

Ruins of a Warrent

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Design and Color

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CHARACTER LINEUP

Mileva is apathetic and easily annoyed. She does the bare minimum to get by in her life. Crumb is a young, hyperactive goblin scavenger who rarely thinks before acting, often landing him in trouble.



Mileva

Crumb

THE ABDUCTION

Mileva, a twenty year old college student in the city of Prague, is out for a walk near a local park. She suddenly feels a hand grab the hood of her sweatshirt, and pull her through a mysterious portal into a dark and haunting world.





THE WEAK GOBLIN

Mileva meets Crumb, a goblin scavenger who through dumb luck, managed to steal fire from the flame lord. By using a small branch, he swiped a piece of the flame, and managed to make it to a nearby canyon where he stumbled upon an old lantern. He managed to place the flame safely inside, but unfortunately he is too weak to move it. Crumb explains to Mileva this is why he brought her into his world.



ANTIQUUE LANTERN

This is the lantern that houses the fire stolen from the king of the Goblin's world. It is a relic of times before the Fire Lord's reign, and is made of rusted and scratched brass. The glass is very cloudy, and the original handle broke off many years ago. The Goblin wrapped old wire around it to attempt to be able to drag it, but he just ended up cracking it, nearly extinguishing the flame.

Wire



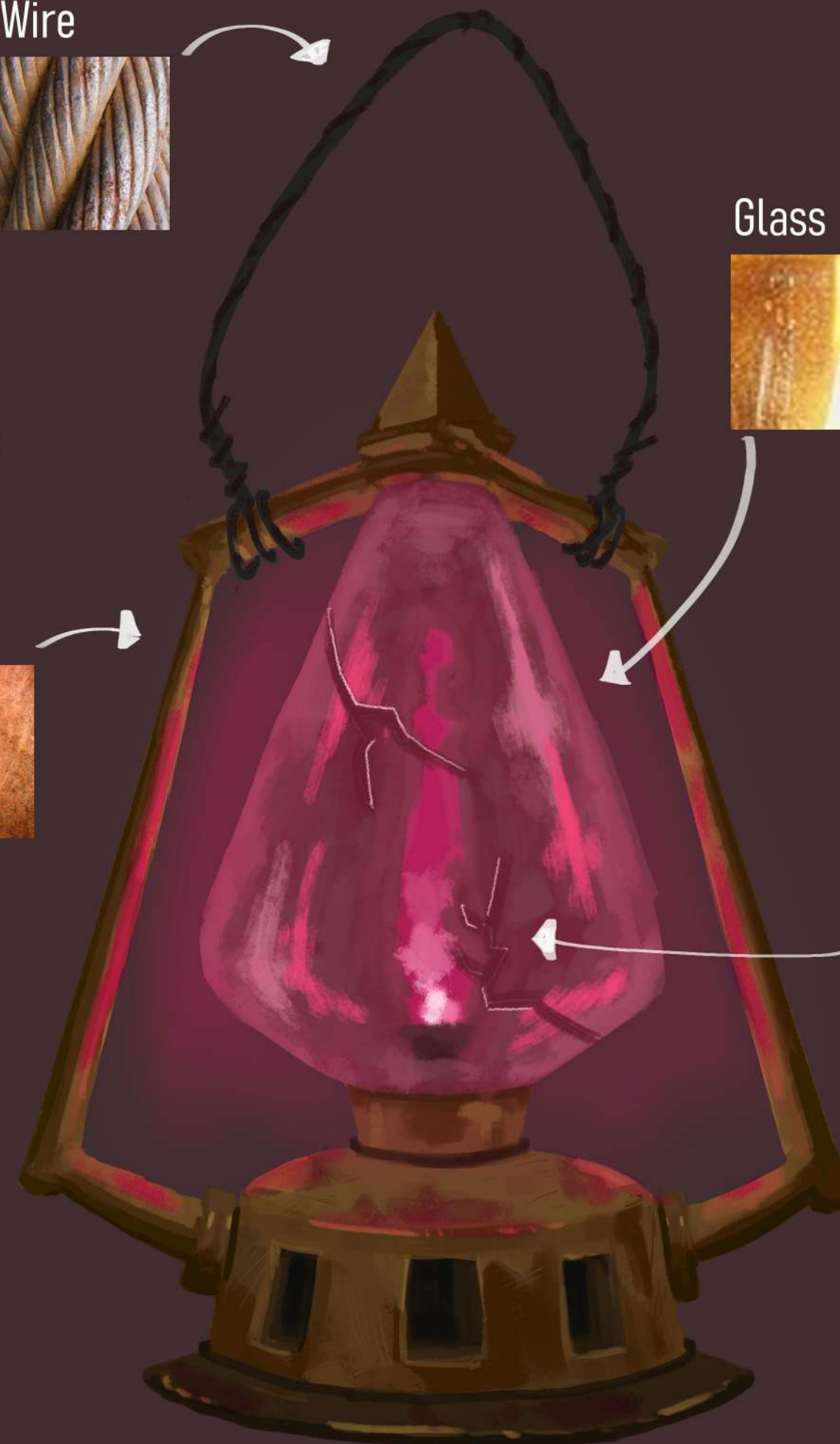
Glass



Brass



Flame





THE STANDOFF

The Flame Lord has realized a piece of his precious fire monopoly has gone missing. Mileva and Crumb cower behind a pile of boulders in the canyon. We see the villain loom terribly over the rocky terrain as he approaches.



