



A world within our own ...

... yet hidden from all of us.

EKKO

THE SERIES

After a series of supernatural hauntings, CJ Singleton is forced to carry out his family's legacy and defeat a breed of intergalactic demons who will soon arrive to annihilate the spirit world.

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MISSION STATEMENT

Based on the Book Trilogy, EKKO is ‘Ripe with Story’, and developing this series for the screen has given us a chance to magnify the adventures and engage in a mythology that sets this story apart.

It is our intention to deliver a show that hasn’t been presented, but isn’t so *out there* that a viewer needs a roadmap just to follow along. We’ve given the key players more than a full plate, and we want viewers to *anticipate* the ride as our characters push the limits of human emotions while performing without a safety net. We plan to unveil a new frontier of fantasy that revolves around sound, then expose a covert mission that most humans could not endure. But CJ Singleton can, and will, because he IS human, just like you and me.

Emotions are important to viewers, but they’re just as important to us because we write our characters, both living and dead, to deliver *their* truth. The humans and spirits in EKKO are strong individuals but not without fault, and they’re as wise to scams as they are vulnerable to emotions.

We think of EKKO as a dynamic sound booth that’s built to sustain longevity. The SERIES ARCS are the amplifiers. They power the adventures in a style that resembles LEGENDS, and deal with ongoing conflicts like the Landlers imminent arrival on Earth, and one human’s mission in a race against otherworldly hostilities. The EPISODE ARCS are the Equalizers, which is how we fine-tune the obstacles and introduce them in a structure similar to THE 4400. The A STORY is the electrical current that surges through the volcanic veins of the characters in EKKO, giving us EMPIRE meets SUPERNATURAL. The B and C STORIES are contained within the soundboard, and by raising the volume sliders here and there we fill in the gaps and provide support for the MULTI-EPISODE ARCS.

With CJ at the helm, we’ll introduce new EPISODE ARCS before the last crisis has been resolved, preserving a structure that will allow us to keep our dedicated viewers on board without isolating new viewers who stop by for a test run.

We expect this series to open doors to the world right beside us, a world that rattles the shit out of conformity. The artistic characters are contractually obligated to deliver tension and suspense with a mouthful of satire, but they don’t have the luxury of patience because that exposes weakness, and it’s a standard rule in the music business that a contract will always outweigh camaraderie.

The key to the success of EKKO is to never let the dust settle. The story lives in a constant state of forward motion, where lies, murders, traveling, heartbreak, sex, backstabbing, live music, and otherworldly adventures ... are all in a days work.

So let’s get to work.

WHY THE NAME EKKO?

The title, EKKO, was chosen for the series based on two reasons:

1) In the 1920s, a series of EKKO stamps were made to represent radio stations in the United States. The stamps were placed on ACKNOWLEDGEMENT CARDS as VERIFIED RECEPTION STAMPS, then collected and exchanged by radio listeners across the country. The stamps provided radio stations with information regarding who was listening and from where, and they were the first method ever used for tracking radio statistics.



2) The name derives from the EKKO record label created in the 40s. As one of the first record labels in the United States (some say it was the first) EKKO went on to become the legendary Sun Records in Memphis, TN.

Since our series is submersed in the world of music, we felt the name was a perfect fit.



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PHILOSOPHY

The world of music offers a unique and alternative way of exploring the unknown, and EKKO sails into this tumultuous ocean without a life raft. The story is a symphonic narrative that effortlessly combines the secrets of sound with our human frailties, and whether human, spirit, or star traveler; sound is every character's beacon, and music is the reason the characters in this series meet.

But it's not enough to just talk about sound; it has to be experienced first-hand, from the slightest nuance to the heaviest arpeggio. Though music and sound play a part in everyone's life to some degree, most never look past the surface. EKKO will escort viewers deep into this fascinating world, and once inside the rules will unfold with simplistic clarity.



There are some outstanding *visual* aspects to the laws of sound, such as opening doors with acoustic levitation, or making someone violently ill with low-pulsing frequencies, and our man CJ knows every trick in the book. But when sound is used as a weapon it carries the same moral dilemma as any other weapon, and choosing between good and evil is a constant battle.

That said; EKKO isn't a training manual and we have no intention of confusing our viewers with lengthy definitions. Instead we intend to display these acoustic oddities in a creative manner that will lure viewers in and keep them coming back. For example: When a guitar slides across the room as a result of sound propulsion, viewers will get a taste of what to expect. Now that the bar has been raised, our viewers will expect us to push the limits until the unexpected becomes the norm. As the secrets unfold our viewers will anticipate the next spectacle, which could be around any corner at any time.

The paranormal scenes will depict musical tales even Paganini would hold dear, because they stray from the stereotypes and charter into unexplored behaviors. When Gustavus Waltz emerges to play his cello, the viewer won't fear a ghost, they'll welcome a legend. From our ancient baroque theater where Jeanine Binchois stays hidden, to the sleek and shiny Paradox Arena where Cecil controls the underground, our venues set a vibe that opens the mind, and it's easier to believe something unusual when we're submersed in a visually stunning background.

Once the door to the afterlife is opened there's no telling which path a spirit will take, and if it isn't kept secret CJ will have to explain the unexplainable to the road crew. They're no dummies, though, and they can't help but want some answers about the abnormalities happening on stage, so our viewers will expect CJ's dialogue to be creatively deceptive. They'll root for CJ as he weaves his way through the unearthly obstacles, then they'll anticipate what he finds behind each portal.

Our viewers will ponder the origin of each new character that enters the series, and of course they'll often be wrong, but trying to decipher which characters are privy to the afterlife will bring out the detective in all of them.

Our humans work in a field of high demands and exhausting expectations. Even so, people aren't robots and mistakes will happen. When a no frills tour takes a turn for the abnormal, the stress piles up and tempers blow. But all pressures aside, the headstrong humans in EKKO are just as vulnerable as our spirits, so trusting someone's motives will always be a balancing act for the audience.

The star travelers in EKKO have a mission of their own, and they're also driven to succeed. Sure they have limits, but when an alien approaches an unsuspecting human, any viewer is bound to feel the tension in their gut, especially after one of them attacks a techie and steals his eyes. They're heartless creatures those star travelers, and viewers will enjoy watching them attack those who deserve it, and hate them for attacking those who don't.

Every episode will deliver some rousing moments where time stands still, and where a split second action will make a life long impact. Regardless of the outcome, our viewers will never again wonder why so many old theaters and music venues are haunted.



There's just no reason a spirit should die twice.

TONE

EKKO is a supernatural fantasy with otherworldly adventures bursting from the seams. The show is UPBEAT, SEXY and TECHNICAL, with good ol' human elements that make it WITTY, SARCASTIC, and HUMOROUS. The conflicts between different worlds and species are MYSTERIOUS and THRILLING, and the story is laid out in a progression of events that culminate to define the mission at hand. There are no perfect people in EKKO, living or dead, and our viewers will quickly become addicted to these headstrong characters.

CJ may not have killed his parents, but he saw someone else standing by the ashes on that scorching night long ago. He reacted with anger, enough rage to slam a two x four across the man's head. He didn't hurl the body off a cliff to hide the evidence; he did it out of hate. Sure he took the wrap for killing his parents, but his burning question has always been who he *did* kill. And, would that man show up during one of his encounters with the afterlife.



That's one of the reasons CJ lives by the minute, never sure who or what or *when* is behind the next portal. He's on a bigger mission than following rules and it won't ruin his day if someone on the tour gets shit-canned. He lives by the DUDE LAW and that means he'll occasionally have to jump the fence between self-preservation and retaliation. That's his rule, and it gives him an overwhelming amount of respect for those who shoot from the hip. He took this touring job so he could search the venues, open portals, and find out what happened to his family. Anything else will have to take a backseat.

The majority of humans in EKKO are driven by a passion for music. Despite the backstabbing, undermining, and the torturous love/hate relationships, our group of touring artists will develop into a family. It's this common bond that allows our characters to deliver everything from the deepest sorrow to the greatest joy, even though trust is never on anyone's side.

They know as much, or as little, as the average person when it comes to ghosts, but that doesn't mean they aren't perceptive. Some eyebrows are raised here and there, and rightfully so. Ghosts are known to frequent music venues and that's nothing new, but they'd have a cow if they knew star travelers were slashing faces backstage. But who are we kidding - even that's kinda cool cause it was done by a frikkin alien.

