

Runes of Ruin

Chapter 1

SCENE 1: Ataraxia

INT.APARTMENT - MORNING

It is the year 2030, November 2. A woman in her 20's who is in her apartment is currently working on a novel. Her name is ATARAXIA, a 24-year-old woman who is working as a novelist. The novel that she is currently working on is titled "Odyssey" it is to be passed next week which is why she is cramming till midnight. The day after today will be her birthday which will make her 25 years old. When night approaches Ataraxia suddenly begins to feel some chills in her spine, starts to hallucinate and begins to hear something in the surroundings. Ataraxia thought to herself that she was just tired.

ATARAXIA
(Confused)

What the hell was that?! I'm starting to see weird things here...
It must be the fatigue getting on to me. I need water.

Ataraxia decided that she needs to drink water because she's tired. As Ataraxia was heading to the kitchen she suddenly began to feel sluggish and nauseous. She began to lose balance and having trouble walking straight so she decided to head to bed and get some sleep.

Scene 2: The Dream

Int. Apartment - Night

As Ataraxia was sleeping, she dreamed of her late mother who was trying to warn her about something that she would later encounter in her life.

CLARA EDITH

On your 25th birthday you will begin to feel different... don't wander too far, and whatever you do—"

The dream cuts short.

ATARAXIA

Ughh...What a strange dream that was...

Ataraxia woke up and went to the kitchen to brew herself a coffee to start her day, but she realized that she was out of coffee so she went to get her wallet to buy some coffee. She saw the calendar on her wall and noticed that today is her birthday. She thought to herself that maybe buying a cake would be great.

SCENE 3: The Birthday

EXT.CITY STREETS - MORNING

On the way to the convenience store for coffee, Ataraxia runs into her cheerful neighbor ZOE DEMACIA.

ZOE DEMACIA

(Joyful)

Happy birthday Ataraxia!

ATARAXIA

(Surprised)

Oh... Thank you, Zoe!

ZOE DEMACIA

So? Any plans? We could hang out, maybe grab coffee together!

ATARAXIA

No thank you, I need to finish my novel today.

ZOE DEMACIA

Oh well good luck, then!

SCENE 4: The Book

INT. Apartment - Afternoon

Ataraxia went to the convenience store and bought coffee, she then chose to treat herself to a small chocolate cake and then went back home. Back at the apartment, Ataraxia sets her things down, sighing in relief.

Then she notices something strange.

On the floor, just inside her bedroom door, lies a weathered leather-bound book. cracked spine, pages yellowed with age. She never bought it. She never saw it before.

ATARAXIA

(Confused)

What the...? Did I drop this? No... I don't even own a book like this.

Ataraxia took the book from the ground and after touching it she immediately felt a slight dizziness and slowly fell unconscious.

ATARAXIA

(Weak)

Wha... what is happening to me...

She fell to the ground and blacked out.

SCENE 5: Spectre

INT. Apartment - Midnight

A faint unfamiliar voice slowly getting louder is trying to talk to Ataraxia trying to wake her up.

WANDERING SPIRIT

Hey! You need to wake up! You're in danger!
Ataraxia is slowly getting back to her consciousness.

ATARAXIA

Ughh... who are you...

WANDERING SPIRIT

You need to wake up now! There's an evil spirit trying to take your body right now, you must fight it.

ATARAXIA

What do you mean...? Evil spirit...?

WANDERING SPIRIT

Wake up and I'll help you protect yourself from them.

Ataraxia went back to her senses and was shocked to see an unknown creature lurking in the shadows of her room

Scene 6: The Unknown

Int. Apartment - Midnight

Ataraxia woke up holding the book with her hands. She saw a terrifying figure in the corner of her room trying to come closer to her.

ATARAXIA

(Scared)

What is That!?!?

WANDERING SPIRIT

That's a SPECTRE, an evil spirit trying to use your body to go back to the world of living. Use the book you're holding to fight that spirit.

As Ataraxia managed to defeat the Spectre with the guide of the wandering spirit, and the power of the mysterious book she was able to survive the attack of the evil spirit and protect her own body.

Chapter 2

SCENE 1: SNAP BACK TO REALITY
INT. APARTMENT - MORNING

Ataraxia woke up after her fierce fight against the Spectre. She saw a blue glowing orb beside her and it was the spirit that helped her defeat the Spectre.

WANDERING SPIRIT

You've learned the basics of words, runes, and elements. Now seek your father's diary in the town library. It holds the truth of your curse.

ATARAXIA

Who are you? Why are you helping me?

The wandering spirit disappears into the light without answering Ataraxia.

SCENE 2: THE DIARY

INT. TOWN LIBRARY - AFTERNOON

Following the Wandering Spirit's advice, Ataraxia arrives at the town library and immediately searches the library for any clue about her father's library.

