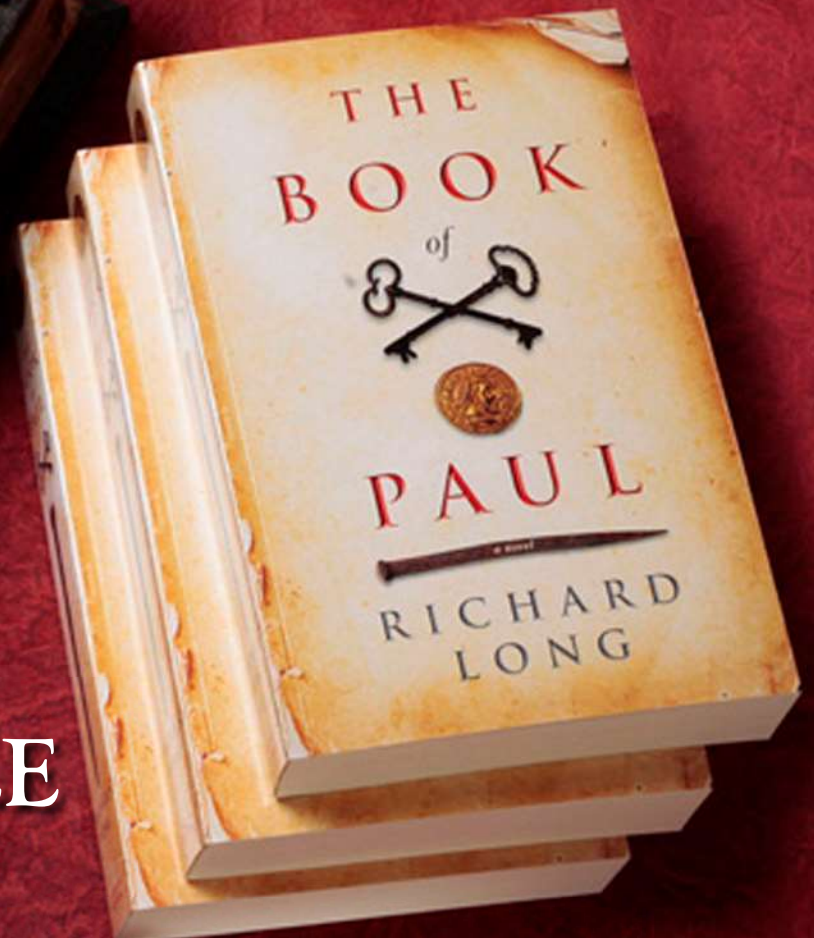


THE BOOK OF PAUL

EVERY FAMILY HAS A TREE
THIS ONE HAS A CROSS



A TV BIBLE

One Hour Serial Occult Thriller by Richard Long





“Everything you’ve ever known, everything you’ve ever believed about yourself and your description of reality, all of it, every bit of it...is an illusion.”

Who is the real Paul Kelly? Filthy, whiskey-swilling squatter in an abandoned building? Billionaire industrialist, with a private penthouse in the Plaza Hotel? Guardian of a fifth-century codex containing the alchemical rituals for transmuting matter and attaining eternal life?

All of the above...and more. The man, the monster, the mystery that is Paul Kelly lies at the beating, bloody heart of *The Book of Paul*.

After years on the bestseller charts and hundreds of five and four star reviews, Paul is still blowing minds, recruiting devoted followers and spinning off t-shirt worthy catchphrases.

CONCEPT:

A sorcerer in Alphabet City. In a squalid 90’s slum, an aging alchemist plots to fulfill the prophecy of an ancient codex and become a human god. But first, he’ll need a new body.

TONE:

“The world is a very scary place for all the sheep. But for the wolves, it’s paradise.”

The Book of Paul honors the gothic, occult horror genre, yet gleefully subverts it with an abundance of dark humor, gonzo scenarios and didn’t see it comin’ twists. Likewise, the characters redefine edginess for jaded audiences who think they’ve seen it all.

No one has seen the likes of Paul.

What can the viewer expect? Less an Alice down the rabbit hole experience than a locomotive plunging down a mineshaft with the viewer hanging out the window. The chills are served in a mood and style reminiscent of *Hannibal* and *Penny Dreadful*. The thrills and offbeat characters are more akin to *Preacher* and *Bates Motel*.

Think Quentin Tarantino directing *Highlander*.

WORLD

“All these things happened once upon a time in the East Village, when outlaws still roamed, junkies copped and squatters squatted.”

