

## She Kills Monsters Concept

Michael Winston

Monstercon is the center of the night's attention. Aqua blue and dandelion circles slowly spin around the center stage. Their joined by pulsing white lights that energetically cheer for the night to begin. An aged Agnes arrives center for the story to begin. The colors bounce off her skin like a memory excited to be retold. Suddenly, a loud crash reverberates throughout the theater. The lights dry heave and go pale with immediate anxiety. They look to Agnes for guidance, but she has shut herself off from the world, and the lights collapse in on themselves.

Fluorescent white light slumps onto Chuck while he entertains himself. The store's shades are drawn to block the high noon sun. Tilly's bedroom is filled with locked memories hidden in plain sight. Subtle warm rays of light do their best to enter the disenchanting room. Chuck reveals himself from the shadows like a wrestler ready for prime time. A sick pose and strobe of crossing diagonal white lights signal the night's main event. An annoyed Agnes looks on at the reference to her boyfriend's favorite wrestler. Games aside, Agnes closes her eyes and a sharp silver spotlight slams down onto her head. Chuck begins to mold the world around her. The smell of twisting pine trees fills her nostrils. Crumbling boulders echo into her mind like a cascading rockslide. The spotlight fades away, only for a hooded figure to appear caught in a blinding honey sunset. Agnes agrees to play D&D with Tilly. The power between them sets off a small chain reaction of light in the world. Light from beneath their feet and all around them shake and shiver from years of hibernation. The rest of the party is introduced like an off brand ACDC concert.

Sitting comfortably within his cave, Orcus's snacks on cheese pops. Cracked red lines of light appropriately litter his room. Bleached light from his entrance blinds him momentarily. The party enters only to find a total slob and not the demon they were warned of. In a moment of uncertainty, Agnes is slain in combat. Dying from combat, Agnes agrees to play the game correctly with Tilly. Like a battery connected to an engine, Tilly's revive spell cause a ripple of blue magic through the ground and up into the air, a yellow beam of light striking Agnes in the chest. Magical energy swirls through the characters and remains alive as Agnes gets to her feet to help slay her enemies.

The party finds themselves in a thick green forest. Agnes admires the world around her. It looks like pictures she's seen before of meadows in the late spring. Aurelian streaks of light pierce her imagination, only to be broken up as Orcus is seen getting knocked out by a fairy. Strobing verdant green and canary gold lights strobe as Farrah bends the world around her with magic. With the party losing, Tilly begins to summon the magic within herself. Royal blue and fuchsia rings swirl around Tilly. A magic missile crashes into Farrah with an unsuspecting party horn signaling the kill. The saturate colors of the world blink white as an exhausted Agnes struggles to perceive the world around her.

Agnes returns to magical world of New Landia. The trees are filled with pomegranate beads that twinkle around the unsuspecting duo. Tilly and Lilith kiss as the ground beneath them purrs with amethyst and honey twinkling of light. Agnes's denial of her sister's true self causes the world to become murky and unclear. The magical world below sinks back into the depths. Tilly and Agnes return to their party only to find them

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fast asleep. A sadistic giggle in the dark sparks a terrifying panic in the world's magic. Steep, arid beams of light cut deeply into the wounds left behind in the physical world. Agnes battles her boyfriend doppelganger. Putting her fear of commitment finally on the table, she draws in the world's power and slays the cube monster.

Tilly & Agnes stand in a frozen room facing one another. The chilly fluorescents lock onto their shoulders and the world around them. Time begins to move but is quickly caught off guard by the 2-succubus reentering. The cold sterile world begins to echo out onto the rest of the stage. However, Tilly & Agnes stand true together this time and a flurry of magic erupts throughout the party's inventory. Halcyon light shines down on the individuals below and a fiery wave of topaz from the rising suns slams into the burning dancers. With the Succubi's defeat, Agnes marvels at how far she's come. But upon learning that Lilith cannot be brought back, the lighting begins to collapse in on itself. The light flowing from the cracks folds inward like the final event horizon. Agnes slams the board, cutting off her connection to Tilly and the magic.

Agnes arrives with Chuck at Ronnie's home. Inside, soft, gentle amber light loosely bounces off the roomy interior. A tiny spotlight appears, under it, Tilly looks on at Agnes with her friends. The weight of the beam holds her in place, unmoving. Noticing the spectator, Agnes steps into her own beam of light. Slowly the beams shift to a deep aqua and soft dandelion. Under them, pieces of the game board mirror the colors. New Landia slowly reappears, the connection lasting a few seconds only.

The party reconvenes after slaying the beholder. A wash of verdant green pours in from above and streaks of deep lavender and cool white clash in the center. As the group begins to question the origin of Tiamat, slowly, under the rises, red beacons of light begin to circle around and under the audience. Danger begins to circle its prey. The lights of world slowly suck inward onto a central fulcrum, Agnes. As the other characters step into the darkness, Agnes finds herself alone in an icy cone. The magic beneath her forms a red cage of light around the stage, confining her to face her own fears. She slays Tiamat and collapses onto the ground. The magic beneath her begins to dance and celebrate. Tilly reenters and reveals the necklace from within her shirt. It shines a brilliant royal blue and casts a happy, but longing shadow on Agnes's face. Facing her sister, Agnes marvels at the world Tilly created from the pain of her life. Suddenly, a brilliant golden echo shines from under Agnes's shirt. Her own necklace calls out to her beloved sister. Tilly holds her own necklace in her hand and begins reflecting Agnes's. Orcus, Lilith, and Kaliopé all reenter, their own magic reflecting Agnes's desire to understand her sister's world. A light slowly fades up on Chuck, and New Landia and Athens become one, Monstercon reappears on stage, before the lights fade to black.