**Title: *The Duchess’ Wedding***

**Log Line:** A charming hero is on a mission to stop the marriage of his long-lost love to the cold and hapless Duke, traversing danger, fighting enemies, evading capture and making new friends along the way.

**Plot Synopsis:**

**Act one**

The story is recounted to a young and infirmed child by their elderly grandfather, reading it from an old data-tablet. The story opens with an interaction between child and grandfather and the child seems disinterested in hearing the old story. After some convincing, the child begins to listen to the grandfather and the story begins.

*In the time of the Old Republic, on an outer-rim world, a young and beautiful owner (Celadine) of a Moisture farm commands a handsome farm hand (Weston). She commands him to check the motivators on the droids and all sorts of other tasks. Their relationship is tense, but the farmhand answers every request with “As you please”. They eventually fall in love. Suddenly, the farmhand is conscripted into the Republic’s Army in the fight against the growing Sith Empire. Tears are shed as the lovers part ways and Celdaine issues one last order of her lover “Return to me safely!” to which he responds “As you please.”*

Cut back to the child, who is disgusted by the notion of romance. The Grandfather insists that the story is just about to start getting good and convinces the child to continue listening.

*Flash forward to several years later, Celadine is convinced that her lover Weston was captured and killed by a notorious Pirate. Sitting under a parasol, she cries as speeders bearing the insignia of a local lord approach. The Hapless Duke Bumberclink announces his intentions to wed the local land owner. She is coerced into the marriage by the thugs of the Duke’s righthand man, a 5 armed Bessalisk and taken back to the city.*

*On the route back to the city, three hired bandits kidnap Celadine. Kessif, a very large man, Onigi, a flamboyant swashbuckler and master with a vibrosword, and the diminutive but genius Gand Inizziv. They quickly hop onto a starship and flee the planet. Celadine is bound and the kidnappers exchange tales about the notorious pirates of this section. The kidnappers stop on an asteroid, where screeching mynocks try to eat Celadine.*

Cut to the child who is afraid of the mynocks. Grandfather calms the child and continues on with the story.

*Upon her rescue from the mynocks, the kidnappers detect the ship signature of the notorious pirate. They run, but the speedy ship of the pirate is continually gaining on them. Simultaneously, the Duke and his men go after the kidnappers. They flee the asteroid towards the protection of a floating city on a gas giant world. The Kidnappers climb up the side of the floating city as there is no way to enter without the clearance codes. Kessif, the large man carries the others as he is so strong. As they climb, they can see the notorious pirate chasing them.*

*Once at the top, Kessif and Inizziv flee with the still captive Celadine, leaving Onigi to stop the pursuing pirate. The Pirate and Onigi engage in an epic duel, where Onigi is ultimately beaten. Before accepting defeat, he asks if the pirate has seen a five-armed Bessalisk. He explains that the Bessalisk killed his father and left him orphaned. The story leaves the mysterious man in black compelled to spare Onigi and they join forces.*

*They continue on after the fleeing Kessif and Inizziv, and Inizziv forces Kessif to fight the man in black. Kessif is soon bested by the man in black and he informs the man in black that he didn’t want to fight, but Inizziv made him. Onigi suggests that Kessif should join them. Next they pursue Inizziv and catch him, in order to take Celadin into his custody, the Man in black must best Inizziv in a duel of wits. There is a complicated exchange dealing with some poisoned cups, and ultimately Inizziv dies.*

***Act 2***

*Noticing that they are being pursued by the Duke and his men, the group splits up in order to confuse the trackers. We learn that the Duke planned the kidnapping so that he may take the moisture farm and their land for himself. The notorious pirate carries on his journey with Celadin, and they take another ship off world. They land on a dark and mysterious swampy world. As they land, Celadin struggles with her captor and as he falls from the landing platform he says “As you please!!!”, revealing that the Pirate is in fact her long lost love Weston. Celadin hurls herself after him and they meet at the bottom, in a tender embrace. Weston explains how he assumed the identity of the notorious pirate.*

The child is disgusted again by the notion of romance, the grandfather laughs and suggests he could skip it. The child declines and askes the grandfather to carry on.

