the captain.

**ANNA** - Here you go, sarge. One hundred crowns, plus a little something for you fellas.

He takes the money.

**SERGEANT** - Move along!

The soldiers move out of the way. **MARIK** - That was too great a bribe, chief. **ANNA** - We'll make ten times that much with our contraband. Let's not get greedy.

**MARIK** - It's not greed that concerns me. It's drawing attention.

The scene vanishes, and the player proceeds.

**ANNA (V.O.)** - To those Deathian bastards anyone not following their bleak and sad creed are simply the same sack of shit.

**ANNA (V.O.)** - They call us "Cultists", like it's a bloody insult. And it doesn't matter if you're actually in the Cult to Life or not.

### **03 - EXT. EGISIROMI CAMP**

Upon reaching a clearing, many specters appear around the player. Tents we've seen before at the campfire festivities suggest we're at the Egisiromi camp. The men and women, Thyne among them, are kneeling; they were taken hostage. One of them, Marik, lies dead on the dirt right in front of them. The hostages are frightened to even move, since armed Death Soldiers surround them.

There's expectation in the air. Bows are drawn. They're waiting for something, or someone.

**ANNA (O.S.)** - I'm back with the hunt!



Anna shows up. She's taken by surprise by the sight of her friends on their knees and just freezes.

**THYNE** - It's her.

One of the soldiers approaches her. It's the Sergeant from before.

**SERGEANT** - Anna Lepus, you're under arrest for leading a criminal organization.

**THYNE** - They made us do it, Anna.

**THYNE** - They killed Marik. They would kill your children...

**THYNE** - Forgive us.

Anna simply stares. She has nothing to say.

**SERGEANT** - Take her.

The memory is gone.

**ANNA (V.O.)** - The bloody Church hounds us at every turn, anything serves as an excuse to oppress us.

**ANNA (V.O.)** - Nah, it's a lost cause to defy 'em. That day I got tired of losing.

## 04 - EXT. DUNGEON OF THE CHURCH OF DEATH

The player goes through a cave and sees at it is transformed into the memory of a dungeon. Inside one of its many cells are two prisoners: Anna Lepus and HELENA.

**ANNA** - It's now. Ready yourself.

**HELENA** - I'm ready. Let's get out of this shithole.

Anna picks the lock and the two of them sneak out of their cell, each one with a shiv in her hand. The player follows as they approach a duo of unaware GUARDS. Suddenly, the ghost of Anna disappears: the player is meant to take her part in this.

**HELENA** - I've got the one on the right.



## TUTORIAL - (Stealth kill instructions)

The player then learns about Anna's ability to strike from behind and performs a stealth kill. Helena follows the lead and does the same with the guard on the right. Anna's ghost reappears and the player is brought back as a spectator as the two escapees dash across the dungeon hallways and cell holds — lined with other PRISONERS they must leave to their fates.

**HELENA** - So where are you headed? Back to your people?

**ANNA** - I have no people. I'll go where there's coin to be made.

**HELENA** - Sure you don't wanna come to Akratya?

**ANNA** - Listen to me: that many Life worshipers in a single city is bound to attract bad attention from the Church of Death.

**HELENA** - May be so. But strength comes in numbers, Anna. **ANNA** - I'm better off on my own.

**HELENA** - Suit yourself.

They disappear.

**ANNA (V.O.)** - Turned out I was pretty cut out for the assassin's way of life. I've always had light feet.

**ANNA (V.O.)** - And getting by gets much easier when the only person to care about is yourself.

## 05 - INT. HOUSE OF ANNA'S TARGETS

The player reaches an enclosed space that materializes into a bedroom. Two people, a MAN and a WOMAN, stand against the wall, terrified. **FEMALE VICTIM** - Please, please, I beg you!

## TUTORIAL - Reload and Fire

After the first target is dealt with:

**MALE VICTIM** - Please, whatever he offered you, I'll double!



Only after killing the second target does the door open to the adjacent room.

We can hear an infant's CRY coming from it. As we get there, the ghost of Anna materializes. She's staring at the CRIB, uncertain about what comes next.

**ANNA** - Nope. Nope, nope, nope. Fuck me...!

Everything vanishes. The player must go on.

**ANNA (V.O.)** - I don't know whether finding that kid was a blessing or a curse.

**ANNA (V.O.)** - Gotta admit I was lost there for a bit.

**ANNA (V.O.)** - And ever since I escaped I'd been wondering what the Forbidden City looked like.

## 06 - EXT. WITHIN AKRATYA

A baby CRIES.

This is the final area. A final memory materializes: We see the spectre of Anna Lepus holding the same basket we've seen in the previous area. In front of her is an elderly woman, the MATRIARCH, accompanied by two WOMEN FIGHTERS from the Cult To Life.

**MATRIARCH** - Whose baby is this?

**ANNA** - Let's just say, there's no one left to care for him.

**MATRIARCH** - Then Akratya will be his home from now on. We'll find him a family. Anna gives the basket to the woman. She turns around.

**MATRIARCH** - You're Anna Lepus, right?

**MATRIARCH** - Helena told me of this Egisiromi turned assassin. You must be a very... unusual person... extraordinary person.

Anna says nothing. She turns around as the Matriarch resumes:

**MATRIARCH** - I am very grateful to you. You aided my friend's escape from a grim fate.

**ANNA** - I merely delayed it, sister.

**MATRIARCH** - Why not stay? Akratya always welcomes those in need of a

home.

**ANNA** - Appreciate it, but life's simpler without one, innit?

**MATRIARCH** - If you find solace in your chosen path, I wish you well.

**ANNA** - May the All-Mother protect you and your folk. You'll need it.

**MATRIARCH** - And may She guide you in tranquility until the coming of next spring.

**MATRIARCH** - And the next, and the next.

The Matriarch turns around. As she's about to leave...

**ANNA (quietly, to herself)** - Oh, bloody hell...

**ANNA** - You wouldn't happen to have some work available, would ya? Mind you, I take coin, not favors.

**ANNA** - And I ain't no assassin.

The Matriarch faces her. The memory fades away. In its place appears an absorbable Essence. The player interacts with it, and everything goes black.

## BLACK

**ANNA (V.O.)** - Akratya was a sight beyond the wildest dreams. Roads stretching on forever, buildings so tall their heads brushed against the bloody clouds...

**ANNA (V.O.)** - But the real beauty of it all? It was a haven for folks like us, enemies of the Church of Death.

**ANNA (V.O.)** - At least for a while, it was.

The Reverie ends.

When it's over, the player is instantly brought back to the actual gameplay, at the same spot where we left off — only now he bears Anna's resemblance. She shakes her head while getting back to her feet.

## DIALOGUE - INNER VOICES: DENIAL 04

**ANNA (groggy)** - Goddess, my head... Argh...

**ANNA** - Just how much did I drink...?

## TUTORIAL: Use {Essence switching buttons} to switch Essences



