

The Lantern That Forgot Its Flame

\$LANTN

PRINCIPAL CAST · LOCATIONS · STORYBOARD

Characters

4 PRINCIPALS

CHARACTERS

PROTAGONIST

11

Small frame, pale skin with faint freckles, straight black hair cut unevenly at the chin. Wears a patched gray coat too large for her and always carries the cold lantern in both hands.



DEUTERAGONIST

ageless

Sleek red-black fur that shifts like smoke, golden eyes, and a tail that splits into two when excited. Often appears as a fox the size of a large dog or a darting shadow.



CHARACTERS

SUPPORTING

late 70s

Tall and stooped, wind-bitten skin, white hair that moves even in still air. Wears layered robes stitched with faded maps. Carries a broken compass that spins randomly.



ANTAGONIST

ageless

Tall figure wrapped in shifting gray veils, face never fully visible. Lantern glass embedded in her palms that drink light from the air.



Locations

3 SETTINGS

LOCATIONS



EXT.

Wooden planks worn smooth by wind, copper mooring rings, hundreds of empty lantern hooks. Moss grows between boards. The water below is black and still.

Quiet anticipation under bruised purple twilight with faint gold reflections from distant lanterns.

LOCATIONS

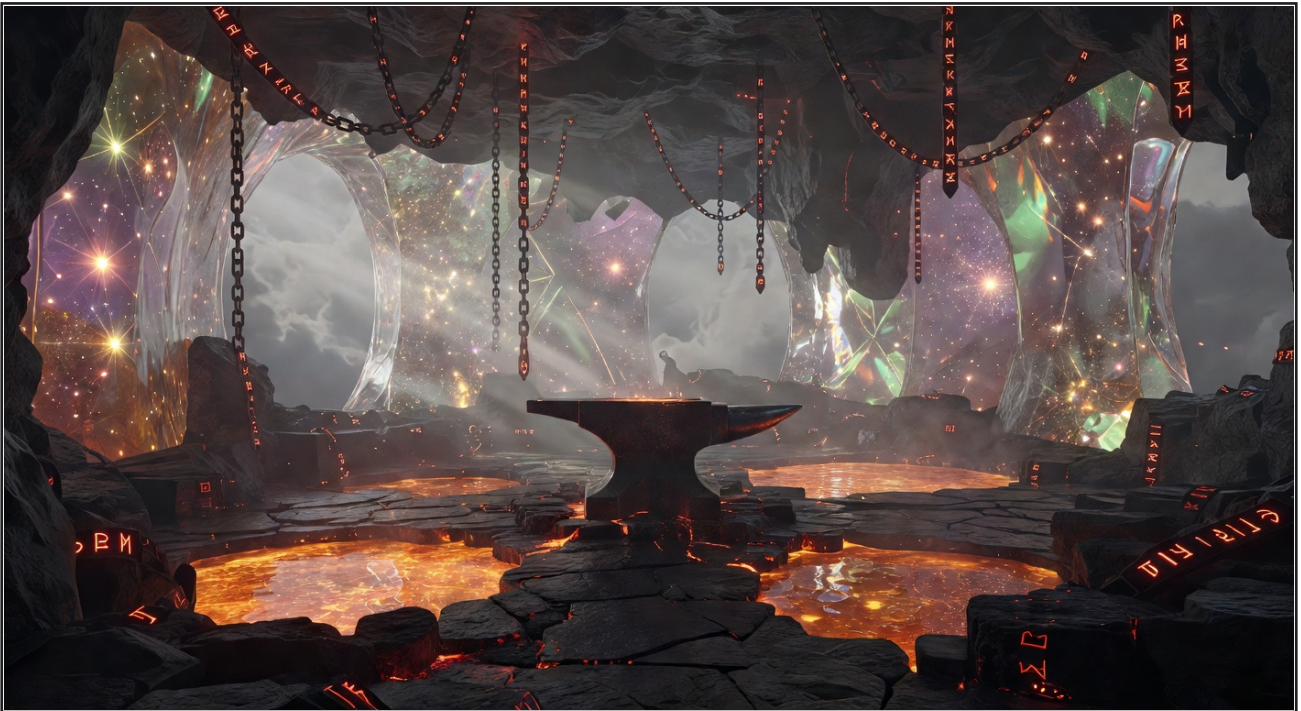


EXT.

Dense trees whose leaves are translucent and carry faint voices. Fallen leaves form soft gray carpets. Thin white threads hang between branches like abandoned spider silk.

Melancholy hush broken only by distant wind chimes made of old lantern glass.

LOCATIONS



INT.

Black stone arches half-buried in ash, a single glowing ember in the center pit. Cracked lantern molds line the walls. Cold drafts move the ash in slow spirals.

Still and heavy, lit only by the single ember casting long, sharp shadows.

Storyboard

6 FRAMES

STORYBOARD

FRAME 1



FRAME 2



STORYBOARD

FRAME 3



FRAME 4



STORYBOARD

FRAME 5



FRAME 6