ATARAXIA

Father's diary... if it's anywhere, it's here please... let me find something.

She wanders among tall, dusty shelves when suddenly she felt lightheaded, so she sits on a chair to rest for a bit. Unaware that she had already fallen asleep, she stood and saw her body again sleeping on a desk.

Suddenly, a tall skinny figure stepped forward from the darkness. He holds a leather-bound diary, its pages glowing faintly.

SILVER FACE

Looking for this? You're not ready to read it... or to survive me.

ATARAXIA
Who are you?! Give me that book!

SILVER FACE
This knowledge carries blood and death. If you truly want it...
then earn it.

Ataraxia ready herself. The battle begins.

SCENE 3: POST BATTLE SILVER-FACE
INT. TOWN LIBRARY - NIGHT

Ataraxia, panting and exhausted, delivers a final strike. Silver-face's mask fractures down the middle with a loud crack. Light bursts through the cracks as his body begins to disintegrate into drifting ash.

SILVER FACE
Th...thank you...

ATARAXIA
Wait who? Who are you talking about?!

Silver-face vanishes into nothingness. The diary falls to the ground, glowing faintly.

Ataraxia jolts awake at the desk, clutching the diary in her hands. The library is silent, but her heart beats as if she truly fought for her life. She looks down at the diary-

ATARAXIA
What is happening to me, Father? This diary might have all the answer I need

Chapter 3

SCENE 1: SNAP BACK TO REALITY
INT. APARTMENT - NIGHT

Ataraxia locks the door behind her. She sets the diary on the table and exhales. The air chills. A faint cold breeze enters through the window. From the shadows, the Wandering Spirit emerges.

ATARAXIA
You again? You weren't in the library after I-
WANDERING SPIRIT
I cannot linger in the human world for long. I can only show

myself during the night... and even then, only where the living cannot see me easily.

ATARAXIA

So you can't help me during the day?

WANDERING SPIRIT

When the sun rises, I fade. But at night, I am your shadow.

Ataraxia opens the diary and begins reading aloud. Her voice trembles slightly.

ATARAXIA

(Reading)

Elias Ward. My oldest friend. He keeps the Device in the old city junkyard. With it, one may tear a passage into Limbo. Find him, and he can help you.

WANDERING SPIRIT

We should go now, before the night ends. You saw how your body collapsed in the daylight. We don't know if you'll wake up the next time it happens.

SCENE 2

EXT. CITY JUNKYARD - NIGHT

Ataraxia navigates between mountains of scrap and twisted metal. Sparks flicker in the distance. She spots a makeshift workshop glowing faintly. A rugged man with a welding mask works on a strange machine.

ATARAXIA

Hello! I'm looking for a guy named Elias. Do you know where I can find him?

ELIAS WARD

That's me. And since you're looking for me, you must have the bloodline... and my old friend's diary.

ATARAXIA

Wait how did you...?

ELIAS WARD

Your father told me everything before he left. He asked me to help you. That's why I'm fixing it right now.

ATARAXIA

Do you mean... is that the device that will help me break the curse?

ELIAS WARD

It won't exactly break it. But it is the way to the other side, where you can end the curse completely. The Gate Engine is still incomplete. It's missing an important tool to function—and you're the only one who can get it.

ATARAXIA

What is it that I need to do?

ELIAS WARD

You need to find the Scrap-Titan and defeat it. Retrieve its heart. Only then will this device work.

ATARAXIA

Okay, I understand.

SCENE 3:

EXT. DEEP INSIDE THE JUNKYARD – NIGHT

Ataraxia lies down in Elias's workshop, her spirit form stepping away from her body. She and the Wandering Spirit move through the junkyard. Suddenly, the metal stirs. Bolts, gears, and rusted plating whirl together into the massive Scrap-Titan, its furnace-like core glowing red.

WANDERING SPIRIT

On its chest! That's the core we need.

Ataraxia fights the Scrap-Titan using rune combat. After a brutal fight, the Titan collapses in a heap of smoking iron.

Ataraxia approaches cautiously, prying the glowing Energy Core from its chest. The light pulses as she lifts it.

SCENE 4:

INT. ELIAS' WORKSHOP – NIGHT

Ataraxia and the Spirit return with the Energy Core. Elias sets down his tools and takes the core carefully.

ELIAS WARD

Perfect. With this, the Gate Engine will open the passage to Limbo. But remember—it will only stay open for few days before the core burns out.

ATARAXIA

That's all I need.

WANDERING SPIRIT

Then we'll be ready for Limbo. But once that gate opens...
there's no turning back.

The three exchange a silent look as the Engine hums to life in
the background.