

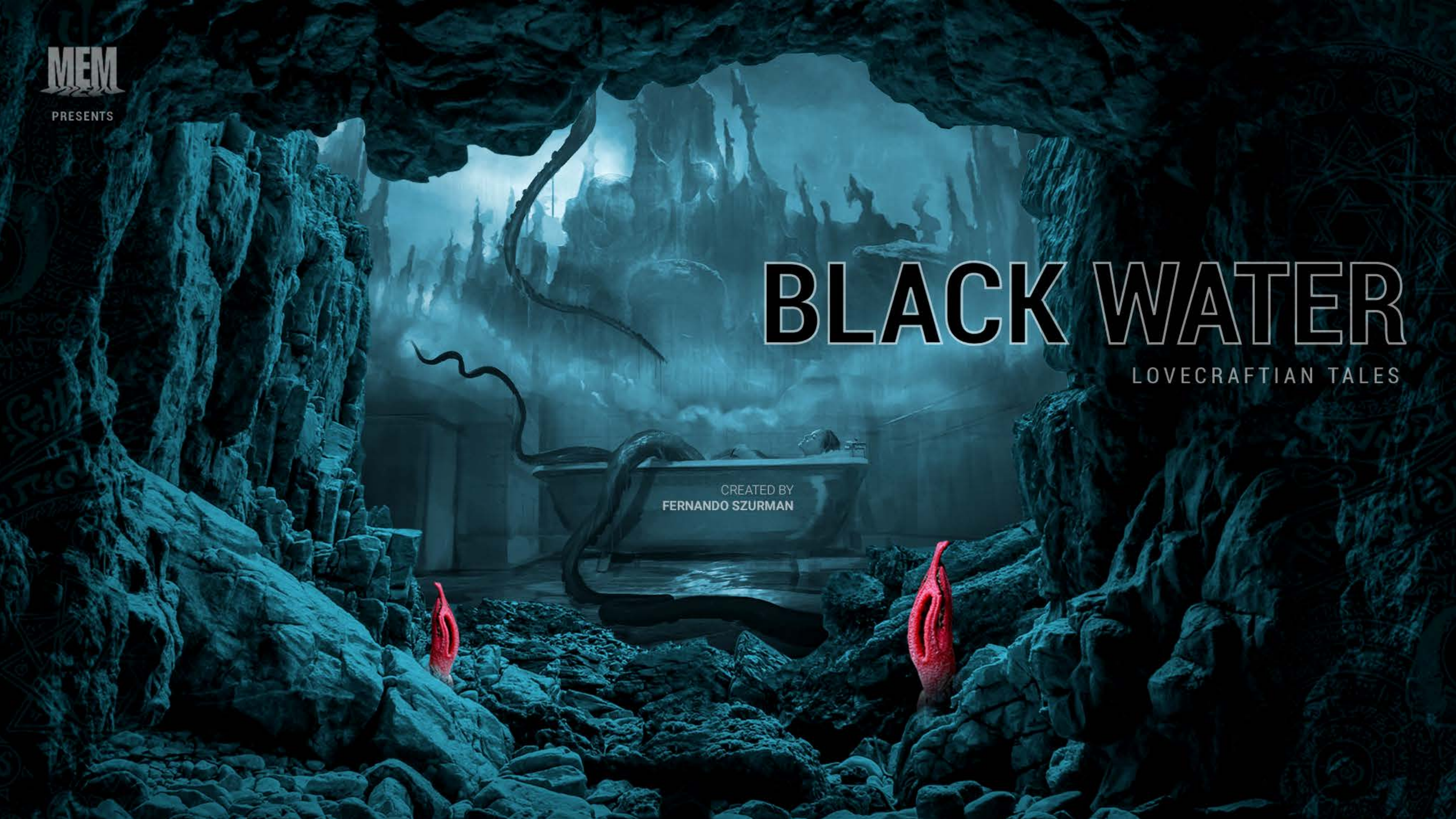
MEM

PRESENTS

BLACK WATER

LOVECRAFTIAN TALES

CREATED BY
FERNANDO SZURMAN





TECH SPECS

GENRE Cosmic Horror

TAGLINE Lovecraftian Tales

DIRECTOR Fernando Szurman - Matthias Hoene

SCRIPT Paulo Soria - Fernando Szurman

PRODUCTION COMPANY MEM Creative Content

DURATION 8 episodes / 40 min.

