

THE NINE LIVES OF KLAWS MCGEE • SHONEN JUMP PILOT

Ian Flynn • 6/14/20

PAGE ONE

SPLASH PANEL – Dragon’s Den – Interior

We’re in a dark, foreboding cavern. Dangerously sharp stalactites and stalagmites close in like teeth from all directions

The DRAGON is perched upon a pile of riches in the EXTREME FOREGROUND. It rears and snarls at HERO KLAWS.

HERO KLAWS takes CENTER as he lunges confidently into battle. He raises his sword to thrust and bears his shield on his tail. HERO KLAWS is fearless and confident.

RUSSEL cheers from the background, excessively large and over-burdened hiking pack on his back.

(A) TEXT BOX

Deep in the fiery caverns of Owhot...

(1) HERO KLAWS

Your days of pillaging and terror are over, foul beast!

(2) RUSSEL

Yeah! Get ‘im, sir!

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PAGE TWO

PANEL 1 – HERO KLAWS frowns – confused and concerned – as he stabs the DRAGON. The sword doesn't pierce the scaly hide. The DRAGON looks down, unimpressed.

(1) **HERO KLAWS**
HA...ha?

PANEL 2 – HERO KLAWS raises his shielded tail, protecting himself as if with an umbrella. The DRAGON breaths fire, the flames splitting around the shield harmlessly. HERO KLAWS speaks to us, concerned.

(2) **HERO KLAWS**
Russel, could you check the monster guide for me?
The towns folks said this was a regular old fire dragon,
but my Sword of Fiery Smiting isn't – well – smiting.

PANEL 3 – RUSSEL climbs his hiking bag like a hill. The bag teeters precariously. RUSSEL kicks his feet to keep his balance and reads from a large book.

RUSSEL (budding balloons)
(3) Just a second, sir!
(4) Let's see here...
(5) AH! It's an **infernal** dragon, not a **fire** dragon.

PANEL 4 – HERO KLAWS laughs, amused. The DRAGON looms over him, vomiting fire like a showerhead and pissed off it's not working. The shielded tail diverts the flames, which have burned a distinct ring around HERO KLAWS.

(6) **HERO KLAWS**
Oh-ho-ho! A common mistake!
Fetch me my Sword of Holy Smiting, will you?

PANEL 5 – RUSSEL hurls an identical sword to KLAWS, excitedly.

(7) **RUSSEL**
Here you are, sir!

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PAGE THREE

(1 of 2)

PANEL 1 – HERO KLAW'S nonchalantly catches the sword in one hands (previous action) and absent-mindedly stabs the DRAGON behind him (present action).

(1) HERO KLAW'S

Thank you.

SFX (stab)

poink!

PANEL 2 – The DRAGON pops like a balloon – goofy/cartoony, not gory. The DRAGON wears an expression of “wait, what?” as his head tumbles through the air. HERO KLAW'S is still standing in his casual jabbing position from last panel.

SFX

SMITE

PANEL 3 – HERO KLAW'S claps RUSSEL on the shoulder, proud. RUSSEL is starry eyed and excited.

(2) RUSSEL

Three cheers for Klaw's McGee

Greatest adventurer **ever!**

(3) HERO KLAW'S

And three more for Russel,
the finest squire a hero could hope for.

(4) RUSSEL

REALLY?!

(5) HERO KLAW'S

Really and truly.

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PANEL 4 – They inspect the pile of riches. HERO KLAWS picks up a glass jar enclosed on both ends with golden seals. The JANGLE BELL rests inside. HERO KLAWS gives it a curious look, inspecting it. RUSSEL reads from another book.

(6) HERO KLAWS

Now let's inventory the riches and get them back to the people.

(7) HERO KLAWS

Item one – a...bell?

(8) RUSSEL

Ooh! That might be the fable "Jangle Bell!"
It's supposed to be full of powerful magic!

PANEL 5 – Focus on the BELL as KLAWS shakes the jar, dubious.

(9) HERO KLAWS

This little thing?

