

Echo Callaway

and the Book of Circles



Adam Masterman

Echo Callaway and the Book of Circles

Graphic Novel Pitch Materials

Adam Masterman © 2014

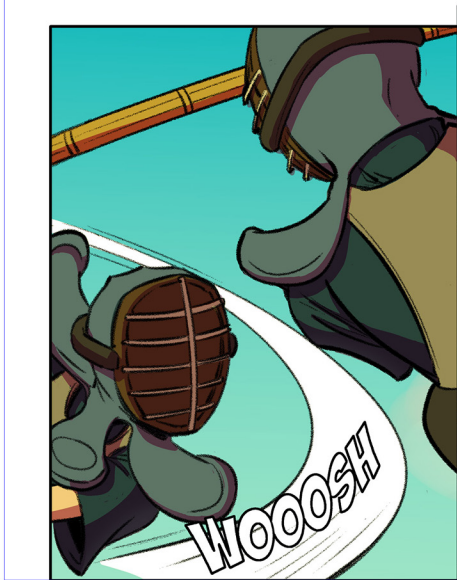
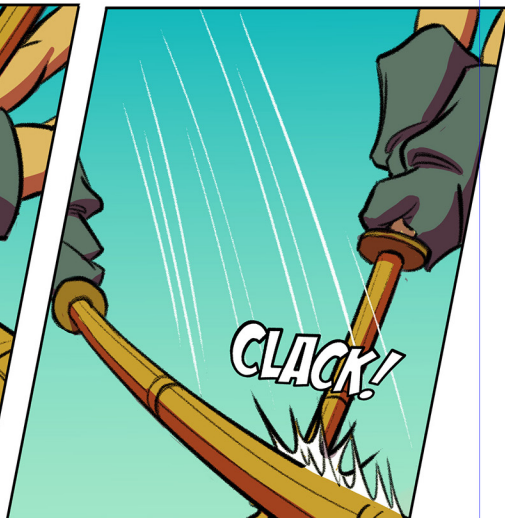
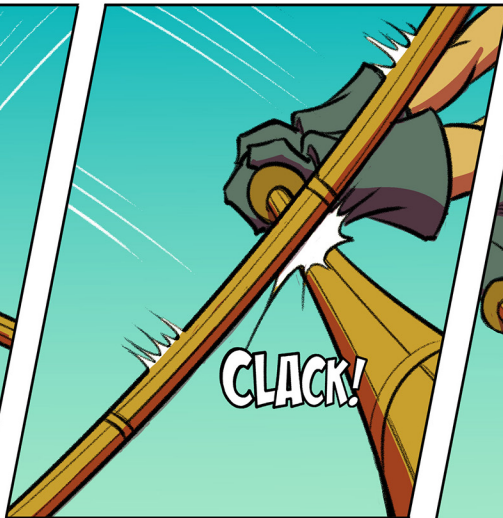
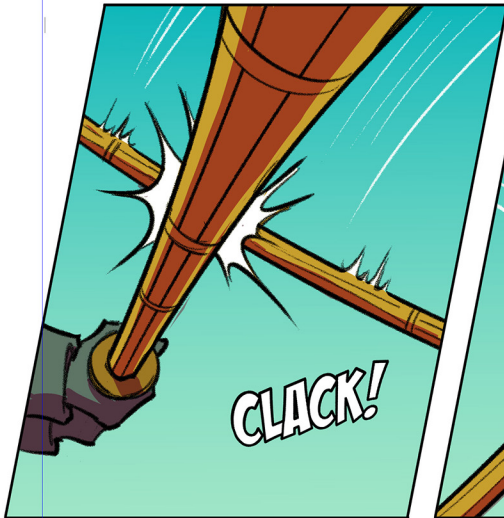
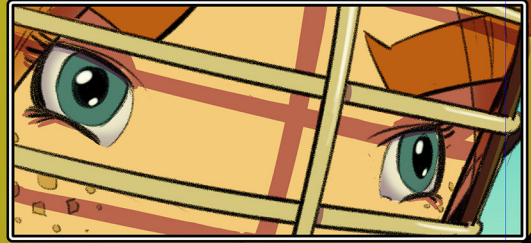
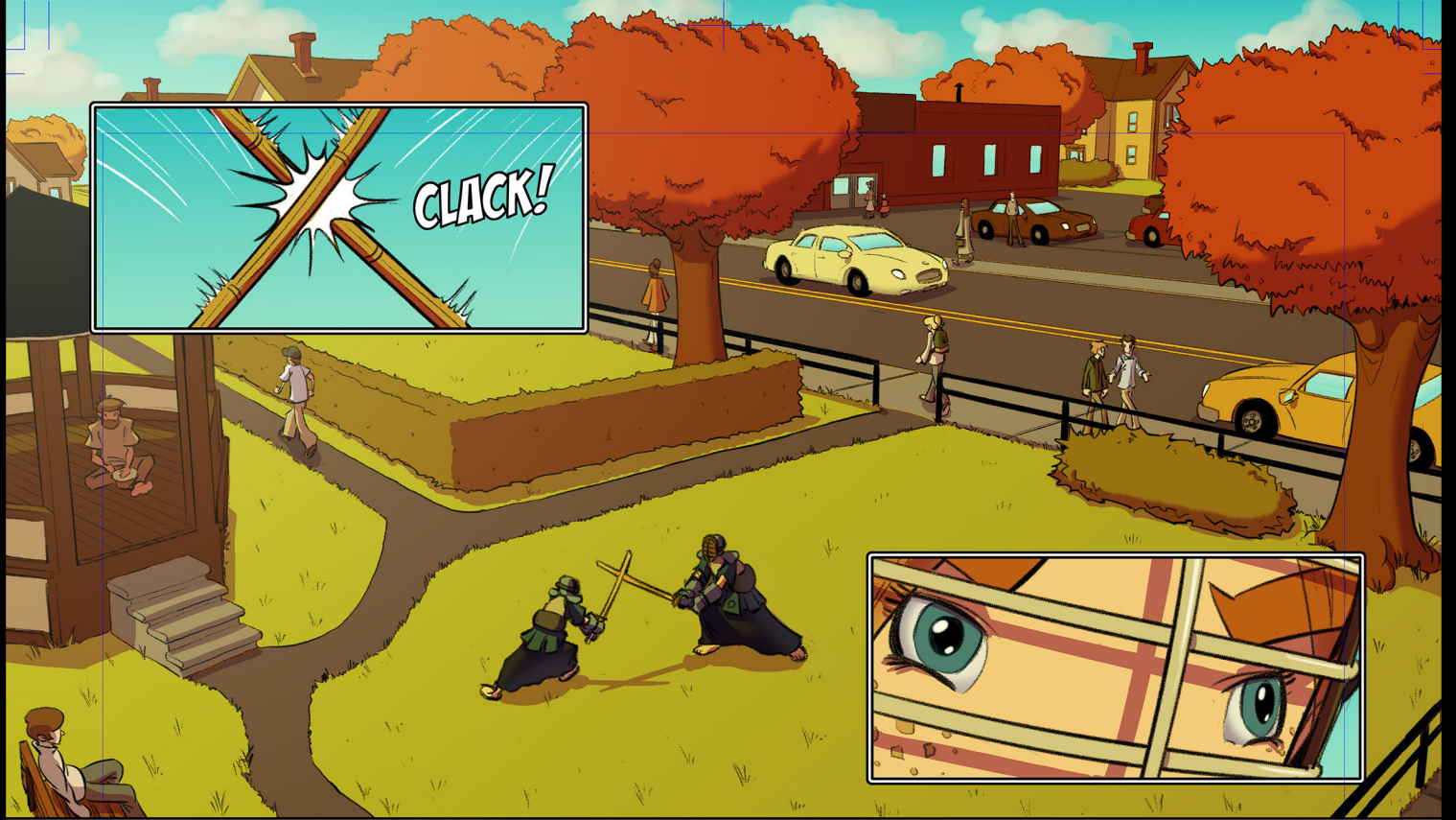
Echo Callaway and the Book of Circles is an all-ages fantasy graphic novel that follows a trio of young people entering a series of strange new worlds. When Echo Callaway's grandfather dies, he leaves her book that lets her step from our world to one of countless others. When mysterious attackers threaten, she and her friends must journey to Lionskeep, a legendary fortress that sits at the nexus of all worlds.

