

The Dead Sea King

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Logline-

In 1665, the fierce pirate Captain Bartholomew Flint's crew is stolen by The Dead Sea King. After Flint escapes the being's spell with the help of a proud, moody female stowaway, they find a new crew and set off after the dreadful hellspawn to try and save his men before they cross over into the land of shadows. All while their stormy/romantic feelings continue to grow.

Synopsis

The fearless pirate captain, Bartholomew Flint has his entire crew stolen one night by an undead being known as, The Dead Sea King. The captain also comes under the Sea King's spell, but a lucky chance occurs when a wave hits the ship, causing him to lose his grip on the rope ladder and fall into the sea. He is then rescued from drowning by Madeline Blythe, a fierce sword-handling female that luckily for him, has stowed away onboard. Together they plan a daring rescue.

Once they find a tavern, they have a small dust-up and gather another crew. Afterwards, they set off in search of Flint's lost shipmates. Along the way, they take on the Kraken, fight it out with a bunch of lusty tavern brawlers, and encounter Flint's first captain as well. Who after some unexpected tragedy befalls, is forced to provide them with a powerful amulet to aid them in their quest.

They then consult with a mysterious fortune teller, who after explaining to them their elemental powers, influencing certain events in their favor and furnishing them with additional gifts, sends them on their way, better prepared for the battle ahead. Sometime later; they encounter a black hellish bird, demonic insects, harpy-like creatures and the Elite Skeleton Guard, all in preparation for their most fearsome fight of all with the dreaded, Dead Sea King.

The main fighting force aboard the captain's ship is composed of four different characters, whose elemental personalities match their fighting styles as well. The captain being one of them. After boarding the Sea King's vessel, then taking on and defeating his various pets and playthings, they perform well against the Dead Sea King for a while, but slowly the monster's powerful magics lay hold of their senses, and the battle seems to be on the verge of ending in disaster.

However, when it appears that all is lost, Flint gets a visit from his old friend and captain, Red-Hand, whose powers are now greater than those of the Dead Sea King himself. He helps even out the playing field for his old crew member. Flint and his enemy fight it out for a while above deck, but once the captain starts to get the better of him, the evil being retreats into the hull of his ship, and dares the captain to follow.

The captain does so, and after encountering various other evils deep, within the dark underbelly of the nightmarish vessel and finishing them, he and the Sea King end up facing off against each other alone in the Sea King's hideaway. The battle goes this way and that for a while, but then the captain comes out on top, or at least that's the way it seems. But he did not count on having to fight the Dead Sea King's spirit as well. And that is a whole other ball game. There are many other twists and turns in this story that are bound to keep movie-goers on their edge of their seats. But we all know who wins in the end. And the reward is greater than the captain or any of his friends could have ever imagined.

Characters

The Dead Sea King- An undead pirate being who having lost all semblance of humanity long ago, now sails the seas, plundering ships with his crew of skeleton warriors and killing whoever he chooses to. He does this not only to obtain riches but by killing them, stealing their souls and absorbing them into his own, he can eventually become human again. Besides being an expert swordsman, he is also an extremely skilled magic user.

Captain Barthlomew Flint- A fearless, short-tempered, powerful Pirate Captain who has his own personal code of ethics. He has a big heart and is loyal to a fault. But he has no patience for fools, and does not tolerate disobedience. He's lost his crew to the Dead Sea King and is determined to get them back come hell or high water.

Madeline Blythe- A fierce, moody, no non-sense female pirates who can handle a sword better than most men. Also known as the She-Wolf, she hides on the captain's ship and ends up saving the captain from drowning. She is devoted to helping him reclaim his lost crew.

Jaque Dufay- A dashing, well-dressed, well-cultured Frenchman, he is the captain's Master Gunner and handles a blade like no other. He can kill a man with style and wit, and yet be courteous and compliment him at the same time, just to show it's nothing personal. He is devoted to helping the captain no matter what.

Talomost Hared- A well-built, dark-skinned fellow from the West Indies. He is very friendly and is the captain's sailing master. He uses a double-bladed battle axe as both weapon and shield. He is a simple, peace-loving soul mostly. But when he is angered then his fury is unstoppable. He is loyal and faithful to his captain and will follow him to the ends of the earth.

Macon Hacke- A brave, sturdy Englishman who is the captain's First Mate/QuarterMaster. He likes the captain, and obeys him in most things. But is not above opposing him if he believes the captain does not have the crew's best interests at heart.

Seavier Mcladden- A French-Irish youth, who is the captain's cabin boy. He is a good and faithful servant. Yet sometimes rash in his thinking. But, he is a devoted servant of the captain and likes him well enough. He is in love with Madeline.

Douglan O' Morrel-The ship's doctor who is skilled in his field, dutiful, and obeys the captain in all things.