FORMAT DCP Colour / 4K

COUNTRY Spain

LANGUAGE English


TARGET +14

SHORTFILM <https://vimeo.com/725423349>

A woman with long blonde hair, wearing a red cape and a dark jacket, stands in a dark, industrial hallway. She is holding a yellow object in her hands. The hallway has large windows with a diamond-shaped grid pattern and circular designs. The lighting is dim, creating a moody atmosphere.

LOGLINE

A mysterious disappearance and an alien fungus hold the key to mankind's salvation.



"I saw the body spread on that dank stone,
And knew those things which feasted were not men;
I knew this strange, grey world was not my own,
But Yuggoth, past the starry voids—and then
The body shrieked at me with a dead cry,
And all too late I knew that it was I!"

Recognition, Fungi from Yuggoth

H.P. Lovecraft

MULTIVERSE

Cosmic Horror



"Sweet dreams (are made of this), Everybody's looking for something"

Eurythmics



Before being beaten and enslaved, a powerful race of Ancient Ones, were able to send to space spores of their fungi, constitutive for their life form. Spores traveled through time and dimensions in their capacity to defy time and space as is known for humans. Eons after, while a meteor shower that made the dinosaurs disappear those spores entered through the stratosphere and landed on an ice cold landscape, now known as the Antarctic.

Sixty five million years later, on the 20th of February, 1968, an expedition led by the reknown biologist Abraham Dyer, discovered this fungus. All the crew of the expedition fought against their lucidity after being in contact with the fungi, none but Abraham archived to sail through the dreams and hallucinations provoked by them

The fungus has the capacity to make humans see through dimensions and travel outside our galaxy, to the landscapes of those forsaken worlds, that once were incredible cities and planets filled with alien life.

Dyer's investigation will have irredeemable consequences in our world, awakening the powerful race that will escape their enslavement, to take over this world as if it was theirs.

This process will result in the first hybrid between humans and Ancient Ones: Ursula, the protagonist of the events told in this horrific tale, is the chosen one to open the portal that will allow them in.

SEASON OVERVIEW



URSULA (32/56) is a young biologist that receives a call from Svart Vatn, her native town university, when her grandfather, Abraham Dyer, disappears mysteriously. The University commissions her to put an order and inform about Abraham's achievements and discovery. She accepts the job only while finishing with the paperwork.

Ursula, haunted by dreams and sleep waking, finds a hidden laboratory on the top floor, where her grandfather was studying these alien looking mushrooms, stored in freezing conditions.



As soon as people in town start recognizing her, Ursula remembers the reasons she had left for. They bully her about a mark she has on her ear while she is getting to meet ADA (24),

a young student that the University sends to help in the investigation and to have some input on Ursula's proceedings.

They start to study the mushroom together, but Ursula receives information through dreams and alternative dimensions as if she was hallucinating, where she sees Abraham and is invited to decipher encrypted oniric messages. Memories mix up with dreams about her origins and meanwhile, they start feeling closer and Ada tries to find out the actual cause of Ursula's strange behaviors, staying between the two positions: The town vs Ursula.





Úrsula finds a comfortable place in the old building where Abraham lived. There, the neighbors, EVA (60), RICHARD & ROBERT (42) and the JANITOR (72) appear to be extremely helpful and welcoming in a strange manner, all of them knew Abraham but they will not talk much about him. Eva is the one who keeps a strange box of 3 ½ diskettes that will take Ursula back to the University, where ARMITAGE (74), an old-fashioned town intellectual who once wanted to discover Abraham's secret, is the only one in possession of a PC with a slot

Inside the diskettes, Úrsula finds an unknown language composed by signs and sounds, readings, practices with the

voice and pronunciations, ancient myths of a world outside this realm which are very similar to some of her late hours encounters or strolls when she sleepwalks and talks. She finds out that Abraham was doing all this as a mission to free an alien race.

Armitage spies on Ursula, obsessed with the idea that the black magic that Abraham practiced, had come back to town, and he feels there will be no rest for them as long as that continues. He goes to see the Sheriff, who was a 13-year-old boy then, in 1969, when on the same day the man landed on the moon, the whole town flooded under a slimy awkward gel, they named Black Water playing around. That's no water, Armitage insists in stating.