These days, you see full sleeve tattoos on Wall Street brokers. But back in the 80s-90s scene, the inked and pierced crowd was an insular, tribal community. Junkies, artists and musicians gathered in after-hours clubs behind boarded-up, graffiti-stained storefronts. Abandoned buildings between Avenues C and D were occupied by squatters and drug dealers. Stairwells were lit with votive candles. Electricity, pirated from nearby power lines, was a luxury.

Most of the action takes place in this crucible of urban decay, with occasional uptown forays when Paul’s true identity as a billionaire magnate is revealed. However, this setting is only the tip of the iceberg...or the root of the stalactite.

Nothing is as it seems.

Paul’s mysterious apprentice William is our tour guide of New York’s seedy underbelly, exposing a deeper, darker world hiding in plain sight: a feudal society dating back to the pagan resistance to Saint Patrick in Ireland. Knights, Lords, Clan Kings and Druid Wizards battle and maneuver for supremacy, all with the common goal of manipulating an ancient prophecy to their advantage.



The epic tale features occasional flashbacks to pivotal moments in the mythological development of Clan Kelly’s world, with forays to ancient Egypt, Greece, Jerusalem and Ireland; providing ample geek-worthiness for the *GOT* crowd.

Beneath those layers lies the greatest mystery of all—the Great Wheel of creation and destruction, the wellspring of consciousness—the Maelstrom.

The fabled alchemist Hermes Trismegistus (Paul’s debut incarnation) was first to discover this parallel universe and devise the talismans, incantations and rituals to manipulate it.

Sorcery. Magick.

But as Paul’s codex reveals, the culmination of alchemy would only be realized through the synthesis of magick and science. Or as Paul puts it:

“The synthesis of science and me.”

CHARACTERS

PAUL KELLY (late 60s)

Paul looks even scarier than he is, if that's possible. He has that longshoreman, teamster, biker, 'Nam-Vet, might-be-homeless, might-be-crazy, definitely dangerous look down to such a T that any sane person would walk across the street to avoid him.

With a fondness for swilling whiskey in decrepit surroundings, Paul slums it in an abandoned building in Alphabet City to disguise his vast wealth and power. He cleans up good though. In his uptown persona, Paul looks like a big, crazy, straight Karl Lagerfeld.

But looks can be deceiving. Correction: looks are always deceiving when it comes to Paul, who is actually the charismatic leader of Clan Kelly, an underground feudal society and guardian of the treasured codex. Paul will sacrifice anything and anyone to realize his destiny as the messiah of a Hermetic prophecy, including his own children—the unwitting hosts of his immortal soul.

As brainy as he is brawny, as charming and chatty as he is sadistic and ruthless, Paul is the villain's villain: the guy you love to hate and hate yourself for loving. He's equally adept at the killer one-liner and the Moses on the Mountaintop monolog. Despite his selfishness, cruelty and narcissism, Paul still loves his "boys," relishing his role as teacher to William, his sorcerer's apprentice and spellbinding storyteller to a tender, hopeful, young Martin.

Yet, as Paul sadly reminds them, "We always hurt the ones we love."



MARTIN KELLY (late 30s)

A Man With No Name badass and master of the deadly arts, Martin looks hard. Feels hard. Yet his one true luxury is softness. Soft shirts, pants, sheets, pillows, blankets.

Okay, so he has a touch of OCD. And a great big problem remembering anything that happened with Paul during all the years of his "training."

That's just as well. The fighting and shooting was fun, but the rest of it was PTSD Central. Martin has retired from his nefarious activities as Paul's protégé, preferring a life of quiet contemplation and gold hoarding, until he meets Rose, the new tenant in his apartment building.

Emotionally deadened from the trauma he endured at Paul's hands, Rose awakens long dormant feelings and suppressed memories concerning Paul's true intentions, and the role he is forced to play. Martin must face off against his mentor and nemesis to rescue the woman he loves and foil Paul's plan...or surrender his body and soul to the Master.

CHARACTERS

ROSE TURNER (early 20s)

A tattoo artist and piercing devotee, Rose likes bad boys, rough sex and exotic furnishings. An unapologetic hedonist, she's running from her past by drowning herself in sensuality.

Rose has a happy-go-lucky attitude, despite the fact that her mother was murdered when she was a kid and her innocent father is doing time for the crime. She has nothing left to lose (or so she thinks), and lives her life accordingly. When she hooks up with Martin, she immediately senses a bond that transcends her attraction to his animal sexuality.

The puzzle pieces fall into place when she discovers a link between Martin and her father, Johnny the Saint. Now that Johnny's "out of the game," Rose is the biggest obstacle standing in the way of Paul's dominion. She needs to discover the secrets of her Druid heritage to thwart Paul and claim her destiny as matriarch of the fabled Clan O'Neil.