Xavier Martinique- One of the crewmen who has a hook in place of an arm. He's a regular crewmember in most respects, but knows several different languages and sometimes serves as the ship's translator.

Madame Isavanya- A fortune-teller that the captain and select members of his crew go to, in order to enlist her help for their battle with the Dead Sea King. She is a kindly old woman who is very knowledgeable about all things concerning the Sea King, magic spells and telling fortunes. She is always willing to help others, but for a price.

Nathaniel Blackstorm/Red Hand the Terrible- The friend and very first captain that Flint served under. He is a legendary pirate who is a terror to all sea-going souls. But like Flint, he has his own set of strict morals that he goes by. He never willingly kills others unless he is forced to. But, being he is a pirate, his own chosen lifestyle forces him to maintain a fierce reputation so that he can get what he wants with as little

trouble as possible. But he's loyal to those he cares about, and will do whatever it takes to protect them.

Greybeard- A Master shipwright who has seen his days of pirating and now lives in Port Royal, trying to help those he can with his skill and advice. He tells the captain about the fortune-teller because he sees the captain is noble and is facing a terrible being whom he has little chance of defeating on his own.

Evan LeGroke- One of the captain's crewmates who accompanies him to the fortune-teller's home. He is a generous, and noble pirate whose heart is in the right place.

Salazar Asperanzo- A young thief who lives in the little village that Captain Flint and his crew must pass through in order to find and consult the fortune-teller. He leads the other youngsters in their nightly raids against strangers that pass through that way.

Various other buccaneers, tavern patrons, crew-members, and island dwellers.

Treatment

The fearless and formidable pirate Captain, Bartholomew Flint has his crew stolen one night by the Dead Sea King. A spectral pirate being who plunders other ships with his crew of skeleton warriors. The Dead Sea King is unable to be above deck during the daylight hours. Therefore, he places a spell on the captain's crew, to steal them away in order to man his vessel for him. Once they are caught in his spell, he instructs them to leave their own ship, and board his vessel, The Sea Reaper.

Captain Flint is caught in the Sea King's spell, like his men. But thanks to a timely wave slamming into his vessel, he loses his hold on Jacob's ladder as he's climbing down to board one of the boats along with his crew. He then plunges into the deep waters and quickly begins to sink as his men slowly make their way to the Dead Sea King's ship. But a female stowaway dives in and saves the captain at the last second.

Once the captain's crew board the Sea Reaper, they meet the Dead Sea King himself. He tells them what he expects of them and offers to let them live if they serve him well. But then threatens them with a horrifying fate if they do not. The Dead Sea King eventually plans to suck their souls into his own. The

more souls he absorbs, the more human he becomes, while still retaining all of his magic powers.

Back aboard the captain's custom-made Sloop, "The Inescapable" the captain comes back around after some time. Once he and his rescuer get to know each other a little better, he and this equally heroic female pirate, Madeline Blythe have a little run-in with each other over some misspoken words. But the matter is quickly forgotten. However, there are more little conflicts like this to come as their feelings for each other continue to change and grow during their adventure. After sailing to Curacao they take the last remaining ship and row to shore to try and pick up another crew at one of the taverns there to help man the captain's vessel.

Once they find a suitable tavern, the captain makes a well-intentioned pass at Madeline, which is designed to get her fired up enough so that the captain's new crew can see her in action. Then the anger that she feels towards the captain, is suddenly redirected at the various tavern scum who also want her for themselves. After she overcomes the lustful tavern wolves and displays her masterful skill with the blade, she's accepted by the crew and sorts things out with Captain Flint as well. Once she discovers his intentions were more or less harmless, that is.

After the captain elects his crew and tells them who they will be fighting against, most of them start trying to leave the captain's service before they've even left the tavern. However, Madeline reprimands them for being cowards and convinces them to stay. Once, Madeline buys some things she needs, and the captain gathers up some supplies, he and his new crew row back to the ship, then set sail in search of the Dead Sea King.

But, at one point during their journey, they encounter the Kraken, which they manage to defeat in a momentous sea battle. While also saving the men aboard a crippled Spanish Galleon from the monster's power. The captain then takes command of the Galleon, most of whose crew-mates have been eaten by the Kraken, and which has also sustained more damages than the captain's men are able to fix properly. So the captain directs them to sail the ailing vessel to a safe dockyard in Port Royal to get it repaired. It will be several days until the work is done, so the captain and his crew decide to occupy themselves at one of the many taverns on the Island.

While they are at the tavern, Captain Flint and his crew run into the captain's former friend and commander, Nathaniel Blackstorm, also known as Red-Hand the Terrible. After Flint, Madeline and Red-Hand take on and defeat some drunken buccaneers, Red-Hand is killed by an ill-timed dagger meant for Flint himself. As he's dying he presents Flint with a special amulet designed to help protect him from the Sea King's magical spells.