The music industry is peppered with deceit, power struggles, love triangles, and monsters of vanity, but EKKO will humble the crumb snatchers by seasoning the story with paranormal characters and Exo Planet creatures that strike as much fear as they bring delight.

SPIRITS

The spirits of EKKO are in an eternal loop that started the day they died, and they now exist with the same priorities they had while walking among the living. When a spirit in EKKO crosses over, they appear as real as any other person in the story, except for the attire, which is a dead giveaway if you're perceptive. Otherwise they come and go as they please in our world. They have the answers CJ is searching for, and he'll get what he needs either willingly or by force, and even a dead person knows when to call Uncle.



STAR TRAVELERS

Our star travelers are some nasty creatures, but we don't delve too much into where they're from, or how



they raise their kids in season one. They're too busy chasing CJ, trying to get their weapons back. They've herded ghosts for eons and did quite well until CJ's ancestor put a stop to it. Now that the Landlers are not in control, well, if they wore panties they'd surely be tied in knots. All they can do is wait for the Mother Ship to return with reinforcements later this year. Until then, their only alternative is to lurk in shadows and slash any human that gets in the way, and dammit, they're so hungry.

Upon the Landlers maiden voyage to Earth, the Mother Ship purposely landed in the sea because it's common knowledge among star travelers to associate water with life, which is followed by death, which is the natural cycle with every planet that contains living creatures.

EKKO is a Grand Central Station of sorts that connects to each and every one of their portals throughout the Earth. It was named by the spirit world after the book of secrets, but the Landlers created EKKO thousands of years ago. The portals are used as storage containers for spirits that the Landlers have captured, though the Landlers can also travel through the portals to get to EKKO.

Each time the Landlers Mother Ship arrives in Earth's atmosphere, it will hone in on EKKO through a portal that's connected to the ship, and from the sky the ship will simultaneously empty every portal and harvest the spirits that have been held for hundreds of years.

Thanks to CJ's ancestors and their commitment to the legacy, EKKO has been all but abandoned for hundreds of years.

CJ'S JOURNEY

CJ's history is an example of how life can change with the flip of a switch; how a kid can lose his home, family, and honor in just one night. Then ... get arrested for killing his parents.

And the screwy thing is; how can someone spend time behind Juvi-Bars for murders he didn't do, yet not be questioned about a murder he actually committed? He'll be the first to admit that killing a man without getting a look at his face is not a wise thing to do, but when you catch someone killing your parents, introductions take a backseat. That's his outtake on how the world works, and at fifteen that was his springboard into manhood. That was over a decade ago and he's still living with the same hellish memories.

Let's go back.

CJ's grandfather instilled sound and all its otherworldly power into CJ's life as a child, and now that he's older he's beginning to understand why. CJ was taught how to use sound as a passage to the unknown, then bring spirits through doors that other people walk right by. After being released from Juvi-Jail he spent years trying to reach his parents in the afterlife, but never had a bite. Nothing. So he threw in the towel on the paranormal pursuits and went straight with sound and carved out a successful career.

Years later his childhood lessons return with a fury when ghostly messengers start visiting him in music venues late at night. But this time - they're the ones reaching out.

The spirit world has made an offer to CJ. Find the captured spirits and set them free. In return he'll see his parents in the afterlife. Could it be any clearer? It's unfair to use his parents as bait - he knows that - but evidently the spirit world works just like the human world, and that means nothing's free.



Playing ball with Janus-faced people is nothing new, so he hits the pavement with a new touring job, which gives him the means to travel the country and begin his search.

What begins as a basic rock tour becomes a storm that blows CJ to a distant shore, a place where spirits suffer a private torture in dungeons that belong to a race from another galaxy. His parents are among those being

contained and they can't escape without his help. He's not one to bang his head against the wall more than once, so he takes things into his own hands when questions go unanswered. When the Grand Dame of the spirit world tells him the star travelers will feed on the prisoners, he realizes this is more than a fleeting seduction with the unknown, but nothing could have prepared him for going up against some throat slashing star travelers. These evil bastards are on a mission to kill CJ and get their weapons back, and their mission is as important to them as CJ's is to him. That's what he secretly loves about this fight. It gives him clarity.

As the series progresses he finds that he's good at being deceptive, and what's more – he actually enjoys bringing pain to these intergalactic demons. But there's a time limit on his activity and the portals are everywhere, and every moment matters when you're a prisoner, a feeling he knows all too well.

It's not that he's impaired, or doesn't know this is a screwed up scenario, but every portal he opens is a heart stopping moment and he's addicted to the rush. And besides, trying to live a normal life went out the window years ago. It just feels better to embrace everything strange. Yet, he can't overlook the danger that's right in front of his face. So why does he bring it all to the stage? It's simple. Excitement, fun, and the chance to unleash the power of sound. The ticketholders are screaming for more, but so very clueless that they're witnessing an otherworldly battle.

In this new world of firsts where three mindsets each abide by their own version of reality, he's got a lot to learn, but forcing himself to live in two worlds at once might give him the chance to weave some right into what he's done wrong. The third species – the evil ones? They can go to hell.

His main motives are solid: Find his parents and free them from a breed of nasty aliens, then, find out **WHAT REALLY HAPPENED**. It's too late to worry about his reputation, but maybe this is a way to rid himself of the darkness he lives with every day. Guilt has troubled him for far too long. It's time to take charge of his nightmares.

His **OBSTACLES**? Yeah, they're more than one person should endure, yet he does, all the while keeping his wit and sense of adventure. *There's an industry spy on his tail, trying to steal his trade secrets. *His best friend is killed by the Landlers and comes back as a spirit, determined to stop CJ from succeeding. *The Star travelers are trying to kill him to get their weapons back. *A detective has been assigned to tie CJ to the trail of dead bodies this tour is leaving behind. *The local spirits in each city are unaware CJ is on their side, so they battle him. *He has a job to do, and running sound for a rock tour is a handful on its own, but it's even more difficult when the road crew is trying to get him canned. *And *someone* on the tour will reveal a secret to blow all secrets away.

There are several motives that **DRIVE THE SERIES**, starting with CJ having to uncover one clue at a time just to find out what he's up against. He's been pegged from birth to follow this legacy, and despite his reluctance to follow orders he needs help to figure things out – a first for CJ. There are personal obstacles around every corner, deep-rooted reminders that he's as cold hearted as he is kind. And there's a man in the afterlife that he killed – somewhere – who could appear at any time without CJ even knowing it ... another reason to be on high alert. But what he really wants is to put an end to this conflict once and for all, and there can only be one winner.

THE AMULET

The amulet CJ wears around his neck was given to him by his grandfather, Copper Singleton, on CJ's first birthday. It was cleverly hung around the neck of a Teddy Bear, but CJ began to wear it when Copper started teaching him the power of sound in the back of his father's appliance store. He's worn it ever since, with the exception of when he used the amulet as a conductor between two fuses in order to get more power.

It was the only thing salvageable from the house fire, and it was right where CJ left it.

The Amulet is one of the artifacts CJ's ancestor stole from the Landlers centuries ago, but unlike other Landler tools it wasn't hidden for hundreds of years, but instead worn by every one of CJ's ancestors as a sign of their commitment to uphold the legacy.

The Amulet is a universal key, though, and there are two known uses that humans are aware of. 1) There is a depression in every portal just below the stone, and the Amulet will fit the indentation and unlock the portal. 2) It will open the silver cases that contain the Haysons.



The Amulet CJ owns is currently the only one on Earth. That will change when the Landlers Mother Ship arrives, bringing thousands of Landlers, Haysons, and Amulets to Earth.

As CJ embarks on his journey, he learns that spirits in different cities are familiar with the Amulet because they've seen an image of it in the venue where they linger. To his surprise ... some humans have seen the image as well, either drawn on a wall or carved in wood in an inconspicuous area of the venue. But the image is more than artwork, it's an indication that a portal exists within that venue and captured spirits are being contained there.

Since the Landlers are the ones who marked the venues, they know the image represents a place to capture and store spirits. It also represents a place to feed.

Without the Amulet, the few remaining Landlers on Earth cannot access a portal.

THE BLUE VIOLIN

One of CJ's ancestors had the desire to build a violin in the year 505 AD. He made it from scratch using local birch and white pine, then tinted the instrument with a fine powder that came from grinding the blue slate found in the caves of the Black Forest.

The violin created a peculiar sound when played, similar to the chromatic tone of a Hayson. The Landlers heard it from far away and soon tracked down the source, then one day intercepted the maker on his way to market. In a moment of poverty-stricken desperation the violinmaker traded the violin for a cow to a man he believed was a farmer in a black cape.

