

# The Lantern That Forgot Its Flame

**\$LANTN**

PRINCIPAL CAST · LOCATIONS · STORYBOARD

# Characters

4 PRINCIPALS

## CHARACTERS

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### PROTAGONIST

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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

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### 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

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### 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

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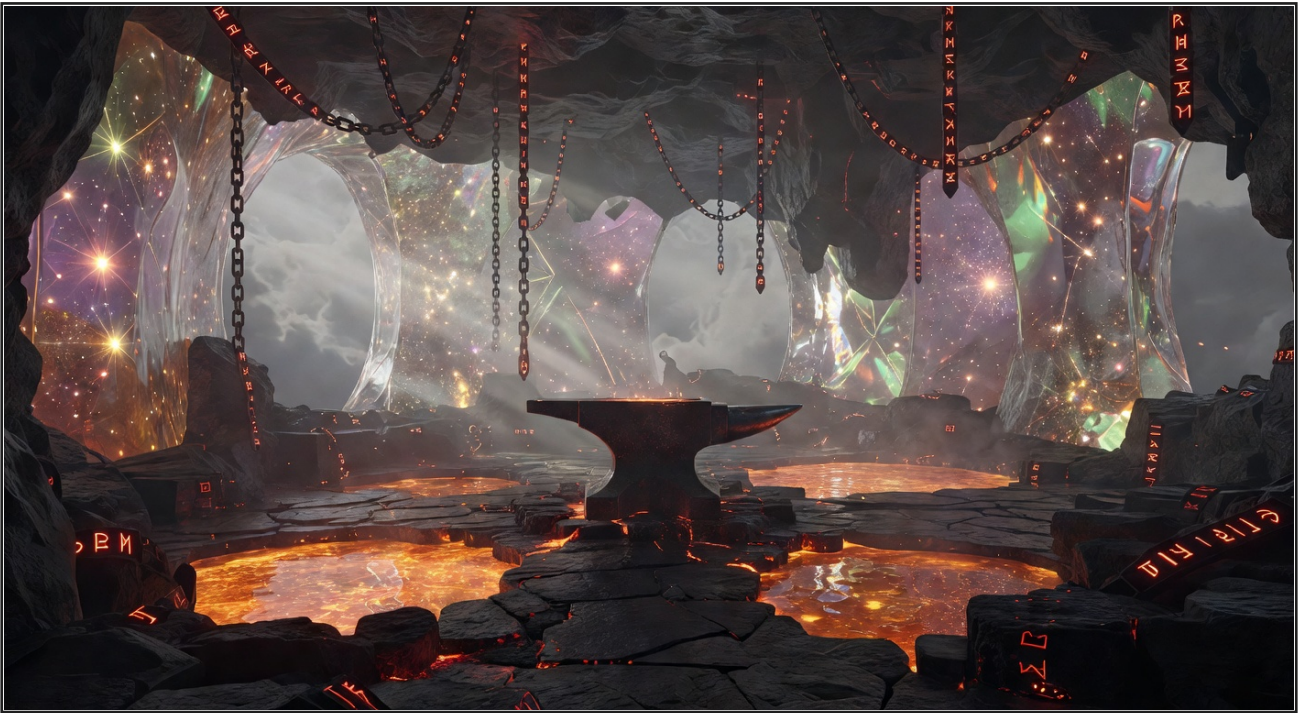
### EXT.

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

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### 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