WILLIAM KELLY (early 30s)

William thinks he's the smartest guy in any room, but he's constantly upstaged by Paul. He lives mostly in his mind, not surprising, considering the extent of his psychic gifts. A tarot card reader and collector of serial killer memorabilia (the trophies *they* collect), William is the unreliable narrator of Paul's twisted tale. Through his journey into the Body-Mod community, we gradually discover the disturbing connections between him, Paul, Martin, and most unfortunately, Rose.

Over a tarot reading and too many glasses of wine, William senses they have a deep connection and proudly displays his collection, only to witness her horrified reaction.

The Striker and Paul blackmail William, threatening to expose him as an actual serial killer unless he agrees to murder Rose. Still searching for a way to extricate himself from Paul's labyrinthine schemes, William descends deeper down the rabbit hole and learns his true connection to Paul.

CHARACTERS

LOREN DEVILBISS aka The Striker (appears 40s, but...)

Loren looks like he hasn't seen sunlight in decades, which may be true, since he's an eight hundred-year old, soul-sucking vampire. Clever and droll, with drooping eyelids that disguise his keen intellect, Loren relishes his role as Paul's Druid Wizard in Residence (and chief tormentor of William). He seems to be in league with Paul to facilitate *The Becoming*, but has his own hidden agenda.

MICHAEL BEAN (early 20s)

Michael Bean looks like he wears the same clothes every day. He does. It's all part of the Street Trash Artist look he tries so hard to cultivate. An orphan drifter, with nowhere to go and nothing going for him, he squats in an abandoned building on the floor below Paul. One fateful evening, Paul invites him up. Before the night is out, Paul has a new apprentice and Bean's life has taken a vile turn for the worse.

KATHY O'NEIL/TURNER (20s)

The secret matriarch of Clan O'Neil and a highly skilled sorceress. "Secret" because the rival clans are desperate to obtain her exclusive knowledge of Druid magical lore. Blinded from staring into the sun on an acid trip with husband Johnny, she navigates without a cane, guided mostly by her "second sight." Unfortunately, her visionary prowess can't avert her own murder at the hands of Loren. She uses what time she has left to teach young Rose the sacred Druid verses, hoping their power will defend her from Paul.

JOHNNY TURNER aka Johnny the Saint (40s)

In his glory days, Johnny was the frontman of a punk band and a part time drug dealer. Tall, rock star slim, with a shock of jet-black hair worn Bryan Ferry-style, Johnny had it all until he got mixed up in the occult by his tarot-reading girlfriend and ex-wife Kathy, the mother of Rose. Trained by Loren in the dark arts of sorcery, Johnny is now a permanent resident in a fortress asylum for dangerous criminals, where he practices ritual magic to protect Rose from Paul and Loren.

MOMMA (late 20s when she appears)

The shrewish woman Martin believes is his mother. How horrible is Momma? She keeps him in a plywood box she calls his "crib." When Paul shows up at the farmhouse, Momma makes Martin call him Daddy, which turns out to be true. Paul tells Martin wondrous stories in the billowing wheat fields. Martin is enthralled. Momma is deadly jealous. Paul couldn't be happier. He gives Martin a pearl-handled Beretta for his seventh birthday and tells him to take out all that pent-up rage on Momma.

NORINE (late 20s when she first appears)

Martin's Aunt Norine was his childhood savior: the only true love he'd ever known until Rose. Kind and tender, but fearful of her abusive sister, Norine promises Martin they'll run away together, to a place where Momma can't find them. Paul finds them instead, takes Martin and rapes Norine. Norine gives birth to William who is blessed/cursed with her psychic gifts.

CHARACTERS

DELLA DELAZARO (late 20s)

Smart and sick of being judged for her looks, Della longs to take her newscasting career to the next level, or at least out of the swamp of feel-good, puff pieces her sexist producer keeps assigning. Determined to find a story that will launch her into the upper ranks of investigative journalism, she stumbles upon the strange case of Paul Kelly, to her everlasting regret.

RANDY GUNN (mid 30s)

Randy slings drinks in an East Village dive, manning the bar like a pirate captain pacing the deck, his hair-trigger temper is matched only by his complete intolerance of all living beings. He calls his regulars Fred or Sally to show his utter contempt for them. He hates his job, hates New York, and all the people who live there. Always in a fuggin' hurry, Always in his way. Randy needs an occupation better suited to his disposition. Bounty hunter. Yeah, that's it.

SALLY HAYES (late 20s)

Sally likes her name. She has a crush on Randy, so it's easier to think they have something going, because he calls her Sally anyway. She's an artist, but her true vocation is barfly. She likes men as much as booze, but doesn't like weak men. More accurately, men who appear weak. She saves her mothering instinct for weak men with enough testosterone to act tough. William has a crush on Sally, but she doesn't know he's alive, until he uses his psychic powers to make Randy late for work.