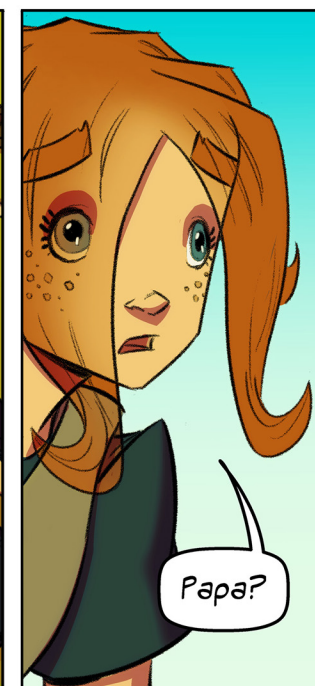
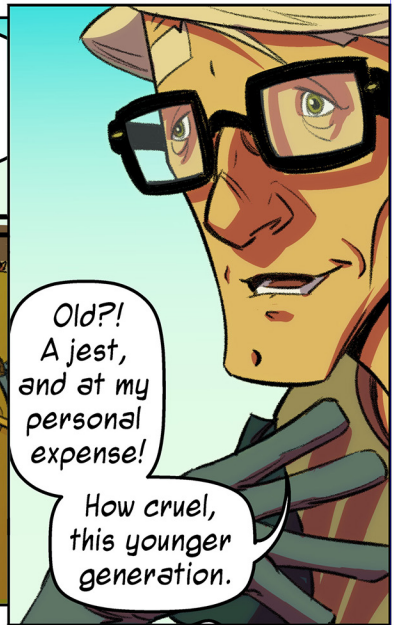
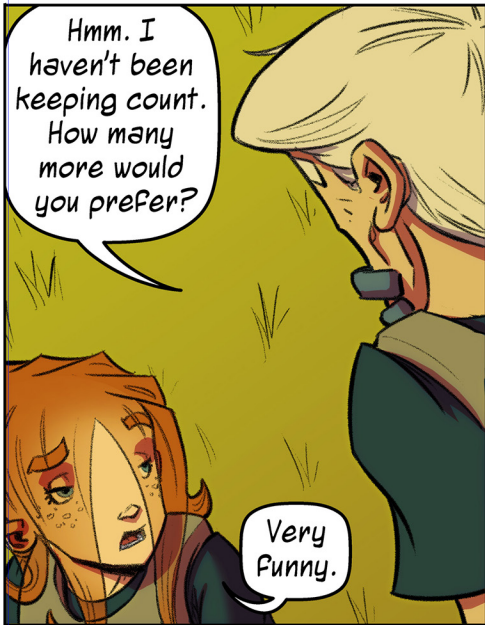
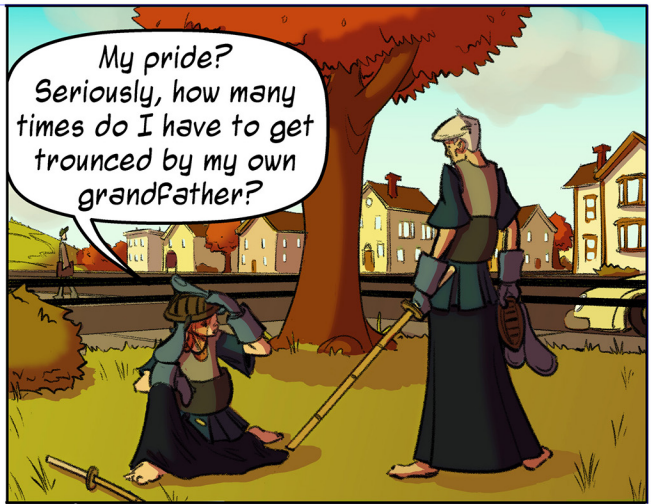
The Book of Circles is the beginning of an epic tale that explores the role of fantasy and imagination in the lives of young people, as well as how personal choices shape one's reality. The characters are grounded in the realities of contemporary society, but the story takes them places truly alien and strange. Each must discover meaning in the connections they encounter between their ordinary lives and the fantastic new realms they discover.

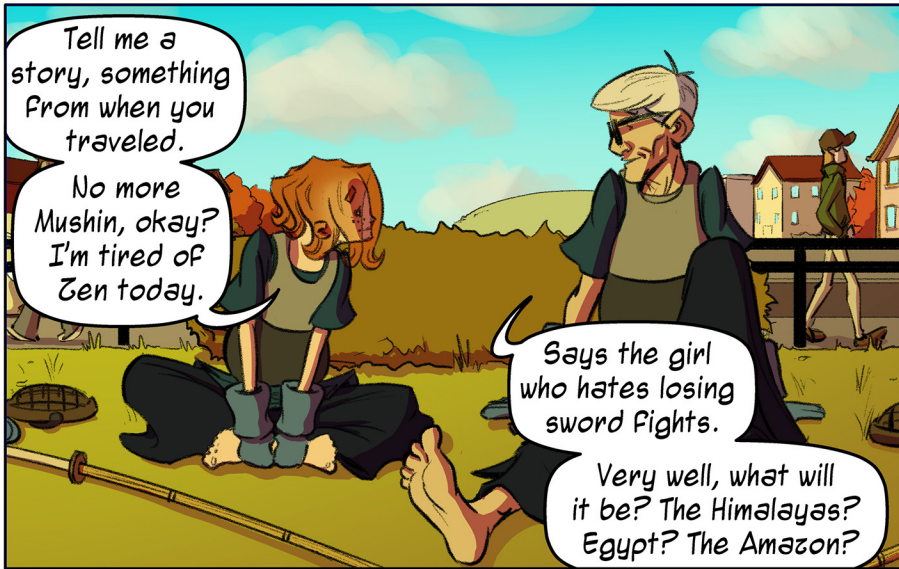
Fans of ***Bone*** and ***Amulet*** will enjoy the rich worlds, colorful characters and grand sense of scale, as will readers of traditional print novels like ***Percy Jackson and the Olympians***, ***Artemis Fowl*** and the ***Harry Potter*** series. Like those stories, *The Book of Circles* is written to appeal to readers of all ages, weaving the timeless enjoyment of classic adventure into a tale about life, meaning and the mystery of karma.

Echo Callaway and the Book of Circles is plotted out at 190 pages, and is the first of five graphic novels in a wider story arc. Included in this package are an excerpt from the beginning of the book, as well as an illustrated outline of the plot, and some information on the primary protagonists. If you are interested in more material, please contact me at adammasterman@gmail.com. Thank you for your time, and enjoy.









Tell me a story, something from when you traveled.

No more Mushin, okay? I'm tired of Zen today.

Says the girl who hates losing sword fights.

Very well, what will it be? The Himalayas? Egypt? The Amazon?



You've really been to all those places?



Those, and many more. The world is a very large place, Echo.

Does it pull at you?

Definitely. I'd leave with you tomorrow, if you'd take me.



Patience, little one. Remember, I still plan for you to master the sword before you venture abroad.

No one uses swords anymore, Papa. I don't think it'll be an issue.

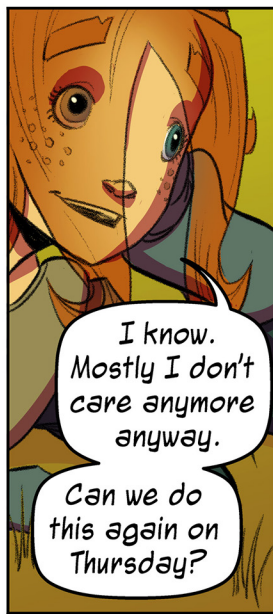
You might be surprised. But we do seem to get some strange looks here in Farmington...



Yeah... I'm used to it.



Oh Echo, still the misfit? It gets better, you know. You already have Hiro and Sati...

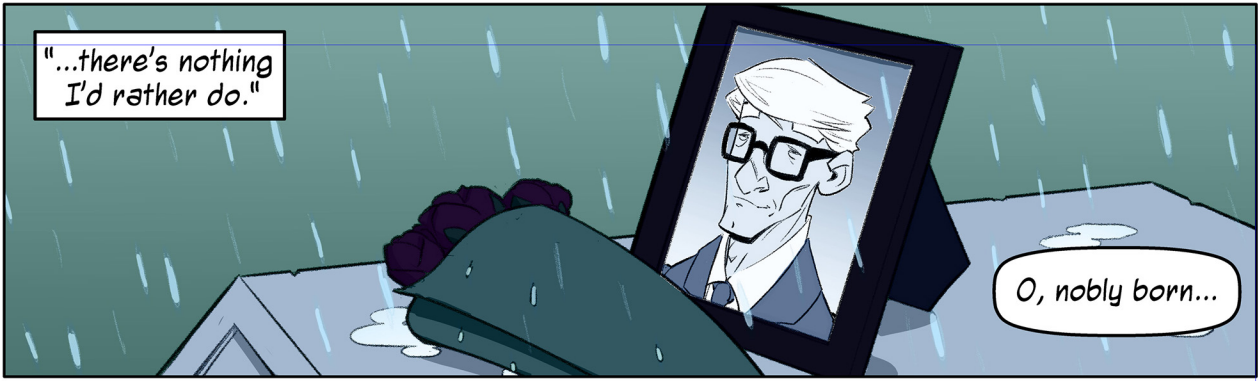


I know. Mostly I don't care anymore anyway.

Can we do this again on Thursday?