But the farmer in the black cape wasn't a farmer at all.

Once the Landlers acquired it, they found by accident that stroking the strings with the stick of the bow, 'col legno', would project silent frequencies into Earth's atmosphere, so they began using it as a landing beacon for the Mother Ship.

CJ has had recurring dreams about the Blue Violin for as long as he can remember, but his dreams become reality when it suddenly appears in the green room at The Vortex Rock Club in Detroit.

Along with the instrument was a note from someone named Uncle Daniel, a man who bought every seat in the Vortex the minute Nathan Juju tickets went on sale. He didn't purchase the tickets to scalp them, but instead as a gift for select residents of Detroit. Along with the purchase came a financial opportunity; an offer to pay double the ticket price if Nathan Juju's violin player would play the Blue Violin for only one song during the concert.

How could Sara say no?

She doesn't.

Only in the eleventh hour does CJ discover the hidden tone in the book, and that it will ascend into the atmosphere and pinpoint the location where the Mother Ship should land. CJ finds this location inside Elmwood Cemetery and plays the blue violin to lure the ship down to Earth for the final showdown.



THE HAYSON

The Hayson is not a product of Earth, and its sturdy, yet lightweight metals are unknown to man. It was brought here by the Landlers, and is used as a weapon to capture spirits.



It's about 2" x 6" in size and has a raised thin bar along the side that functions as an IN and an OUT, which triggers the device to capture, or release, its victim. There is a small notch on the CAPTURE side of the switch, enabling the device to be used in the dark. It's drawn to organic creatures containing plasma without chloroplasts; a cell wall. This makes it able to capture humans and animals of Earth, and spirits of both species that contain the Essence of Artha.

CAPTURE: The Hayson will discharge a stream of cobalt blue lights that will surround and seize the target. The lights will then serve as a netting to contain the target while the Hayson retracts, pulling the target into the cylinder.

RELEASE: The Hayson will discharge what it's holding with the same type of lighting, however, the netting will this time mirror the shape of its target and develop into a cocoon-like figure while the target undergoes a rapid transformation. The blue netting will then retract into the cylinder, leaving the target behind in its original shape.

Each Hayson generates a unique tone when used, a tracking mechanism that can be heard by the Landlers from any location. Various tones of musical instruments are similar to the tone of the Hayson, which is what drew the Landlers to music long ago. It is also used to locate a portal, but only when the Hayson is in close proximity of the Valkrie.

When the Landlers invade a music venue, they'll use the Haysons to seize and contain a spirit until they can release the victim into the portal that's hidden inside that venue. A Landler has a 'soft spot' in his skin that enables him to feed on spirits by placing a Hayson to his body and discharging the victim into that spot. Bon appetit'...

THE EKKO BOOK

In 1604 the Landlers executed a spiritual slaughter inside an Armenian baroque theater. The Grand Dame of the spirit world, Janine Binchois, (our Janie B) was there, although she sought refuge by hiding in the rafters, and from there she witnessed the assault, including the counterattack on the Landlers by CJ's ancestor. Janine then followed the Landlers to the forest, where she watched and learned about the strangers who had devastated her spirit world. She also discovered that the forest spirits already knew of, and feared, these beasts and avoided them like the plague.

Afterwards she hand picked a village artist, then visited him through a series of dreams, and over the course of a year she replayed the attack while the artist slept. As the artist began transcribing what he believed to be visions of the night, she furthered her mission by performing Astral Projection on the villager, transporting him to locations and events that she herself had witnessed. The artist compiled a series of renderings and placed the drawings in a book he made of tree bark and shingles, detailing what he believed he had imagined.



The pages depict the story of the Landlers association with music and how they use their weapons, as well as their intentions, their location, and their secrets. The book also shows evidence of EKKO and how the Landlers travel to and from different locations via portals. Among the images are men in coffins with eyes wide open, musicians running from streaks of light, a tinted drawing of a blue violin, and a map that identifies the location where the Landlers Mother Ship will land upon its return to Earth.

Even though the cover appears to have the word ekko scorched into the bark, it is instead the artists reference to a musical tone that must be played from the historical Blue Violin, which is: $e \# < O$ - and translates to: E sharp augmented and held for a whole measure.

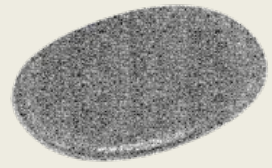
When played 'col legno' from the Blue Violin, this tone will project high into the atmosphere as a beacon for the Mother Ship, telling the arriving Landlers where to land on Earth.

To assure these facts were known, Janine had one of her ghostly messengers steal the book from the artist and deliver it to the home of CJ's ancestor; the brave man who spotted the Landlers, then fought them and stole the Haysons, the Amulet, and one Valkrie from the theater's portal.

The book, along with the other Landler artifacts, has since been handed down the line from one Singleton generation to the next in anticipation of the descendant whose timeline would match the return of the Landlers.

THE VALKRIE

When CJ's ancestor first stole a 'stone' from the Landlers, he had no idea he'd acquired a Valkrie – an instrument that belongs to the Landlers, which is visibly similar to any stone from Earth.

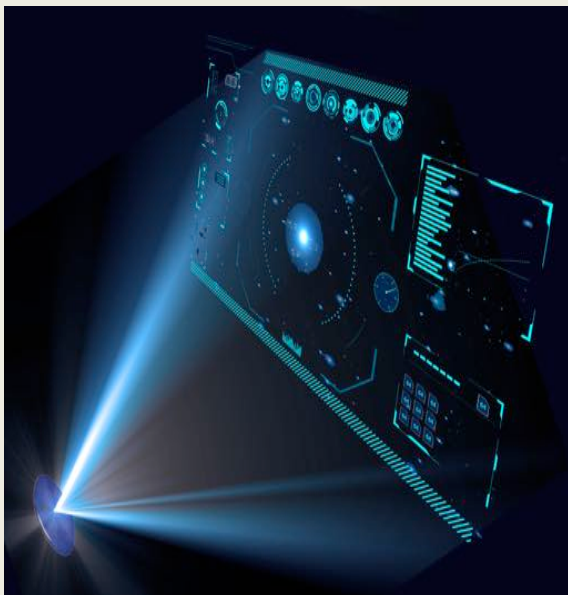


When this ancestor began to hide the Landler items, he initiated the practice of lying five stones in a row as a marker for the next generation, regardless of how long the items would remain underground. This system continued to work, but over the centuries the Valkrie seemed to lose its place among the artifacts, and within a few hundred years it became nothing more than a trinket that one ancestor decided to store in a box.

The **Valkrie's** are made of a material unknown to man. They're flat and oval and roughly the size of a quarter, but they're actually form of technology that goes light years beyond our own. They serve a few purposes, which pertain to location and information.



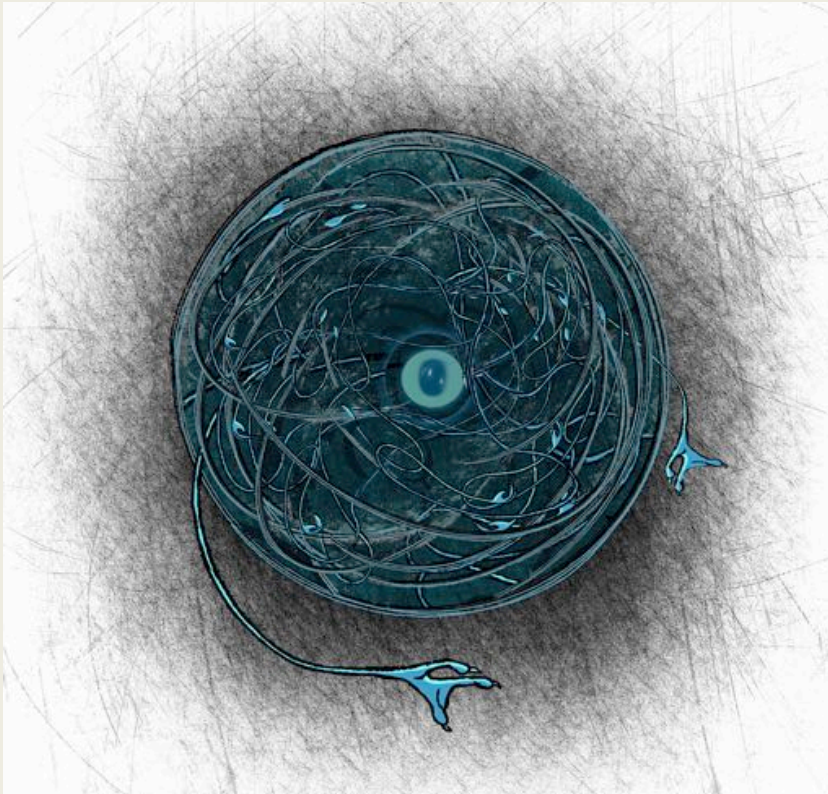
1) The Valkrie is a beacon, implanted in the outside frame of the portals the Landlers created. Though not visible to the naked eye, a Valkrie will glow with a blue brilliance when a Hayson is activated at close range, enabling a Landler to locate the hidden portal. They're activated by sound vibrations that are almost too low to be measured, such as 2Hz - a volume similar to rubbing ones fingers together, which is the same level of sound residue that comes from the Hayson.