A few days later, after Flint finds a sutler and picks up more supplies, they finally make their way back to the dockyard to pick up the captain's ship. Before the captain leaves, the master carpenter, Greybeard, informs him of an old fortune-teller on the other side of the island and suggests they visit her in order to enlist her help with their quest.

They heed the old man's advice and sail off in search of the soothsayer. On their way there by foot, they run into some trouble in the village that have to pass through, and are forced to fight off a dozen or so thieves. Afterwards, they finally meet up with the crystal-gazer, and she reveals to them certain things about themselves and the Dead Sea King as well. Then, after working out a few things in their favour, giving them advice on how to defeat the Dead Sea King, and empowering their weapons, she presents them with several gifts to aid them in their upcoming battle, then sends them on their way.

Once they find the Sea King's ship and board it, they proceed to knock out the captain's old crewmates and tie them up to keep them out of harm's way during the battle. Then after the captain and his crew take on and defeat the Sea King's skeleton guard, they finally do battle with the Dead Sea King himself, as well as all his gruesome pets and playthings. The battle is a hard-fought one, and goes back and forth for a while until the accursed creature places several spells on various members of the captain's crew. Afterwards, the captain's quest seems to be on the verge of disaster.

Then, Madeline who was under the Sea King's control for a while, and actually ended up stabbing Captain Flint, is finally able to break free from his devilish charms. When she realizes what she's done to Flint while under his control, her justified fury knows no bounds. She attempts to take on and destroy the Sea King himself. But he then proceeds to resurrect his devastated skeleton crew. Once they are whole again, he orders them to kill her.

However, Madeline is able to single-handedly take on the entire hoard of undead bone-warriors and hack them to pieces. As she is fighting, the Sea King is busy taking the leftover remains of his defeated house guard and using the bones to build an immense cage around her. After the fight is finished, Madeline makes several attempts to escape the ghastly prison. But the bars are far too strong for even her to break free from, enhanced as they are with his dark magic.

After disappearing for a while, the Sea King comes back dragging the captain and his other two companions over to where Madeline can see them. He then prepares to kill them. But Madeline tells him to stop. He asks her why, and if she has something better to offer in their place, and she tells him she does. She then offers her service to the Sea King, if he'll let them go. And so he agrees.

Once he frees her, she acts like she will do his bidding, but only until her companions are out of harm's way. Then she instantly goes back on her word and chops his head off. It does little good, however, as the monster's body, still empowered by dark magic simply reattaches his head again. At that point, the Sea King tells her that he no longer needs her and to get herself from his sight. However, she stands there mocking him and how she tricked him into releasing her. So he then causes the ship's anchor to suddenly rise from the ocean depths and wrap itself around her.

As she is slowly being encircled by its slimy coils, Flint, who had been lying on the deck this whole time unconscious, now begins to awaken. Once he sees what is happening to his beloved partner and friend, he manages to stand up and approach the sea king, but is still too weak to take him on, and collapses down to the deck again. The foul creature continues to mock the two of them as they share a few last tragic moments together. Then, the Dead Sea King causes the anchor and its helpless victim to float away from the ship and out over the ocean. As Madeline tries to reassure the captain that this is not the end, the sea king causes a coil of rope to wrap itself around her mouth to keep her silent. He then causes the squirming Madeline to be cast away from the ship and out into the sea.

Afterwards, the Sea King stands there mocking Flint in his misery, who has by now lost all hope and is begging for death. But, just when the Sea King is about to put an end to Flint and it appears that all is lost an old friend comes to Flint's

rescue. And that old friend is none other than Red-Hand himself, who is now more powerful in death than he ever was in life.

The spirit of the valiant sea commander now takes revenge on the Sea king for what he did to his own crewmates, and grabbing the vile fiend, lifts him into the air, then plunges his golden sword into the wicked wretch and pulls it out. Thereby destroying his ability to use magic anymore. Then after Red-Hand tosses his unconscious enemy to one side, he saves Flint and empowers him as well with renewed strength and manly vigor. Afterwards, Red-Hand saves the captain's two crewmates, who of course are totally stunned to see Red Hand alive once more.

While the Sea King is still knocked out, Flint's old crew begins to awaken. Before he leaves, Red-Hand tells the captain that he will alert the men aboard his ship, The Sea Wolf to have the boats brung over to get his old crewmates out of harm's way. As the boats are on their way, the captain's friends untie his old crewmates, now free from the Dead Sea King's power and help them into the newly arrived vessels. The captain's companions are reluctant to leave him at first, but the captain, having been unable to save his beloved Madeline is in no mood to brook disobedience, and angrily commands them to leave at once.

