Vermillion Skies

Section 1: Introduction

This section introduces the setting, the main characters, conflict, and stakes. It starts with a scene of the Runagate flying through the Swirl, with the captain, the dream-navigator, first mate, bosun, and weather mage on board. It also introduces the Darius Mann, a passenger who is a spy from the Proclive, and hints at his nefarious plans. The section also introduces Kira, a female heatmage from the Remoras, who is flying one of the mantas. The section ends with a cliffhanger, as the Runagate, which has been sabotaged, is attacked by the Remoras, who have been tracking it down.

**Characters**

Kira and Uzbecka are both introduced as point of view characters, and we should come to understand that they are fire and ice. Uzbecka is relatively new to the crew.

The captain and the dream navigator are introduced, but probably do not get point of view because the captain is dispensable and the navigator is unconscious. We may see the dream navigators dreams, however.

The first mate, Harlaan, and the bosun, Crike, both get occasional point of view. Both of them are longtime crew members. Harlaan is motivated to train an efficient crew, and Crike is motivated by avoiding work whenever possible.

Darius Mann is introduced, but does not get any point of view. He mostly interacts with Uzbecka, and possibly hints that she might also betray the crew. Darius Mann is a representative of the Proclive, and that is the basis of the Cloak making him a hostage.

**Story Beats**

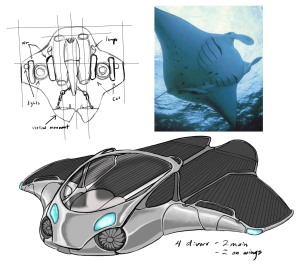
The real star of this section is the Runagate crew working together relatively efficiently. Captain Ariette is going to be killed in a dramatic way protecting the ship. Perhaps she survives somehow and comes back later.

**Mantas**

The Remoras and the Cloak both use transforming bodysuits called Mantas, which have been supplied by the Proclive, and both pirate gangs are behind on their payments. One reason is the cost of fuel for the suits, which must be extracted from the Swirl.

The Manta bodysuit has fins on the back with jump jets that can be used to hover, while the hands are free to fire arm cannons and such. When the knees are raised and the elbows are lowered to connect, arms and legs lock into place so that twin ramjets can be activated to reach much higher speeds without injury. In this mode, it becomes clear why the mech is called a Manta.

The rival gangs have similar mechs, with the Remoras red and the Cloak green.



Section 2: Attack

This section describes the action-packed and tense scene of the attack, from the perspectives of the Runagate crew, the Remoras, and the Cloak. It shows how the Cloak use their manta ray mechs to attach themselves to the Runagate to breach its hull, while the Remoras use their mechs to swoop down and fire at the Runagate. It also shows how the Runagate crew tries to fight back, using their weapons, skills, and magic. The section also shows how Kira encounters Uzbecka, who she recognizes as the weather mage from the Runagate, and how they react with curiosity, suspicion, and attraction. The section also shows how the Runagate crew discovers that the weather mage, Uzbecka, is missing, and how they suspect that she has something to do with the attack. The section ends with the Runagate sabotaged by the spy, who sets off an explosion that damages the Runagate’s engines and causes it to lose altitude and crash into the jungle below.

**Story Beats**

The Runagate is the star of this section, showcasing navigation that has failed, engines that are failing, and an escape pod that has potentially malfunctioned.

Who is going to escape in the escape pod? It cannot be Darius Mann, because he is the primary hostage. Probably Uzbecka and Crike. It appears Uzbecka is the sab.

Uzbecka and Kira do need to engage each other in some sort of spell battle.

**Spells**

Uzbecka is not a great mage, but she can command the wind a bit, and cast “bladder-feint” which causes her target to wet himself.

# Section 3: Crash

This section describes the aftermath of the crash, from the perspectives of the Runagate crew, the Remoras, and the Cloak. It shows how the Runagate crew survives the crash, but is injured and disoriented. It also shows how the Remoras follow the Runagate to the ground, and take the crew and passengers hostage, while the Cloak loot the Runagate before it goes down, and take their spoils to the Pageant Town to celebrate. The section also shows how Kira and Uzbecka try to help their respective gangs, but also feel conflicted and guilty, about their roles in the attack, and about their feelings for each other. The section also shows how the Runagate crew realizes that Uzbecka has betrayed them, and that she has escaped with the Remoras, along with the spy, who is revealed to be her lover, and her accomplice. The section ends with the Remoras leaving the crash site with their captives, and the Runagate crew swearing to get revenge on Uzbecka and the spy, and to get their ship back.