2) The technical aspect could be compared to a hard drive that humans use to deliver an advanced stereoscopic display. The Landlers use the Valkrie - either at the portals location, or as a mobile device - to generate a mid-air holographic image of a computer screen, or HUD. The screen will not only display the location of that Valkrie, but the exact location of every Valkrie in use on Earth. The HUD provides other information though, such as time stamps that display the current year, and the year the Valkrie was last activated. A Landler can also track the Mother Ship's location on the HUD, identified by a blinking icon that pinpoints the ship's location in any galaxy.

THE LANDLERS

The Landlers are ageless ALIENS shaped like orbs with a transparent skin that clearly exposes the blue plasma fibers within its body. They're ABYSS-like creatures that can transform like mercury, and usually remain in orb form until they take to items of clothing or enter a preexisting shape. They're fiercely strong with limbs that are, for the most part and when not concealed, long tentacles that have the ability to slash with great momentum. Landlers guide themselves with a center eye that moves freely and unrestricted within their blue form.



The Landlers have traveled to Earth every six hundred years on an interplanetary rotation that coincides with a wormhole that opens during the Octogeni Astri, a star constellation named after the eighty-eight stars it contains. Only on this occasion will the five parent stars align in a straight line, and they will shine so brightly they can be seen during the day.

Over the millennia they've assembled a network of gateways throughout planet Earth, all leading to one main hub called EKKO. From there they are able to travel through portals they've hidden throughout the globe.

With each visit to Earth The Landlers leave scouts behind, and as the Mother Ship heads to the next planet, the scouts on Earth will spend the next six hundred years capturing spirits and containing them within the portals they've created inside music venues and theaters. When the Mother Ship returns, all portals will be harvested and the process will begin again. The Mother Ship will repeat this cycle endlessly, visiting each planet where spirits exist in order to supply food for the home planet.

CJ's ancestors discovered the Landlers four hundred years ago and put an end to the harvesting. The Landlers haven't been able to capture spirits since, but there are two hundred years worth of spirits still imprisoned in the portals, and all but a handful of Landlers have died off during this famine.

They were named by the spirit world around 600 AD when the village spirits noticed strangers had begun frequenting the forest dances. The spirits began to follow these strangers and learned they were often found lingering in graveyards. The spirit world soon noticed that their own numbers were declining and they began to fear these strangers, who would always appear at the next dance. Since the dance was called the Landler, the name took hold.

But the first known record of their existence comes from artwork dating back to 112 AD, where images were drawn in and on the walls of caves and stone paths. The drawings described men in robes who displayed a brilliant light in lieu of a face. As mankind became wiser, the Landlers sunk deeper into the shadows, and around 300 AD their unusual appearance began to frighten people, so they took to wearing the facial skin of corpses. Through 730 AD they were referred to as lepers, which lowered the fear factor considerably and provided them a safe haven.



Music has allowed them to be accepted in settings where words were not needed, and through music they've followed, studied, and become accustomed to man's ways of life. By the 1700s, they became known as the Mound Builders and formed an extensive settlement in the Detroit area of the United States.

In public they wear hooded cloaks, gloves, and the facial skin of dead corpses, which often leave their eyes and noses off center. They're wicked ugly and don't do well with the gravitational pull of Earth, so their walk is often awkward, especially for the new arrivals. When not traveling through portals they can soar at speeds unknown to man. They'll avoid humans until confronted, then they'll slash like a panther and kill without mercy.

ARTHA

The place where spirits first arrive after leaving their human bodies behind ... has existed since the beginning of mankind and has survived a few invasions by the Landlers over the millenniums.

A perfect sphere-shaped pond is the entry to this fantasy setting. A short ring of grass grows like a ring of Saturn on the shore, and just behind it is another ring of green fog that hovers ankle deep. There is no foliage except for the Artha trees, which consist of corkscrew looking trunks that sprout ten-inch pine needles and swathe the trunks in a green fur. At the base of each tree is a lime-green dell that appears to serve as a water sack, but in reality each dell contains a fetus-looking figure with arms and legs that intertwine with the roots of the tree.

Two moons rest in the black sky, one slightly behind the other.

A wooden dock is the only thing that interrupts the circular shape, and it's constructed of ancient logs that are bound together with coiled vine. The dock rests a foot above the fog and extends ten feet over the water. At the foot of the dock is a path that leads deeper into Artha, clearly outlined by the same lime-green fog that hovers atop the ground at the pond. The path is a mere few feet wide but appears much thinner because of the winding wall of trees that conceal what's up ahead.



The Artha trees produce the magical healing Essence, and the figures inside the lime-green dells are newly arrived spirits who are being fortified with this Essence. It will not only enable them to survive in the spirit world, but allow them to come and go as they please, for without the Essence a spirit may never return to Artha. Some new arrivals will linger in the dells for long periods of time because they're being healed from a mutilating or disfiguring death. Regardless of the length of healing time, once the spirits are restored they will wake and go where they please. It is also the Essence that enables a spirit to cross over when speaking to a human, making it clear which spirits have been to Artha and which spirits have not.

There are guardians of the dead inside Artha who remain unseen until trouble arises. Animal spirits are the norm in Artha and run freely in various meadows.

CJ is able to travel to Artha if escorted by a spirit, and only through water.

EKKO

Imagine waking from a deep sleep with your cheek against a cold stone floor. It's pitch black. You can't see your hand in front of your face. You rise quickly, then freeze, afraid to move. You pat the hard surface before you, then rise just enough to crawl. You feel around blindly as you move slowly, hoping to identify something, anything. Your body hits a wall to your left. You grasp at it like a pot of gold, but it's just more stone.

Twenty feet ahead a dim light appears, though it seems to be hovering in the darkness. You begin crawling in that direction, patting the wall and floor as you inch your way across the blackness. Soon you arrive at an egg-shaped frame that's made of stones. There's a curious gray smoke inside, churning inward. You swish your hand at the fog. Is it real?

It's real.

A tiny amount of light spills onto the stone floor ... so you sit with your back to the gray smoke and stare into the darkness. You see more of these openings emerge – four or five of them in a circle, and they seem to be hovering in space. It's just that dark.

The smoke behind you starts to spin in circles and soon enough becomes a whirlpool. You back into the darkness as the smoke spins faster and faster until it becomes an inverted tornado, a vacuum so forceful it lifts your hair. A flash of blue light races out from the whirlpool and crosses the dark space, then flies into one of the smoky frames across from you. And just like that it's gone.



The light was bright enough to only see the space for a few seconds, but the brief flash of blueness illuminated skeletons, instruments, and piles of coins.

Is someone in here with you?

Welcome to EKKO

NATHAN JUJU

The band that lives in the series....



A Classic Rock Band

When we first introduced a touring band to the EKKO story, we knew we had to keep the band simple because this series is about CJ and his otherworldly mission. Nathan Juju is a side player and the tour is a means for CJ to travel the country. All the pieces fit together to create Nathan Juju as a classic rock band with an enormously successful career in the eighties: ie, Doobie Brothers, 38 Special, The Cars.

The music is dated and Nathan Juju remains true to who they are, just like every other character. With Nathan Juju we see, and *hear*, their truth, which plays well with our egomaniacal lead singer, who refuses to accept that he's aging. The classic rock music was tested and the results were good, as in, you can't go wrong with some three chord wonders, a live audience, and some good ol' rock-n-roll.

Creating a simplistic Nathan Juju and smaller arena's also proved to be appealing to the budget.