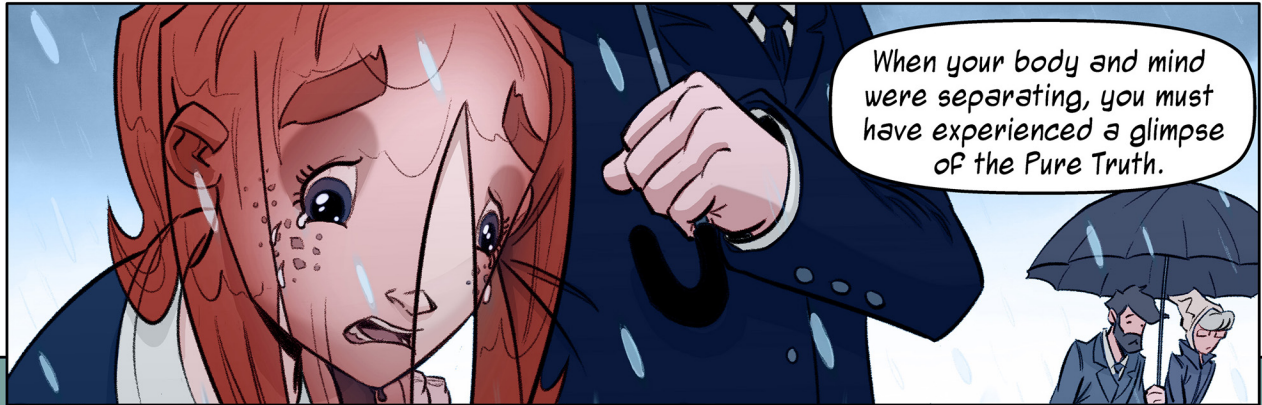


My dear...



"...there's nothing I'd rather do."

O, nobly born...



When your body and mind were separating, you must have experienced a glimpse of the Pure Truth.

Subtle, sparkling, bright, dazzling, glorious, and radiantly awesome, like a mirage moving across a landscape in springtime in one continuous stream.



CHAPTER I: ENDINGS AND BEGINNINGS



Be not afraid...



Nor terrified...



Nor awed.



That is the radiance of thine own true self.



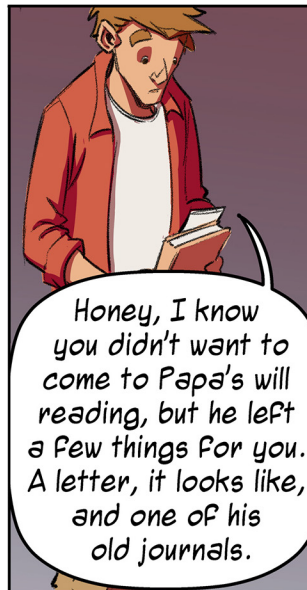
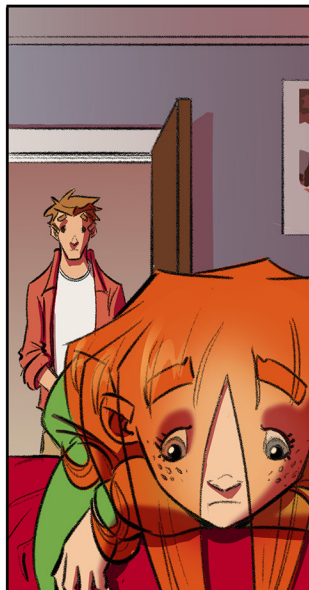
Recognize it.



Echo, sweetie?



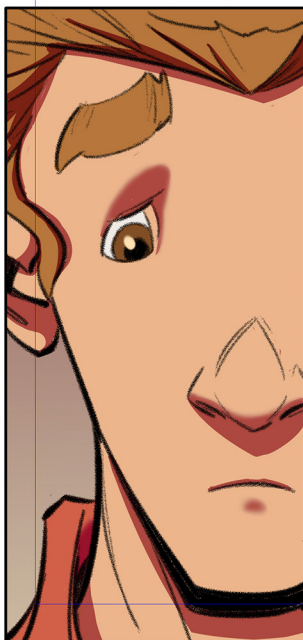
How're you doing today, love?



Honey, I know you didn't want to come to Papa's will reading, but he left a few things for you. A letter, it looks like, and one of his old journals.



Probably more travel stories. He knew how much you loved those.



Well, I'll just leave these here for you.

I think I hear someone at the door. I'll be back later with some breakfast.





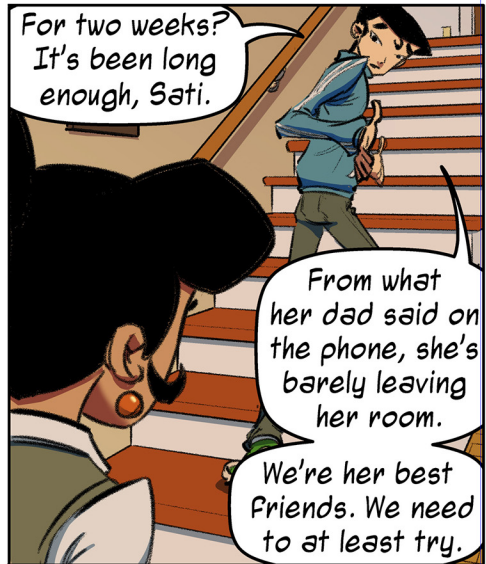
Hi, guys. Thanks for coming over. I'm sure Echo will be glad to see some Friendly Faces.



She's in her room. Just go ahead up.



Hiro, maybe we should just wait. She obviously wants to be alone.



For two weeks? It's been long enough, Sati.

From what her dad said on the phone, she's barely leaving her room.

We're her best friends. We need to at least try.

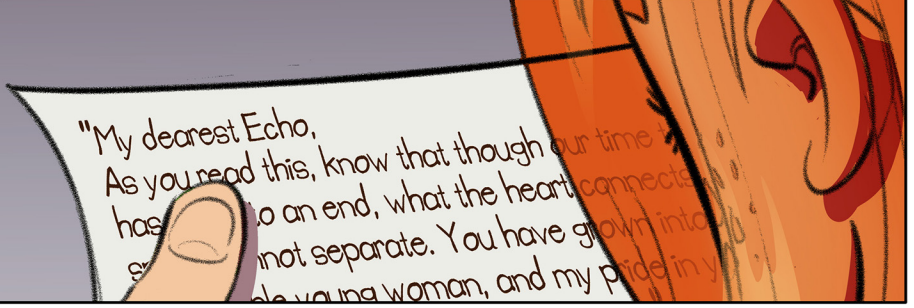


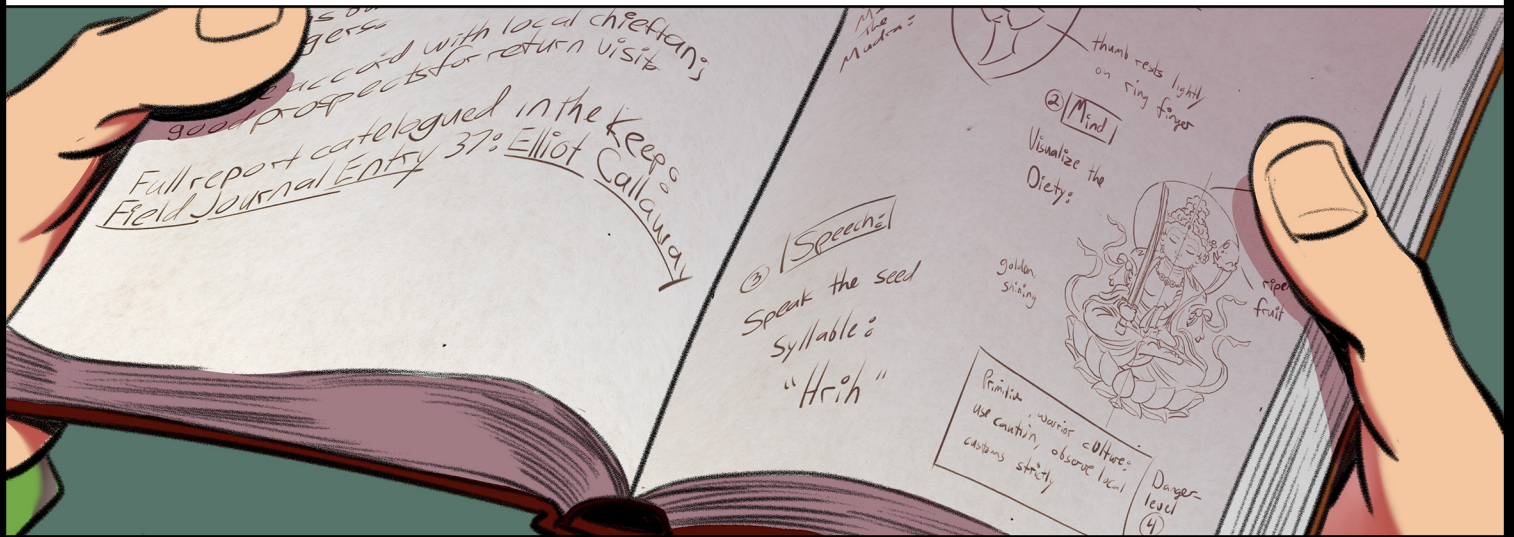
Besides, you and I might be the only ones she'll let through the door.