**Story Beats**

# Section 4: Captivity

This section describes the ordeal of the Runagate crew and passengers, as they are held captive by the Cloak, from the perspectives of the Runagate crew and the Cloak. It shows how the Cloak treat their captives harshly, and plan to trade them in exchange for more weaponry from the Proclive. It also shows how the Runagate crew tries to escape, resist, or negotiate with their captors, and how they learn more about the Cloaks’ motives, history, and culture. The section also shows how Uzbecka and the spy try to manipulate the Remoras, and how they secretly communicate with the Proclive, and prepare for the deal. The section ends with the Cloak arriving at the Pageant Town, a town in the mountains that is known for its colorful and extravagant festivals and markets, where they hope to meet with the Proclive and make the deal.

**Story Beats**

**Point of View**

Uzbecka and Darius Mann and

# Section 5: Celebration

This section describes the contrast between the Remoras’ captivity and the Cloak’s celebration, from the perspectives of the Remoras, the Cloak, and the Runagate crew. It shows how the Cloak enjoy their victory, and spend their loot on food, drinks, entertainment, and luxuries in the Pageant Town. It also shows how the Remoras are frustrated and angry, as they face delays and difficulties in meeting with the Proclive, and how they have to hide their captives in the tunnels below the town. It also shows how the Runagate crew tries to find a way to escape, or to contact the Cloak, who they hope might help them, or at least not harm them. The section also shows how Kira tries to have fun with her friends, but also feels restless and unhappy, and how she misses Uzbecka, and wonders what she is doing. The section ends with Kira finding out that Uzbecka is in the tunnels, and that she is working with the Proclive, and that she has a hidden agenda, and a hidden connection, to the monstrosity. The section ends with Kira deciding to follow Uzbecka, and to confront her, and to find out the truth.

# Section 6: Betrayal

This section describes the twist and the climax of the story, from the perspectives of the Remoras, the Cloak, the Proclive, and the Runagate crew. It shows how the Proclive reveal that they have been manipulating and arming both the Remoras and the Cloak, in order to provoke a war between them, and to use them as a distraction and a scapegoat for their own plans. It also shows how the Proclive have been secretly excavating and studying an ancient monstrosity that resides below the Pageant Town, a creature that is part of the old world’s technology and magic, and that they intend to awaken and unleash it upon the world, to create a new world order. It also shows how the Proclive betray and attack the Remoras, and how the Remoras fight back, with the help of the Runagate crew, who have managed to free themselves and to alert the Cloak, who have also realized that they have been duped by the Proclive. The section also shows how Kira and Uzbecka meet, during the fight, and how they argue, and how they reveal their feelings, and how they decide to work together, and to stop the Proclive, and the monstrosity. The section ends with the Proclive escaping to the surface, with the intention of activating the monstrosity, and with the Remoras, the Cloak, and the Runagate crew following them, to stop them.

# Section 7: Confrontation

This section describes the final battle and the resolution of the story, from the perspectives of the Remoras, the Cloak, the Proclive, the Runagate crew, and the monstrosity. It shows how the Proclive reach the surface, and find a hidden device that controls the monstrosity, and how they activate it, causing the monstrosity to awaken and emerge from the ground, causing chaos and destruction in the Pageant Town. It also shows how the Remoras, the Cloak, and the Runagate crew reach the surface, and join forces to fight against the Proclive and the monstrosity, using their mechs, weapons, skills, and magic. It also shows how the monstrosity reacts to the situation, and how it displays intelligence, emotion, and power, beyond what anyone expected. The section also shows how Kira and Uzbecka use their magic, as a heatmage and a weather mage, to damage the device that controls the monstrosity, and to disrupt its connection to the Proclive. The section ends with the Proclive being defeated, and the monstrosity being subdued, but not killed, by the combined efforts of the Remoras, the Cloak, and the Runagate crew, who manage to communicate with it, and to convince it to return to its slumber, until the world is ready for it. The monstrosity is given a name, based on the old world’s language, and it is called **Zephyr**, meaning the west wind, or the gentle breeze.

# Section 8: Epilogue

This section describes the aftermath and the conclusion of the story, from the perspectives of the Remoras, the Cloak, the Runagate crew, and Zephyr. It shows how the Remoras, the Cloak, and the Runagate crew part ways, but with a newfound respect and understanding for each other, and with a promise to keep in touch, and to cooperate in the future, against any common enemies. It also shows how the Pageant Town recovers from the attack, and how the people of the town thank and honor the Remoras, the Cloak, and the Runagate crew, for saving them, and for revealing the truth about the Proclive and Zephyr. It also shows how Zephyr returns to its resting place, and how it dreams of the world, and of the people who have touched its mind, and how it hopes to see them again, someday. The section ends with the Runagate flying away, with the captain, the dream-navigator, the first mate, the bosun, and the weather mage on board, and with a new passenger, the spy, who has been captured and redeemed, and who has decided to join the Runagate crew, as a way of atoning for his past actions. The story ends with a hopeful and optimistic tone,