

# Series Bible

By Michael Droberg

813-494-8558

[Mdroberg.10thlegionpictures@gmail.com](mailto:Mdroberg.10thlegionpictures@gmail.com)

AGENT – Lisa Simpson

727-350-2665

[www.LSBookServices.com](http://www.LSBookServices.com)





# ABOUT

**GENRE:** FANTASY/HORROR

**FORMAT:** TV Series

**LENGTH:** 1-hour serial

**LOGLINE:** In a small lakeside town, people begin to mysteriously disappear, and it's up to three kids, a jaded museum curator, and the police chief to stop the sinister beast from taking more lives.



## STYLE

The visual style will be energetic, creative, and dark. The pacing will be fast. The horror in *Stuff of Legends* derives from an amalgamation of mythological creatures from ancient Greece, Egypt, and Mesoamerica. Our supernatural creatures will remain mostly obscured throughout, but when we do get a glimpse of them, they will be strange, formidable, and terrifying. Their design will take inspiration from Guillermo Del Toro's creatures of *Pan's Labyrinth* and the like.



## WHEN LEGEND BECOMES REALITY...

Set in present day Olympia, Georgia and inspired by the supernatural classics of the 1980s-1990s, we delve into a realm where the legendary monsters of antiquity become reality in today's world.

The sense of dread when Perseus confronts Medusa in her lair of death... the feeling of awe as Colonel Jack O'Neil and crew walk through the wormhole and into ancient Egypt in *Stargate*... the rooting for the kid underdogs pitted against the blood thirsty Vampires in *The Lost Boys*... this is the tone that *Stuff of Legends* will project to the audience.

Everyone loves a good legend. Did the mythical creatures of the ancient Greeks, Native Americans, and the Egyptians really exist? Why were there so many similarities among their legends? What if the legends were based in reality?

Emotional, nostalgic, and deeply grounded in character, *Stuff of Legends* is a homage to the myths and legends seeded by our ancestors. A union of drama with mythological lore.





## STORY

We begin our story on a normal spring day, in the tourist town of Olympia, Georgia. The townspeople of Olympia pride themselves on their beautiful beaches, superb fishing, and monster legends. On this seemingly normal day, three local boys, DAVID BENNETT (13), CHANG SHENG (13), and WIL DECKER (13) stop into the local café before a competitive day of fishing, but soon realize everyone in the café has mysteriously vanished.

When Wil's father, a normally overly confident Chief of Police, JOHN DECKER (40s) arrives on the scene, he finds strange snake-like tracks, an Ankh, (Egyptian symbol of life) and a mysterious cellphone video surrounding the victim's disappearances. When his own police force to starts disappearing, and other members begin to act strangely, he quickly realizes he's in over his head. So, he calls in an expert, the local Museum of Antiquities Director, GORDON DEEDS (40s). We follow each of these characters as they do their own investigating.

As they peel back the layers of the mystery, they realize the myths and legends surrounding the town's history are in fact now becoming reality. Monsters of the long past have somehow returned and are terrorizing the locals, but this is only the beginning. BARNABAS DEEDS (40s), the man responsible for summoning the monsters, is a deranged lunatic, hell bent on world domination. He will stop at nothing to accomplish his goals.







## THE PLAYERS

DAVID BENNETT, (13) scrawny, coke-bottle glasses, loves and excels in science. He lacks self-confidence and social skills, but by the end he will have both.

CHANG SHENG, (13) David's best friend is the "muscle" of the group. He's the loudmouth, smart-ass type that always tries to act older than he really is. Does he know stereotypical Kung Fu? Maybe...

WIL DECKER, (13) son of the Police Chief, is a little bit of a butterball and a soulless ginger. He's the new guy in town and happy to have David and Chang as friends. Though he often struggles to keep up.

CLARA BENNETT, (16) rebellious, David's older sister is the first person to encounter the SLISKE and survive to tell the tale. What doesn't kill you makes you stronger. This is the case with Clara.

GORDON DEEDS (40s) a highly intelligent archeologist, cryptozoologist, and current Director of the Olympia Museum of Antiquities, Gordon will do anything to assist Chief Decker and stop his deranged brother, Barnabas.

JOHN DECKER (40s) a former NYPD Detective, decided a change of pace was needed when his wife was killed by a drunk driver. Decker moves his son to escape the past and to enjoy the laid back "southern living" lifestyle. Unfortunately, his dreams are shattered by the recent disappearances.

