

## Concept

I have planned an episodic story with:

3 main characters: Sandman, Punk and Nada.

2 minor characters: Isaias and Esmyrna.

## Characters

**Ebony Steele aka Sandman:** 43. Black. Former marine. Huge and muscled.

Area of expertise: Extraordinary leadership skills, combat and since the cataclysm, guerrilla strategy. He earned the nickname “Sandman” by “putting to sleep” his enemies silently and quickly. Motto: “If you cannot eat it, befriend or fuck it ... kill it”

**Omar Gomez:** 30's. Half-English half-hispanic. lean-fibrous and quick of thought.

Area of Expertise: Technology geek. Responsible for the restoration of the communications and installation of weather monitoring station in England, starting in Ground 0, London.

**Nada Petali:** mid 20's. Gypsy<sup>1</sup>.

Area of expertise: Rogue and Scout of the group. Daughter of a renegade Daughter of Eros and a gypsy. Though fragile of appearance, she is cunning and as strong as agile. Her large family was slaughtered by Marzo's henchmen.

Area of expertise: Herbs and knowledge of nature, Tarot Cards reader, T. Cards are made of metal, used as a weapon (knives like). Knows when to bribe, scare and kill. Had a romantic relationship with Omar.

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<sup>1</sup> Note: Nada is link to the Tarot Game Cards

**Isaias:** 50's. Dwarf, greedy, bad tempered and affected by a skin disease that makes him look repulsive. Owns a hardware store (everything store, the truth).

Area of expertise: Technician. Takes side with the strongest (no matter who he may be), holds no ideals, materialistic, curiously superstitious.

**Esmyrna:** Mid 40s. Queen of the Amazons-Daughters of Eros. Skilled in bow and guerrilla fighting.

## Call to action: **Know Hope**

### **Synopsis**

Sandman calls for a sudden meeting. Things have gone out of control and operation **Know Hope** must be rushed up.

Annabel, leader of the 22ers, let herself be captured by the Dwellers in order to get hold of the last relay necessary to reestablish the communications in Wasteland.

Moreover, her daughter Margaret was captured by Marzo while Sandman and Omar were on a mission to install solar panels.

The 22ers have 3 days of clean air and 3 days to get a radiation detector and an antenna. With those elements, they have all the equipment necessary to reestablish the mobile network and predict the weather.

Sandman, as second in command, gathers up a small team. Himself, Omar and Nada.

Omar is reluctant to have Nada as companion due to their past and publicly tries to put Nada down, starting with her name (Nada in Spanish means nothing). She calmly responds that her name in Gypsy means Hope and shuts him up.

Time is crucial. Sandman gathers weapons and tones of ammo; Omar, technical equipment and an automatic weapon; and Nada, her metal Tarot Cards.

All of them with gas masks on, they get on their way. First stop is to get the antenna and radiation detector. And to do so, they go to visit Isaias. He lives on a kind of Horse town, and his only companion is a huge-well fed cat. No problems of starvation for Isaias and his cat. The area is secured by cameras and traps, making sure Isaias is safe.

The 22ers must avoid the perilous traps and afterwards looking straight to the camera, state they just want to buy some stuff from him. They show to the camera a present for him: an old Tetris portable game. He lets them in, but doesn't seem very happy to meet them (Marzo pays him well for equipment and toys) and sees no good reason to help them change the "easy living" status quo that Marzo provides. The 22ers request from him the antenna and the radiation detector. Isaias tries to reach under the table his revolver, and Nada throws a Tarot Card at the table very close to the dwarf.

Isaias retracts his hand from the weapon, looks at the Tarot Card and a strange smile arises at his mouth. Sandman, weapon in hand and still aiming at Isaias, studies the place and wonders where among all that trash could be the equipment needed.

Nada removes the Card out of the table staring at Isaias. He stares back at Nada, and asks her abruptly if she is a gypsy and reads Tarot. The answer is positive. Everyone remains silent, and Nada takes out her Tarot Cards. She reads a sequence of cards and predicts that the good fortune for Isaias is linked to the triumph of the 22ers. Plus, the mission will succeed only if a Holy female warrior (amazon) helps them.