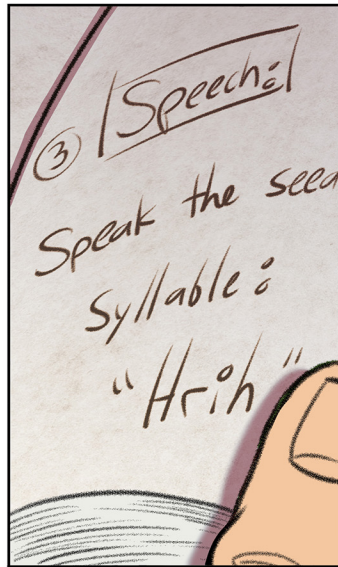
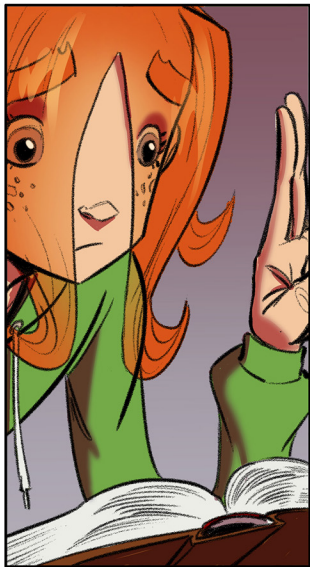
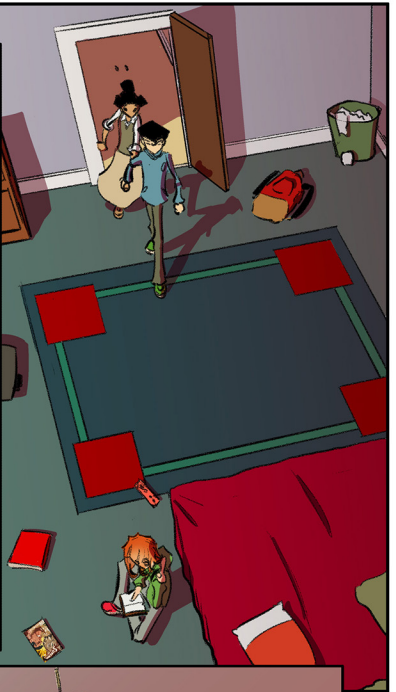
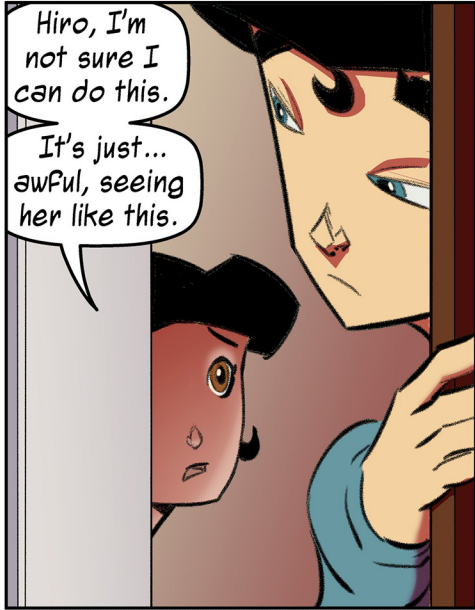


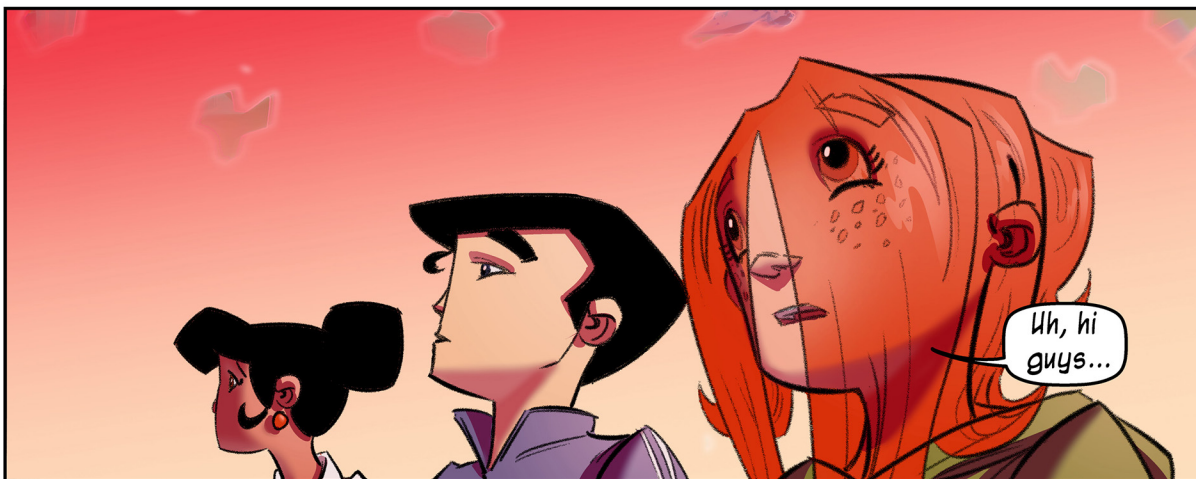


"My dearest Echo,
As you read this, know that though our time together
has come to an end, what the heart connects, time and
space cannot separate. You have grown into such a
remarkable young woman, and my pride in you is beyond
measure, as is the love I have for you."









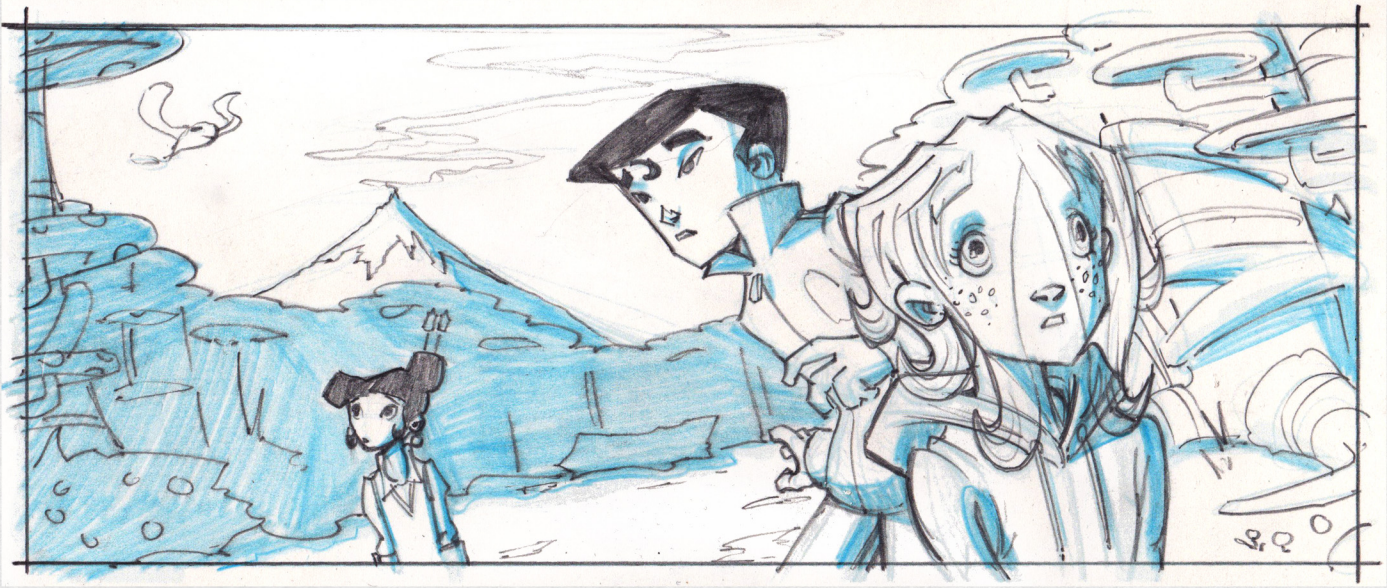


What's up?