MIA WASHBURN (30s) a chatty security guard, Chief Decker's girlfriend, and currently working at Gordon's museum. She's always had aspirations of becoming a police officer. She'll soon find out if she has what it takes.



## THE PLAYERS

HIRAM DEED (40s) currently deceased, world-traveler, and famed archeologist. As a single father, he did his best to raise his two sons, but unfortunately one apple fell far from the tree. Episodes will have flashbacks in which we learn more about him and what he taught his two sons Gordon and Barnabas

BARNABAS DEEDS (40s) a highly intelligent, deranged lunatic, and outcast, Barnabas will stop at nothing, to include murdering his own father, to accomplish his goals of world domination.

## CREATURES OF LEGEND

SLISKE - half Mermaid, half Gorgon, all ugly, she uses her deadly "siren" to lure people into the water and turn them into stone.

CLOPSIS - a one-eyed, hairy brute, and a master of camouflage.

GROKE - a formless blob with the ability to manipulate his body to squeeze into anything, no doors can stop him.

DESDEMONA - half woman, half eagle, beautiful, but don't let her looks fool you. She is capable of unconscionable destruction.

These are just some, of the endless possibilities of creatures of legend that can be employed in the series.



## RELICS OF POWER

The Spear of Destiny, Excalibur, the Aegis Shield, in the same respect as the creatures, there are also an infinite amount of legends regarding holy relics, weapons, and artifacts throughout the ancient world. Here are but a glimpse of a few:

- SCEPTER OF PYLI - a scepter capable of temporarily opening portals to other dimensions.
- AMULET OF ISIS - a powerful relic that has the power of protection and black magic.
- AMULET OF ANUBIS - has the power to control the dead.
- AMULET OF THOTH - has the power to control animals and monsters of lore.
- EYE OF MORGANA - a crystal ball that allows the user to see into the future, though not always accurate.
- FLAGELLUM ORDEM - an unbreakable whip which gives its wielder extraordinary strength.





## FRANCHISE POTENTIAL

This series will appeal to a broad demographic audience, encompassing both males and females (15-54). *Stuff of Legends* is a story that explores what it means to be human in extraordinary circumstances, something almost anyone can relate to. The show is a unique blend of both the Fantasy and Horror genres, but instead of being driven by the spectacle, it is propelled by character and human relationships.

The sense of dread felt by Rick and his crew in the *Walking Dead*. The feeling of awe when Eleven unleashes her supernatural powers in *Stranger Things*.

Rooting for the kid underdogs pitted against blood-thirsty Vampires in *The Lost Boys*. These types of moments with endearing characters are what *Stuff of Legends* will strive to provide its audience.

The focus on children and how they survive in this dark new world is a proven avenue for success. Rooting for their achievements and suffering in their defeats will resonate with viewers in an entertaining, yet thought-provoking way.



**Episode 1 "Unleashed"** - Will focus on the vanishing of eight residents from the town of Olympia. Police Chief Decker will investigate the disappearances. He'll quickly realize he's in over his head and call in the "expertise" of Gordon Deeds, a jaded museum curator, and explorer, for assistance. Meanwhile, David, Chang, and Wil experience the town's disappearances firsthand and form their own plans to solve the mystery. As the body counts add up, the villain will remain a mystery with his full intents yet to be discovered.

**Episode 2 "Unraveled"** - The bodies of the missing persons are found, but now made of stone. Gordon and local resident and Police Sergeant Petronis suspect the mythical creature known as the Sliske is the culprit but must convince the unbelieving Chief Decker that the creature of lore is now in fact sieging their once peaceful town. Gordon, Decker, and the police force track the creature back to its lair, a rundown Mansion in the middle of the forest. Unbeknownst to them, David, Chang, and Wil are already there. The uncanny team defeats the monster, but not without consequence.

**Episode 3 "Still Processing"** - Confusion, disbelief, and terror sets in as the residents of Olympia come to realize they are under siege by a madman. Peripheral characters such as the cynical and greedy MAYOR GARRIS interfere. Chief Decker, still trying to process the reality of the supernatural invading the town, conducts a massive search of the mansion grounds. Trapped and almost defeated, the Mysterious Man uses the scepter of Pyli to open a portal and summon new deadly creatures of lore.

**Episode 4 "Total Recall"** - With his hideout destroyed, Mysterious Man confronts Gordon and is revealed to be Barnabas, Gordon's long-lost brother. Barnabas recalls his time with his father Hiram and younger Gordon while out on an archeological dig where the Scepter of Pyli is discovered. Barnabas formulates a plan with his new creature the Clopsis, a one-eye hairy beast with brute strength and camouflage capabilities. Meanwhile, David's older sister Clara joins her brother and friends to combat the threats.