SFX

♪Jingle-Jangle♪

PAGE FOUR

(1 of 2)

PANEL 1 – Pirate Ship – Deck – Exterior - Day

PIRATE KLAWS stands on the deck of a ship at sea. The **BELL** is tied to the edge of his hat and dangles there. **PIRATE KLAWS** holds out his hand as if shaking the jar still. **PIRATE KLAWS** looks *very* confused.

(A) **TEXT BOX**
Aboard the *Cat Scratch Fever*

(1) **PIRATE KLAWS** (small font)
...homina...

PANEL 2 – A CREWMATE runs up to **PIRATE KLAWS** in a panic, pointing into the distance. **PIRATE KLAWS** gives him a befuddled look.

NOTE: The **CREWMATE** should *not* look anything like Russel to avoid confusion.

(2) **CREWMATE**
Orders, cap'n?!

(3) **PIRATE KLAWS**
Orders?

(4) **CREWMATE**
Captain Polly and her crew are getting away with the treasure!

(5) **PIRATE KLAWS**
Oh. Um...

PANEL 3 – PIRATE KLAWS smiles weakly – hoping that's the right answer. The **CREWMATE** cheers, excited.

(6) **PIRATE KLAWS**
...ram them?

(7) **CREWMATE**
Woo! Aye-aye!

(8) **CREWMATE**
CAP'N SAYS RAM 'EM!

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PANEL 4 – The two pirate ships collide – one T-boning the other, its prow spearing into the hull of the other.

SFX
CRASH

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PAGE FIVE

PANEL 1 – PIRATE KLAWS leads the charge across the prow, cutlass drawn. PIRATE KLAWS cackles excitedly.

- (1) **PIRATE KLAWS**
That's right! I'm **Captain Klaws!**
Scourge of the seven seas!

PANEL 2 – PIRATE KLAWS locks sabers with POLLY, the two of them exchanging challenging and flirty smiles.

- (2) **POLLY**
You're an easy mark, that's all!
- (3) **PIRATE KLAWS**
Flattery will get you nowhere, Pretty Polly!

SFX (swords)
CLANG

PANEL 3 – PIRATE KLAWS is parried by POLLY as they continue to fight-flirt.

- (4) **PIRATE KLAWS**
We stole that treasure fair and square!

PANEL 4 – POLLY swipes high. PIRATE KLAWS ducks under the strike, his hat lingering in the air. POLLY'S sword passes between the two.

- (5) **POLLY**
And we stole it from **you** fair-er and square-er!

PANEL 5 – PIRATE KLAWS smiles confidently, snapping his fingers – illustrating he'll take her out “in a snap” – and accidentally hits the JANGLE BELL hanging off his hat.

- (6) **PIRATE KLAWS**
Then I shall steal it back, fairest and square-est!
And you'll be defeated like **that!**

SFX (fingers)
snap!

SFX (Bell)
♪Jingle-Jangle♪

PAGE SIX

PANEL 1 – Country Road – Exterior – Cloudy Day

SQUIRE KLAWS stumbles, missing a step and looking bewildered. His one hand is raised, snapping his fingers. He wears a massive bag like **RUSSEL** did on **PAGE ONE**. The sky is clear above him, but heavy clouds are moving in.

SFX

snap!

- (1) **SQUIRE KLAWS** (small font)
...homina...

PANEL 2 – HOTE turns to **SQUIRE KLAWS** – impatient. **SQUIRE KLAWS** looks lost and confused.

- (2) **HOTE**
Did you say something?

- (3) **SQUIRE KLAWS**
Um...no?

- (4) **HOTE**
“No” – what?

- (5) **SQUIRE KLAWS**
No...sir?

PANEL 3 – HOTE makes an impatient “hurry up” gesture. **SQUIRE KLAWS** toddles up to his side and looks to the horizon, spell-bound.

- (6) **HOTE**
Better. Now step lively. We’re almost to the wizard’s keep.

- (7) **SQUIRE KLAWS**
Whoa...

PANEL 4 – We pull back for a panoramic shot. **HOTE** and **SQUIRE KLAWS** are tiny figures on the road. The road winds its way into a spooky forest. Rising from the tree line is a craggy mountain. At its peak is a villainous-looking castle. Storm clouds roil around it as lightning crashes.

