

THE RETURN OF THE DARK LORD

written by

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The panel descriptions and the number of panels on each page present a basic structure for the story. If you wish to tweak them a bit, go for it. You are the visual artist, after all. I would, however, like to preserve the flow of the individual pages, the story beats on them, and what happens before and after a page turn.

PAGE 1 - PANELS: 6

I imagine this whole story as a one shot scene where every panel is basically the same, only with the characters and some details changing. On one hand, this could make drawing this comic easier and more practical in the sense of a free collaboration, but on the other hand it may also feel too repetitive. So if you'd find my visual framing of this story too boring or restrictive, feel free to frame it your own, more dynamic way.

PANEL 1

INTERIOR. We are in a fantasy tavern. In front of us is the bar with the BARTENDER behind it. He's a big dude, probably a Barbarian, with a big beard and lots of hair and tattoos. He's just washing the mugs and cups, minding his own business. On the left side in front of the bar is a DWARF, drinking beer. And even though he sits on a high bar stool, it's still padded with a bunch of pillows and/or blankets so that he could reach the bar countertop more comfortably.

PANEL 2

An ELF walks into the frame from the right side of the panel.

PANEL 3

The ELF is in the process of sitting on a bar stool on the right side of the bar, with the DWARF on the left side and the BARTENDER framed in the centre and behind the bar.

PANEL 4

The ELF is now sitting on the bar stool. And even though the DWARF has his generous padding of multiple pillows and/or blankets, he is still noticeably shorter than the Elf.

PANEL 5

ELF Hey. Can I have a pint?

BARTENDER Sure, mate.

PANEL 6

The BARTENDER is now pouring a fresh pint of beer.

BARTENDER So, uhh...

 That's a **nice medallion** you got there.

ELF Thank you.

PAGE TURN

PAGE 2 - PANELS: 6

PANEL 1

I'd imagine this panel could have something like an IMAGE BUBBLE that would show a CLOSE-UP of the medallion around the ELF's neck (since he has his back to us). Design the medallion however you like, though it should look... evil. A skull or two on it wouldn't be a bad choice.

BARTENDER Is that the **Amulet of Murhaan**?

ELF It is! You know it?

PANEL 2

The BARTENDER stopped pouring the beer and is now reaching for something from under the countertop.

BARTENDER I sure do.

PANEL 3

The BARTENDER has found what he was looking for: a massive hand axe!

BARTENDER **Now get out.**

ELF W... what?

BARTENDER I'm not gonna ask twice.

ELF But I'm a **paying customer!** You can't...

PANEL 4

The BARTENDER raises the hand axe above his head demonstratively, while the ELF is already half-standing up from the chair. The DWARF also looks kind of startled, but is trying to mind his own business.

PANEL 5

The BARTENDER lowers his axe (though we still see it in the panel) while the ELF is leaving the same way he originally came.

ELF **Unbelievable!**

PANEL 6

The BARTENDER has lowered his axe so that we don't even see it. It's now probably resting under the countertop again.

PANEL 1

The BARTENDER is again cleaning the mugs and cups. This is basically the exact same panel as the very first one of this comic.

PANEL 2

DWARF

So...

You don't like Elves, huh?

I guess I get it. Although that one seemed kind of **reasonable** to me.

PANEL 3

BARTENDER

I have **nothings against elves**. If they have coin to spend, they are as welcome here as anybody else.

But that one had the Amulet of Murhaan on him.

DWARF

So?

Looked like any old trinket.

PANEL 4

BARTENDER

It was.

But all the Murhaan trinkets belong to the **Cult of the Dark Lord**.

DWARF

The Dark Lord was defeated three hundred years ago. Why would the Elf even have that?

BARTENDER

Because he and others like him want the Dark Lord to return. Either in flesh or at least in spirit.

PANEL 5

The DWARF slides the empty pint towards the BARTENDER.

DWARF

Can they do that?

BARTENDER

If we let them.

PANEL 6

The BARTENDER is now pouring a fresh pint to the DWARF.

BARTENDER

It's simple, really.

PANEL 1

While the BARTENDER is still pouring the DWARF's beer, he's also talking about the Elf, which could be shown as if the Elf is again present in this panel, only in an "imaginary" form. For example he could be black and white or transparent, or maybe both. Maybe looking like a Star Wars Force ghost or something like that.

BARTENDER This fella seemed **decent enough**. I'm sure he would pay for his beer and make no trouble.

 But if he liked it here, he could then start coming here more often.

PANEL 2

The BARTENDER is now serving a fresh pint to the DWARF, while there is now not only the IMAGINARY ELF, but also an IMAGINARY MAN.

BARTENDER And then he could bring a **friend**. Probably a friend from his **Cult**.

PANEL 3

There are now several other "IMAGINARY" CHARACTERS. Elves, men, dwarves.

BARTENDER And then they bring **more friends**. And their friends bring even more friends. And those suddenly **aren't as decent anymore**.

PANEL 4

The tavern is now filled with IMAGINARY CHARACTERS of various races and genders to the point that we can barely see the BARTENDER or the DWARF. There is now also an imaginary flag and/or a banner over the bar with the same emblem that we saw on the Amulet of Murhaan.

BARTENDER And before you know it, my tavern is an **exclusive meeting spot** for the Cult of the Dark Lord.

PANEL 5

There is either the same amount of IMAGINARY CHARACTERS, or even more if you can fit them. And they don't act like they are in a tavern anymore. They act like they are in an occult séance.

BARTENDER And we're back where we were 300 years ago.

PANEL 6

All the imaginary characters and stuff are gone. There is now again only the BARTENDER and the DWARF. As they were at the start of this story.

BARTENDER That's why there is no point in being **reasonable** with them.

 Because their **true intentions** are anything but.