**Episode 5 "Patricide"** - After escaping from an insane asylum, Barnabas travels throughout Mesoamerica, the Middle-East, and the Orient in search of the "Relics of Power." Through ruthless and unsavory tactics, Barnabas brings them back to Olympia. Nearly costing his own life, Barnabas brutally kills Hiram in order to acquire one of the relics and to find out the whereabouts of the remaining others.

# EPISODES





**Episode 6 "Trap is Set"** - Chief Decker and Gordon stake out a bank vault containing the Eye of Morgana. With the help of Clopsis, and the Groke, Barnabas acquires the relic and narrowly escapes. Meanwhile, Gordon and our plucky gang of teens confront and kill the Clopsis.

**Episode 7 "Army of Stone"** - After a deadly confrontation between the Olympia Police Force Barnabas manages to acquire the Eye of Morgana. Next, he infiltrates the Olympia Police Impound Lot, and awakens the poor residents he's turned to stone. They serve him now, forming a resilient and mindless army to do his bidding.

**Episode 8 "One Last Thing"** - Barnabas heads for the last relic needed for his plans of world domination, the Amulet of Anubis, which is being held at Gordon's museum. Gordon, Decker, and the teens await Barnabas' arrival in a last stand effort. Barnabas summons Desdemona to aid in attack, but things don't go as planned.

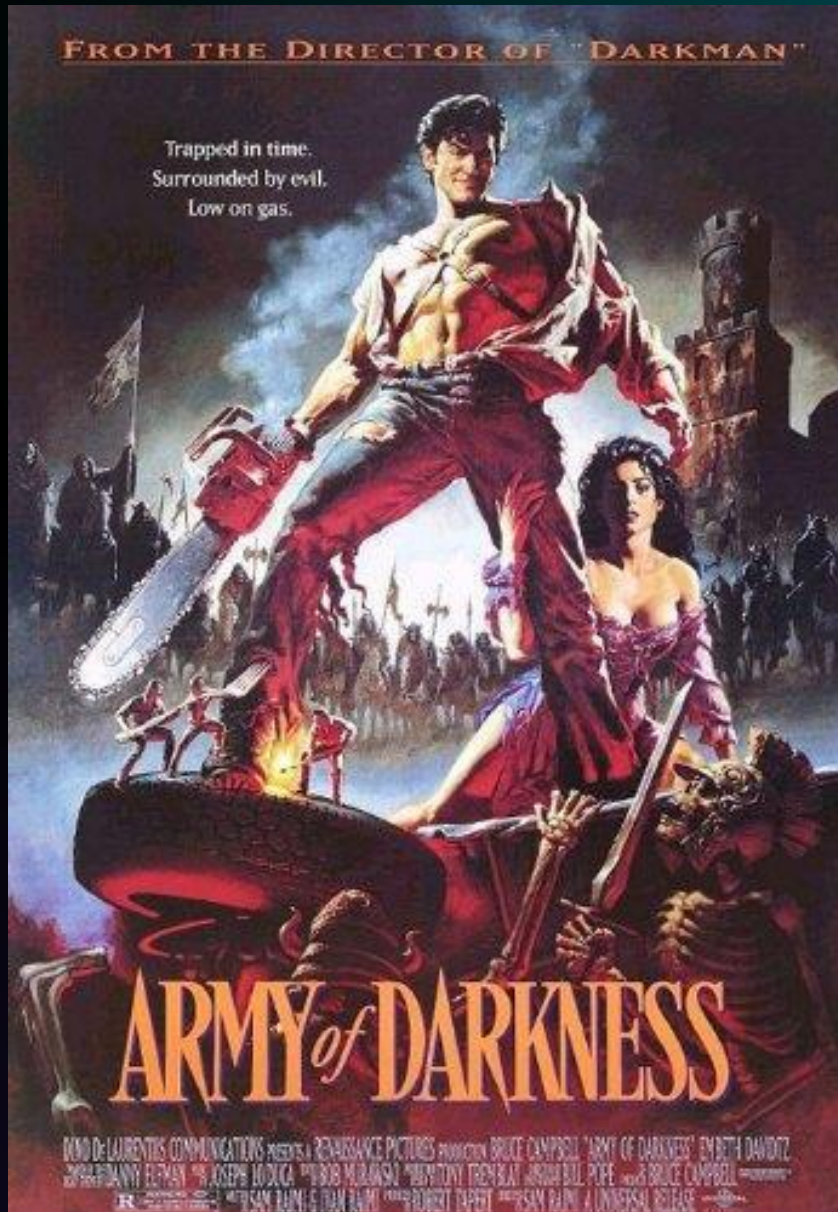
**Episode 9 "Night at the Museum"** - Decker, Gordon, and the Olympia Police Force take a defensive posture at the museum and are confronted by a stone army, the Groke, and Barnabas. Things look grim until an unlikely ally helps to thwart Barnabas' plans.

