

THE LEGEND OF



KARMARIA

BY: Maurice C. Smith [full sail university] Developing new worlds: Environmental and Historical
Research | Instructor: B. Duvall-Francis |

PREMISE

Exiled by Corrupt Priests, Prince Mawuli of the Kamari Kingdom is robbed of his birthright and sent away to Timbuktu. His studies are interrupted when his land is invaded by Slave traders and his family taken. he must embark on a journey through treacherous Sub-Saharan Africa, in an attempt to reclaim his legacy and rescue his bloodline from extermination. This is an action-packed fantasy based on an ancient tale of the slave, who became king and then became a legend.

HISTORICAL BACKGROUND

Prince Mawuli is the first-born son of the king and Queen of the land of Karmaria. His father had managed to spark peace amongst the warring clans of the land by broker trade agreements with the Sultan of Arabia and the French colonist. These arrangements were not likened by the king's counsel lead by the king's brother Nafir; who started a mutiny against the king. Mawuli whom was ever so curious. Mistakenly overheard his uncle and the priest plotting against his father, but was discovered. Nafir cast a spell of hysteria on him causing him to knock over shatter a replica of the God OSUN a gift from the French colonist and sparking the inevitable war and forcing his parents to send him into exile.

With Mawuli away, Nafir carried on in his evil plan. The king is poisoned and slips into a comma, and the land of Karmaria falls into a dark spiral. The clans all go to war causing utter chaos and destruction. The Queen tries her best to remedy the situation, but her magic was no match for her villainous Brother-in law.

Nafir makes a deal with foreigners to have the Queen and her court shackled into slavery and sent to the new world across the ocean. The only person who escaped was Princess Nyja, Mawuli's betrothed wife and she races to Timbuktu to get word to him. Nafir hears of this and his sends out legions of demons and monsters to stop her from reaching Mawuli. She makes it by the skin of her teeth and now she and her husband to be must embark on a journey across Africa to rescue the queen and dethrone Nafir, so Mawuli can take his place as king.

MAIN CHARACTER'S

Mawuli|19| A prince being groomed to be king. He is the epitome of a good son; he is courteous and courageous. He is constantly studying and perfecting his magic. He is trained in all the combat styles of the land, though he doesn't believe that violence is the way. He is protected at all times by his constant companion "Leo the Leopard".

Leo the Leopard| Leo is a magical Leopard whom was given to Mawuli when he was thirteen years old. He is always by his side or not far away.

King Musa|48| The king of Karmaria, he stands tall with the voice of rushing waters. He is a peace maker and has brought all of the countries of West Africa to form a mighty nation. He is a great warrior, but he knows the peace is the only true way to prosperity.

Queen Musu|40| A kind and gentle queen, Musu is devoted to seeing her king prosper and their nation expand. She is an advocate for higher learning and equal rights for the women. She sings with a voice of an angel and people come from far away lands just to hear her voice.

Princess Nyjah|18| Daughter of the sister of the queen, Mawuli's best friend and his betrothed wife to be. She is a master of the arts and sciences of the land. She has the

wonderful gift of being able to speak to animals. She is flawlessly beautiful, her long red braids hang to her feet and her eyes are emerald green. Nyjah is a master of all the languages of the people around Karmaria. She lives with her parents amongst the kings court in Kamari.

Nafir⁴⁷ Brother of the king and the main antagonist of this story Nafir is a cunning and conniving con-artist, who will stop at nothing to become king. He is a skilled warlock with a lust for power fueled by greed. He is obsessed with the invading Frenchmen and their goods and gadgets; and this gives him leverage over his brother. He then sells the remnant of the royal family into slavery. He uses his evil magic and gadgets to track down his exiled nephew; the only person who stands in his way to the throne. He sets the stage for the ultimate battle for glory, pitting all the local clans against each other and causes chaos throughout the land.

SUPPORTING CHARACTERS

Colonel Maurice Francis^[42] Leader of the French conquerors who have invaded the land of Karmaria. He is a charming and sophisticated character with a long military background. He comes bearing gifts that are just bait to broker chaos, so he can get what he really came for, which was to capture slaves to send to the Americas. He is determined to please his king and country and he holds no punches in combat. His prized possession is his trusty pistol made of pure silver. Warfare is a way of life for him and everywhere he goes he causes destruction, He has tricked Nafir into trusting him and has planned to back stab him and take over all Karmaria for his country.

Phillipe and Pierre^[22 and 23] clumsy Frenchmen who fumble around making mayhem and causing trouble in the land and chasing Mawuli and Nyja failing every time. I label them together because that's how envisioned them. Always together side by side, even bunking together. These miscreants use dynamite and a slew of old-world French artillery to enforce their destruction on the land. They do any and everything the Co. tells them to do, but more often or not, They F up the plans.

Quarako^[75] The Griot of Karmaria and spiritual advisor of the king. He is the person in the kingdom that keeps the ancient records, represented through stories told by word of mouth. He is also the operator of the drums that serve a communication device for all the land.

LOCATIONS

[Kamari] Capital City of Karmaria and the home of the king. Kamari is a coastal town, it sits just off the Atlantic Ocean and is well known as a town of Aristocrats. It gets its wealth from the salt trades and nearby gold deposits. Kamari is a big city with a population just under 500,000 people and it covers over 50 square miles. The people live in huts and homes of an assorted types. From tree homes and even mud molded houses and there is even a grand palace built and designed by King Musa himself.