*Celadin and Weston are now fleeing through a dangerous swamp where they are attacked by unusually large Womprats (Womprats of Massive Size -WOMS). They encounter dangerous sprays of acid and deep bogs which leave them trapped. They escape and continue on. When they depart the dangerous swamps, a surprise attack by the duke and his men renders them incapacitated and they are captured.*

*The hero awakens and he’s being tortured. They are back on their homeworld and Celadin has been locked in a tower to await her marriage. After days of torture, Weston dies.*

***Act 3***

Cut to the child saddened that the story seems to end there. The Grandfather continues on.

*Onigi and Kessif go looking for Weston and they find him nearly dead. The trio flee and are pursued by the Duke’s men. The group takes up hiding in the home of an ex-Jedi/Wizard know as Morx. Morx and his wife bring Weston back from the edge of death through magical use of The Force. Though alive, Weston is incapacitated.*

*The trio concoct a plan to siege the city, using the exaggerated stories of the notorious Pirates reputation. The construct a large silhouette of a monster and wail like Krayt Dragons, scaring off the Castle guards. As Weston regains his abilities, Onigi comes face to face with the Five Armed Bessalisk. They engage in a duel and Onigi is nearly killed. He is wounded but eventually bests the villain. Meanwhile Kessif and Weston find the Duchesses makeshift jail. Still incapacitated, Weston is placed in the bed to await the newlyweds.*

*When they arrive, Duke Bumberclink suggests he is going to kill Weston. However, the wait has bought Weston enough time to recover his constitution. A duel ensues and Weston is victorious. We learn that the wedding ceremony was not legal and they the two are not married. Duke Bumberclink is spared to live in embarrassment. Kessif finds the wounded Onigi find 4 speeder bikes and the group drives off into the desert sunset.*

*Weston and Celadin move back to the moisture farm and the story ends with them in a passionate kiss.*

Cut back to the child, who is no longer disgusted by the romance. Happy with the end of the story, the child thanks their grandfather and closes their eyes and falls asleep.

End.

**Characters:**

Infirmed Child – Adorable, but Ill child. Meant to represent the Audience.

Grandfather – Narrator of the Story.

Weston/The man in black – The hero the beloved moisture farmer – Underdog love interest who becomes a mysterious and insanely skilled hero

Celadine – The beautiful duchess-to-be – Brokenhearted damsel in distress.

Prince Bumberclink – The Hapless Grand Duke – Seems to be a decent person, turns out to be the big bad guy.

Count Ruden - The Bessalisk with 5 Arms – The Villian – Disfigured villain who is evil because evil is needed.

Kessif – The Friendly Giant – Represents that People are not always what they appear on the outside.

Onigi Ayontom – The swashbuckling rogue driven by vengeance

Inizziv – The mastermind who is actually a bumbling fool

Mystical Morx – The sage healer but also comic relief.

Vercent– Morx’s wife – Comedy works well with duos.

***Themes and Concepts:***

This story is meant to be fun. On face, this is a story of undying love. However, on a deeper level the story is self-aware of its ridiculousness and plays with that idea. It is intentionally full of tropes and unrealistic special effects. It is meant to tell show a child’s understanding of a story and display that as if ripped directly from their imagination. Witty banter and hidden jokes appeal to adult audiences.

This story isn’t meant to be anything novel, but it is meant to appeal to us due to its self-awareness of the tropey nature of the story. The hidden message is the acknowledgement that tropes aren’t necessarily a bad thing. They are present in all stories and their appeal is ubiquitous.

The story is simple but fun. It is intentionally child-like with the hope of sparking the wonder of youth in all audience members.

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