DETECTIVE BUZZ FENWALL (40s)

Armed with a walrus mustache and jutting gut, Buzz dreams of being THE MAN when he lands the Donut Diner Massacre case. Buzz has only been THE MAN once before, when he was tracking a serial killer called Captain Hook, aka The Carpenter. Little did he know that he was stalking two collaborating killers, Paul Kelly and The Striker, and would soon be facing them down, with the help of two reporters and his favorite bartender, Randy.

MAURA FLEMING (mid 20s)

Bold and blond, Maura's on the fast track at CNN and hot in pursuit of the story of her life with Buzz as her secret source and secret sauce provider. Buzz is putty in Maura's ambitious hands as she screws over rival Della for a lead on Paul Kelly.

VERNON CRANE (late 30s)

Martin's twin brother and Paul's Plan B for his body-swapping scheme. His given name is Patrick Kelly, but he calls himself Vern Crane because it matches his wardrobe. Vern adopted the moniker in Waco. Even called it a moniker, but only when talking to himself, his preferred method of discourse. Vern looks and dresses like a cowboy. To some extent that's true. Strong, silent type. Face baked a leathery brown. Steely blue eyes squinting like you-know-who. Even so, he never thought of himself as a cowpoke. If he had a business card, his job description would consist of a single word: Gunslinger.

EPISODES

PILOT: The Hammer and the Nail

Paul is a man with a mission, to become a human god. But he's a lot older than he looks and needs a new "shell" pronto.

Martin has been trained since childhood to be an emotionally vacant, uber-loyal soldier for Paul. But a chance encounter with his neighbor Rose awakens fierce passions, complicating Paul's plans. Rose is the last descendant of his rival clan, and her sorcerer father is heaven-bent on protecting Rose and Martin from Paul and his creepy disciples.

Paul isn't easily discouraged. He corrals Martin into his secret chapel, complete with a life-sized crucified angel. For Paul to fulfill the prophecy, Martin must remember all the lessons he's been taught, like Pain 101. Martin recalls how he mastered that task and earned some treasured story time.

"Tell me about the angel!" little Martin cries gleefully.

EPISODE TWO: The Thing about Rats

Paul tells young Martin the story of a boy bearing the same birthmark as he and Paul: the sign of the Chosen One. The boy is rescued from death by an angel who guides him to the Maelstrom, the source of all creation and destruction.

"Will you take me there?" Martin pleads.

"Yes, but we have to do something first," Paul assures him.

"Something" involves shooting rats at the local dump, Job One in converting Martin into a killing machine, devoid of feelings, the perfect empty vessel for Paul's immortal soul.

Martin grows more afraid of Paul and his cruel mother and runs away to his kindly aunt Norine, hoping to escape. But Paul intervenes, bringing him back home for a surprise birthday party with a special gift, a small Beretta pistol.

EPISODE THREE: The Secret to Being a Tough Guy

Martin recalls the trauma that obliterated his young psyche.

Scaredy-cat squatter Michael Bean summons the sack to investigate Martin's scream. Paul welcomes Bean inside and makes him an offer he should surely refuse: absolute protection and training in the deadly arts in exchange for his unquestioning obedience. Bean makes the worst deal of his life and is recruited as Paul's new apprentice (and Plan B if Paul's body swap with Martin goes sour).

William discovers a body-modification website and formulates his plan of transformation, beginning with tattoos from Rose. They become close. William's infatuation grows. Hey, maybe something could have happened between them if William hadn't shown her what was inside his suitcase.

EPISODE FOUR: One-Way Conversation

Paul regales Bean with a tale of Martin's teenage mercenary exploits over a supper of mystery meat. Martin is not amused. Testing Bean's reflexes with a lightning fast knife throw (Paul catches it in mid-air...by the blade), Martin leaves in disgust.

On the way home, a gang of drug thugs mug Martin. He gains the upper hand, murdering a few with an assist from Rose and a well-deployed nail file. The victorious duo lingers for a tender kiss, but the one that got away has Martin dead in his sights. Fortunately, Paul comes to Martin's rescue with his trusty pocket-sickle, demonstrating to Bean how much fun it is to have a brief chat with a severed head.

When Paul joins Martin and Rose, Martin's bullet wound blood loss precipitates a bad decision. He accepts Paul's offer to come upstairs to "help with that exit wound."