Nathan Juju opens the door for a whole slew of characters, but only a few will interact with CJ directly. The rest are there to provide support for the A story, while others become principal players in the B and C stories. They're all human on this end, and that gives us the opportunity to portray the human struggles of a crew that's confined to what some describe as a glamorous prison, while also giving our viewers an inside look at life on the road. Being close to someone week after week can be irritating, even if you love 'em. It's only natural they'll develop power struggles, love triangles, gambling, and sabotage, all the while skirting around ego's that are as wide as the Mississippi. Stir in some mind-blowing stage shows and unexpected success, and we have a healthy supply of conflict, obstacles, accidents, and just plain human behavior.

Nathan Juju's live concert scenes were written to provide an outlet for CJ's otherworldly escapades, and without them we couldn't bedazzle the ticket-holders, grab attention from the press, jack up the volume on E's jealousy, nor could we add the dynamic visuals of a supernatural stage show. There are four live concert scenes written into a season of ten episodes, and they present the band performing on stage and rockin' out in front of an audience. These concert scenes are short in duration, but they're pinnacle moments where: 1) CJ gets to strut his stuff, technically, and 2) we create some exhilarating eye candy for our viewers when CJ brings the spirits to the stage.

Watching a master tradesman do his thing has always been exciting for viewers, and CJ is no exception when it comes to concerts. His A/V skills during the live concerts reveal his true passion, and we've purposely honed in on different aspects of CJ's expertise during the concert scenes. This way nothing is repeated, and nothing gets old.

SERIES SYNOPSIS

CJ Singleton is a twenty-eight-year-old sound engineer extraordinaire who's been chosen as an intermediary between this world, and the spirit world that haunts music venues throughout the country. His passion for blending sound with the supernatural started as a child when his grandfather taught him that sound waves could open doorways to the unknown. Soon afterwards his grandfather passed away. Ten years later CJ not only lost his parents, but was accused of killing them. He tried searching for them in the afterlife by using the skills his grandfather taught him, but had no luck.

Now an adult and one of the top soundmen in the country, he's being visited by a ghostly messenger who's giving CJ a chance to enter the afterlife and search for his parents to unmask their true killer. His quest for the unknown is ignited once again when he discovers some artifacts left behind by his grandfather. A series of clues lead him to New Orleans where he uses his sound skills to orchestrate a time wedge to the afterlife, but once inside he's only offered a deal.

Before he can see his parents, he'll have to release hoards of captured spirits that have been harvested by the nemesis of the spirit world; a breed of interplanetary demons who've built hidden portals inside the haunted music venues. He finagles a touring job with an aging rock band and uses it as an opportunity to begin the quest for his dead parents, but as he embarks on his journey he finds the spirit world to be quite an enormous place, and vigorously protected by guardians of the dead. Every move is met with overwhelming opposition, and just as he begins to get a grip on the severity of his task, he learns that time is running out.

Meanwhile his love interest isn't taking kindly to being shut out of his life, and he's unaware his lifelong pal and fellow soundman, DeBussey, has been killed. When CJ runs into DeBussey in the afterlife, it's not a warm reception. DeBussey blames CJ for his death and vows to prevent CJ from accomplishing his goals.

Given CJ's reputation, the band members are weary of CJ, but the promoter, Dean Autry, has bailed the lead singer out of bankruptcy and the decision to hire CJ is non-negotiable. As if there weren't enough obstacles, the road crew and musicians obstruct his mission with love triangles, sabotage, flying orgies, industry spies, and out of control egos.

Despite the odds, CJ proves himself capable of locating the gateways and freeing the spirits, but new information is dropped with every accomplishment, and it seems everything leading up to this moment hasn't been a coincidence. This otherworldly battle is in fact a family legacy that's fallen in his lap, and it's his job to face an enemy that has visited Earth every six hundred years since the dawn of music, and they do so to capture ghosts and contain them as food.

By blending his sound expertise with his mission, CJ uses the stage shows as the battleground and the crowds are eating up the visuals, but his stamina is waning with every unearthly battle. His use of sound has also drawn the enemy closer, and they'll do anything to stop CJ, and they'll slay anyone who gets in their way.

As the tour moves on, it's leaving a trail of dead bodies behind, and given CJ's history, a detective is trying to pin the deaths on CJ. Strangely enough, CJ starts to enjoy this new sense of fear that surrounds him, and his ego goes unchecked until he's brutally abducted and strong-armed by the Grande Dame of the spirit world. Now that she has his attention, she informs CJ that the enemy will soon arrive with a colossal amount of soldiers, and they're planning to stay, to walk among humans and freely massacre the spirits of Earth. That includes CJ's parents. If he's ever to see them again, he has to assure their safety in the afterlife.

Now, with time running out, CJ must strike the arriving enemy with a fatal blow, or face losing his parents and the truth when the afterlife is obliterated.



There's a reason theaters leave a ghost light on all night...

PILOT PRINCIPALS

DEBUSSEY: 24, HUMAN then SPIRIT:

DeBussey grew up in the Lake Tahoe area without knowing his parents. He was abandoned as a baby and spent his youth in foster homes, but his bipolar condition kept him from staying in one place for any length of time. As a Cherokee Indian he badly wanted to discover his Native Traditions, and social workers made efforts to find him placement on a reservation in Utah, but his record of getting into trouble kept him from being transferred.

At fourteen he was found sleeping in a bed that wasn't his, nor was the house, nor were the owners his current foster family. When the homeowners filed charges, the State decided he was old enough to bypass the next foster home, and since his condition seemed to be getting worse he was placed in Juvie-Jail. That's where he met CJ, and though both teenagers had a difficult time being confined they found support in each other and eventually their friendship became a brotherhood.

RADINE: 27, HUMAN:

A singer in her former life, Radine loves music and the world it evolves around. At twenty-seven she manages a rock arena on the Boston Piers. She's sexy, well put together, sports some amazing burgundy hair, and is definitely her own woman. She likes a good spleef now and then and isn't shy when it comes to sex, which is not to be confused with love. She works with CJ and DeBussey and considers them family, though her feelings for CJ are much stronger.

She has a life of her own and has an ongoing mission to find her missing twin. She's torn about her feelings for CJ, but hangs in there. She'll go as far as to visit a voodoo shop to try some new techniques for pulling CJ closer.

SARA: 27, HUMAN:

Unbeknownst to all, she's the daughter of the farmwoman in New Hampshire. Her craving to see the world led her to travel the US at the young age of seventeen. Not long after she moved to New York City and has lived there since.

She loves her wine, living in Manhattan, and enjoys men who challenge her confidence. She's average looking and extremely dependable and will go to any length to get information, even if it means picking a lock. She fought to bring CJ on board the Nathan Juju tour despite his reputation. Her job title is Production Manager, which leaves her running the New York office of Intertwine Music while the tour hits the pavement.

E: 48, HUMAN:

E is the lead singer for the rock band, Nathan Juju, a band with an extremely successful past. His band recorded hit after hit in the eighties and he's been riding the coattail ever since. Unfortunately E doesn't have much to show for his years of success, and this tour is all about making more money, but the opportunity is only on the table because Dean has bailed him out of bankruptcy. This knocks E down to second fiddle when it comes to decision making, and he's having a hard time with that.

He's lived a life of getting what he wants, be it through demand or deception, and the repercussions have left him with a shallow soul. He's outspoken, brash, and enjoys talking down to people, even when he occasionally, and accidentally, reveals a deeply hidden kindness.

He's often seen wearing a disguise and frequenting Magazine Racks to search for press on Nathan Juju, particularly his own picture, which he will leave prominently glaring face-out on the rack.

CLARISE: 26, SPIRIT:

Born sometime in the 900s AD, Clarise is a simple village girl who is innocent, truthful, and loving, and has no idea such traits can be manipulated. Even so, she'll hold her own when she discovers she's been betrayed. She spins happily in her sundress when music plays and is extremely content for a dead person. She wound up in New Orleans by way of Artha while searching for her dead father.

There's no lack of attraction between CJ and Clarise, but that comes around after their initial battle when Clarise gets the upper hand and takes CJ to Artha, her home. She's learned over the centuries to be extremely protective of Artha and the powerful Essence the Artha trees produce. Clarise is aware of the Hayson and what it is used for only because the Landlers invaded Artha long ago, at which time they stole a small amount of the Essence. Her being dead comes in handy for CJ, even though she's unaware that a bigger mission is in the cards for him. It's a calculated move by Janie B who claims Clarise would be affected if she knew the truth.

