

PART I: Context & Lore

1. Story World Summary

The story is set in a period of **Mystical Realism** in **6th century** South India, characterized by historic Dravidian culture and ancient fantasy elements. The central conflict originates in the **Cave of Destiny**, where two princes chose relics: **Prince Raya** (the Magic Sword of Pride) and **Prince Cheliya** (the Winged Armor of Awareness). Raya kills Cheliya and becomes a tyrant Emperor. Cheliya's exiled son, **Prince Ruthra**, raised in secret on an island colony, rises as a masked rebel. Guided by his mentor **Sidh** and the fierce rebel **Kshala**, Ruthra must awaken his ancestral Wing Power, confront his fear through the **Yaali** philosophy, and lead a rebellion to dismantle Raya's Empire.

2. Core Mythology: The Yaali and Fear Transformation

The **Yaali** (யாலி) is not merely a mythic beast but the **philosophical spine** of the story, rooted in the Irunda Kaalam (Black Age).

- **Origin:** The tribal sculptors, the **Pazhi Makkal** (Kshala's tribe), learned that fear, when suppressed, destroys, but when **shaped into form**, it transforms into strength. The Yaali is the **mind reborn through courage**.
- **Three Forms of Fear Mastery:**
 - **Lion Yali (Singha Yali):** Mastery over the **Fear of being hunted** → transforms into **Focus/Survival Instinct**.
 - **Elephant Yali (Yanai Yali):** Mastery over the **Fear of overwhelming power** → transforms into **Endurance/Resistance**.
 - **Horse Yali (Kudhirai Yali):** Mastery over the **Fear of unpredictable attack** → transforms into **Speed & Adaptability**.
- **The Sculptors' Secret:** The Pazhi tribe channels emotion into stone using the **Stone-Click Rhythm** (rhythmic tapping with metal rods) to align their heartbeat with the rock's frequency. This technique releases the life trapped inside, turning the carving into a **container of channeled fear**. Kshala uses this rhythm to help Ruthra during his final transformation.

TIME PERIOD OF THE STORY

Approx. 6th–7th Century South India — Irunda Kaalam (இருண்ட காலம்)

The story is set during the **Irunda Kaalam**, the “Dark Period” after the Kalabhra rule, when:

- Political records were minimal

- Dynasties like Chera–Chola–Pandya lost clarity
- Philosophical works like **Thirukkural, Naaladiyar** were written
- No major religion was highlighted — pure ethics & wisdom flourished
- Small kingdoms, island colonies, and tribal belts existed with cultural freedom
- Sculpting traditions that would later evolve into **Pallava & Chola stone architecture** were just beginning

PART II: Main Character Bibles

Character	Role & Arc	Key Traits & Visuals
Prince Ruthra	Protagonist, son of Cheliya, masked thief → Winged Warrior. Must learn Awareness over Aggression to fulfill his destiny.	Intense, silent thinker. Dark desert-thief aesthetic (hood, mask, leather wraps). Movement: parkour, climbing, silent infiltration. Focus: carries guilt, learns spiritual evolution.
Kshala	Fearless Pazhi Makkal rebel, thief, Ruthra's partner, and moral anchor. Her tribal philosophy is key to Ruthra's awakening.	Witty, fierce, empathetic, protective. Extremely athletic (defined physique). Outfit: bronze tribal top armor, layered jungle-leaf skirt, Yali pendant . Strength: silent movement, acrobatics, short-blade fighting. Race / Culture: South Indian + Turkish tribal blend
Sidh	Minister of the Island, son of Guru Kala, Ruthra's loyal guardian and mentor. Carries the guilt of the past and the burden of duty.	Wise, conflicted, and tactical. Orchestrates the plan to protect Ruthra from the Narabali.
Emperor Raya	The tyrant ruler, wielder of the Magic Sword (Pride) . Egoistic, cruel, and manipulative.	Dominating posture, cursed sword glows crimson. The physical embodiment of unchecked aggression and ego.
Rajaguru Viruka	Dark, manipulative ritual expert. The mastermind behind the Narabali (royal-blood sacrifice) and the temple project.	The chief antagonist who seeks to exploit the power of the Sword through dark rituals.
Queen Meghana	Cheliya's widow, Ruthra's mother. Silent strength and the keeper of the Winged Armor secret.	Represents silent suffering and unwavering protective maternal love.