Captain Flint, now reenergized and burning with rage, goes after the Dead Sea King, who although stripped of his magic power, is pretty evenly matched with Flint in sword-handling skills. After battling it out for a while, the Sea King still has a few tricks left up his sleeve and after it appears that Flint will get the best of him, the Sea king retreats into the foul depths of his ship and dares the captain to follow and fight with him down there. He does so and discovers a whole new set of horrors down below.

Once Flint takes care of the Sea King's gruesome pets that inhabit the dark underbelly of his vessel, he seeks and finds the Dead Sea King in his hideaway, all dressed up in armor of gold. But, he also finds there, chests and chests full of more treasure than he's ever dreamt possible, and tons of different weapons as well. For a while, the captain is completely dazzled by all the riches he sees. But, after the Sea King tries to attack him, Flint regains his composure and takes on the Sea King once more. Round and round they go, each picking up and using various weapons in an attempt to gain the upper hand.

However, it is the brave, bold captain who wins in the end. Or that is the way it seems. But after the captain kills the Sea

King and comes back above deck, he then has to take on and defeat the evil, hellish spirit of the monster. Which is twice as hard because he's now fighting something that can no longer be defeated by any skill he possesses.

After being tossed around for a while, then savagely broken and bruised, Flint manages to finish him off for good, with the help of Madeline's own sword which she dropped on the deck before being done away with by the Sea King. Placing both swords together, he uses the elemental power beam within them, to shoot at the Dead Sea King's spirit, which slowly dissipates away to nothing.

The only thing left of the Sea King is a tiny fragment of his essence, which tries to make a comeback and seems close to overwhelming the good captain, but then suddenly, the Sun appears to save the day.

Flint, although victorious over his enemy, is despondent and feels nowhere near celebrating now that he realizes he'll never get to see his precious sea-queen again. After he makes his way over to that side of the ship where he last saw Madeline, he fires his pistol twice into the air in order to let Macon Hacke know by an agreed-upon signal to send a boat to get him.

While he waits for the boat to arrive, he thinks back to the time he spent with Madeline, and all that's happened to them. As he grieves over her loss, he remembers back to the time they were visiting the fortune-teller, and the old lady gave each crewmate there a single gold coin to remember her by. He then searches himself and finds the gold coin. He pulls it out, looks into it and sees Madeline's reflection as it slowly disappears. Overcome by grief at her loss, he throws the coin into the sea. Then suddenly the spot where the coin landed begins to seethe and churn, as something rises up from the bottom of the ocean and comes barreling towards him underwater. The captain begins to back away from the side of the ship, but in the end, decides to stay and face whatever it may be head-on.

But, it turns out to be Madeline's body still attached to the anchor, and he cannot believe his eyes. Once the boat arrives, he enlists the help of those who brought it in order to aid him in cutting the ropes that are keeping Madeline bound to the anchor. Once they finally free her, they see that the necklace she is wearing with the little sapphire star attached to it, is responsible for saving her life. The moment she went underwater,

the magical jewel formed a protective bubble around her body to keep her from drowning.

Once they release her and get her back to the ship, they carry her body to Captain Flint's cabin. After the captain makes a small speech in which he thanks all those who deserve thanking, he returns to his cabin and awakens Madeline with a kiss. After she comes to, he relates to her all that took place after she was cast into the sea by the Dead Sea King. She has trouble understanding what happened at first, but then slowly begins to figure it all out once the captain fills in the missing details for her.

While he is busy explaining everything to his lovely shipmate, the crewmates board the Sea King's ship and bring all the treasures he's hoarded over the centuries to the captain's vessel. Then, once everything is settled, Captain Flint and his lady leave the cabin and step on deck to find that the crew have already opened all the chests, lined them up on both sides of the cabin entranceway and have also laid out before the cabin a pathway of silver and gold coins for them to walk upon.

The men play instruments, sing songs, and try on various pieces of jewelry, and armor as well. They then engage in mock duels to see how well the armor and weapons hold up in real fights.

The final scene is that of the captain and Madeline having one last sword battle as the men all cheer them on. The two of them try their best to avoid actually hurting each other, but do manage to put on a good show for the men. As their blades cross for the last time, they share one final kiss overtop the blades and the movie ends.

The epilogue finds Captain Flint and his crew returning to Port Royal to spend some of their newly acquired treasure. But Captain Flint himself returns to the graveyard there first. In order to make sure that the tavern keeper buried his former captain properly, and erected a fitting monument over him. Once the captain finds Red-Hand's grave, he is completely stunned to see how life-like the actual statue of Red-Hand is. As he reads the words engraved there in tribute to his old captain, he begins to weep a little. Then, he removes his cap, drops to one knee, and says a fitting goodbye to his former friend and commander.

The last scene shows the mighty figure of Red-Hand the Terrible in the clouds, smiling and watching the captain, as he leaves the graveyard and heads to the tavern where his crew is waiting.