

[ RETURN ]

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Somewhere  
along the  
shores of  
Amina.



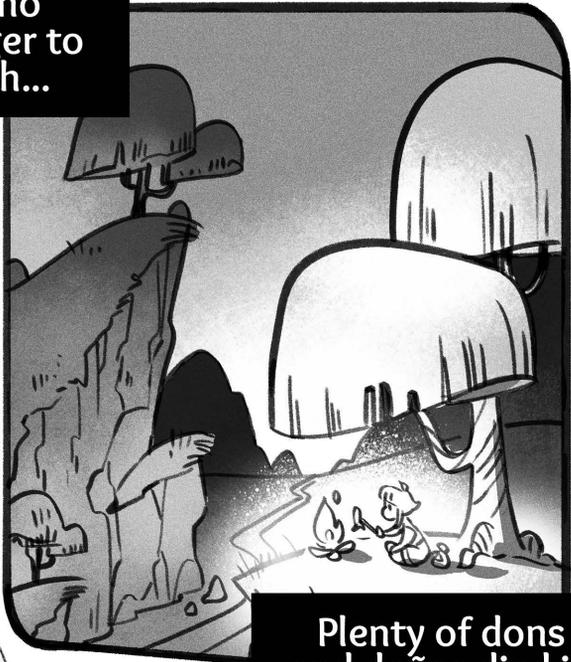
Just a half day's  
journey and  
then you can  
rest...

This is my first  
time ferrying  
someone to  
their next life...





I'm no stranger to death...



Plenty of dons and doñas died in our community over the years...



This is different...



As next of kin, I have to make sure you find your way safely to rejoin yourself...





Hey!

Wait up!



Wow...

Are you seeing this?





You can join the blue amber and help shape the island...





In the same way you helped shape me...

[END]

*Writer notes on style and comic appearance: I'm thinking this comic should feel like Tsubasa Chronicles in styling, if that's of any interest to you...*

PAGE 1

Panel 1

We see a panned out view of a river's shore. This can be a horizontal long panel and a great way to show diverse flora and the general terrain of Quislaona.

Caption box: Somewhere along the shores of Amina...

Panel 2

Now closer, we see a close up of someone as they drink from the glistening waters. Maybe a fish is peeking at them from underwater.

Panel 3

We finally get a view of the drinker. This is MELVA, our protagonist. She's in her mid-twenties and looks like the responsible type. She has an undercut on one side of her hair and the rest is almost like a bobcut. ([Think Korra with short hair](#))

She's looking out into the mountain upstream from the river.

Panel 4

Melva clutches the string of the slingbag she's carrying.

Melva: Just a half day's journey left and then you can rest...

Panel 5

Looking decisive, we see Melva stand up and continue walking upstream and towards the mountain.

Text box (Melva as narrator): This is my first time ferrying someone to their next life...

PAGE 2

This page is a travel montage! We see Melva move through all sorts of flora and the general terrain as she goes from the river's valley and into the climbing of the mountain proper. We can add some lagartos or different types of birds as she moves through the page.

In this page we also start to lose the sense of rigid panels (but not too much) as the story become more mural like.

Text box (Melva con't): I'm no stranger to death... Plenty of dons and doñas died in our community over the years...

Text box (Melva con't): This is different...

Text box (Melva con't): As next of kin, I have to make sure you find your way safely to rejoin yourself...

#### PAGE 3

Melva has made good progress, we see that while still forest-like, she is definitely traversing up a mountain. In addition, the flore and fauna now includes glimpses of BLUE AMBER and the effects it causes on the environment. Instead of panels, moments should instead be divided by environment elements to continue the flow. Particularly of note, whatever Melva is carrying is starting to react to the environment... Her stringbag starts floating off of her on its own and Melva is almost too slow to catch it/slow it.

Melva (shocked): Wait up!

#### PAGE 4

We follow the bag all the way to the top of the mountain, where we now see this space in full, rock formations are the panel cuts in this environment. This mountain opens up to a open valley of sorts that overlooks the land below. Melva manages to grab the string of the bag and make sure it doesn't float off the edge of the cliff, but quickly her attention changes to the view.

Melva: Wow... Are you seeing this?

#### PAGE 5

Melva reaches into her bag and pulls out what has been floating in there. There's a small urn ([something like this](#)) and the lid is trying to wiggle itself off. When she helps open the urn, we see a dust float out and onto the sky. Like tons of glistening stars as it spreads out into the air.

Melva: You can join the blue amber and help shape the island in the same way to helped shape me...

#### PAGE 6

One more time we see this whole scene, but panned out so we can see as the ashes spread out onto the air, almost like an aurora borealis and we see how the blue amber is reacting to the offering and Melva looking at peace.

THE END