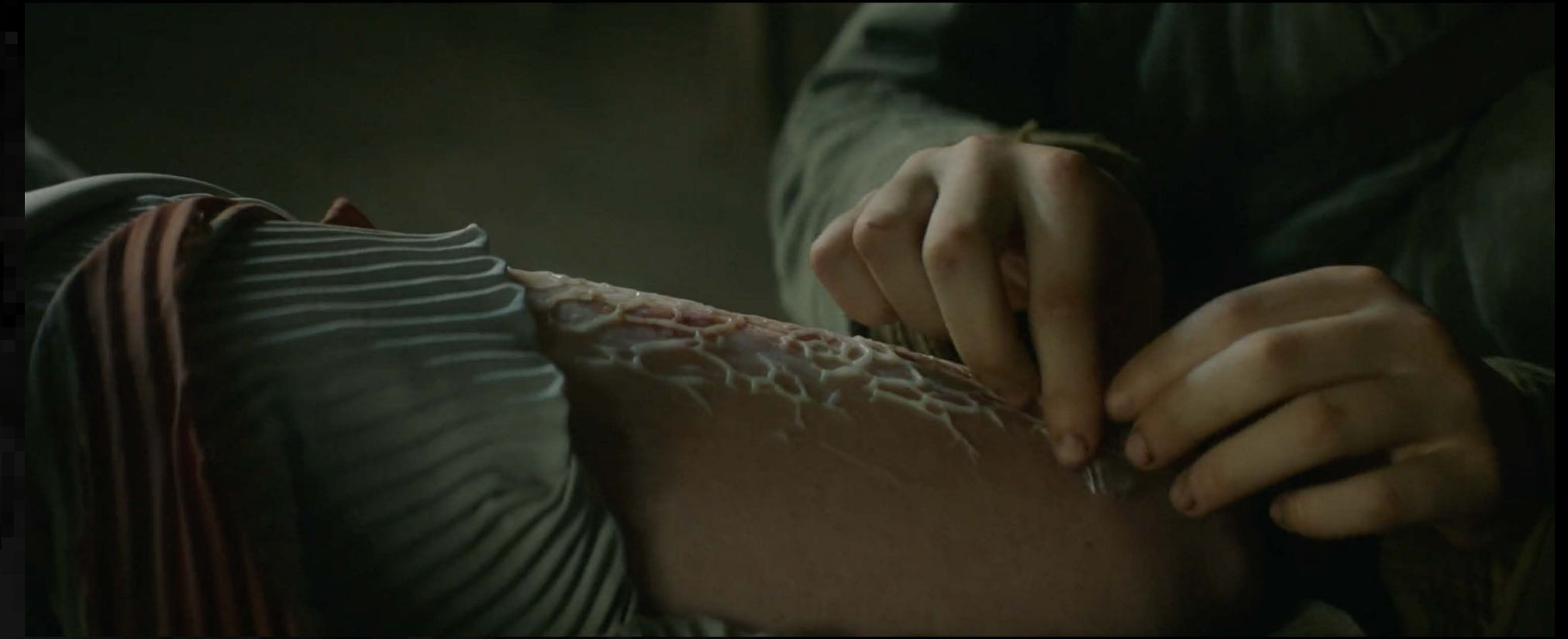


Ada tries to warn Ursula about this situation, but at the same time, she's already found the Fungi that Abraham took from Arctic and brought from an expedition, casually soon before Ursula was born, on the same day of that flood. She is in a sort of trance produced by the sight of the lighting fungus, even hearing a distant voice that claims in languages.



Science is not enough to understand the hallucinations that the fungus produces or the information found, and Ursula finds herself using a method that she rejected all these years: Magic.

During the investigation and the use of this new kind of magic that presents traces of an elseworld from another time and dimension, Ursula starts changing, not only intellectually but



also physically. As the rest of the town is trying to understand what is happening with Ursula and the old Abraham's building, the plot opens up into 2 different realities that would possibly occur at the same time: One were Ursula keeps investigating the power of these fungus and is able to communicate with Abraham, and the other where she's become a patient in an asylum.

Abraham explains that her father is an alien creature he summoned studying the fungi and their properties and that she's created for the purpose of opening a portal to let this race come into this dimension.

In spite of Ursula's efforts to keep Ada away from the conflict and protect her, she advises her that the Sheriff (her father) is planning to capture her.

After solving the dimensional puzzle, Ursula will decide to join the cult that Abraham formed with the neighbors of the building, for which she is the only one that can open the portal and who they have been waiting for to liberate the whole race.



