

Shattered Gods — Cinematic Scripts (Books 1–2)

Version: 1.0

Format: Scene-beat outlines with camera, blocking, audio, and line references keyed to the Dialogue & Decision Suite IDs.

House style: keep shots lean, readable, and engine-practical. Lenses are reference fields (approx. 24–85mm). All timings are soft.

Questline: Glow Audit (Hasra Reactor)

Tone: investigative, tense, ethical pressure

Cast: Xal, Saghir, Inspector Rhal, Ashianna Keth, Gate Warden

Scene GA-S1: Rhal's Briefing (GA_001 → GA_002 → GA_003)

- **Establishing:** Exterior reactor gantry during shift change. *Drone* low pass; steam vent hiss. 24mm, slow dolly in.
- **OS/Reverse:** Rhal to Xal; clipboards, smear of glow dust on his sleeve. 50mm.
- **Action:** Line GA_001 delivered; UI presents GA_002 decision.
- **Beat:** On choice A/B, Saghir steps in with GA_003; on C, jump to GA_DENY.
- **Audio:** Subtle hum motif under reactor; SFX: distant siren.

Scene GA-S2: The Approach (GA_004 / GA_005)

- **Blocked Fork:** Split path signage: *Authorized Archives* vs *Service Shaft*.
- **Camera:** Two-plate coverage; left corridor warms (amber practicals), right corridor cool (cyan). 35mm shoulder cam.
- **Dialogue:** If `ga_help_dirty`, Ashianna pops from the shadows with GA_004.
- **Decision:** GA_005 choice presented.

Scene GA-S3A: Authorized Route (GA_006_AUTH)

- **Gate:** Warden booth with grilled window. 70mm; shallow DOF on credentials.
- **Line:** GA_006_AUTH.
- **Mini-game (optional):** Etiquette/clearance check.

Scene GA-S3B: Ghost Route (GA_006_GHOST)

- **Vent crawl:** Tight 24mm; dust motes in headlamp.
- **Insert:** Glyph tripwire close-up; Saghir GA_006_GHOST.

Scene GA-S4: The Files (GA_007)

- **Room:** Dark archive; rows of data-slates. 35mm on steadycam.

- **UI:** GA_007 decision overlay over a wide; highlight two target files.

Scene GA-S5: Fallout (GA_008 → GA_009 / GA_DENY)

- **Delivery:** Rhal GA_008 in stairwell alcove; crowd noise above.
 - **Branch:** If `ga_published_full` then Tissa GA_009 at clinic corridor; else cut to END.
 - **Exit Cue:** Reactor klaxon rises; mission wrap.
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Questline: Arena Sting (Hasra Arena)

Tone: sweaty, kinetic, show vs. truth

Cast: Xal, Saghir, Arena Medic, Macha, Desidria, Erik

Scene AS-S1: Under the Bleachers (AS_001 → AS_002)

- **Establishing:** Rumble of crowd; bass drum cadence. 24mm, handheld.
- **Two-shot:** Medic whispering; AS_001 line.
- **Decision:** AS_002 overlay.

Scene AS-S2A: Trainee Track (AS_003A)

- **Training pen:** Dust in sun shafts; Macha GAIT silhouette. 50mm medium.
- **Line:** AS_003A.

Scene AS-S2B: Ledger Track (AS_003B)

- **Office:** Lamplit. Desidria with ink-stained ledger chains. 70mm portrait.
- **Line:** AS_003B.

Scene AS-S3: The Expose (AS_004 → AS_005)

- **Decision:** AS_004 mid-tunnel, muffled crowd.
 - **If Public:** Cut to ring-side wide; spotlight flare; Erik delivers AS_005 over silent crowd.
 - **If Quiet:** Backroom pass; envelope slide; Erik VO as stinger over montage of clean bouts.
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Questline: Smuggler's Mirror (Docks & Warehouses)

Tone: playful danger, night ops

Cast: Xal, Saghir, Vessa, Lorin, guards

Scene SM-S1: Dock Pitch (SM_001 → SM_002)

- **Establishing:** Lantern reflections; gulls; creak of moorings. 35mm glide.
- **Line:** Vessa SM_001.
- **Decision:** SM_002 partner pick.

