

Overview of *Farra Spridor'ap*

Joshua Coats

February 2, 2007

1. Naihawor, spirit of Earth, and Woroth, spirit of Fire, meet outside Sifwir (spirit of Air)'s gate. Deliver speeches, and are admitted.
2. Sifwir, Naihawor, Woroth meet. Where's Esthrait, spirit of Water? Sifwir is getting ready to go and look for him when he shows up on his own. They discuss what's gone on: Woroth's done some bad stuff and needs to do time. Esthrait's done some bad but well-motivated stuff, and has to do time, too. Where? Well, the perfect place would doubtlessly be *earth!*
3. The four go down a hallway. Esthrait and Woroth go through the door that Sifwir opens for them and thus enter the earth. There's some sort of uncomfortable transformation that takes place as they take on mortal bodies.
4. They exit onto earth. Woroth keeps his cool and goes off to find something to do. Esthrait throws up on his feet and then gets up to go find work.
5. There's a stretch of some time—months, years maybe—during which both of them serve their time perfectly well. Esthrait's got a job renting out canoes or something. Woroth's vocation is, ironically, a firefighter.
6. Esthrait and Woroth meet in some café or other to discuss how they've spent their time. W makes some mention of a visitor, but won't tell E more, so E gives up and leaves it alone.
7. Back at his apartment in \$coastalcity, E gets a spectacular visit from Naihawor. She pulls some crazy stunt like growing out of a tree or something, and E makes a comment that she's always had a flair for the dramatic. She lets him know that there's something freaky going on with W, and they think he's going to—OH NO! N gets a pained expression and sticks around only long enough to let E know that he's in for some trouble. Then she vanishes as flamboyantly as she arrived.
8. E's sort of freaked out, so he decides to go and get a cup of coffee. Coffee doesn't calm my nerves, but, hey, he's weird like that. While he's waiting on the sidewalk for a stoplight to change, he gets accosted by₁ a homeless lady who asks him for change. He

gives her what change he's got, and she gives him a grubby acorn for his efforts. He tries to decline, but she isn't hearing it. It's acorn or . . . well, it's just *acorn*.

9. E gets to the café (same one he was at with W) and decides that, after all, he'd rather have tea (now, that I can understand). As he takes his paper cup of tea outside, he sees that there are a bunch of people gathering and pointing at something. What is it?! Oh, it's just a COLUMN OF UNHOLY FIRE on the horizon. Nothing too out-of-place. Remembering the warning from N earlier, E sets off towards it at a run.
10. E arrives at the place and finds the scene of a grisly and seemingly random murder by fire. W's work, definitely. He's about to leave, but the crazy bag lady's acorn is tugging in his pocket. Huh?! He pulls it out, and it jumps out of his hands and burrows in the ashes (there isn't charred wood—just ashes. That's how hot it got). He leans down to touch it and receives a sort of a jolt: he's been granted his powers back.
11. A teenager walks up to the site of the fire. He'd been out with his friends, and, oh crap, he doesn't have a house anymore. Or, presumably, a family. He asks who the hell E is, and E pulls some wacky last-minute wallet-shape-shifting, giving himself a police badge. The teenager doesn't buy it—his dad was a cop. (Incidentally, nobody except Esthrait and the teenager can get past a certain number of blocks away. All of them are just stopped there staring. Eerie much? Woooooowoo!) E tries to defuse the situation. He fails in that, and so introduces himself to the kid with a “this may sound like crazy-talk, but I'm actually a spirit older than the human race” spiel. The kid, whose parents and house have burned down in the same night, decides this is actually not that weird. He says his name is Brian. He decides that if they're already that screwed, he really doesn't have that much to lose by sleeping at some stranger's apartment, and so he follows Esthrait back home to his place.
12. They wake up the next morning, in separate beds of course—this isn't *that* kind of movie!—and Esthrait makes breakfast. He tells Brian what he thinks B should do: go and find a new home somewhere. E can help with his powers and whatnot. B refuses flat-out. “I'm not going anywhere,” he says, “except to go and kick the rear end of whoever did this to my family.” E doesn't want to, but B convinces him—it's not like he has anything *better* to be doing, right? Right!
13. And so they set off. Not being entirely sure where to look first, instead they start out by sailing one of the boats rented from E's work to an island where there's seven oracles, called the Weirds. They look like young ladies, but they're actually weird spirits from THE GREAT BEYOND, and no, I don't mean Canada. They even wig E out a little bit because he knows they're way more powerful than he is. E asks his questions, the Weirds give him the answers he needs, but not necessarily the ones he wants. They also hint at something weird (no pun intended) and special about Brian. He might be . . . a MAGE.

14. And they're off again. E sails the boat back to the dock with B aboard, and then they start walking on water. E instructs B on how to take enormous strides on the water, covering more distance than he would be able to in days. This way, he manages to get as far as one little island.
15. And, oh, no! It's the island that originally got E in trouble in the first place! It's an island that's one village, and the people asked to never die, so he granted it, and they're just really, really old. And kind of tired. It's been a couple hundred years (hey! Spirit bureaucracy is still bureaucracy!), and they ask E if he'll repeal his magic. He agrees, and in a fit of mercy, turns them instead of dead into a bunch of young trees who will be tended to by the animals et cetera.
16. And then they leave. Except when B and E try to waterwalk, they fall right in. It *must* be W, using his antonymous magic to keep E from being able to do anything! However, they discover a small boat in the town (hey—they live on an island. Fishing is their primary food source) and although it's not exactly crazy awesome, it's watertight and mildly seaworthy.
17. As they travel up along their way, E explains to B where it is they're going and what it is they're doing. I might actually want to put this scene earlier so that B isn't quite such a moron. "Durr okay let me go with this dude who claims to be a spirit, walks on water, and isn't telling me where he's going! Sounds great!" Anyhow, what's going on is:
 - The dude who W met with previously was none other than EVIL INCARNATE.
 - EVIL INCARNATE convinced W that W wants to go and undo some sort of thing that's like the magical atmosphere that keeps the BAD THINGS out. Thus bringing about (yes, you got it) THE APOCALYPSE or SOME EQUALLY BAD OTHER THING.
 - So that's where they're going.
 - Because they need to stop him.
 - Because otherwise, that would be BAD.
18. They reach the WORLD'S PEAK or whatever you want to call it. They go through a spiel that's boring to write here because all the fun will be in the dialog. They reach W, who's performing some magical ritual. B, being a reckless umpteen-year-old, storms him and ends up getting fried. E freaks out because, hey, dude, you killed my travel buddy, and that just isn't cool! W also apparently plans to kill E, too, and he completes his ritual. A big, silver spear appears in the middle of the crater-thing, and they sort of circle a while and then *dive!* E gets it first and stabs W, who gasps.
19. There's a death scene, of course. There's always a death scene. W gives E his powers because where else are they going to go? B is lying there still mostly-dead, and E closes the eyes of the dead, takes the spear, and walks away.

20. THE END