It's the day the planets align to open the portal, while the cult sets everything to climb the mountain and practice the ritual, Ada deciphers with his father what is going on with Ursula and goes to Abraham's trying to find her. There she finds Armitage, who is trying to kill the members of the cult to stop everything from happening again. They are both discovered by the Janitor, who tries to get rid of them, but Ursula, half transformed into a trans-

dimensional creature, saves Ada and takes her as a prisoner.

After this and leaving behind Armitage, the Janitor, Robert, Richard and Eva start climbing the mountain to perform the ritual.

When the Sheriff and his companions arrive at the building, they find Armitage's body, with a slimy layer of gel on top. The sheriff, who has now deciphered the coordinates, points the telescope towards the mountain where the entrance to the ice caves is.

The Sheriff can't believe his eyes when the black water starts pouring out of the mountain again. In the middle of chaos where people run how they can, getting in the cars, crashing and speeding to elude the black water. Sheriff tries to reach the mountain.





Inside there's an ice cave with vivid color crystals, where all the signs Ursula has dreamt of are multiplied in the space, while the black thick gel keeps pouring and flooding the village, the Sheriff arrives, but it's too late. Ursula is now finishing her transformation and the ancient transdimensional beings have crossed the portal and Ursula makes Ada transform into a fractal figure and disappear.



STORYLINE BY EPISODE

EPISODE 1: SVART VATN

Ursula is a young biologist that goes back to her native town when her grandfather, a scientist pointed out as a sorcerer by the people, disappears in strange circumstances. The Local University commissions Ursula to catalog and inform about her grandfather's studies and she accepts while finishing the paperwork. After starting her task, she dreams of an interdimensional portal to a laboratory where Abraham was investigating strange fluorescent fungus. The rush for leaving town vanishes when she finds out that it is not only a dream.



EPISODE 2: MUSHROOMS

Ursula investigates the found mushrooms with Ada, a student sent by the University to help her. Memories become vivid and she has an encounter with her grandfather, who leaves a message, still indescifable by her. Ursula agrees to go to a pub with Ada and they talk about what happens in town. Someone recognizes Ursula and she's humiliated as when she was a girl. Eva contains her and gives her Abraham's diskettes.

EPISODE 3: DISKETTES

Ursula seeks help to investigate the floppy disks. With Armitage, the old librarian, they discover translations from a strange language that frighten him. He turns to the police, fueling the accusations about Ursula for Abraham's disappearance that are

already being gossiped about. The Sheriff decides to go looking for her. Her daughter, Ada, finds out and tries to help Ursula. But Ursula disappeared. He is in the laboratory underground, discovering the horror.



EPISODE 4: THE HORROR IN SVART VATN

It's 1969 and Abraham goes on an expedition to the Arctic, where he finds the glowing mushrooms and takes samples. He becomes obsessed with mushrooms to the point of becoming a hermit, until in a dream (or in another dimension, Abraham has doubts) he discovers

information that he did not know and that he transmits to a woman who claims to be his granddaughter: it is Ursula. Upon waking up, the world sees the moon landing as his daughter gives birth to a girl, who will be named after the woman in his dream and he will know she is the same person.

EPISODE 5: THE FLOOD

Ursula is in a state of permanent delirium, while being cared for by Eva. She discovers that Richard, Robert and the Janitor are plotting with the woman to perform some kind of ritual. That is why, Ursula supposes, that they have her locked up.

She can't find a way to escape, when Ada arrives looking for her. Ursula is captured while Ada is there, but manages to break free just in time for Ada to find her on the street, completely freaked out.



EPISODE 6: THE NEUROPSYCHIATRIC

There are two Ursulas, in two different dimensions. In one, she is taken by Ada to a neuropsychiatric hospital, interrogated and treated like a madwoman. There, she finds Abraham who clarifies her mission: he must perform a ritual to "bring his father". In the

other dimension, Ada leaves her in the underground lab, where she researches the fungus to death. Meanwhile, Armitage confirms what he suspected was witchcraft and decides to burn down Abraham's building.





EPISODE 7: THE RITUAL

Ursula surrenders to the ritual for which she was entrusted, only she can say her father's name at the right time to bring him from another dimension, opening the door to a whole race of Ancient beings. To do this, she deceives Ada, whom she will deliver as a sacrifice during the ritual, while old Armitage tries to burn down the building to put an end to the witchcraft that is bringing the nightmare back to the town.