KEY PLACES OF THE STORY

1. Stone Forest Ashram

- Located on rocky mountains.
- Guru's training ground for princes.
- Cave of Destiny lies beneath.
- Early stone carvings resemble pre-Pallava art.

2. Cave of Destiny

- Multi-chamber mystical cave:
 - Sword Chamber
 - Wing Core Chamber
 - Echo Halls
 - Housing relics that “choose” their owner.
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3. Floating Rock Island

- Ruthra’s homeland.
 - Floating stones drift on crystalline lake.
 - Underwater tunnels hide entrances and ancient runes.
 - Symbol of **Sky Power**.
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4. Pazhi Tribe Territory (Kshala’s tribe)

- Waterfalls, rock-carved shrines, forest caves.
 - Early Yali carvings — raw, tribal, emotional.
 - Animal guardians roam freely: elephants, forest horses, lions.
 - Home of the **Yali philosophy** (fear → form → strength).
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5. Bell-Tower Network

- Towers placed every 5 miles across colonies.
 - Connected by sound signals & fire beacons.
 - Used to hunt the masked thief (Ruthra).
 - Ruthra escapes using **Karuppusamy fear illusions**.
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6. The Capital: KING Palace

An early-stage stone kingdom:

- Carved base, brick top
- Half-built temple
- Deep pits for foundation
- Treasury vault
- Arena for rituals
- River source behind palace (for flood twist)

Symbol of **Land Power**.

7. Water Tunnel System

- Hidden network beneath island → through waterfalls → bypassing towers.
- Navigation only possible with calm breath & patience.
- Act as Ruthra's stealth route.

Story Tone

Your tone is **hybrid**:

- **Historical realism** (7th century South Indian kingdoms, temples, dam, islands)
- **Ancient fantasy** (Magic Sword, Winged Armor, supernatural transformation)
- **Tribal mix** (island tribes, forest culture, rituals, drums, raw landscapes)
- **Mystical philosophy** (awareness > aggression, karma cycle, destiny vs free will)

Final tone definition:

“Epic Historical Fantasy with Mystical Realism and Tribal-South Indian worldbuilding.”

Visual Consistency

- Winged Armor – metal feathers, ancient Indian-Turkish hybrid aesthetic
- Magic Sword – glowing energy, Dravidian carvings
- Cave of Destiny – mirrors, energy relics, 7th-century idols
- Kshala – South Indian + Turkish face mix
- Island Kingdom – stone-built houses + natural cliffs + floating stones
- Tribal Warrior aesthetics
- Palace – black granite, gold accents, tall towers
- Flood battle – wings vs sword
- 4 Chamber Cave – puzzles, reflections, gravity-flip, glass pieces
- Ruthra’s wing transformation – bird forms + giant form
- Emperor Raya – dominating posture, cursed sword glow