Scene SM-S2: Checkpoint (SM_003 → SM_004)

- **Walk-and-talk:** Saghir quip SM_003.
- **Decision:** SM_004; guards framed as silhouettes against torchline.

Scene SM-S3: Outcome (SM_005)

- **Alley exit:** Cart wheels; whispered laugh. 50mm close; Lorin SM_005 line.
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Questline: Ledger Knot (Enestius Trade House)

Tone: investigative heist

Cast: Xal, Tissa, Ephram, Guild Factor, nephew

Scene LK-S1: Contract (LK_001 → LK_002)

- **Office:** Dusty ledgers; sunstrip through shutters. 35mm.
- **Decision:** LK_002.

Scene LK-S2A: Audit (LK_003A)

- **Warehouse:** Chalk marks on crates; Ephram LK_003A.
- **Insert:** Finger tracing tally runes.

Scene LK-S2B: Night Heist (LK_003B)

- **Rooftop:** Cool palette; Tissa LK_003B. 24mm wide to 85mm insert on lockpicks.

Scene LK-S3: Consequence (LK_004 → LK_005)

- **Decision:** LK_004 in family gallery hall.
 - **Wrap:** Factor LK_005; promissory note close-up.
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Questline: Oracles' Offer (Riverside Shrine)

Tone: quiet uncanny

Cast: Xal, Saghir, Oracles (Shore/Deep/Third)

Scene OO-S1: The Offer (OO_001 → OO_002)

- **Establishing:** Water light on stone ceiling; distant river. 35mm.
- **Decision:** OO_002 framed by three veiled figures; subtle chorus tone.

Scene OO-S2: Prices (OO_003B / OO_003C)

- **Memory price:** Oracle (Deep) line OO_003B, focus pull to Xal's eyes.
 - **Blood price:** Saghir reprimand OO_003C; echo of drip SFX.
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Questline: Palace Petition (Palace Antechamber)

Tone: restrained power

Cast: Xal, Princess Li, Lucretia, Ducius

Scene PP-S1: The Ask (PP_001 → PP_002)

- **Establishing:** Soft banners; low strings. 50mm on Li.
- **Decision:** PP_002.

Scene PP-S2A: Etiquette Route (PP_003A)

- **Salon:** Tea service; measured bows. Lucretia PP_003A.
- **Moment:** Seal pressed into wax.

Scene PP-S2B: Favor Route (PP_003B)

- **Guard hall:** Ducius PP_003B, boots echo.
 - **Hold:** Long corridor walk-away.
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Questline: Khalir's Vault (Archive → Desert Ruin)

Tone: wonder, caution

Cast: Xal, Saghir, Ephram, Khalir

Scene KV-S1: Misfiled King (KV_001 → KV_002)

- **Archive:** Brass lamps; dust motes. 35mm.
- **Decision:** KV_002; who carries the sigil.

Scene KV-S2: Field Work (KV_003)

- **Ruin approach:** Heat shimmer; Ephram KV_003. 24mm wide tracking.

Scene KV-S3: Custody (KV_004 → KV_005)

- **Decision:** KV_004 in chamber; relic on plinth with slow spin.
 - **Wrap:** Saghir KV_005 with soft echo; glint off relic.
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Companion Ambient: Risk and Consent (OCC_Xal_Saghir_01)

Tone: intimate, corrective

Cast: Xal, Saghir

Scene OCC-XS

- **Campfire:** Night static; 50mm handheld.
 - **Exchange:** OCC_XS_1 then decision OCC_XS_2.
 - **Outcome:** Trust delta UI tick; Saghir settles or pulls away from shoulder.
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Cinematic Implementation Notes

- **Coverage budget:** Aim 4–6 shots/scene; dialogue-driven scenes can play in two-shot + singles.
- **Lighting:** Use practicals (lamps, torches, reactor glow) for motivation; keep fill subtle.
- **Audio:** Consistent motif per hub; sidechain music under decision overlays.
- **Accessibility:** Subtitle safe-areas; avoid heavy FX masking key consonants.
- **Export:** Shot lists can be auto-derived to CSV (id, lens, duration, notes).