Echo Callaway and the Book of Circles

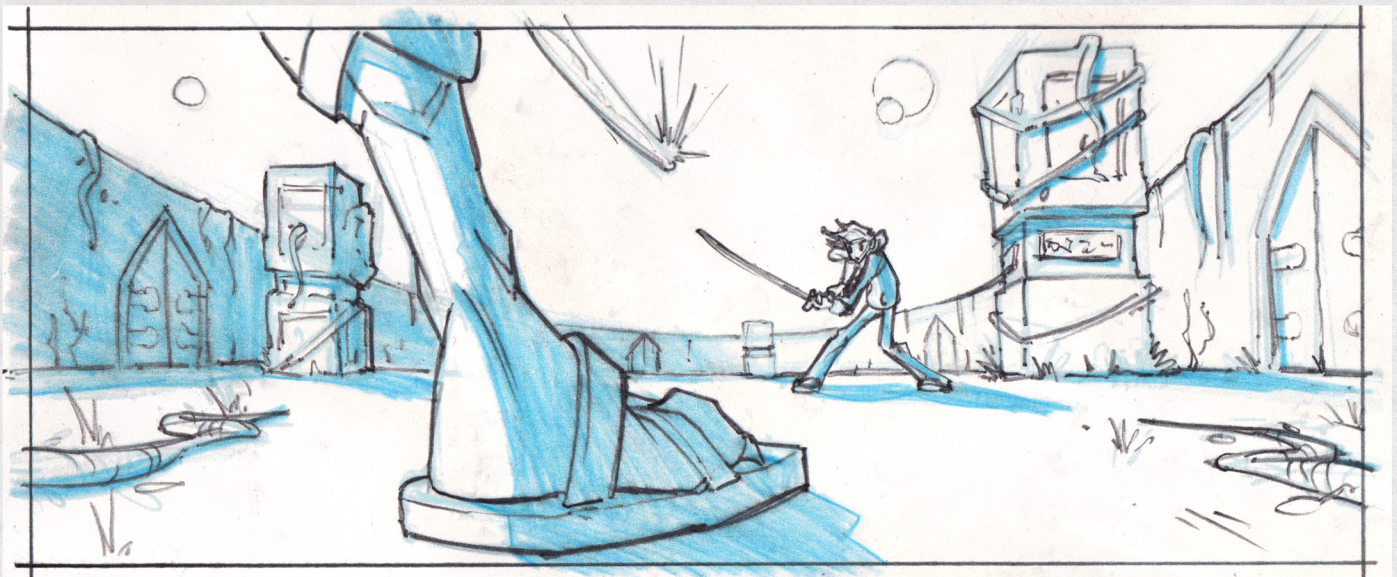
Illustrated Outline

Adam Masterman 2014

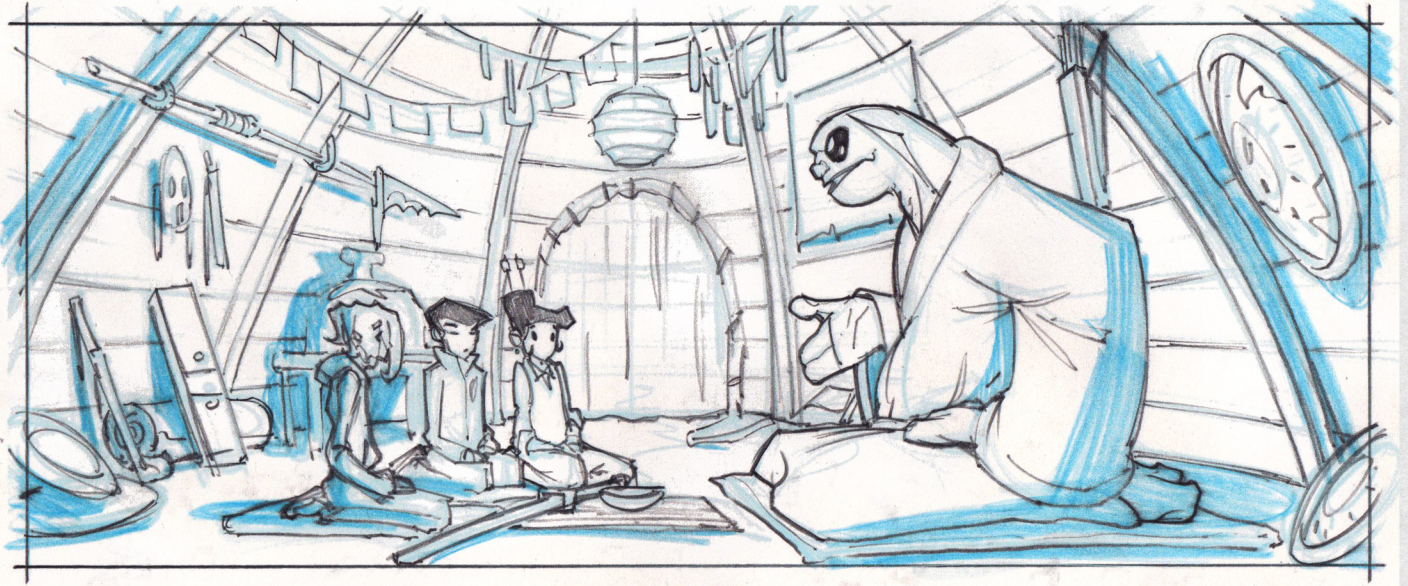


Echo Callaway is plunged into grief upon the sudden passing of her grandfather. Already struggling to relate to his young daughter's eccentric personality, Echo's father is at a loss in knowing how to comfort her, as are her best friends, Hiro and Sati. However, Echo is pulled from her despair when she reads a short passage from her grandfather's journal, and is transported (hapless friends in tow), to a strange world of verdant jungles and red alien skies. As shock gives way to curiosity, and they hesitantly start to explore, they encounter the inhabitants of this world; tall, green skinned warriors who promptly capture them and strip away their belongings (including the journal).

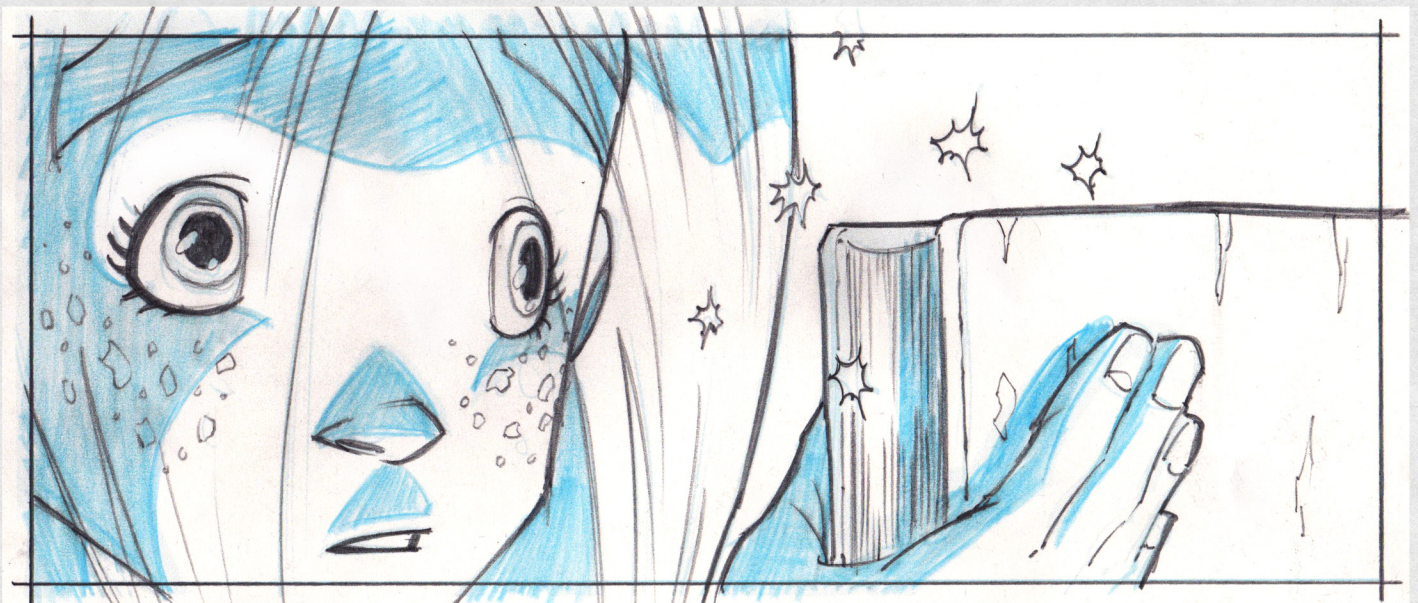
Accused of trespassing, the three are told to forfeit the journal in exchange for their release. Realizing the book is their only way home, and refusing to lose this last vestige of her grandfather, Echo demands a second option: a duel with swords for the journal's return. Hiro and Sati are quick to oppose the idea, but Echo insists. Thanks to her grandpa's kendo teachings, she avoids being immediately dispatched, but is clearly overwhelmed by her much larger and more skilled opponent. Knowing Echo will soon be defeated and possibly killed, Hiro and Sati intervene by joining her in the battle. Using quickness and clever tricks, they keep the massive swordsman distracted until Sati, in an uncharacteristically aggressive ploy, forces his surrender.