SFX

KRA-KOOM!

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PAGE SEVEN

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PANEL 1 – HOTE smiles – entirely too self-assured and smug. SQUIRE KLAWS continues to stare ahead, awe-struck.

(1) HOTE

Hear me now, wizard.

All your dastardly doings are past.

My holy endeavor will not begin,

and virtue shall triumph!

I, Sir Hoté, shall smite you with my - - !

PANEL 2 – Same staging as the previous panel. HOTE gives SQUIRE KLAWS a glaring side-eye. SQUIRE KLAWS scrambles out of the straps of the bag.

SFX (Hote)

AHEM!

(2) SQUIRE KLAWS

Oh! Right! Sorry!

PANEL 3 – SQUIRE KLAWS digs through the bag, climbing on it to reach all its pockets and crannies. HOTE pinches the bridge of his nose, impatient.

(3) KLAWS

Sword of Holy Smiting?

(4) HOTE

No.

(5) KLAWS

Holy Hand Grenade?

(6) HOTE

No!

(7) KLAWS

This pamphlet on appreciating your underlings?

You said you're read in months ago.

(8) HOTE

For pity's sake, Klaws! **NO!**

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PANEL 4 – KLAWS pulls out the JANGLE BELL, not encased in a glass orb with golden inlay. KLAWS scrutinizes it, curious, shaking it.

(9) KLAWS

How about...a bell?

I don't remember this.

Does it work?

SFX

♪Jingle-Jangle♪

PAGE EIGHT

PANEL 1 – Epic Library – Dusty Interior

SCHOLAR KLAWS sits at a desk piled high with books and scrolls. A tall oil lamp illuminates the immediate area. **SCHOLAR KLAWS** sits with his hand raised, as if holding the glass orb from the last page. **KLAWS** looks bewildered. **KLAWS'S** travel pack is set on the floor next to him, the **JANGLE BELL** hanging from its side by a tether.

(1) **KLAWS** (small font)
...homina...

PANEL 2 – KLAWS looks around, twisting in his seat. It's dark around him – tranquil, not ominous.

(2) **KLAWS**
It certainly is quiet in here.
Hello? Anyone?

PANEL 3 – Pull back to see **KLAWS** is among a row of desks, all others empty and dark. Bookshelves rise as far as the eye can see, creating the walls and corridors.

(3) **KLAWS**
I guess I'm on my own.
That's a nice change of pace.

(4) **KLAWS**
Nice and calm.

PANEL 4 – Pull back further. **KLAWS** is indistinguishable. His desk is a small bright point in a sprawling library. The bookshelves are impossibly high, some mounted with ludicrously tall ladders. Lanterns hang on the edges of the bookcases, giving only the barest amount of light.

(5) **KLAWS**
Very peaceful.

(6) **KLAWS**
Veeeeeery quiet.

(A) **TEXT BOX**
The Library of Nowital

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PAGE NINE

PANEL 1 – KLAWS holds up a magnifying glass and peers at a tattered map unrolled before him.

(1) **KLAWS**
What was I doing again?

(2) **KLAWS**
I guess I was studying this map to...hmm...

PANEL 2 – We look over KLAWS’S should to see a simple map through rolling hills, flower fields, and calm rivers. The path leads to a Roman temple with a large, smiling face emblem.

(3) **KLAWS**
The Ruins of Tranquility?

PANEL 3 – KLAWS traces a finger across the map, smiling.

(4) **KLAWS**
“Pass through the Fields of Happiness,
cross the Giggling Brook, keeping the
Easy-Stride Hills to the East.”

(5) **KLAW**
“Within the ruins you’ll find the Spell of Good Times.”

PANEL 4 – KLAWS smiles, hefting his traveling pack onto his shoulders.

(6) **KLAWS**
Now **that** sounds like a leisurely adventure!

PANEL 5 – Focus on the JANGLE BELL as it’s jostled by the pack being lifted and fitted.