EPISODES

EPISODE FIVE: Humpty Dumpty

As Paul sews up Martin, Rose marvels at Paul's skill almost as much as Martin's Olympian pain threshold. After the repair, Paul requests a private patient/doctor chat. Rose and Bean walk down the hallway and into Martin's "white room," a fortress of mental solitude. Rose stares into the blankness. Bean discovers Martin's stash of weapons and gold bullion.

Rose hears a thud in the kitchen and runs out to see Martin has collapsed. Paul helps her ease Martin into a chair, then has a powwow with Bean in the back. Rose overhears Bean beg Paul to kill unconscious Martin and steal his gold.

Loren introduces William to Paul. Paul shows William a website featuring real serial killers. William is horrified to find himself listed, with one kill to his credit: Rose. If he doesn't "make it real" Paul will send his profile to the police.

EPISODE SIX: Somewhere Nice

Martin is jarred awake by his intercom buzzer in time to get the drop on Michael. Paul feigns innocence. Martin just wants them far from Rose. He tells them to exit from the building's roof before the cops arrive, searching for the gunslinger who left that big mess of dead drug dealers in the street.

Martin plans his escape with Rose to "somewhere nice." Paul watches them flee from the roof after disposing of those pesky cops.

Martin and Rose hail a cab uptown. Paul pursues them with a pizza delivery boy's bicycle. When they arrive at The Plaza Hotel, Paul lets the couple get settled before announcing his presence to the staff. They cringe at his hobo appearance until the manager recognizes him. Paul retires to his opulent six-room penthouse suite, revealing his secret wealth.

EPISODE SEVEN: The Dead End

Loren escorts William to The Dead End, Clan Kelly's secret clubhouse, where they have an altercation with a rival clan.

Rose and Martin luxuriate at the Plaza Hotel, thinking they've eluded Paul. During the night, Martin recovers most of his memories, including the point of the angel's story—wielding absolute control over the power of the Maelstrom.

Rose has a lucid dream (or is it?) where she discovers The Book of Druids, its purpose and secret location. The book will instantly convey magical powers to her that rival those of Paul and Loren. The only problem? The location is a mansion on Fifth Avenue that happens to be owned by...Paul Kelly.

Paul spends the night scheming until he concocts the perfect plan to eliminate Rose and transfer his soul to Martin's body—as long as William holds up his end of the deal. But William has other ideas and a new ally in Loren.

EPISODE EIGHT: The Elephant in the Hotel Room

Rose gives Martin an uplifting wake-up call, inspiring him to make a naïve suggestion for the day: "Let's have a picnic." Rose wisely worries whether Paul is still pursuing them and gets a bonus anxiety attack when Martin grills her about her mysterious key necklace.

Oops! He realizes that Rose is his old buddy Johnny the Saint's daughter and finally understands why Paul is trying to keep them apart: they're from rival clans.

Martin tries to sooth Rose with an offer of pastrami from the Carnegie Deli. She'd prefer room service, but Martin insists, still OCD fixated on his picnic plan. Besides, he'll only be gone for twenty minutes! Just enough time for Paul to instigate phase one of his master plan: Kidnapping Rose.

EPISODES

EPISODE NINE: Dust

Martin returns to the hotel to find Rose missing. After a frantic search, he finds her unconscious, handcuffed to a chair armed with an impaling device. Paul is gone, but left a helpful note. To save her, Martin must retrieve the remote control device he's handed off to Michael Bean at his Alphabet City fortress, then return to save Rose before the impaler automatically launches at 3:15 PM on Good Friday.

Bean has his own predicament. After Paul reveals that he's his biological father, Michael is granted an unspecified inheritance if he can defeat his much more lethal big bro in a mano a mano duel—or die trying.

After Martin leaves, Rose regains consciousness to find an unexpected and much unwanted visitor. William, still nursing the grudge of her rejection.

EPISODE TEN: Crucified Angel

William learns the truth about the crucified angel.

Martin goes home to arm up for the looming battle. Stoked and stocked with twin machine pistols, Martin enters Paul's tenement, ready to rumble.

Wildly outmatched, Bean gets a boost of confidence and a heady dose of supernatural mojo, courtesy of The Book. Suddenly on more equal footing, the showdown at the not-so-OK corral starts with a BANG, but Martin's overconfidence and disdain for Bean proves to be undoing. He fires a deadeye shot to Bean's skull, but didn't count on Bean firing back at the same instant, or Loren using his quantum-synchronistic powers of persuasion to steer Michael's bullet to exactly the wrong destination. Martin's sad, aching heart.

EPISODE ELEVEN: 3:15

Paul laments Martin's lifeless body, but cheers himself up by taking a souvenir for Rose, thinking "it'll make a nice key chain." He pockets Martin's eyeball and starts a fire in the chapel, watching Bean ignite in flames before making his exit.