Scenes

#	Scene Title / Tagline	FIRST HALF
1	Tribute Dawn	At the island palace, Queen Meghana and Minister Sidh oversee tax carts bound for the Empire. The air is heavy with unease as drums echo from the distant towers.
2	Waterfall Ambush	Masked Ruthra attacks the convoy at the mountain valley bridge; gold scatters through mist as horses rear and guards fall—his rebellion begins.
3	Tunnel Escape	Ruthra dives into the underground waterway, disappearing beneath roaring falls; fisherman Koran opens the gate and hides the stolen chests in coral caves.
4	Bell Alarm Network	Across the valley, signal bells thunder; riders on horseback race between towers, passing coded scrolls to nearby camps—the Empire’s surveillance awakens.
5	Viruka’s Wrath	In the capital’s marble court, Rajaguru Viruka receives the alarm scroll, slams his staff, and roars, “Find the thief—or burn their colonies.”
6	Island Decree	A royal messenger delivers the edict: double tribute if the thief is island-born. The Queen and Sidh swear loyalty, unaware the culprit is their own prince.
7	Beach Resolve	Ruthra overhears the decree; guilt hardens into vow—he will end the Empire’s greed from within. Waves crash as he looks toward the mainland.
8	Tunnel Departure	At night, Koran warns, “The sea returns none twice.” Ruthra dons a travel cloak and vanishes into the underwater route toward the outer world.
9	Karuppusamy Illusion	Near the coastal guard post, Ruthra lights torches behind a tribal idol; shifting shadows make it appear alive. Terrified soldiers flee, and he slips past unseen.
10	Capital Infiltration	Emerging on the mainland, Ruthra hides among traders, mapping treasury routes while seeing the cruelty of the Empire up close.
11	Palace Yard Torment	He witnesses enslaved sculptors whipped by overseers near the temple site; silent rage builds within him.
12	Kitchen Chase — Kshala Appears	Tribal girl Kshala steals food for her starving sculptor kin; Ruthra intervenes, saving her in a moonlit scuffle—first spark.
13	Forest Curiosity	Intrigued by her courage, Ruthra follows Kshala into the deep woods, drawn by the Yali pendant on her neck.
14	Pazhi Valley Rituals	Hidden behind rocks, Ruthra watches the Pazhi tribe sculpt Yali idols and train with wild beasts using rhythmic stone-clicks and chants.
15	Elder’s Lesson	An old tribal seer teaches the children: “Fear takes form; when you face it, it bows.” Ruthra absorbs the truth that strength is awareness, not rage.
16	Return to Island	At dawn, he slips through the tunnels home; Koran notices his calm eyes—something in the prince has changed.
17	Royal Summons	An imperial scroll commands all colony ministers to appear before the King; Queen urges Sidh to go, fearing disobedience.
18	Shadow Journey	Sidh leaves with guards toward the capital; Ruthra secretly follows through ravines, unseen under moonlight.
19	Council Hall — A Floating Stone Demand	At the grand council, Rajaguru Viruka demands floating stones from Sidh’s island for the new temple. Sidh agrees reluctantly. As he departs, he hears sculptors whispering of a coming <i>Narabali</i> —a royal-blood sacrifice.
19	Astrologer’s Warning	Outside the city walls, Sidh consults an aged astrologer who reveals the ritual’s rule: “Only an unscarred royal empowers the Sword; one wound spares his life.” Sidh realizes Ruthra is the target and resolves to protect him.
20	Second Encounter / The Lie	That night near the palace outskirts, Ruthra meets Kshala again, catching her stealing grain. Seeing Sidh’s apparent obedience, he misjudges him: “He betrayed us. Bring him alive—I’ll question another.” Kshala, believing she fights for her tribe, agrees.

#	Scene Title / Tagline	FIRST HALF
21	The Trap Is Set	Back on the island, Sidh plans a hunting trip to fake-wound Ruthra and save him. Ruthra quietly changes the location—to Kshala's chosen ambush ground.
22	The Ambush — Clash of Intentions	In the forest clearing, Kshala strikes first—taking down guards with fierce agility. Ruthra, unmasked as the Prince, steps to defend Sidh. Confusion erupts; believing him an imperial ally, Kshala knocks Ruthra down the slope toward the river.
23	The River Fall	Ruthra crashes through foliage into the shallow stream below. Kshala glimpses only movement, assumes her masked friend is nearby, and captures the stunned Sidh before vanishing into the mist.
24	The Interrogation — Night of Truths	Inside an abandoned watch-house, Kshala binds Sidh. Ruthra, bruised and hidden behind a cracked wall, listens as Sidh confesses the Narabali prophecy, the cave betrayal, and Raya's murder of Cheliya and Guru Kala.
25	The Emotional Break	Kshala realizes she has captured an innocent man. Sidh's final whisper—"The heir lives, protected by me"—freezes the night. Behind the wall, Ruthra silently collapses in grief and guilt.

. Sidh's final whisper From Sidh POV camera stating to the flash back the prologue part of main story as scene 25 to Prologue scene 01

• PROLOGUE: THE CAVE OF DESTINY

- **SCENE 1: THE ARRIVAL**
- **SETTING:** EXT. STONE FOREST ASHRAM - DAY
- **DESCRIPTION:** The entrance of the **Ancient Stone Forest Ashram** is framed by towering stone pillars that resemble fossilized trees, defining the landscape of **Mystical Realism**. Two young men, **CHELIYA** (thoughtful, restrained) and **RAAYA** (ambitious, intense), stand at the threshold. They are Princes, but their attire is simple, reflecting their quest for **mastery of both body and mind**. The silence here is weighted with ancient discipline.