SFX
♪Jingle-Jangle♪

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PAGE TEN

PANEL 1 – Mountaintop – Howling Storm – Exterior

WIZARD KLAWS stands on a small platform of stone in an otherwise unwelcoming mountaintop. His fists are raised to his shoulders as if to hold the straps of the travel pack. Wind and rain howl around him. The **JANGLE BELL** is among other items tied to his belt.

(A) **TEXT BOX**
Thunderstrike Mountains

(1) **WIZARD KLAWS** (small font)
...homina...

PANEL 2 – WIZARD KLAWS recoils as a lightning bolt strikes at his feet.

SFX
ZOT!

PANEL 3 – WIZARD KLAWS shouts across the expanse to the opposite peak. **MERLIN** cackles, lightning crackling in his hands.

(2) **WIZARD KLAWS**
Hey! Watch it!

(3) **MERLIN**
CAW-HAW-HAW-HAW!
That's the thing about "wizard duels" Klaws!

PANEL 4 – MERLIN throws out a hand, shooting lightning.

(4) **MERLIN**
You have the duel the other wizard!

SFX
ZOT!

PANEL 5 – WIZARD KLAWS ducks the lightning bolt, which passes between his head and hat. His hat lingers in the air.

PANEL 6 – WIZARD KLAWS rolls up sleeves, mouth screwed to the side.

(5) **WIZARD KLAWS**
Alrighty you bippity-boppity-bum!
You asked for it!

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PAGE ELEVEN

PANEL 1 – WIZARD KLAWS raises his hands to the sky. The rain swirls and gathers into a massive ball of water.

SFX
SCHLOOP

PANEL 2 – KLAWS swirls his hands, trailing magical light. The floating water ball crusts over in ice. Giant spikes of ice grow from the shell.

SFX
CRACKLE

PANEL 3 – MERLIN makes a hasty “time-out” gesture, afraid.

(1) **MERLIN**
N-N-Now hold on!
Let’s me reasonable men of magic!

PANEL 4 – KLAWS winds up, pantomiming a baseball bat. Energy crackles above his hands, roughly in the shape of the bat. The spiked ice ball lingers over his head.

(2) **KLAWS**
That’s the thing about wizard duels, Merlin!
You’ve got to duel the other wizard!

PANEL 5 – KLAWS makes a big, dramatic swing. His hips twist, his belt items thrown by the action. The ice ball hurtles towards MERLIN.

(3) **KLAWS**
Skidooh!

PANEL 6 – Pop-out panel. A small circle highlights the JANGLE BELL on his belt, then balloons out into a magnified zoom-in on the BEL.

SFX
♪Jingle-Jangle♪

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PAGE TWELVE

PANEL 1 – City Alleyway – Rainy Night – Exterior

PANEL 1 – BUM KLAWS sits up, swinging his bundle like a bat. He’s propped up among garbage bags. The gutter runs directly under him, water pooling around him. KLAWS looks drunkenly bewildered.

(1) **KLAWS** (small font)
...homina...

PANEL 2 – KLAWS looks at it bundle with growing dread.

(2) **KLAWS**
Ohhhh no...

PANEL 3 – KLAWS pulls at his tattered rags in full, horrified realization.

(3) **KLAWS**
Ooooooh nooooo....

PANEL 4 – KLAWS frantically pats himself down, looking for the BELL.

(4) **KLAWS**
No no no no no no!

PANE 5 – Focus on the JANGLE BELL as it fall from his person and bounces away, towards us. KLAWS turns towards us, horror-struck.

SFX (per boune)
ding!

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PAGE THIRTEEN

PANEL 1 – KLAWS scrambles on all fours, chasing the JANGLE BELL as it rolls down the street.

PANEL 2 – Focus on the BELL as it heads for a gutter grate.

PANEL 3 – KLAWS dives for the BELL, water and grime splashing up on him. The BELL falls *just* under his fist and towards the grate.

PANEL 4 – Focus on KLAWS’S hand as he grabs for it, the tip of his KLAW tapping it and bouncing it off the edge of the grate.

