

A note from the visionary screenwriter who (will have) brought you FyreBlood:

This is a film treatment, a short paper describing the plot and themes of a movie, generally used when executives don't have the time to read an entire script.

It was entered in a contest held by Legendary Pictures at Hamilton College, calling for original film treatments in the genres of sci-fi, fantasy, horror, and action. Unfortunately, certain philistines grossly underestimated the intelligence and sophistication of the 18-34 male demographic, and deemed **FYREBLOOD**® unsuitable for public consumption.

If you, as a film studio executive or miscellaneous bored philanthropist, see its true brilliance, please contact fyreblood@laikafawkes.com to discuss optioning it.

Also, I would like it on the record that **FYREBLOOD**® was written and submitted before vampires were “cool.” It is no piece of reactionary dreck, rather an Adrian Veidt-like prophecy of future trends.

I hope your reading of **FYREBLOOD**® is entertaining and enriching.

Michael J. Sennott

Michael J. Sennott
Visionary Screenwriter of **FYREBLOOD**®
President of Legendarier Pictures

FYREBLOOD

by Michael J. Sennott

Concept

A dark urban fantasy/horror. A single sworn warrior battles against legions of vampires in the Los Angeles underground. His name is Hunter Fyreblood, and he is a dragon. But when his quest for revenge leads him to neglect his duties as protector of an ancient secret, he must team up with a young private eye to find it before the vampires do... or all mankind will pay the price.

The film has an overtone of suspense, but is mostly an adventure tale focused around the two protagonists. Though it has a sleek and stylized visual flair, it is gritty and unflinching in its portrayal of vampirism and dragon battles. It features a largely orchestral score, with occasional rock songs providing a marketable soundtrack, perhaps featuring bands such as Muse, Pendulum, and Smashing Pumpkins. However, it is not a musical.

Characters

Hunter Fyreblood: A winged, ten-foot-tall red dragon who wears a trenchcoat. Bitter, cynical, and jaded by his long existence, but with ultimately noble intentions. After his girlfriend was killed by vampires, he swears a vendetta against vampirekind, and hunts them by night. He is actually from a long line of dragons guarding the ancient Secret of the Cross.

Serina Dáze: A twenty-year-old girl who dropped out of college to pursue dual careers as a punk rocker and private eye. She combines a keen intuition and observational skills (hallmarks of the private eye trade) with a rebellious attitude and flair for theatrics (hallmarks of the punk rock trade). She is the lead singer and guitarist of The Stratomancers, a band that combines the simple structures and melodies of punk rock with shoegaze's ethereal waves of distorted guitar.

Veritia Zephyrborn: A blue dragon who was Hunter's longtime girlfriend until she was killed by vampires... or was she?

Byron Dethven: The recently crowned vampire king. He appears to be in his early twenties, but is somewhat older. Arrogant and ambitious, he feels that vampires have remained complacent for too

long, and must find new ways to improve their station and gain dominion. Chief among these ideas is killing Hunter to find the Secret of the Cross. Dethven generally wears a cape and an open shirt to show off his abs.

Ravena Nocturne: A vampiric seductress who thinks of humans as inferior beings to be treated with amusement or scorn. Because she also is a brilliant scientist, Dethven assigns her as head of the vampire's research and development department. She resents this "desk job" and wants to be out hunting on the front lines, so to speak, though she does enjoy some of her "research" on humans. She does not wear glasses.

Sergei Strigore: A hulking, freakishly muscular vampire, Strigore is Dethven's enforcer. He rarely speaks, usually expressing himself by way of contemptuous glare or gruff and ominous laugh.

Plot Synopsis

OPENING: MODERN DAY LOS ANGELES - A CLEAR MOONLIT NIGHT

A group of unsavory characters is shooting the breeze in a back alley, their carefree banter counterpointed by nervous gazes and a staccato violin soundtrack. Suddenly, one is grabbed from behind by a vampire. "Where's Hunter?" Nobody knows. He bares his fangs and flashes a knife. "I'll ask one more time - does anybody know where Hunter is?" A voice from the shadows: "I might." It is HUNTER. The vampire snarls as Hunter incinerates him. Hunter flies away, silhouetted against the moon.

TITLE SEQUENCE

HUNTER'S PAST

Hunter stands atop a tall building, smoking a cigarette. He is watching a vampire walking below. Through flashbacks with Hunter's narration, we see why he is hunting vampires. Some vampires, seeking the Secret of the Cross, an ancient treasure that the Fyreblood family is sworn to protect, broke into Hunter's home while he was away and ended up killing his girlfriend VERITIA. He swoops down and decapitates the vampire.

