

The Heart of the Mountain

Cinematic introduction script

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Structure: Part 1 (intro cutscene) → Character Select → Part 2.1
(plays if the player picks Valeyra)

PART 1 – THE CLOCKMAKER

Cutscene. Not playable.

EXT. CITY OF ASDRABAZ – NIGHT

Rain over a dark, smoky city. Windows go out one by one until only a single lit window is left.

SFX: rain on metal roofs, diesel engines in the distance.

CAMERA: moves toward the lit window.

INT. UIXA'S WORKSHOP – NIGHT

Inside, lots of clocks ticking. We find UIXA, an old clockmaker, engraving a symbol onto a big sword. Despite his age, his hands work precisely and steadily.

A hidden hatch in the floor opens. ZABERNARAKIS, a young female wizard, sneaks up behind Uixa.

ZABERNARAKIS (whispering close to Uixa)
So now you polish strange weapons?

UIXA
Zabernarakis, you reckless fool, what are you doing wandering the streets at night?

ZABERNARAKIS
Same as you. Taking care of urgent business. (pointing toward the sword) What is that, a giant knife?

Uixa finishes his work and runs his hand along the blade. We see the name engraved on it.

ON SCREEN: VALEYRA

UIXA
That's a sword. An old kind of weapon. A druid warrior wants her name re-engraved into it. Southern superstition: marking a blade

with your name curses anyone else who uses it. So, what brought you here at this hour?

Zabernarakis playfully shoves a worn book under Uixa's nose.

ON SCREEN (book cover): *Principles of Synergic Elemental Wizardry*, by Ludvir Azsiomar

UIXA

Now I see you're not just crazy. You're suicidal! Do you know what a patrol would do if they found you with this?

Zabernarakis pulls up her sleeve. Her arm is covered in strange scars.

ZABERNARAKIS

These already earn me the gallows, Uixa. One book won't change that.

UIXA

You're worth more than this. Risking your life over such a mediocre piece of work! The idea of synergic elemental wizardry is theoretical speculation, nothing more.

Short pause. Zabernarakis looks at the workshop door. Then turns to Uixa.

ZABERNARAKIS

Those sanguine crystals you put in the clocks. Could one exist that's huge? Big enough to catalyze the energy needed to pull prime elements out of raw rock?

UIXA

Do you realize the amount of energy you're talking about?

ZABERNARAKIS

Just tell me if it's possible.

UIXA

Yes. I suppose it's possible. But that doesn't mean it exists.

ZABERNARAKIS

It does! Azsiomar didn't disappear—he hid. This crystal is how he kept working while confined in his fortress: he used it to extract prime elements from the rock! And I know where it is. I made a map!

Zabernarakis opens the book, then suddenly freezes and stares at the workshop door.

SFX: silence, then a BLAST. The door blows off its hinges.

MUSIC: tense sting.

Three armed men walk in. Behind them: DECFOS, the leader.

DECFOS

(syllable by syllable) Jack-pot. Rats always lick each other's
butts.

UIXA (stepping in front of Zabernarakis)

Decfos! By what right do you break into my property? Get out!

Decfos walks around like he owns the place. His men keep their
weapons aimed at Uixa and Zabernarakis.

DECFOS (pointing toward Zabernarakis)

Manners, Uixa. I enter your property by the right her presence
here grants me.

Decfos picks up a small clock and pulls the little red crystal out
of it.

DECFOS

A sanguine crystal the size of a melon. The last piece we need to
wipe out the scourge of elemental wizardry. Tell me where it is,
pretty one, and I'll make this easier for you.

UIXA

A crystal like that doesn't exist!

Decfos shoots Uixa in the stomach without even looking. Uixa
collapses to the ground.

DECFOS (still looking at Zabernarakis)

I told you to keep your manners, Uixa. Now, cutie, where is the
crystal?

SFX: bells at the front door. Footsteps. Shouting. Fighting.
A huge druid warrior, VALEYRA, appears in the doorway. Blonde
braid, wooden piercings, no weapon, fists covered in blood.

VALEYRA

I've come to collect my order.

Valeyra finds the sword on the workbench.

DECFOS (to his men)

Finish her!

SFX: the men cock their weapons. A flash lights up Valeyra's eyes.
CUT TO BLACK.

CHARACTER SELECTION

Menu. Player chooses their character.

The player picks the character they want to play as (Valeyra, Decfos or Zabernarakis). If they pick Valeyra, go to PART 2.1

PART 2.1 – VALEYRA

Plays only if the player picked Valeyra. Third person / focus on Valeyra. Some parts are playable.

INT. UIXA'S WORKSHOP – NIGHT

The armored men aim their weapons at Valeyra.

PROMPT TO THE PLAYER: Leap

Valeyra jumps just before the shot. A huge force hits her back and slams her face-first into the ground.

Valeyra gets up, coughing, covered in small wounds. She spots her sword near an overturned table and goes for it.

SFX: a crack, something flies past Valeyra's ear, then another shot.

PROMPT TO THE PLAYER: Take cover

Valeyra dives behind the table right before the force hits again and drives her into the wall.

DECFOS (O.S.)

Retrieve the corpse. If there's anything left.

Two men come closer, slow and scared. Valeyra grabs the sword and pulls herself up.

VALEYRA (V.O.)

Fear is their worst enemy.

PROMPT: Strike

Valeyra comes out of cover and cuts the first man's throat.

She lands hard. The second man staggers. Valeyra slips into the settling dust and circles around behind him.

PROMPT: Strike

Valeyra pushes the sword between his shoulder blades.

Decfos sneaks toward an unconscious Zabernarakis. He props Zabernarakis up and pulls a worn book from her pocket, then leans in and whispers something to her.

PROMPT: Strike

Valeyra brings the sword down on Decfos' head, killing him. She pulls Decfos off Zabernarakis and takes the book.

Valeyra flips through the book. None of it makes sense to her, except a map drawn on one of the last pages.

ON SCREEN: on the map, a ragged mountain is marked with a circle.

VALEYRA (V.O.)

It's the mountain from the shaman's visions. The one holding the stolen crystal my people are dying without!

SFX: a grunt. Zabernarakis is starting to wake up.

ON SCREEN: scars on Zabernarakis' arm. The scars glow faintly to show the player they are marks of real power, the kind Valeyra is too weak to fight right now.

Valeyra leaves before Zabernarakis wakes.

VALEYRA (V.O.)

Somebody in this decaying city must be able to help me get to the mountain. Whether they want to or not.

FADE TO BLACK.

TITLE SCREEN

Screen displaying the title of the game: The Heart of the Mountain.