SFX

♪Jingle-

PANEL 5 – KLAWS looks relieved as the BELL bounces onto the street in front of him

SFX

-Jangle♪

PAGE FOURTEEN

(1 of 2)

PANEL 1 – Throne Room – Interior

KING KLAWS sits on his throne, half-lunging out of it, arm outstretched as if reaching for the falling BELL. KING KLAWS has a thousand-yard stare.

(1) **KING KLAWS**
...homina...

PANEL 2 – A pair of KNIGHTS stand before the throne. One KNIGHT hisses conspiratorial to the other. The OTHER KNIGHT smiles patiently – strained.

(1) **KNIGHT #1** (dotted balloon)
He's doing it **again**.

(2) **KNIGHT #2**
You were decreeing, my liege?

PANEL 3 – KING KLAWS settles back in his throne, looking around the room. We see banners hanging from the rafters, high walls, ornate sconces – he's rich and powerful.

(3) **KING KLAWS**
I...was...saying...

(4) **KING KLAWS**
Keep the peace? Keep me up to date?

PANEL 4 – The KNIGHTS salute, relieved.

(5) **KNIGHT #1** (dotted balloon)
What a relief.

(6) **KNIGHT #2** (dotted balloon)
Shh!

(7) **KNIGHT #2**
As you command!

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PANEL 5 – KING KLAWS crosses a leg over his knee and raises his hand to snap his fingers, commanding attention. KING KLAWS smiles, smugly setting into his role.

(8) KING KLAWS

Now then – let's enjoy the day!
I call for my pipe! I call for my bowl!
And I call for my fiddlers three!

SFX (fingers)
snap!

SFX (hand – crossing over into Panel 6)
♪Jingle-Jangle♪

PANEL 6 – Zoom in on KING KLAWS'S finger-snapping hand. A large ring on his finger is the JANGLE BELL.

PAGE FIFTEEN

(1 of 2)

PANEL 1 – Klaws Treehouse –Den – Interio

OLD KLAWS sits in his large easy chair, hand raised to snap. He stares straight ahead, baffled. **YARNI** sits on his lap, excited. **OLD KLAWS** wears the **JANGLE BELL** on a lanyard around his neck.

(1) **YARNI**

And then you said - - !

(2) **OLD KLAWS** (small font)

...homina...

(3) **YARNI!**

YAY!

SFX (Yarni)

Ha Ha Ha

PANEL 2 – OLD KLAWS lowers his hand and looks unsure. **YARNI** bounces on his knee, excited.

(4) **YARNI**

What's the next one?!

(5) **OLD KLAWS**

Eh? What's that?

PANEL 3 – YARNI beams, holding up “seven” on his hands.

(6) **YARNI**

You were telling me about your nine lives!

(7) **YARNI**

You were a hero, a pirate, a squire,
a smart guy, a wizard, a poor guy,
and a king!

(8) **YARNI**

That's seven! What's the next one!

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PANEL 4 – OLD KLAWS pokes YARNI, tickling him. YARNI squirms and laughs.

(9) OLD KLAWS
This one! Ain't I good enough?

SFX (Yarni)
YEE HEE HEE

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PAGE SIXTEEN

PANEL 1 – MITTENS crosses the room, hefting a basket of laundry. YARNI twists in OLD KLAWS'S lap and calls out excitedly.

(1) **YARNI**
Mommy! Mommy!
Did you know grandpaw was a pirate?!

(2) **MITTENS**
Oh yes, I remember all those old stories.

PANEL 2 – MITTENS gives a tired expression – a warning – as she starts folding clothes.

(3) **MITTENS**
But it's important to remember they're **stories**.

(4) **MITTENS**
We don't need **another** letter from her teacher.

PANEL 3 – YARNI balls up his fists, defiant. OLD KLAWS'S eyes dart back and forth, nervous.

(5) **YARNI**
Nuh-uh! Grandpaw's stories are all true!

PANEL 4 – YARNI smiles excitedly at OLD KLAWS. OLD KLAWS holds up the JANGLE BELL, offering it.

(6) **YARNI**
And his Jangle Bell really is magic!
I'll prove it! Can I ring it?!