JANIE B: AGELESS, SPIRIT:

Her proper name is Janine Binchois. Once the wife of legendary composer Gilles Binchois, she's now the Grande Dame of the spirit world. She's been watching CJ his whole life because his timeline will fall into place with the return of the Landlers.

She became the Grande Dame centuries ago in a baroque theater, when the Landlers became brazenly courageous one night and began capturing spirits with the Haysons. Being a spirit herself at the time, she hid in the rafters and watched as the Landlers massacred her pals. She hasn't trusted a spirit nor a human since. She's waited hundreds of years for the Landlers to return and she's hell-bent on stopping them from annihilating the spirit world. She communicates with CJ through a series of unused gear in random places, and her wit gives CJ a run for his money. She's only heard and never seen, although her wide lace collar occasionally surfaces when she slams her walking staff into the floor.

BRANDON: 24, HUMAN:

He was born half Asian in West Hampton, NY, and grew up with very few personal limitations. He's a short and snooty tech geek who's addicted to his phone, gadgets, and coding. Brandon has a high opinion of himself and lets it be known, which is no surprise since he's E's nephew. He'll blatantly lie to save face and the harder he tries to avoid being the brunt of a joke, the more of a punching bag he becomes.

Despite the fact that his A/V skills are average at best, he feels snubbed when he doesn't get the answers he demands from CJ about the otherworldly spectacles, so he tries to undermine CJ, but quickly learns that CJ's skills are light years ahead of his.

DEAN AUTRY: 50s, HUMAN

As a British Indian, Dean's company, Intertwine Music, has promoted tours in the US and UK for over thirty years, and it's one of the biggest music companies on the map. He's a no-nonsense man and only handles the A-List of talent. Dean mostly lives in the UK but flies across the pond on a regular basis, and as of current his company is producing Nathan Juju's tour. He's bailed E out of bankruptcy by producing this tour, and his main focus is getting a good return on his investment. The finances are tight but kept secret, so he hits the road with this troupe to keep an eye on sales.

He isn't accustomed to traveling with the troupe and finds that artists are a handful, not to mention the odd happenings that occur on this tour. He comes to realize CJ has some kind of gimmick, but ticket sales are on fire so he not only looks the other way, but gives CJ carte blanche. He does his best to balance the personalities even though he doesn't enjoy being a babysitter.

THE LANDLERS: AGELESS: ALIENS: The Landlers are some badass entities. Their origin is unexplored at this time, but they travel to Earth every six hundred years on a steady rotation with other planets. Thing is, though, six hundred years of Earth time is equal to fifty for the Landlers, so when they get stuck here it's for the long haul.

They're not human, but they wear the skin of dead people over their blue plasma bodies. They'll brutally seize spirits without the slightest hesitation while they creep around in haunted venues.

But they're not only out for Earth's ghosts, they'll eat any ghost from any planet, and when the Mother Ship crashes at the end of season one, we'll open season two with a rude awakening of spirits from other planets who are now free to roam with the spirits of Earth. Now that's what we call interracial. The Landlers stay in the shadows because they know they're up to no good, but orders are orders and like good little soldiers they're committed to the cause.

SEASON ONE SUPPORTING

BLISTER: 30: HUMAN: When it comes to audiovisual skills she's no slacker, and it was no accident that Blister (birth name Ballista) found CJ because her mother, Beth, the Lawyer in Savannah, sent her to him. Beth has been deceased since Radine and Blister were babies, but she's communicated with Blister on a regular basis, knowing the day would arrive when CJ would need her help.

ALAN: 36: HUMAN: He's the Stage Manager for Nathan Juju. He sticks to the rules because he knows that breaking them only leads to a distracted road crew. A true rock-n-roll veteran, he's experienced a few decades of road life and knows not only what to expect, but how to run things smoothly.

REYNOLDS: 26: HUMAN: A gambler and a wise ass who never misses an opportunity to place a bet. He annoys people long enough to have them bet on a resolve, regardless of how trivial the subject. He's not personally interested in who or what is appearing onstage, other than being able to secure a bet.

MANNY: 35: HUMAN: The Interlude's house technician. He's an easygoing man with a serious southern drawl, so he rarely speaks and asks even fewer questions. He greets bands as they roll in and out of town, but doesn't run the shows. He and CJ have known each other for many years.

ALLISON: 25: SPIRIT: She portrays herself as a human because she's glued to The Paradox music venue and refuses to let anyone take control. She doesn't like CJ coming in and having his way, especially when he converges with spirits she's been trying to reach for years.

JANET: 27: SPIRIT: As a civil war nurse, she lingers in the Hollywood Cemetery in Richmond. She's giggly and upbeat despite the fact that her spirit friends have all but vanished. She helps CJ escape from the Landlers and leaves him in the hands of Blister.

FREDERICK: 45: SPIRIT: He's full of life, exuberant, and joyous. His goal is to drink, and then drink some more. As a stage manager, he was robbed and killed while carrying the payroll for the touring cast of Barbarossa of Barberry, a sixty-five-member cast that performed at The Resurrection in 1918. CJ found him in the wall just under a catwalk, and it took some heavy convincing for Frederick to accept he was dead.

MR. VITALI: 48: HUMAN: He's the owner of The Paradox in Charleston, and his goal is to book Nathan Juju for a few more nights. When his manager Allison goes missing, he calls the law on Dean and threatens to pull the plug on the Nathan Juju's tour.

CECIL: 20s: **SPIRIT:** He's short and tough with a limited vocabulary, though quick to jab a finger in someone's chest for making noise while the lights are out in the Rock Street Theater, the oldest theater in the US. While alive, his job was to escort slaves out of Charleston after Stede the pirate had stolen the very same slaves he'd sold only a week earlier.

WADE: 25: **HUMAN:** The Paradox's house technician. He's young and thin and eager to learn about sound. His job is to assist every sound engineer that plays at his club, and his additional interest in spirits sends CJ in the right direction.

JOHN: 32: **HUMAN:** The Road Manager for Nathan Juju, partnered with Alan, the Stage Manager. His job is to keep the tour on track with projections and scheduling. He appears at random and occasionally guides E through some troubled waters. He also oversees E's rider and assures that E adheres to his itinerary.

HALLEY: 20s: **HUMAN:** She's the only female member of the Nathan Juju tour, and she gets plenty of attention, especially during stressful times when everyone is exhausted. She'll bounce between men and have a great time, but it causes some ripples within the testosterone-fueled troupe.

JONAN: 40: **HUMAN:** Jonan is a music mogul who's company, Shadow Records, is Dean's rival. He reads about Nathan Juju's new tour in Billboard and takes a trip to New Orleans to check out the competition. He immediately hires a spy to trail CJ and steal his technical gear.

CAVANAUGH: 50: **HUMAN:** As an ex Intertwine employee, his new job as a spy is to filch the specs on CJ's technical gear. He is a day late and a dollar short, and will get in a few tumbles throughout the series. The polyester suit he insists on wearing makes him look outdated, which he is. He's ridiculously incompetent, yet boasts about the smallest of tasks he's accomplished.

BEKKA: 30: **HUMAN:** She's polite but firm, and stuck between a rock and a hard place. It's her club that burnt down in Richmond, and Dean wants his deposit back. Her goal is to get through the disaster without taking a bath; that is until someone accuses Dean of starting the fire, at which time she tightens the screws.

MILO: 50s: **VAMPIRE:** He's Clarise's father, who's been trapped for centuries under the spell of an ancient dagger. CJ discovers him accidentally, which pleases Clarise. Even so, Milo demands that Clarise kill CJ because he possesses the Hayson.

ZWIE: 25: **SPIRIT:** She's a mean and mighty woman who gets released by the Landlers in exchange for CJ's dead body. She beats the crap out of CJ on River Street in Savannah, and it seems as though he's finished when he suddenly gains a foothold and seizes Zwie with the Hayson.

Mr. 5008: 40s: SPIRIT: He's a nightclub singer/ gangster from the 40s, and one of many spirits held inside The Interlude. When Zwie vanishes, he takes to the stage with a fury, eager to resurrect his desire for singing. Brandon has a hard time getting him off the stage during the concert, and the ticket holders have no idea he's a spirit.

TOM FORT: 32: HUMAN: The club manager of The Interlude. He's a bit rattled by all the chaos in his club, but doesn't see the paranormal side of things because he's tied up in his office with a young couple having a domestic dispute.

BETH: 35: SPIRIT: Beth plays a part in helping CJ succeed with his mission, though she never makes it known. She first appears at the County jail in Savannah, where she confronts the police captain and gets CJ out of jail. She will watch CJ closely and even intervene with E to get him off CJ's back.