- **SCENE 2: GURU KALA'S WELCOME**
- **SETTING:** INT. ASHRAM COURTYARD - DAY
- **DESCRIPTION:** **GURU KALA**, elderly, stern, but possessing a deep, quiet authority, greets the princes. He is dressed in minimal robes. The courtyard is Spartan. The Guru's voice carries, reminding them sharply that this holy place **values discipline over brute force**. Raaya shifts impatiently, while Cheliya bows, absorbing the instruction fully.

- **SCENE 3: CONTRASTING TRAINING**
- **SETTING:** EXT. ASHRAM TRAINING GROUNDS - DAY
- **DESCRIPTION:** A kinetic montage of training. They practice stances, footwork, and precision strikes. **Raaya trains aggressively**, his movements powerful and centered on overpowering an imagined foe. **Cheliya focuses inwardly**, prioritizing **balanced breathing** and the meditative accuracy of the strike. Their contrasting approaches are clear: Raaya seeks conquest; Cheliya seeks control.

- **SCENE 4: THE LESSON ON CHOICE**
- **SETTING:** INT. ASHRAM CLASSROOM - DAY
- **DESCRIPTION:** Guru Kala is teaching. His lesson is pivotal: “**Life presents choices; the choices we make decide who we become.**” This universal wisdom splits their paths: Cheliya accepts this as a call to righteous action; Raaya sees it as validation for choosing the path that guarantees his own supremacy.

- **SCENE 5: CONTRASTING NATURES**
- **SETTING:** EXT. ASHRAM GROUNDS - DAY
- **DESCRIPTION:** Guru Kala **watches from afar.** Cheliya is seen patiently **helping weaker students**, spending time correcting their form. Simultaneously, **Raaya is asserting dominance** in a sparring match, his victory unnecessarily humiliating to his opponent. The Guru's eyes track both, his understanding of their ultimate fates crystallizing.

- **SCENE 6: THE PILGRIMAGE SELECTION**
- **SETTING:** INT. ASHRAM COURTYARD - DAY
- **DESCRIPTION:** Guru Kala selects both Cheliya and Raaya for a **sacred pilgrimage**. He specifies their destination: a **mountain cave**—a journey intended to **test the soul, not strength**. Raaya's excitement is tempered with impatience; Cheliya accepts the challenge with solemn reverence.

- **SCENE 7: THE SAINT AND THE CLEARING**
- **SETTING:** EXT. MOUNTAIN PATH / CLEARING - DAY
- **DESCRIPTION:** Deep within the forest, the princes encounter a small, sun-dappled **clearing**. A serene **Saint** sits in profound **meditation**. Nearby, a gentle **deer grazes peacefully**. The scene is one of profound, vulnerable calm.

- **SCENE 8: INTERVENTION OF COMPASSION**
- **SETTING:** EXT. MOUNTAIN PATH / CLEARING - CONTINUOUS
- **DESCRIPTION:** A large **python silently slithers** from the shadows toward the unsuspecting deer. **Cheliya**, driven purely by **compassion**, acts on instinct. He quickly throws his bow, causing a loud **CLATTER** that successfully **startles the deer into fleeing** from the snake.

- **SCENE 9: THE IRONY OF FATE**
- **SETTING:** EXT. MOUNTAIN PATH / CLEARING - CONTINUOUS
- **DESCRIPTION:** The deer, having escaped the python, leaps blindly—and lands directly into the **jaws of a hidden tiger**. The Saint opens his eyes. He speaks softly, addressing the horrified princes: “**Fate cannot be changed; your kindness fulfilled its destiny.**” Cheliya is deeply **shaken** by the terrible outcome of his virtuous action.

- **SCENE 10: THE NARROW LEDGE**
- **SETTING:** EXT. MOUNTAIN CLIFF FACE - DAY
- **DESCRIPTION:** The princes move along a terrifyingly **narrow balancing ledge** high above a deep, misty **valley**. The challenge is to maintain **focus and emotional clarity** despite the sheer drop. Cheliya moves with practiced mindfulness; Raaya strains against the necessary slowness, his agitation visible.