(7) **OLD KLAWS**
Go for it.

PANEL 5 – YARNI sticks out his tongue in concentration and baps the BELL.

SFX
♪Jingle-Jangle♪

PAGE SEVENTEEN

PANEL 1 – Fortress of Doom – Throne Room – Interior

DARKL LORD KLAWS is seated upon his high-backed throne at the top of a narrow staircase. Two massive fire pits belch pillars of flame on other side of him. KLAWS is posed as if still holing YARNI on his lap.

(1) **KLAWS** (white on black)
...oh no...

PANEL 2 – KLAWS stumble-clumps down the stairs, unbalanced in his massive armor.

SFX (following)
clank clank clank

PANEL 3 – We’re looking at a magic mirror. The frame is designed to look like a snarling monster’s mouth, the glass held in its teeth. We see the reflection of KLAWS recoiling in horror at himself.

(2) **KLAWS** (white on black)
Oh no!

PANEL 4 – KLAWS waddles awkwardly to the balcony.

SFX (following)
clank clank clank

PANEL 5 – KLAWS grips the balcony railing as he looks down below. The sky above is choked with fiery clouds.

(3) **KLAWS** (white on black)
OH NO!

PAGE EIGHTEEN

PANEL 1 – Forest of Doom – Courtyard – Exteior

The fiery clouds choke the sky. Volcanoes explode in the distance.

A sprawling army of SHADOW SOLDIERS stretches as far as the eye can see. They all raise their weapons, cheering DARK LORD KLAWS on his balcony.

The Fortress of Doom rooms – all towers, spikes and spires. King Bowser’s Keep on steroids.

SFX

HAIL! HAIL! HAIL!

PANEL 2 – Narrow panel capping the bottom of the page.

The THREE LIEUTENANTS stand at the head of the SHADOW SOLDIERS, fists raised to the air. They lead the cheer – they’ve drunk all the Kool-Aid.

SFX

HAIL! HAIL! HAIL!

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PAGE NINETEEN

PANEL 1 – Fortress of Doom – Throne Room – Interior

KLAWS runs back into the room in a panic, searching.

- (1) **KLAWS** (white on black)
Bell! Bell! Have to find the bell!

PANEL 2 – He looks at the mantle over a roaring fireplace. A snarling dragon head is mounted over the fireplace.

- (2) **KLAWS** (white on black)
Where would I hide a bell like this?!

PANEL 3 – Low angle shot. KLAWS looks down at the small skulls lining his belt.

PANEL 4 – KLAWS plucks a skull off his belt and shakes it at arm's length, disgusted.

- (3) **KLAWS** (white on black)
Ew! Ew! Ew!

SFX
♪Jingle-Jangle♪

PAGE TWENTY

(1 of 2)

PANEL 1 – Klaws Treehouse – Den – Interior

PANEL 1 – OLD KLAWS sits in his chair as he was before, but now he looks like he's stared into the abyss and blinked – comical horror. YARNI looks disappointed at the JANGLE BELL.

(1) **YARNI**
Aww...it didn't do anything.

PANEL 2 – MITTENS carries the basket of folded laundry out of the room with a gentle smile.

(2) **MITTENS**
Mm-hmm.

(3) **MITTENS**
I'll put this away, then start in on dinner.

PANEL 3 – OLD KLAWS shoos YARNI off his lap. YARNI frowns, disappointed.

(4) **KLAWS**
Up you go, Yarni.
Go help your mother.

(5) **YARNI**
Aw! But I want to hear another story!

(6) **KLAWS**
At bed time. I promise.

PANEL 4 – YARNI lingers in the doorway and smiles back at KLAWS. KLAWS smiles back warmly.

(7) **YARNI**
Yay! I love your stories!

(8) **KLAWS**
And I love telling them.

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PANEL 5 – KLAWS looks out the window to the sky beyond – up at us. KLAWS frowns, worried. He rolls the JANGLE BELL between his fingers.

(9) KLAWS
I just wish I knew if they were real or not...

(A) TEXT BOX
END