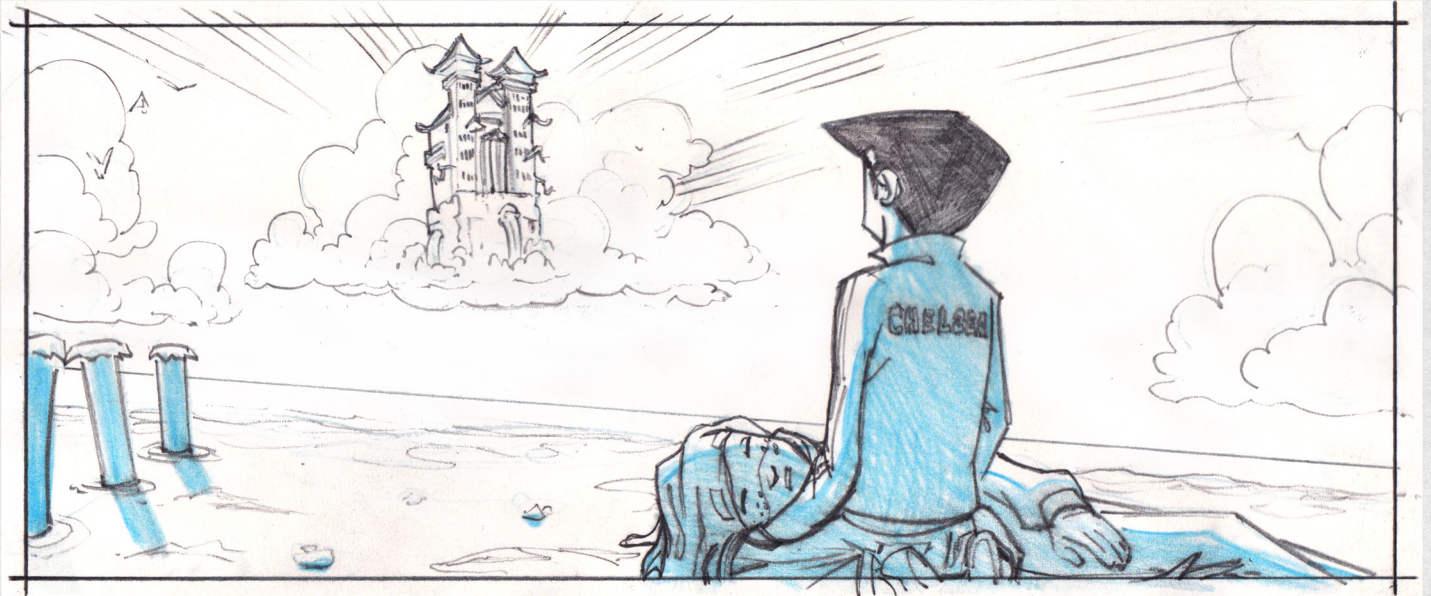
Afterwards, the trio meet with the natives' chieftain regarding the unorthodox conclusion to the duel. When suggested that Hiro and Sati's intervention violated the rules, the warrior himself defends them, explaining that their numbers were a fair balance to his greater size and abilities. The chieftain concedes and returns the journal to them. Echo requests to keep the sword from the duel, which is granted to her under the condition it be eventually returned to the tribe. Before they depart, however, the chieftain confides to them one last item: He is aware of what the journal is capable of, implying that he knows Echo's grandfather.



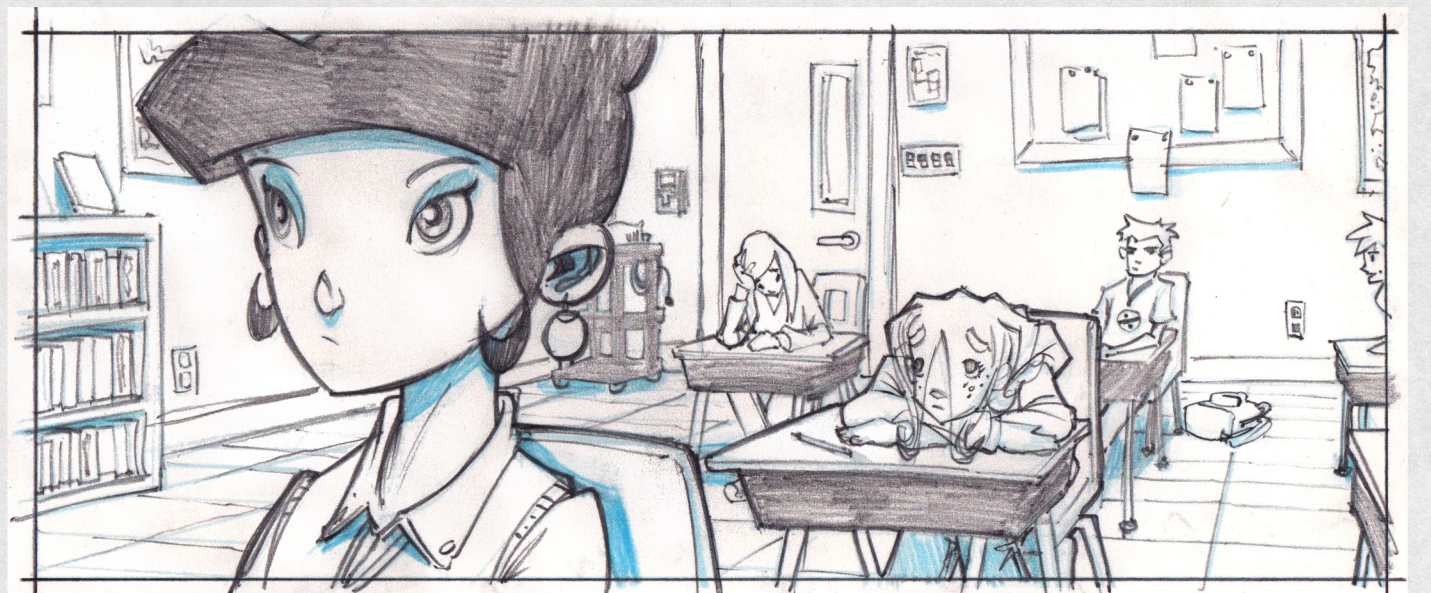
Safely away from the tribe, Echo examines the journal, identifies the likely entry for traveling home, and they repeat the experiment. When they are safely returned to Echo's bedroom, Sati's frustration and fear is released; she scampers away from the book in terror, and rushes from Echo's room in tears. Echo's father pokes his head in to inquire, and Echo and Hiro realize that no time had passed since they were gone; it's literally only a few minutes later than when Hiro and Sati had arrived. Hiro is puzzled and disturbed by what happened, and he also leaves for home. Echo considers re-opening the book, but decides to go to sleep instead.



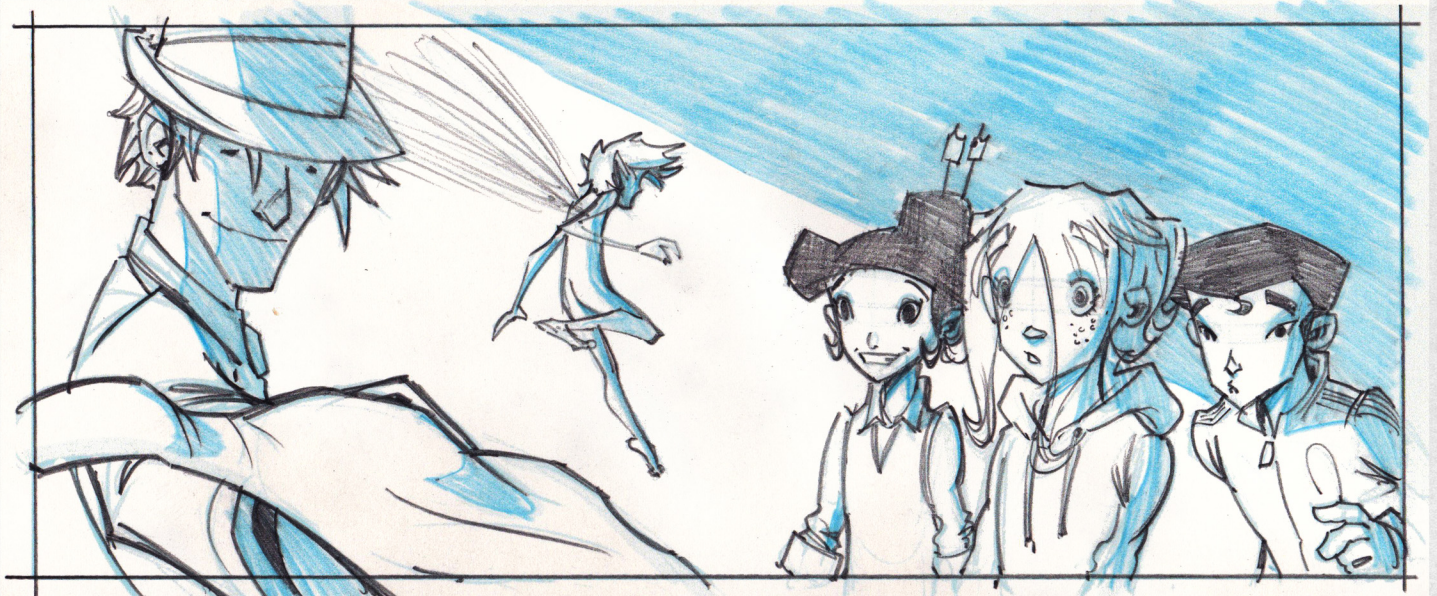
That night, each of the three friends experience vivid dreams. Echo relives a surreal version of the sword fight, and slays the green warrior, only to find that it's her grandfather, who blames his death on her. Sati is enjoying a social gathering, when the room and landscape begin to dissolve, sucking her into a vortex of darkness. Hiro is running down a desolate beach, towards two distant figures spread out on the sand. He arrives to find Echo and Sati in the surf, apparently drowned. He starts to despair, but is distracted by a light from the cloudy sky: a vision of the fortress of Lionskeep, with water pouring out from its fountains to form clouds. The light revives Echo and Sati, who join him in admiring the beautiful floating edifice. Of the three of them, only Hiro is sleeping peacefully by the end of his dream. Outside, lightning strikes, and a large, dark figure is seen through the trees, leaving a massive paw print in the rain.