- **SCENE 11: THE COLLAPSING PATH**
- **SETTING:** EXT. MOUNTAIN PATH - DAY
- **DESCRIPTION:** They arrive at a section where the **stone path is collapsing**. Cheliya **chooses the stable, mindful, and longer way**. Raaya, **impatient and reckless**, **charges through the risky shortcut**, barely making it across as the stones crumble behind him. The choice perfectly illustrates their contrasting views on safety, risk, and discipline.

- **SCENE 12: THE CAVE OF DESTINY**
- **SETTING:** EXT. CAVE ENTRANCE - DAY
- **DESCRIPTION:** The path ends at a monumental cave entrance—the **Cave of Destiny**. The rock face trembles with an **ancient rumbling**. **Glowing symbols** etched into the stone flicker around the vast opening, beckoning them into the dark.

- **SCENE 13: THE RELICS**
- **SETTING:** INT. CAVE CHAMBER - CONTINUOUS
- **DESCRIPTION:** Inside the cave chamber, two relics wait on stone pedestals. The **ethereal Wing Core** glows with a gentle, calming light—the image of **calm power**. The **fearsome Sword of Pride** radiates a harsh, deep red—the lure of **dominance**. Cheliya feels a quiet draw toward the Wings; Raaya is magnetically pulled to the Sword.

- **SCENE 14: CORRUPTION AND CLARITY**
- **SETTING:** INT. CAVE CHAMBER - CONTINUOUS
- **DESCRIPTION:** They touch the relics. The cave flares violently. **Cheliya** is suffused with **serene clarity** by the Wings, his fear dissipating. **Raaya** is instantly **corrupted** by the Sword, his eyes burning with **surging arrogance** and limitless ambition. The choice has decided who they have become.

- **SCENE 15: THE DUEL**
- **SETTING:** INT. CAVE CHAMBER - CONTINUOUS
- **DESCRIPTION:** **Consumed by ambition**, Raaya attacks. The **Sword of Pride** cuts the air, glowing red. **Cheliya**, propelled by the defensive awareness of the Wing Core, tries to **defend himself without killing** his former brother-in-training. The duel is quick, brutal, and tragic.

- **SCENE 16: THE FALL**
- **SETTING:** INT. CAVE CHAMBER / ABYSS - CONTINUOUS
- **DESCRIPTION:** **Raaya overpowers him**. Cheliya is struck down and spirals into a deep **abyss** within the cave floor. As he falls, the **Wing Core shatters** above the chasm, exploding into a shower of brilliant, fading light.

- **SCENE 17: SHADOWS OF THE WING**
- **SETTING:** EXT. VOID / DARKNESS - CONTINUOUS
- **DESCRIPTION:** Absolute blackness. A slow-motion shot of a **single, broken white feather** drifting silently in the darkness. Then, stillness. The final title appears over the void, stark white against black
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At first light, Ruthra steps from shadow. “Release him,” he says softly to Kshala. “I’ll explain later... stay hidden.” He disappears into the rising sun.