COPPER: Late 50s: HUMAN: As CJ's grandfather, he became aware of his family's legacy when the artifacts were passed down by his own grandfather in a tradition that's been going on for four hundred years. He knew CJ would be the one who's timeline matched the return of the Landlers, which is why he taught CJ how to manipulate sound and bring spirits to the surface. He purposely left clues behind that only CJ would find. With the exception of the opening teaser, he exists in small fragments of flashbacks and serves to refresh CJ's memory.

STEVE: 26: HUMAN: The club manager at The Resurrection in New Orleans. He speaks the purest of Cajun dialects and loves his coffee. Steve constantly boasts about his professional responsibilities and takes his position seriously until spirits enter the picture, at which time he'll run to his office and hide. The Landlers appear one day after Nathan Juju has graced his stage, and after the excessive amount of ghostly activity, his energy is spent. The Landlers kill Steve and remove his eyes so they can see anything that relates to CJ.

BOB DUSTIN: 43: HUMAN: Bob is a stereotypical soundman with a beer belly and a sloppy beard. He's a follower as opposed to a leader, and he's kept himself working for many years just by kissing ass. He jumps when someone calls; including E. Dean hires Bob after CJ initially refuses the touring job with Nathan Juju.

NIBEL: 35: SPIRIT: He's an Imperial Messenger from the days of King Henry IV, and he serves as a liaison between the spirit world and humans. Janie B has instructed him to make contact with CJ and lead him to his family's cabin where secret weapons have been hidden. From there he's to see that CJ finds his mentor. The messenger doesn't like handing CJ over to another spirit, thinking it will confuse CJ. After Janie B insists he follow her orders, he reluctantly continues but the disagreement eventually leads to a power struggle. He appears in different forms and often spies on humans while hiding in the same room, though never seen because he blends into the paintings, plants, and architecture.

THE LOVE TRIANGLE

Radine makes it clear she has deep feelings for CJ, and pushes for a closer relationship. CJ isn't opposed, but he's just been slammed with a ton of mysterious issues. Radine will secretly follow CJ across the country to surprise him, but when she sees CJ and Clarise share a tender moment, she decides to turn up the volume by visiting a voodoo shop in New Orleans. From there she starts experimenting with black magic, which does work, but not in the way she had planned.

Her premonitions give her visions of the twin sister she's been searching for all her life, but when they reveal her sister and CJ together, she is enraged and comes unwound. At this point Radine's experiments take a turn for worst and lead her to a nut house. CJ will find out, feel strongly for her, but leave her in the hands of doctors while he carries on with the tour.

Just before the entire troupe travels to Richmond, Brandon pulls some inexcusable stunts in Charleston and goes missing. CJ gets a call from a female technician named Blister who heard of the opening and is determined to work the Nathan Juju tour. She turns out to be remarkably talented. CJ is tough on her because of the past calamities, but the more she pulls through, the more he not only trusts her, but becomes attracted to her. The fact that she resembles Radine doesn't hurt.

Later in the season Radine will appear in Detroit, rested and focused and ready to try once again for CJ's affections. CJ doesn't really have time for love, but he does find himself torn between the two and intentionally keeps these remarkably similar women separated. There's a reason for the resemblance, as Blister is the twin Radine has been searching for. Both women are ecstatic about the reunion, but heartbroken over their mutual love for CJ. This will become a major issue in season two.



Things the go bump in the nightclub...

EKKO / Season One Episodes			Written by	Date
1:	"Follow the Stones"		Johnny Walker	July, 2016

CJ's grandfather buries a secret at the family cabin in New Hampshire. Years later a ghostly messenger visits CJ and tells him to go there. Radine and DeBussey attempt to settle a dispute over the strange events in her nightclub. CJ heads to New Hampshire. Dean offers CJ a touring job with Nathan Juju. CJ finds the mysterious Haysons and decides to take them on the road. Clarise captures CJ in New Orleans and takes him to Artha, where CJ learns more about his mission. Dean flies to New Orleans one day early, and Radine makes a surprise visit, only to witness CJ in a tender moment with Clarise. **Cliffhanger:** [CJ wakes in a puddle of water onstage at The Resurrection, and the Hayson is gone.](#) **Episode two Teaser:** In an abandoned subway tunnel, two creatures stir. They rise from the trash as rats scatter, then activate a holographic HUD to pinpoint their location. They are Landlers, and their mission is to hunt CJ down.

2:	"Battle for Essence"			
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Nathan Juju's tour bus hits the pavement and heads for New Orleans. Brandon attempts to hack the payroll software. Bob Dustin arrives in New Orleans to confront CJ. Sara is being followed by the Landlers, who are being followed by the ghostly messenger. DeBussey visits E in a dream and convinces him to sabotage CJ's sound gear. Clarise reveals that the Landlers stole some of the Essence from Artha. Jonan from Shadow Records arrives in New Orleans to check out his competition. The Landlers pay a visit the Farm Woman. **Cliffhanger:** [The Landlers catch Steve alone, and they need his eyes.](#)

3:	"Trade Secrets"			
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Nathan Juju plays to a sold out crowd. CJ incorporates ghosts into the stage show and frees the captured spirits during Nathan Juju's concert. CJ and Clarise share a tender goodbye. E launches a search for Bob Dustin. The police find Steve's mutilated body. The Messenger gives DeBussey some lessons on being a spirit. Radine visits a voodoo store in New Orleans. Cavanaugh hits the road, trailing CJ to steal his sound secrets. E intercepts the press and claims he designed the killer stage show. **Cliffhanger:** [CJ is brutally beaten by a spirit and goes missing.](#)

4:	"Jessica Rose"			
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CJ finds a vial of X88 while trying to escape from EKKO. Brandon and Manny botch the sound configurations during the Blue Collies' concert. Janie B comes clean and exposes CJ's true mission. A woman in red mysteriously visits several people at the same time. The Landlers offer a spirit her freedom in exchange for CJ's dead body. Cavanaugh gets hammer punched in the sound booth. Mr. 5008 takes to the stage while Brandon is alone in the empty showroom. A sexy lawyer named Beth arrives to get CJ out of jail. CJ opens a time portal and orchestrates a time wedge before a live audience. **Cliffhanger:** [The Ghostly Messenger and DeBussey devise a plan to overthrow Janie B.](#)

5:	"Committed"			
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Hoads of spirits have gathered to welcome CJ to Charleston. The police in New York send a detective down south. Radine’s premonition leads her to a rubber room. Janie B reveals that she and CJ have met before. Brandon takes a bus to Charleston to surprise CJ. CJ discovers Gustovus Waltz in the Dock Street Theater. Reynolds starts a gambling ring within the road crew. A spirit named Cecil throws CJ out if the theater. Dean agrees to steer the police away from CJ in exchange for a long-term contract. Brandon vows to overthrow CJ. CJ realizes he can’t harm DeBussey. **Cliffhanger:** A jealous Allison traps CJ in an ancient slave tunnel hidden under the city of Charleston.

6:	"Chartered by the Unknown"			
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E finds Bob Dustin’s cell phone in CJ’s bag. CJ discovers that the Landlers are tracking him through the strange tone of the Hayson. DeBussey sabotages the local spirits. E issues a gag order for CJ not to talk to the press. Cecil helps CJ escape The Mudgett via the Charleston battery. CJ and Wade resurrect a pirate ship from the 1600s called The Susannah during Nathan Juju’s concert. CJ uses the cascarilla in the sound booth to keep DeBussey at bay. Brandon seizes himself with a Hayson. Allison vanishes inside an elevator. **Cliffhanger:** CJ is caught manipulating the audio system in the Charleston airport.

7:	"Jack Legged"			
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The Ghostly Messenger double-crosses DeBussey. Cavanaugh injures two of Nathan Juju’s roadies, then offers replacements. Sara realizes someone is hacking her email. The Slayer Rock venue in Richmond is burned to the ground, taking all the spirits with it. CJ is assaulted and thrown over the 9th Street Bridge. Reynolds plans to sell the secret stage footage to the press. Dean is faced with legal issues in Richmond. Janie B contacts CJ through an old crank telephone. A civil war nurse named Janet hides CJ while The Landlers hunt for him in The Hollywood Cemetery. Blister rescues CJ from the Landlers. **Cliffhanger:** Cavanaugh offers to deliver CJ to the Landlers in exchange for his life.