Just then, Isaias asks for the Tetris game and disappears in a secret compartment. In the small room, with enough space for someone of his height, you can see all kinds of gizmos never seen after the fallout. It's a treasure room where he stores the game.

He hands the equipment to the group with a condition and a promise. The promise of becoming responsible for communications' equipment after Marzo is defeated and to get a caress from Nada, as he misses the touch of a woman. Sandman promises him a position in the New Order. Nada caresses him and he closes his eyes ecstatically; for 20 years he hadn't been touched by a woman. Meanwhile, Omar contemplates the scene with jealousy and disgust. Sandman lowers his weapon and laughs at Omar.

They leave the strange warehouse of Isaias with their equipment and move to the final destination up north, towards Bloodpond (Richmond Lakes). There is a tower in the area in good condition. The one chosen as first to reestablish the communications.

But first they have to cross the Daughters of Eros' territory. They are received by three amazons who jump out of metal constructions pointing at them with arrows and asking: Friend or foe?

After they see the small committee of surprised 22ers, the warrior women laugh; they know the 22ers, and were just messing around with them. They escort them immediately to their queen Esmyrna.

Sandman and the others explain the queen the operation to terminate Marzo, including restoring the communications and the installation of a weather monitoring station by Bloodpond. The queen listens and explains that Marzo wants to execute Mags at a party next day and that the Bloodpond area, including a Sanctuary of the Red Death, is heavily guarded by Marzo's men.

The whole operation is in danger. Nada and Omar want to meet Marzo in his territory (warehouse) and defeat him there, but Sandman puts them to reason. The operation must go on.

Omar then talks, starts by saying he is not superstitious, but tells the queen what happened at Isaias and the Tarot Cards.

Esmyrna listens carefully and decides to help them. She will fight the Dwellers openly. She turns to Nada then and tells her that she knows who she is, the daughter of Calysta, a renegade Amazon. The queen hands her a small bottle with dense red liquid. Esmyrna asks Nada what the bottle is and if she knows how to use it. Nada nods affirmatively. The 22ers sleep some hours at the Amazons temple and leave by dawn.

They arrive to Bloodpond by 6:00 in the evening. It's dark already. Nada scouts the area only to find the temple of the Red Death, by the pond, guarded by 10 Dwellers. She sneaks in cautiously and drops all the content of the red liquid bottle into the pond. The plan is going well. She proudly approaches the guards who welcome Nada by beating her. They start to fight between each other to see who rapes her first.

Meanwhile Omar covers Sandman who gets into the pond. The pond is now strangely red. The liquid of the small bottle was a rare extract concentrated of red algae. The waters turn red and thick, blood-like, and so does turn Sandman. He waits in the dark for the "finale".

Nada shouts in a tele-priest tone; she is the High Priestess of the Red Death Temple and all those who conjure against him and his acolytes will be punished. The Red Death's Day is near and he will rise up from the fire and the spilled blood of the righteous and will bath in the blood of wicked.

Most Dwellers get paralyzed instantly, just one, trying to hide he is scared shouts back: “Yeah gypsy bitch? ... I, I still don’t see him. C’mon this is just BS”.

Sandman then rises from the pond. The effect of the bloody giant and the bonfires is too much for the superstitious guards who run scared to death. The 22ers finish them by shooting or slashing with cards.

The area is clear and Sandman, Omar and Nada get to work on the tower. Omar gives orders to Sandman and Nada to set the equipment up, while he is tapping on a console. Everything is set up, but the system doesn’t seem to work. Apparently Annabel and Mags didn’t make it.

Omar starts to swear staring at the phone on his hand. C’mon, c’mooooooooooooooooon. Nothing.

The three looked abashed. They know that **Know Hope** was a 1 lifetime operation. By next day, Marzo and his men will be wondering where the guards are and after they see what happened to them, they will destroy the tower, panels and equipment.

Suddenly, there is a tiny, shy bip coming from the console. The three gather up anxiously. After a long code written by Omer, it says OK.

It’s ok!!!! Omar checks the phone, it’s getting signal, juice is running!!!!

The 3 jump out of happiness. Nada kisses Omar, Omar responds. Sandman separates them and says: “Guys, there will be time to interchange juices, we know hope, now ... we spread it”

## **HOPE4LONDON**