- 26 **The Withdrawal / Interval Cut: “The Truth Takes Wings.”**
- **Dawn Fade**

INTERVAL

#	Scene Title / Tagline	SECOND HALF
27	The Hollow Return	Ruthra returns to the island silently through the tunnel. Koran notices his trembling hands and haunted stare. The prince walks past everyone without a word.
28	The Hidden Chest	Alone at night, Ruthra questions his mother about his father, Cheliya. The Queen reluctantly opens a sealed chest containing old relics — rusted armguards, broken feathers of leather and metal.
29	The Awakening Pulse	When Ruthra touches the relics, faint veins of light ripple across them — the armor responds to his heartbeat. He collapses, seeing flashes of Cheliya soaring with the wings in memory.
30	The Imperial Summons	The next morning, imperial soldiers arrive with a scroll. Rajaguru Viruka demands the island's prince be brought to court. Queen panics, but Sidh quietly says, "He must go. I'll follow."
31	The Departure	Ruthra boards the imperial barge with calm acceptance. The Queen watches from the pier, unaware her son carries both mask and armor within.
32	The Arrival at Capital	At the marble gates of the Empire, Ruthra sees slaves dragging stone blocks for the temple — Yali carvings half-complete, chained artisans hammering in rhythm. The sound cuts deep.
33	The Imprisonment	Viruka greets him coldly, pretending courtesy before ordering: "Hold him beneath the palace. No sunlight until the ritual." Ruthra is locked in an underground cell carved from temple stone.
34	The Sparrow Dream	Inside the darkness, Ruthra dozes. A sparrow enters through the ceiling vent, pecking near him. In his dream, wings burst from his back—soft, faint, then real. The bird flies out; he follows in spirit.
35	The Transformation Spark	Ruthra awakens, finds feathers of light scattered around. He stands, half-human, half-winged for seconds — terrified yet awed. The Yali words of Kshala's tribe echo in his mind: "Fear becomes form."
36	The Sky Eye	Using his partial transformation, Ruthra escapes his cell at night, gliding through shafts and terraces. From above, he spies the entire capital — treasury vaults, temple courtyard, and the river's origin beyond the mountains.
37	The Secret Meeting with Sidh	Ruthra meets Sidh in disguise beneath the temple scaffold. Sidh whispers: "The Sword's power is awakening. Stay silent till the right time." Ruthra nods, more resolved than ever.
38	The Reunion with Kshala	In the border forest, Ruthra finds Kshala. When he removes his hood, her eyes widen — shock, anger, and pain. She strikes his chest, shouting, "You lied!" Tears blur her fury; she collapses into his arms. They plan together in the moonlight: he will stop the Sword, she will free her tribe.
39	The Karuppusamy Trick – Capital Night	Returning to the capital, Ruthra uses fire and sound once again around the tower shrines. Shadows of idols move; bells ring without hands. Soldiers flee, calling it "the deity's wrath." He slips back into his cell unnoticed.
40	The Emperor's Doubt	Raya hears whispers of omens and truths: "The Winged Heir lives." Rage overtakes him. "Test him. Let me see the boy's worth."
41	Arena Trial	In the grand courtyard, Ruthra is brought before the Emperor. Raya challenges him to a duel. Ruthra stays passive, letting the Sword's arrogance display itself. Viruka stops the King: "Do not wound the prey before the rite."

- 42 The Night Before the Sacrifice** Sidh and Kshala separately prepare their parts. Sidh replaces ritual scrolls and disguises himself as Rajaguru. Kshala enters the palace sewer to reach the treasury. Ruthra meditates, waiting for dawn.
- 43 The Transformation of Dawn** Ruthra transforms fully into a gigantic Winged Yali. He bursts from his cell, flies to the mountain source, and moves the colossal stone that redirects the river toward the capital. The flood countdown begins.
- 44 The Substitution** At the temple, Sidh ties the real Rajaguru inside a half-dug shrine and takes his place in the ceremony. The crowd gathers as the water rushes unseen through valleys.
- 45 The Execution Day** Ruthra is brought to the gallows. The Queen, summoned, watches helplessly. The Sword glows crimson in Raya's hands. She curses him softly: "Your arrogance shall drown itself."
- 46 The Flood Strikes** As the King raises his sword, Ruthra's wings ignite. The floodwater surges through palace gates, crashing walls and soldiers. Chaos reigns.
- 47 The Sky-Yali vs The Sword** In the storming water, Ruthra ascends midair as a colossal Winged Yali — lion's roar, elephant's strength, horse's speed. Raya unleashes his Sword's demonic fire. Earth power versus Sky power collide in thunderous fury.
- 48 Treasury Heist** Amid the chaos, Kshala and her tribe raid the treasury vaults, rescuing captives and freeing the animals once used in temple rituals. The Empire's wealth turns into liberation.
- 49 The Final Duel** Exhausted, Ruthra falters. Kshala appears atop the collapsing arch, performing the Yali control rhythm — stone-clicks, breath, and hand gestures. Ruthra regains focus; fear dissolves into calm clarity.
- 50 The Fall of the Sword** The Sword's fire dies against the rising flood. Ruthra pierces Raya's armor and ends him with Sidh's help. The empire's bells fall silent for the first time.
- 51 Aftermath – The New Dawn** The Queen takes the throne, decreeing an end to slavery. Sidh becomes her advisor; Kshala guards the sculptors' freedom. The palace rebuilds around mercy, not might.
- 52 Final Vision – The Sky and the Stone** Ruthra walks to the palace terrace. He sees carvings of Yali everywhere — not beasts of fear, but guardians of strength. He spreads his wings one last time, takes flight above the new sun. Title Fade: "SWORD vs WINGS."