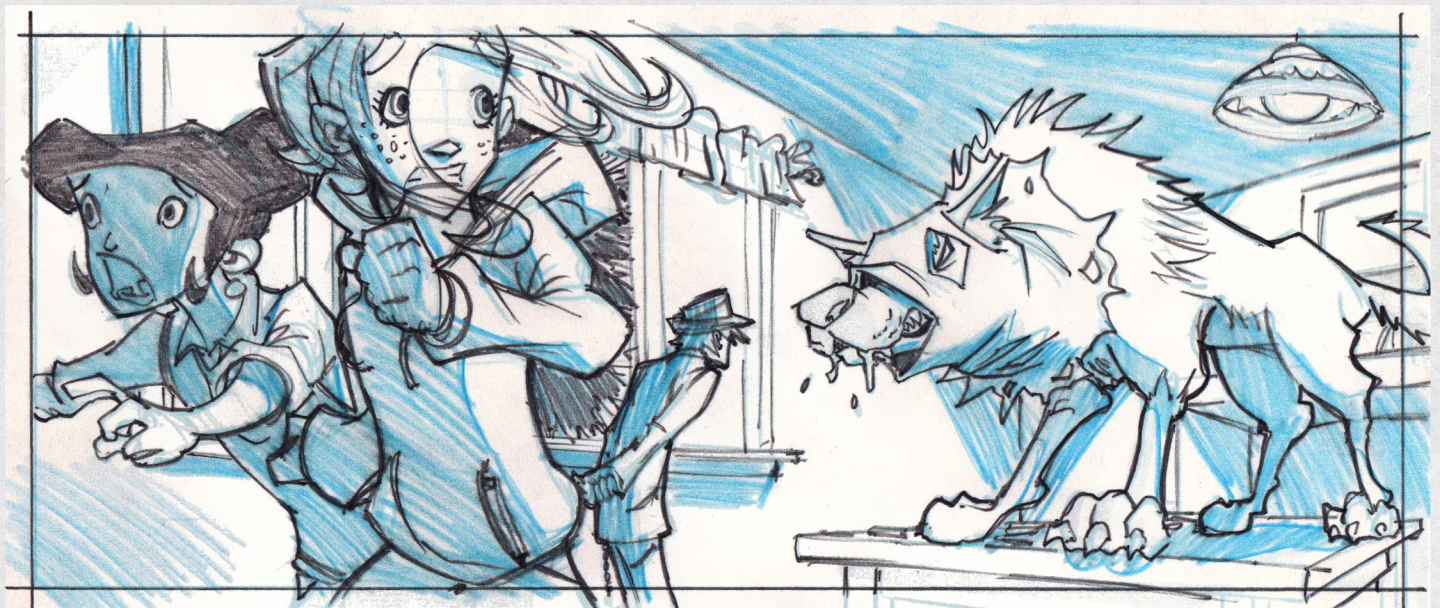
As the three resume their normal lives, a mysterious figure is seen observing them from a distance at various times. The three friends return to school, where Sati is completely ignoring and avoiding Echo. Echo wants to talk about what happened, and to experiment with the book again, while Hiro is mostly just distraught by his friends' unhealthy attitudes; Sati's denial and Echo's manic fascination. He finds himself acting as a reluctant emissary between the two girls. When a simple exchange over the upcoming middle school prom lands Echo in a schoolyard fight, Sati relents and agrees to discuss what happened.



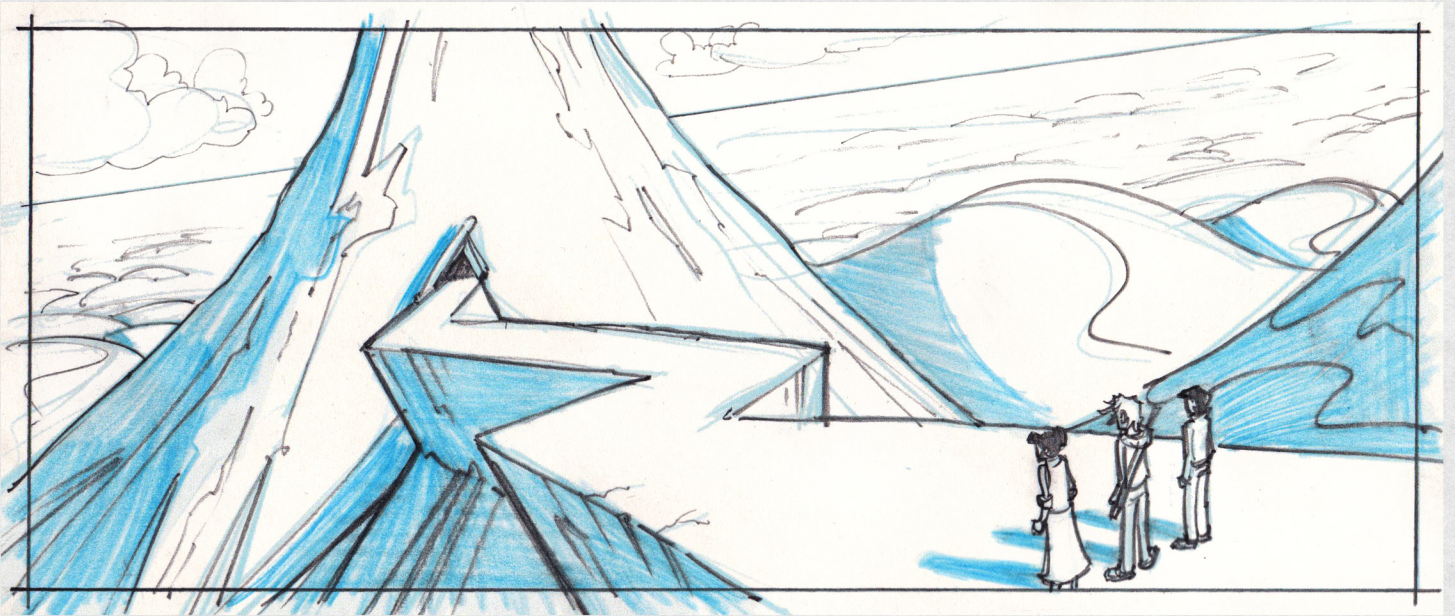
Meeting at Hiro's house, they are interrupted before they even begin by the arrival of the stranger; he calls himself the Mouse Knight, and claims to hail from a different world. Their experiences having inclined them to believe him (not to mention his traveling companion, a four inch tall Forest Faerie), the trio listen as he describes an endless expanse of universes. On his world, there is a portal that allows anyone who enters to travel between the worlds; otherwise, accomplishing this feat is extraordinarily difficult and rare. Echo's grandfather apparently mastered this technique, and the instructions in his travel journal allows others to do the same. The unassuming little volume is, apparently, a key of staggering potential.



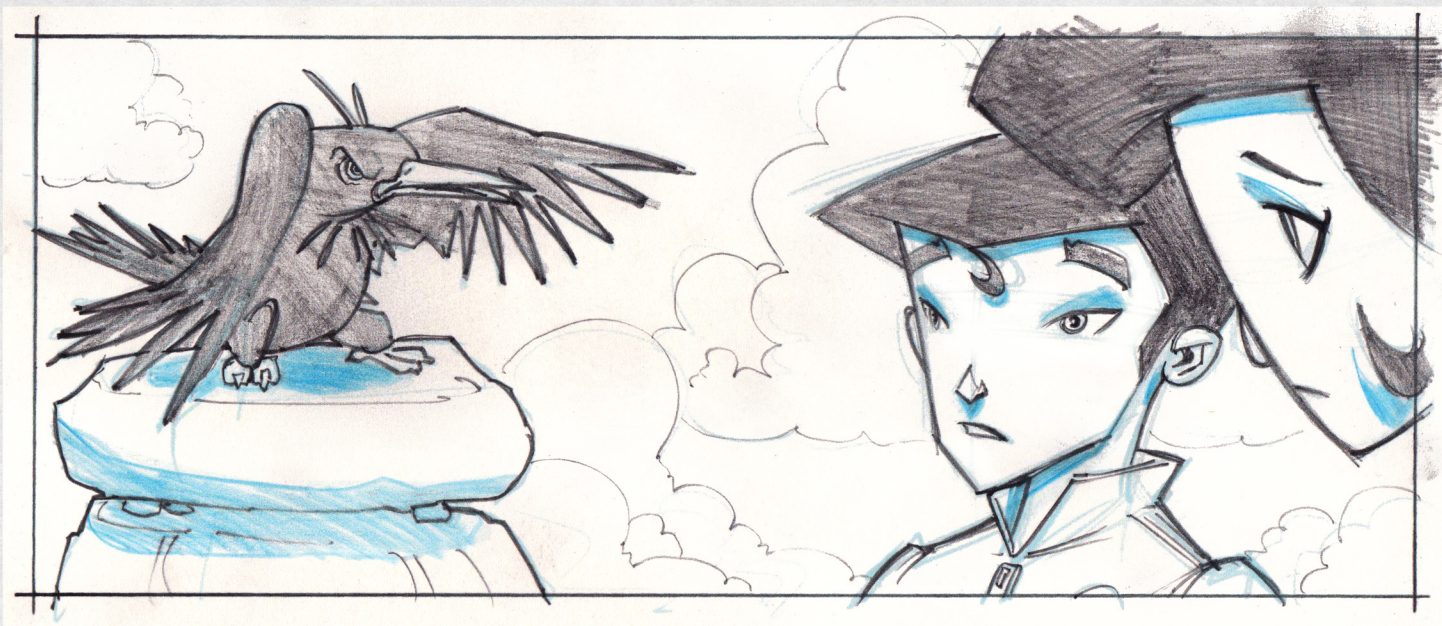
Before they can learn more, their meeting is again interrupted, this time by a massive, hooded wolf who crashes in through the picture window. A surprisingly agile Mouse Knight cleverly delays the beast, while shepherding the kids into the basement. Cornered by the rampaging beast, the three are advised by the Mouse Knight to use the book to travel to his world, and seek out the fortress of Lionskeep. Its the home of his Order, and once there, he can guarantee their protection while they sort out the mystery of their attacker. Reluctant but desperate (and with no certainty as to where on the Mouse Knight's world they might appear) they agree, and use the book to flee.