(LIBRARY OF CONGRESS.COM)

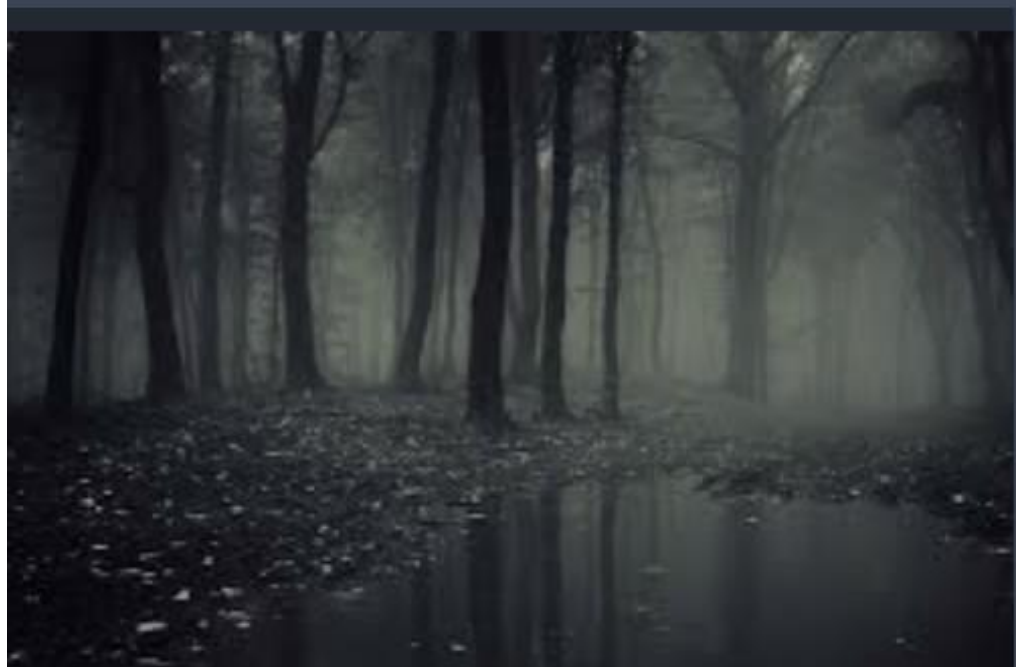
[Timbuktu] Timbuktu is an ancient city in West Africa it was a popular trade town because all the routes through Sub Saharan Africa meet up there. It was also a city full of Libraries and schools. The terrain is desert land, and the climate is hot. People

from all walks of life live and visit here. Merchants line the streets and the courtyards, selling everything from seafood to silks, the main currency is seashells sent in from the coastline. Camels and horses are the mode of travel here in these times and the stench of their dung fills the air in most areas. The treasures of Timbuktu were the literature of the land, vast amount of knowledge was lost when the libraries were burned during European invasions.



(DREAMSTIME.COM)

[The forever Forest] A mythical Forrest where many enter but very few ever return. The legends say that the spirits of those lost in the Forrest are forced to wander forever trapped in the Forrest and forced to trap more souls. Adding more dread to the Forrest, it sits right in the center of a desert, so if one doesn't kill you the other most defiantly will. Even the animals seem to avoid this place at all costs.



(WALLPAPERACCESS.COM)

STORY SYNOPSIS

This is a tale of redemption and reconciliation, a young prince Mawuli embarks on a treacherous journey. Through a Sub-Saharan war zone going head-to-head against rival clans, French invaders, and his evil uncle Nafir, who has murdered the king and taken the royal family into slavery. Mawuli along with his future Queen wife and his beloved pet Leopard “Leo” storm across the desert and through the forever Forrest to get to the coast and stop The French slavers from taking the Queen away, while Col. Francis of the French army and his two hooligans go all out trying to stop them with a slew of traps. The hero is guided by griot of his land and his father’s spiritual advisor, who gives him magic powers that allow him the strength of his ancestors. With this magical power Mawuli over-comes the snares set for him, until he is tricked by Phillipe and Pierre and captured and thrown into chains himself. Nyjah escapes and goes to get help from the clans that are still in alliance with the king. Just as Mawuli is about to be boarded on a slave ship, his heroine comes to his rescue with twelve thousand troops and the battle for Karmaria begins.

STORY EXCERPT

The fog grew thick as they walked into the Forrest, the shadows swallowed the light and darkness fell upon them. The cries of a million souls chimed with the wind as it blew. Mawuli pulled his Ida sword and paused in the mist.

“Leo, stay close and stay low,” Mawuli said. But Leo was a leopard, the true king of the jungle. He was gone before Mawuli even started to speak and was now deep into the bush.

Nyja grabbed Mawuli’s hand tight and followed steadily behind him as he sliced at the vines clearing a path for them. The faint hint of day light grew brighter with ever slice from the blade, they pushed through the bush non stopped, until a loud scream came from the distance.

“What was that?” Nyja asked.

“I have no clue,” Mawuli said. Just then, they heard another scream, that was louder and closer than the first. The trees around them begin to sway violently and the wind howled like wild wolves. The ground began to quake beneath their feet and the most offensive odor came over the air. Mawuli continued to thrust through the brush, squeezing Nyja’s hand hard, snatching her behind him.

“Stop,” Nyja yelled. She forced her weight down, stopping Mawuli in his tracks. She reached into her sack and pulled out a bright marble. “Close your eyes,” she says. She throws the marble hard to the earth, causing an explosion of light, that revealed the

many faces of demons both great and small causing them all to flee in terror of the light of righteousness.

REFERENCES:

Cover art photo created using Adobe's "Photo shop"

Picture #1 COMPLEMENTS OF THE LIBRARY OF CONGRESS.GOV

Picture #2 COMPLEMENTS OF DREAMSTIME.COM

Picture #3 COMPLEMENTS OF WALLPAPERACCESS.COM