But wait? Is Martin's finger moving? Yes indeedy. Bean's bullet triggered the tetrodoxin and curare injector that Martin intended to use on Paul. As the flames singe his heels, the potion wears off and Martin rushes out. He steals an ambulance and arrives at the Plaza in time to rescue Rose.

There's only one problem. Martin needs the key code. He gets it a second too late and the impaler launches at 3:15...

EPISODE TWELVE: For the Glory of Clan Kelly

...right into the metal cocktail trays William fastened under Rose's chair. Old crushes die hard. And so does Paul.

Loren arrives and the showdown kicks into high gear with an epic battle between Paul and all comers. Paul sustains major damage, but captures Martin in a crushing embrace and begins the chant to transport them into the Maelstrom:

"Never alive...and never dead!"

Together they travel to the swirling galaxy of souls, where they view the crucifixion of Paul's son by Saint Patrick. Will Paul's grief transform his ruthlessness into mercy? Will Rose summon her full druid powers and tip the scales? Will Martin kill his own father? Can Paul even be killed?

No. Yes. Yes. And...kinda. When William holds up Paul's decapitated head to gloat in triumph, Paul looks deeply into William's eyes and—William wakes up in a Fifth Avenue mansion with no recollection of who he is or how he got there. Stranger still, he's speaking with an Irish accent.

SERIES ARC / THEME

“Science is magic, they are one and the same. Memory is the key to everything. Not just identity. Everything. It’s all there, in the DNA.”

Can a person truly become immortal? Paul is a big believer. He’s been raising his sons as host bodies for his restless soul, which has survived with his memories intact for thousands of years. In the first season, Martin is in his crosshairs, the perfect empty vessel after years of trauma left him devoid of emotions...until Rose came along and messed everything up.

At the end of the first season, Martin and Rose think they’ve successfully escaped. They’re only partly correct. Paul is relentless in his pursuit of a badass bod so he can go the distance to *The Becoming* as predicted in The Book.

ETA? 2032. Wait a sec, isn’t that the same year predicted by futurists as the dawn of the Singularity, when Artificial Intelligence surpasses human brainpower and programs smarter and smarter versions of itself until the resulting super-Intelligence attains consciousness and all bets are off on any foreseeable future? Yeah, that year.

Paul’s ultimate goal and the true prediction of the prophecy is gradually revealed throughout the series: the ancient sorcery rituals which provided access and some control over the consciousness/reality generating engine called the Maelstrom were only half-measures. Full control will be achieved, not by spells and incantations, but via the computations of super-intelligent AI merged with the genetic memory and DNA of —You Know Who.



Inter-clan warfare continues throughout the series (two additional clans are introduced), all vying for control of the Book and the power it conveys over the Maelstrom. The overriding theme of the series is encapsulated in the Romeo and Juliet pairing of Martin and Rose.

Can love and human decency overcome feudal rivalry and ruthless ambition? Does absolute power always corrupt absolutely?

Well, yes and no.

SEASONS

SEASON ONE: Martin returns to Paul and gets a refresher course in pain suppression. This backfires on Paul, when Martin remembers everything he's suppressed, including his tortured childhood.

Bound by a blood vow not to injure Rose, Paul recruits Michael Bean and William as accomplices in a plot to murder her. He entices Bean with promises of wealth and power and blackmails William with the threat of planting evidence to implicate him as a serial killer.

The Romeo/Juliet nature of Martin and Rose's relationship is revealed: they are the anointed heirs of two feuding clans headed by Paul and Johnny the Saint, both of whom are trying to control the power of the Maelstrom and the outcome of the Book's prophecy.

The season climaxes with a battle royale and Paul's beheading, but William's gloating stare into Paul's dying eyes provides an exit ramp for a last-minute soul transfer.

SEASON TWO: Paul and William are trapped inside the same body and gunning for Martin's twin brother Vern, who Paul summoned to NYC as "Plan B" with the lure of a hit contract. Too bad the target is himself.

Unhappy with William's host body, Paul and Loren construct a Golem from Paul's corpse and animate it with the resurrection ritual used for Paul's old adversary for the Chosen One mantle: Yeshua, aka Jesus the Christ.

FrankenPaul ain't much to look at, but he's nearly indestructible for the short period of time he needs to secure a berth in Vern's cowboy boots. Alas, Mission Vern is thwarted by the Brothers Kelly, with Martin and William teaming up with gunslinger Vern to kill Paul once and for all. Sort of.

SEASON THREE: Awakened to his memories as Paul's identical twin in a previous incarnation, William sets his course on fulfilling his *slightly* prejudicial interpretation of the prophecy: the destruction of all world religions, all believers and all historical traces of religion, supplanting them with the "true religion" according to Him: science. William takes the reins of Tetron Corp, accelerating Paul's work in biotech and Artificial Intelligence.