Arriving on Dinnessua, they find themselves in a snowy mountain pass, with a cave further along a twisting path. While Sati breaks down from the strain and begins to cry, Echo proceeds to the cave, lured by a cloaked figure in the entryway. She arrives to find her grandfather; apparently alive and well, who welcomes her in, along with a trailing Hiro and Sati. Grandfather explains that he is a kind of golem; a magical remnant of Echo's real grandfather, left here to guide her after he was gone. They discuss their predicament, and Grandfather agrees that they should seek shelter at Lionskeep, which lies a few weeks away overland. He introduces Marpa, a sentient robot who Grandfather freed from slavery on a different world, and who can accompany them as a protector. Grandfather himself is magically bound to the cave, but he offers them supplies and advice. While Echo is ready to seek out the Keep, Sati objects vehemently, giving voice to her frustration over Echo's selfishness. Sati is terrified of what is happening to them, and Echo's casual acceptance of it all has made her oblivious to Sati's fears. She storms out of the cave, followed by a bewildered Hiro.



Further along the mountain ridge, Sati is sitting in a sulk when Hiro arrives. He talks with her in his careful manner, getting her to express her frustrations at being carried along on this nightmare with the happily oblivious Echo. He also reveals that he has his own connection to Lionskeep, having seen it in his dreams many times. While he sympathizes with Sati, he says that he thinks they need to settle things with Echo and try to make it to Lionskeep. Sati is still skeptical that Echo will really be able to appreciate her concerns, but their conversation is interrupted by the arrival of a pushy and belligerent talking raven. After badgering them for a few moments with his odd manner, he reveals his companions, two massive birds who dive in to attack. After Hiro and Sati frantically dodge and hide for a few moments, Echo arrives in time to slash one of the birds legs with her sword. Standing guard over her friends, she defends them until Marpa arrives, transforming from a tiny figure into his 8 foot tall combat guise, and efficiently dispatching the birds.



Echo surprises Sati by acknowledging all of the problems that Sati is having, and apologizing for her own insensitivity. She recalls how Sati saved them on the jungle world, and asks for her help in reaching the Keep. Given this as a choice, Sati accepts, healing the breach between them. The story ends as they depart, fully supplied, and with Marpa and the Forest Faerie in tow, from the cave and into the wilderness beyond.



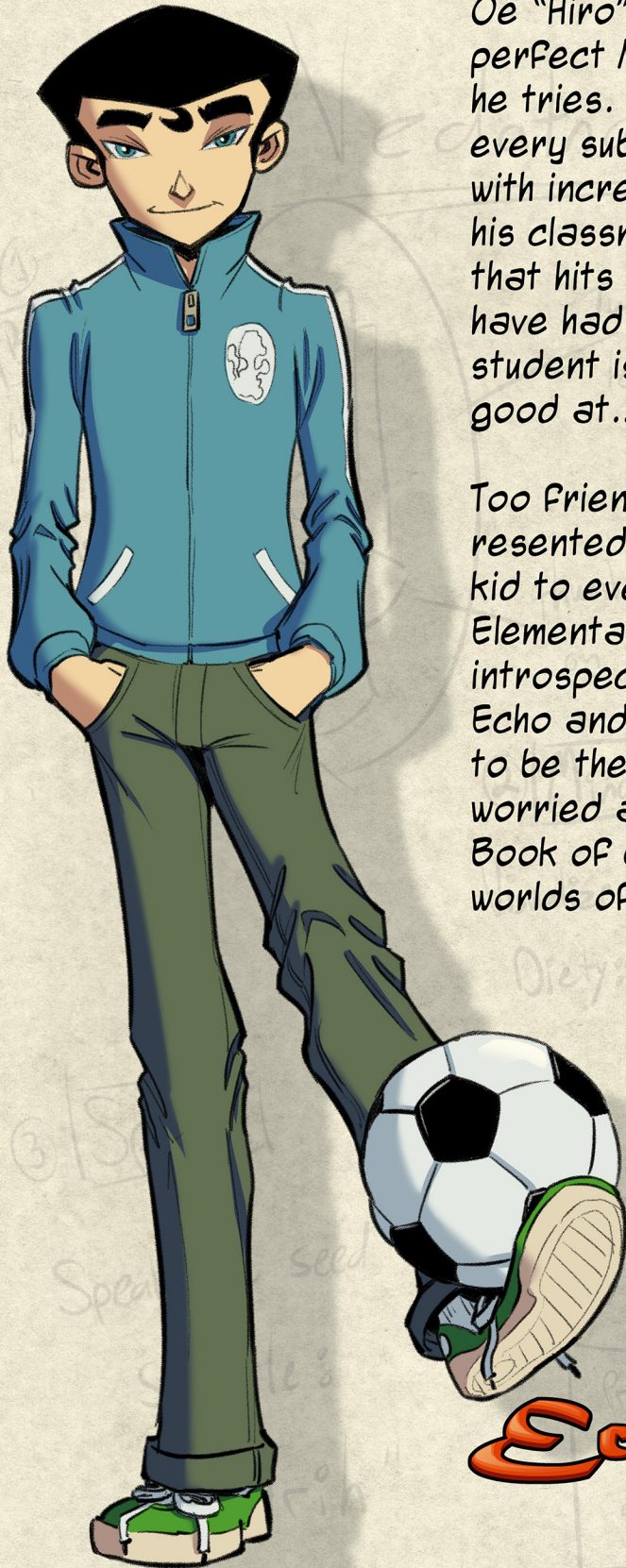


Elsibet "Echo" Callaway is a born adventurer: Fearless, independent, and constantly seeking new horizons. Unfortunately for her, she's not an adventurer; she's a middle school student in a small Maine town, far away from anything interesting. Making friends, paying attention in class and following rules; these are things that don't come quite so easily.

At 13, she's spent long enough struggling to fit in that life often feels like a game stacked against her. With a small but close circle of friends, she's reached an uneasy balance with the demands of her hopelessly ordinary life. When the *Book of Circles* gives her the chance to finally do what she seems destined for, she's immediately fascinated. Unfortunately, real world problems aren't easily escaped, even when you can step beyond space and time itself.

Echo Callaway

and the
*Book of
Circles*



Oe "Hiro" Hiroshi has a maddeningly perfect Midas touch in nearly everything he tries. He hands in perfect work in every subject, dominates the soccer field with incredible skill, and easily dispatches his classmates in every new video game that hits the shelves. Any trouble he might have had fitting in as a Foreign-born student is easily made up for by being so good at... pretty much everything.

Too friendly and good-natured to be resented, he's possibly the most like-able kid to ever go through Phillips Elementary. He's also thoughtful and introspective, and a very loyal friend to Echo and Sati. Indeed, his friends seem to be the only things he ever truly gets worried about; unfortunately for him, the Book of Circles opens up whole new worlds of difficulty there (literally!).

Echo Callaway
and the
**Book of
Circles**



Sati Simha Hemingway, along with Hiro, is Echo's closest friend, and couldn't be more perfectly her exact opposite. Sati is a social marvel; friends with everyone and always intimately involved in the social life of their little school. She's savvy to media and pop culture, hip and fashionable, and almost compulsive in how she courts new friends and interactions.

Less appealing to Sati are things that require physical effort and, most days, going outdoors. While she is a true and genuine friend to Echo, she's often mystified by the things Echo actually likes. And if there's anyone for whom the Book of Circles represents unmitigated disaster, it's her.

Echo Callaway

and the
**Book of
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