THE VAMPIRES' HQ

DIRK, a nervous-looking vampire, slinks through a busy street, then slips inside an apartment doorway. He opens a secret trapdoor to a massive hidden underground layer. Upon entering, he is grabbed by

the throat by SERGEI STRIGORE. Strigore, upon recognizing Dirk, grunts and lets him through to approach the throne of BYRON DETHVEN. Dirk reports that Hunter has killed another five vampires. Dethven elaborates on the need to get Hunter out of the way to find the Secret of the Cross. In a cold rage, Dethven uses his mind control vision to force Dirk to kill Hunter or die trying.

AN AMBUSH

Hunter is silently meditating in a forest, at a makeshift grave marker for Veritia, when he is ambushed by a dozen vampires. Some have swords, some guns. Hunter prevails with relative ease, but then a convoy of armored cars, all driven by vampires, attacks him. The convoy is led by Dirk, who has a rocket launcher. In a slow motion sequence, he fires at the same time Hunter breathes a fireball. The fireball is much faster than the rocket, and it reaches Dirk so quickly that it causes the rocket to explode in his face, causing the armored car and all the rest of the convoy to explode as well in a dramatic chain reaction. Hunter finds on Dirk's corpse a flier about a party for vampires at a local nightclub. "Jackpot."

A CROWDED NIGHTCLUB

People are dancing to a song from the The Stratomancers. After the song, the bassist remarks nervously that there seem to be a lot of shady characters in the audience. "Fun," remarks SERINA, the lead singer and guitarist. She thanks the crowd for coming to the show. Hunter steps out of the shadows at the back of the club and also thanks the vampires for coming. A mob of vampires attacks him as the band flees except Serina, who is in a mixture of frightened awe and amusement at the spectacle. Hunter dispatches them with ease, though some escape. He wryly remarks how easy it was, but upon checking his pocket, realizes that they stole the list of clues leading to the location of the Secret of the Cross. "Shit, I got careless." Now he needs to find the Secret before they do. Serina offers her services as a private eye - it could be the case that puts her on the map. Hunter is suspicious and warns her of the danger, but he supposes it can't hurt his chances.

VAMPIRES' CELEBRATION

Back at the headquarters, the vampires are celebrating finding the clues. Dethven gives the clues to RAVENA for analysis. "I have better things to do than chase after some legend." Dethven flies into a rage - the Secret might provide the means for eliminating vampires' weakness to crosses and holy water. "Very well. I will find the Secret myself."

UNDERCOVER

Serina goes undercover as a vampire. She finds the vampires' research facility, and the guards, after a tense moment, allow her to enter. She encounters a menagerie of sundry horrors, including a GUNORCA (cannon-mounted killer whale), HAUNTED CALTROPS, a PSYCHIC WOLF, a WEREGUNORCA, and a FRACTAL BEAR (bear with fractal bears for arms). Finally, she finds a copy of the clues. Upon taking them, an alarm sounds! In an action-packed escape sequence, she is almost caught. But at the last moment, the psychic wolf, whom she had befriended, summons a guitar made of psychic energy. Because vampires (per folklore) cannot stand loud music, they are immobilized when Serina plays a rocking riff, allowing her to escape.

HUNTER'S METHOD

In a mirror image of the opening scene, a group of vampires is standing around when Hunter rises from the shadows and demands to know where Dethven is. It is no use - Dethven has used his mind control vision to prevent the other vampires from revealing his location. The similarity to the opening scene raises moral questions: namely, *is Hunter becoming that which he once hunted?*

THE SECRET OF THE CROSS

In a series of short scenes, Serina unravels the clues leading to the Secret. But when she arrives Dethven is already there. Digging in the ground, he and a group of vampires uncover a glyph-marked box, but they cannot open it. Frustrated, they head back to headquarters while Serina runs to tell Hunter.

RETURN TO VAMPIRE RESEARCH FACILITY

Dethven returns to ask Ravena to find out how to open the Secret. "Unless you have better things to do" he snarks. Ravena reveals what she has been working on in the meantime - the Iron Fang, a modified fang that can pierce dragonskin. She says that they will have a surprise waiting for Hunter.