Martin, Rose and Johnny search for the Book of Druids to counter William's growing sorcery powers and avert the Holy War he's trying to instigate. With the help of the Book and an alliance formed with the other clan chiefs, they force William to sign a peace treaty, but secretly he continues his plans for igniting the Holy War by financing 9/11.

SEASON FOUR: Jump to 2022. Paul is back in the saddle, safely harbored in a young cloned body, ruling Clan Kelly while William holds the reins of Tetron. William is dissatisfied with the progress of his Holy War, but encouraged by Tetron's biotech and AI advancements, including the discovery of cellular memory stored in the DNA code.

After creating a dozen clones of Paul (and himself, since they're identical twins), he plans on reactivating their combined memories so his troop of teen Mini-Mes will have full access to their cumulative knowledge and sorcery powers.

Meanwhile, the other clans have acknowledged Martin and Rose's fraternal twin children as the true Chosen Ones in fulfillment of the prophecy. Always handy with a monkey wrench, Loren discovers Norma, a descendent of Clan O'Neil, kidnaps her and brings her to Paul as a Trojan Horse to wrest control of Clan Kelly and Tetron from the Terror Twins.

SEASONS

SEASON FIVE: Leap to an unspecified time in the future. The world seems devoid of human life. Nature has reclaimed most of Manhattan. The aging Master (Paul? William?) lives in the Metropolitan Museum, safeguarding the art against the elements and possible survivors.

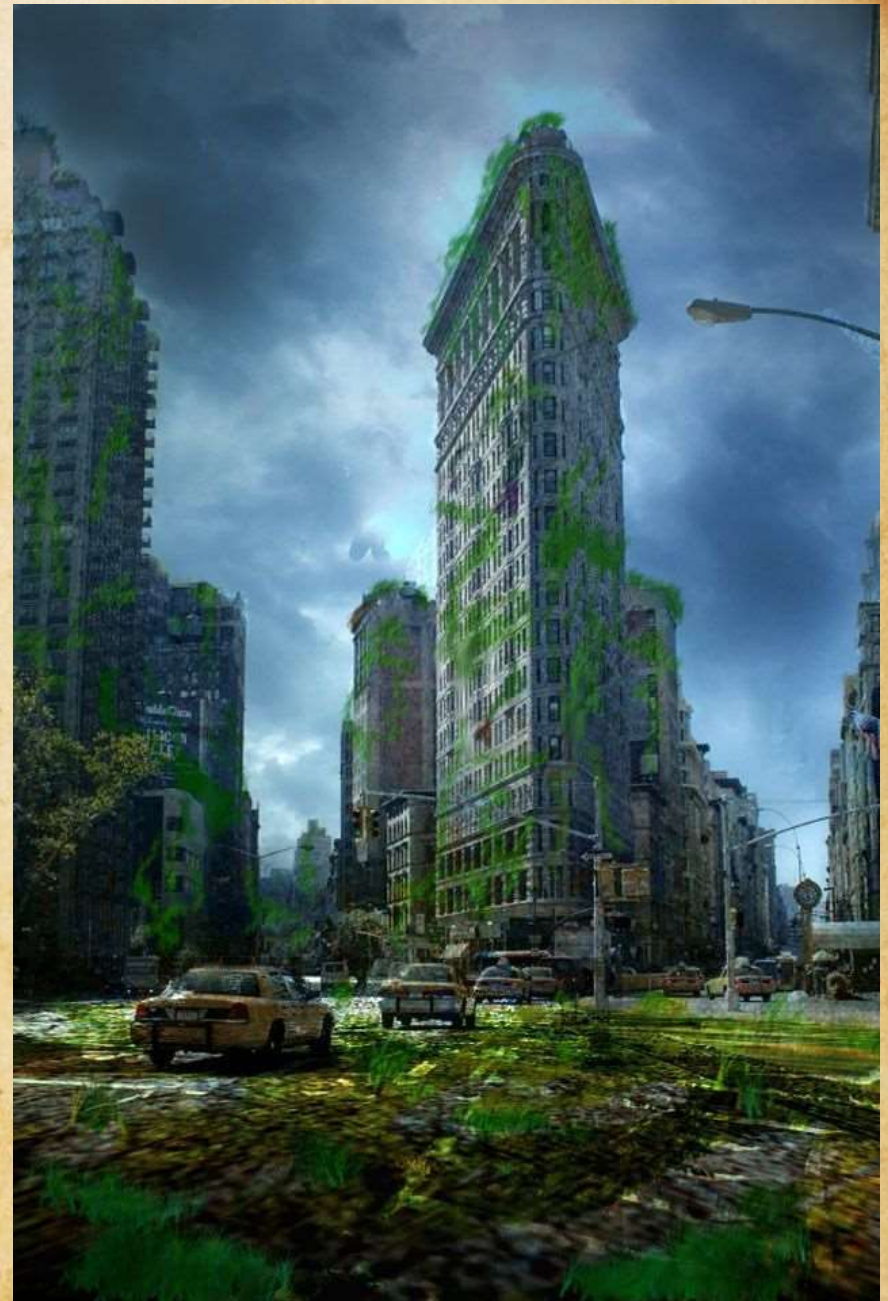
Like a crazed King Lear minus the daughters, he recalls the events that led to this outcome while awaiting the return of The Travelers.