**Episode 10 "Terminus"** - With Barnabas on the run and having one of his own creatures turned against him, his plans of world domination are coming to an end. He is surrounded by Chief Decker's police force and confronted by his brother Gordon. He shows a modicum of remorse and is about to surrender when things suddenly end violently. Desdemona exacts her revenge. Is Barnabas finally silenced?

# EPISODES







## THE SERIES

**Season One:** Revolves around the many disappearances plaguing the small town of Olympia Georgia. A mythical creature known as the Sliske, half Mermaid, half Gorgon, and all ugly, she uses her deadly "siren" to lure people into the water and turn them into stone but not before taking a chunk of their flesh for dinner. The investigations by the teens, Gordon, and Decker, lead to the abandoned Bloodmoore Mansion where eventually the Sliske is tracked down and destroyed. The revelation that Mysterious Man is in fact Barnabas, Gordon's long lost corrupted and evil brother who also murdered their father Hiram is discovered soon thereafter. Trapped in a secret room within the bowels of Bloodmoore Mansion, Barnabas uses the Scepter of Pyli to summon additional monsters of lore and make his escape. Using his creatures and stone soldiers, Barnabas descends upon Gordon's museum in order to obtain the Amulet of Anubis, the final relic necessary to complete his plans of world domination. He doesn't succeed however because he's betrayed and silenced by Desdemona, a creature he summoned. The assault on Olympia is silenced, relics recovered, and relationships repaired.



**Season Two:** With Bloodmoore mansion destroyed, the Scepter of Pyli lost, Barnabas thought to be dead, Chief Decker and the town of Olympia get some peace, but it's short lived. David, Chang, and Wil meet new friends, build new relationships. Clara and Mia come to the forefront. Mia joins the Olympia Police Department, breaks up with Decker. Clara becomes the trusted old sister she always wanted to be. Episodes will focus on young Gordon and young Barnabas on their travels with their father Hiram exploring various ancient cultures, relics, and mystical creatures. No longer able to summon creatures of lore, power-crazy Barnabas descends to a much darker level, necromancy. Descending on the cemetery of heroes, Barnabas raises those that died for our ultimate freedom, and gains a veteran army of undead. Our teens, Chief Decker and the Olympia Police Force, with the help of Desdemona, battle against Barnabas and his hordes nearly succumbing to defeat.





**Season Three:** With his son Wil dead, Chief Decker goes into darkness, becomes near suicidal, and leaves the Olympia Police Force, leaving Petronis in charge. We explore the teens talents more as they mature. Chang enters a karate tournament. David becomes a true science wiz-bang, starts dating Lauren Scott. Wil becomes an outcast, the three's friendship starts to dwindle. Wil has a solo encounter with Barnabas and is murdered. The whole town is in despair. Enraged, in a maddening state, Chief Decker focuses on one thing - finding the man responsible for Wil's death, Barnabas. Ultimately, he finds Barnabas and kills him, but he is corrupted by the Amulet of Isis and becomes Barnabas' place-taker as our new villain. Shocked, betrayed, and almost left for dead himself, Gordon regroups, and with the help of our plucky teens and the remaining police force in the know, he reassembles the team to defeat Decker before it's too late for mankind to stop him.



# STUFF OF LEGENDS CREATOR

Michael Droberg - is an award-winning screenwriter, director, producer, and co-founder of 10th Legion Pictures.

A retired Marine of 22 years. Michael served in combat, during Operation Iraqi Freedom from January to December 2009. He studied film at the University of North Carolina Wilmington. Since immersing himself in the craft of screenwriting upon retirement, his scripts have won several awards in writing contests hosted by the Austin Film Festival, Scriptapalooza, Screencraft, Shore Scripts, and Talentville.

Websites:

[www.michaeldroberg.com](http://www.michaeldroberg.com)

[www.10thlegionpictures.com](http://www.10thlegionpictures.com)