THE NEED FOR ACTION

Meeting back at the now-empty nightclub, Serina tells Hunter that the vampires have taken the Secret to the research facility. Now that he knows where it is, Hunter will simply bust in the front door. "Creating a diversion for me to take back the Secret." "Yeah... sure."

STORMING THE GATES

Hunter busts down the door of the research facility and fights vampires while Serina sneaks in. She reaches the Secret, but is

captured by Strigore and Ravena. Meanwhile, reaching a large enclosure, he finds Dethven sitting upon a throne. He reveals the "surprise" - vampire dragons.

VAMPIRIC CONFLICT

Cut back and forth between two plotlines. Hunter is fighting a series of vampire dragons, including a Chinese dragon who uses Jeet Kune Do and a wyvern who uses Capoeira. Meanwhile, Ravena is planning on performing experiments on Serina and turning her into a vampire. In villainous fashion, she talks about her evil plans, but Serina she manages to break free and the two fight. After Hunter defeats the last of the martial arts dragons, Dethven reveals one final opponent - Veritia, revived as a vampire. Around this time, Serina slays Ravena. Hunter is unable to fight Veritia, but at the last minute Serina bursts in with an experimental rail gun stolen from the vampires and shoots her.

REVELATIONS

After the smoke clears, it is clear that Veritia was really a robot! Dethven laughs. "You really believed that she was a vampire? No, the truth is far worse. Have you ever really wondered why you hate vampires?" Cut back to the events of Veritia's death - instead of vampires breaking into Hunter and Veritia's home, it is a giant werewolf. Later, Hunter wakes up to see her torn apart with no memory of what happened. He rationalizes a story about vampires killing her. Back in the present, Hunter struggles to face the truth. But Dethven opens up a skylight, revealing the full moon, and Hunter begins to transform into a werewolf once again. Serina runs over to try to prevent him from losing control.

THE SECRET REVEALED

Meanwhile, the moonlight strikes the box containing the Secret, unlocking it. Dethven laughs evilly and raises his arms in triumph. But when he looks inside the box, his face quickly turns to horror. "No! It... it can't be true. It can't be true!" Hysterical, he finds a stake and is about to stab himself. But then, he decides that Hunter needs to go down with him, and hits the lab's self-destruct button. A countdown begins.

FINAL BATTLE

Hunter transforms fully into a werewolf and attacks Dethven. Dethven, laughing, does not care about his injuries, and manages to mortally wound Hunter. Serina turns off the self-destruct just in time.

HUNTER'S DEATH

In an emotional scene, Hunter tells Serina that he is cursed and must die. He passes away. Strigore is present - he reveals that he is next in line to the vampire's throne. He apologizes for Dethven's ambitious folly, and promises that vampires will go back lurking in the shadows. In addition, he vows that he will work to make sure the Secret of the Cross is never again opened, since it is obviously not meant to be known by human or vampire.

DENOUEMENT

Serina decides to give up on being a private eye, but the The Stratomancers become famous through a punk rock opera telling the world the heroic story of Hunter.

Themes

Redemption: Hunter neglects his duty by letting the Secret fall into the vampires' hands. He must redeem himself - despite the fact that no one knows he exists, his strong personal sense of moral duty obligates him to make things right.

The Hero's Journey: Serina is a hero in the classic sense of the word, surviving a descent into the land of death itself to emerge a stronger person.

Discovery and the Unknown: The battle takes place between two unseen forces lurking in the shadows of modern society. The forces, though invisible and terrifying to ponder, each have a profound impact upon human lives. Serina is eager to discover the unknown, displaying the curiosity and wonderment inherent in human nature. However, the film also shows the dangers of discovery - Dethven is destroyed by the Secret of the Cross. Some things need to remain mysteries, which is why Serina knows Hunter must die at the film's end.

Action as Thematic Intensifier: The film contains a number of impressive fight scenes. Embodying timeless conflicts - man vs. self, man vs. vampire, vampire vs. vampire, dragon vs. vampire, dragon vs. dragon, dragon vs. vampire dragon, dragon vs. robot vampire dragon, dragon werewolf vs. vampire monarch - these battles define the film's epic scale, cementing both its heroes and antagonists as timeless larger-than-life figures.

Metacommentary on Action Films: The vampires are stylish and sexy, but empty beneath that veneer. The two heroes are oppositely uncanny yet driven by a strong sense of purpose. Thus, the film could ultimately be taken as a metaphor for the struggle between slick, empty, special-effects action movies and meaningful, unique action-

oriented films - a struggle in which the protagonists clearly represent the morally superior side.