The Master seems to have accomplished his goal of achieving godlike powers. His recollections transport him back to timelines where he revisits his triumphs and defeats.

The Travelers arrive (Norma and a young, kindly clone of Paul). These hybrid creatures of flesh and AI tech are horrified at the near-extinction of humanity.

The Master is quite content, relishing the peace and quiet. He relates that in their century-long absence, his campaign to eradicate religion was a failure. No matter how many churches, mosques and temples he razed, no matter how many books he burned, or zealots he exterminated, "They kept coming back like cockroaches. So I engineered an airborne virus to kill everyone. Well, almost everyone. Angry God 101, right? Wipe the slate clean and try, try, again."

The Master begins outlining his new Plan of all Plans. Norma cuts him off, announcing that their mission was a success and they have determined The Meaning of Life beyond any measure of doubt. This should please The Master, who initiated their space-time trek to know the will of God. But of course, it doesn't, because, "That's my job now!"



PERSONAL CONNECTION

“Guess what I did to make a living? Fortune telling. I put an ad in the *Village Voice*. The headline read: Scientific Readings. The “scientific” part consisted of combining numerology with the zodiac designations of minor arcana cards. Translation: I could pick dates when shit would happen.”

In the early days of gentrification, I lived in the rubble-strewn wasteland of Alphabet City. I was mugged at knifepoint and gunpoint on two occasions while patronizing the drug dispensaries of abandoned buildings like the one Paul and his young minion occupy.

Those buildings were the scariest places I’d ever experienced. True haunted houses, with zombies and vampires lurking in every candlelit stairwell.

Yes, it was an unsavory lifestyle, accompanied by capricious characters, a few of which are re-imagined in the *Paul* universe. My obsession with occult ritual magic was equally pernicious. And like William, my alter-ego in the novel series, I was a tarot card reader, numerologist and a fervent collector (not the things *he* collects).



These days, I’m a family man. My idea of fun adventures? Visiting Neolithic wedge tombs and standing stones in Ireland. Spending five days at The Science of Consciousness Convention. My fascination with ancient history and futurism inform each other. I’m a firm believer that The Singularity is inevitable. So it’s easy to imagine that a four-thousand-year old nearly immortal alchemist sorcerer would come to the same conclusion, and craft a binge-worthy conclusion to human evolution.

FINAL PITCH

Have you ever wanted to turn back the clock and unravel ancient mysteries that have puzzled historians for centuries? Like what *really* happened to the Library of Alexandria? Or what was written in the carefully sliced-out pages of the only existing copy of The Gospel of Mary Magdalene?

Let's ask an avid book collector. Paul Kelly.

The mythology of Paul's journey is meticulously researched, tracing the mystical connections between Greco-Egyptian alchemy, Gnostic Christianity and the Celtic druids of Clan Kelly. The historic scale is epic, but the big reveals are firmly anchored in the present day stakes of Paul and his unlucky associates.

This is very much a character-driven series, featuring a charismatic collection of offbeat anti-heroes and gleeful villains that should be catnip for high-profile actors who want to sink their teeth into juicy roles.

I recently completed a feature screenplay based on the novels titled, *Do Not Resuscitate*. Logline: An ambulance is called to a decayed bayou plantation to rescue a mutilated John Doe with a Do Not Resuscitate tattoo. A devout nurse ignores the DNR and revives him. Big mistake.

I retain all rights to the novels.

The Dead Mask, the first sequel to *The Book of Paul*, adds a wild array of new characters. *The Book of Druids* and *The Bone King* are close to completion. Over a thousand pages have been written on other sequels and prequels.

Bottom line: there's no shortage of source material to fuel the series for a long run.



"What happened? How did the story end?" Michael asked.
"Stories never end," Paul grunted. "At least not the ones I tell."

Thanks for your consideration!
One hour pilot script and feature film screenplay,
Do Not Resuscitate, are available upon request.

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