8:	"The Jongleur Room"			
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Blister introduces CJ to the Jongleur Room. Brandon is officially reported missing. The Landlers Mother Ship has arrived and now lingers behind the waxing moon. CJ bribes a shady pilot into a late-night flight. E goes out on the town and runs into the sexy Lawyer from Savannah. DeBussey makes an attempt to bring down CJ’s flight. Venusberg departs for Paris without Sara. CJ arrives in Detroit to find an angry Landler waiting for him. The eighty-eight constellations begin to align. The Mother Ship picks up a tone from the Hayson and dispatches Landlers in war pods. **Cliffhanger:** The detective who’s trailing CJ watches in disbelief as CJ seizes a Landler with the Hayson.

9:	"Family Secret"			
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CJ discovers some unseen clues when the EKKO book hits the sunlight. Sara flies to Detroit for an emergency meeting with the band. E gives CJ leeway to perform some unusual stage tricks. The blue violin mysteriously appears in the Green Room for Danny. CJ will have to visit the Landlers on their own turf to destroy the arriving clones. Sara locks CJ in a cage and reveals a shocking secret. Music moguls, spirits, and Landlers, are all heading to Detroit for the ultimate showdown. Uncle Daniel buys out the concert in Detroit and gives away the tickets. **Cliffhanger:** CJ realizes he needs to be in two places at one time.

10:	"Octogeni Astri"			
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Radine is released from the asylum and arrives in Detroit to meet Blister. Jonan goes down with Venusberg in the Atlantic Ocean. Smoke and mirrors allow CJ to leave the sound booth during Nathan Juju’s concert in Detroit. CJ finds Brandon and Cavanaugh trapped inside of EKKO. DeBussey reunites with CJ. Bob Dustin unexpectedly returns. Clarise and Frederick arrive to help CJ inside Elmwood Cemetery. CJ plays the blue violin to draw the Mother Ship down the Earth. The troupe watches from the back of a road truck as The Vortex Arena crumbles under the weight of the Landlers Mother Ship. CJ is trapped under a lighting grid when his parents pay him a visit. **Cliffhanger:** An injured Landler crawls through the wrecked ship and sends an SOS beacon to his home planet.

EKKO / Future Season Storylines			
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* Other breeds of spirits from far away planets are released and wreak havoc on Earth when the Landlers Mother Ship crashes in Detroit. * Some Landler reinforcements arrive from the other side of the globe. * DeBussey learns that the essence has a reverse side effect from spending too much time with humans * E takes a liking to CJ’s amulet and it suddenly goes missing, preventing CJ from fighting the remaining Landlers. * CJ travels the portals to venues across the globe. * The Jongleur Room rebuilds while Janet returns to silence the Belle Isle Witch. * CJ discovers an ancient Dagger with mythological powers when he returns to Artha. * Radine and Blister get competitive for CJ’s attention. * Nathan Juju films a music video and demands that CJ apply his otherworldly effects. * CJ realizes the only way to defeat the Landlers once and for all is to visit their home planet.

SEASON ONE ARCS

Story Arcs:

There will be four major story arcs that play out over the course of the first season:

1) The conflict between CJ and the spirit world as he embarks on a mission he's been summoned to carry out. He'll start out reluctant and find little help as he searches for answers, but he's been promised a visit with his parents in the afterlife so he's determined to carry on. We'll see his hesitation to comply transform into an eagerness to succeed.

2) The discovery of EKKO and the rise of the Landlers as they track CJ down in order to gain back their weapons. CJ learns that Janie B had purposely held back information, knowing he would have to fight The Landlers on his own. Otherwise, he wouldn't be capable of delivering the fatal blow.

3) The unexpected success with Nathan Juju's tour and how the additional stress causes conflicts within the crew. They'll need CJ more than ever just as he's getting busier with his spiritual mission.

4) DeBussey's rise of power within Artha, culminating with his vow to seek revenge on CJ. He'll join forces with Nibel in an attempt to overthrow Janie B.

1) When we first begin, an Imperial Messenger named Nibel starts visiting CJ while he's working, urging him to discover his family's past. CJ gave up the ghostly escapades long ago, but now he's being told he can find his parents in the afterlife if he embarks on a mission for the spirit world. CJ takes the bait, but the clues come slowly, and he makes headway even though he seems to be met with opposition every step of the way. Something just doesn't make sense. We'll watch him gather bits and pieces of information as he travels to each city, encounters new obstacles, opens new portals, and frees new spirits – all of which boost his confidence. These accomplishments don't come without a price, though, and he painfully succumbs to a few major battles. As more clues arrive, the mission expands and we see him

become greedy, too cocky for his own good, which will threaten his life and humble him in a way that brings him back to reality. This drives him to try harder and become even more resourceful. For example: he'll start freeing the spirits during the live concerts as a way to cut corners, and by the end of the season he's a master at deceiving the band, the road crew, Cavanaugh, the press, and even Dean.

Just when he starts to get a grip on the routine, the *real* mission unfolds, and by this time he's in too deep to turn back. He's already at odds with everyone, and still hasn't found his parents in any of the portals, but time has run out. The Landlers' Mother Ship has arrived and it's parked and waiting behind the waxing moon. He'll play the historical Blue Violin to lure the ship in for a landing, which is when all hell breaks loose. He'll battle the newly deployed Landler scouts and send the Mother Ship crashing into the arena in Detroit, and just before things go black his parents appear. At the same time Sara is trapped under a collapsed lighting grid and she's begging to be saved.

2)

When CJ's ego begins to swell from all the attention, Janie B yanks him from his environment and places him in EKKO, a cold dark dungeon that belongs to the Landlers, which is their central hub for all their unearthly portals. Here she lays it on the line and sheds some light on who and what he's up against. He's not surprised to learn that the strange men following him lately have been around his whole life, as has Janie B, and both have been lurking in the sidelines, keeping an eye on CJ until his timeline began to coincide with their battle. If CJ doesn't start putting his own needs aside, he could easily die.

CJ learns that his ancestors brought the Landlers hunting exploits to a halt hundreds of years ago, and many Landlers have died off from starvation. The Landlers who still live are tracking him to kill him and get their weapons back.

This is CJ's first confirmation that another race is involved in this mission, and he's not too happy about facing the truth. At the same time, CJ realizes his mission has just been magnified and it pushes him to try harder, knowing these star travelers may take his parents away forever.

3)

While Nathan Juju and the road crew had prepared for a major tour, Dean assured the group there would be no grueling schedules, but as CJ's stage shows make the headlines, Dean sees an opportunity to rake in some cash. Dean starts booking additional tour dates, which becomes chaotic for everyone. The extra

work is increasing the stress factor for the road crew and musicians, and E becomes difficult to live with, even more so when he realizes the press wants more of CJ and less of him.

The entire troupe reaches a boiling point with CJ and they demand some answers about his otherworldly stage shows, and the more he stays lip-locked, the more frustrated they become. In a belittling move against the troupe, Dean gives CJ Carte blanche to do as he pleases because ticket sales are on fire.

4)

CJ's inner torture of dealing with his recently deceased best friend, DeBussey, who has come back as a spirit. DeBussey blames CJ for his death and vows to block CJ from being successful, even though DeBussey isn't aware of what CJ's otherworldly mission is all about.

As DeBussey begins to interfere with CJ's routine, CJ realizes he just can't cause DeBussey any harm, so he develops ways to deter DeBussey without harming him. Does it always work? Not especially, but we'll see DeBussey become exhausted with trying to harm someone who not only avoids the obstacles, but won't harm him back.

Nibel takes newly deceased DeBussey under his wing and gives him some lessons on being a spirit, but he too, keeps CJ's mission a secret. DeBussey has no idea Nibel is using him to gain leverage on Janie B and CJ, and it goes pretty well until they literally scare a woman to death.

B STORIES / ONGOING

- B1) Brandon hack's Sara's email throughout the tour, giving him ammunition for his schemes.**
- B2) Radine's relentless search for her missing twin.**
- B3) Jonan from Shadow Records hires a music industry spy to trail CJ and steal his trade secrets.**
- B4) Sara's appears at random in places she shouldn't be. She's up to something.**
- B5) There's a detective on CJ's tail, trying to link the trail of dead bodies to CJ's past.**

C STORIES / ONGOING

- C1) Jonan is having a hard time finding a pilot for his private party, Venusberg.**
- C2) Reynolds gambling addiction leads him to continuously behave badly.**
- C3) That Caribbean jingle that rings from Dean's jacket has a purpose.**
- C4) Having one female in the band is creating sexual tension within the troupe.**