EPISODE 8: THE MOUNTAINS OF MADNESS

As the Sheriff stops the fire and enters the building, Ada is kidnapped by a giant tentacled monster that still has some human parts that look like Ursula. The sheriff and the volunteers from town are reaching the mountains, where they discover a vibrant pre-human construction, surrounded by the signs that Ursula has dreamed of. Ada is there, captive. His father and the others enter, but it is too late, the Ancients have passed through the portal.



CHARACTERS





ÚRSULA DYER (32/56)

Protagonist

Intelligent, independent, hermetic.

Venus-Mercury / Pluto.

Dual aspect. Capable of taking harmony to Hades or Chaos to Olympus.

Biologist, specialized in the Fungi realm. She 's born in 1969, always haunted by not knowing who her father was. She inherited her profession from her grandfather. When her mother died, she left Svart Vatn, her native town.

Now forced to go back there, she must face a past in that horrible place surrounded by accusations and judgments she thought were over in her life. In appearance, Ursula looks physically more like 32 Y.O.

When she was a little girl the town boys bullied her after a birthmark in the shape of a circle, similar to an octopus

tentacle that she has next to one of her ears. Added to her grandfather's fame as a crazy sorcerer as a motive for teasing.

Establishing contact with her grandfather 's work will lead Ursula to access oniric dimensions that will help her get closer to her unknown origins, revealing personal mysteries and her father's whereabouts. She will have to struggle with intellectual and physical transformation that will lead to the end of Svart Vatn and the birth of Ursula's real self.

ABRAHAM DYER (Unknown age)
Co Protagonist
Scientist / Sorcerer.
Pluto / Saturn-Mercury.



Expeditionary Biologist working for Svart Vatn University. Abraham reached the Arctic and discovered a new alien mushroom that would make all the crew die or become crazy, but it captured him to the point of devotion. His obsession with these studies and their relationship with magic rituals behind their existence, lead Abraham to leave his science for an oniric trans dimensionality linked to a magic he only was trying to understand, but that would allow him to live between realms of galaxies and worlds beyond human knowledge. Ursula's birth occurred in relation to an ancient myth that supposed that the portal would be born in that precise moment.



ADA (24)
Co protagonist
Emocional & adventurer.
Moon - Jupiter

Ada is a biology student at SV University, and the daughter of the sheriff. She also wants to investigate abroad, leaving that town, but her lonely desperate father wishes her to be close and that represents an anchor. When she finds out Ursula is in town looking for an assistant, she applies without second thoughts, believing she will take her out of all the human misery, Ursula's presence, wonders her, and she even starts to have feelings for her. Even after being rejected, she follows her everywhere and far from skipping town, she sinks deeper into the core of problems helping Ursula against her father and the entire town.

EVA (60)
Secondary role
Cult leader.
Nurturing. Symbolic mother.
Lilith: The Black Moon.

She is perceived as a house person. Always inside, good manners and simple habits, but with an erratic behaviour. She has always been interested in the hermetic and occult, but after realizing Abraham 's intentions, she decided that taking part in the cult was the way of giving herself to this call. She is convinced to be the door keeper of an interdimensional gate that will bring an unnamable God. Ursula 's arrival is the beginning of the event they have waited for a really long time: they have only one chance and the date is real soon.

The human treat with Ursula will bring on her motherhood instincts, that she will be forced to abandon when the time comes.



ROBERT & RICHARD (42)
Couple that lives in building. Secondary role
Messengers. Transferring, communication... and deceit
Mercury/Venus.

They always move together, they have an administration role at the University. They take part in the cult and they have the task to summon Ursula and bring her home for the ritual,. For that, they take advantage of their roles at the University using every tool available (legal or not) for keeping her there. They will be the ones that reveal Abraham's intangible presence in the building and the masters of ceremony during the ritual.



Janitor (72)
Secondary Role
Quiet and serene but tough.
Saturn. The gatekeeper.

He's a mysterious old man that knows every inch of the building and moves silently around it. His job is his very ontological definition. Without the building there's no job, he is nothing. He imparts rules that no one knows if he invented them or inherited them. He's simply someone you don't argue with, because his calm can become a thunderstorm in seconds, when he's a man of action. The cult is the only organization that included him as he is and he's blindly faithful to it. He will have to "keep the portal open" when his time comes (Like a Ho' dor in GOT)



Sheriff (56)
Secondary Role.
Pragmatic. Unwise. Super me
Saturn / Mars mundane

Is a man made to take or give orders. Impulsive and somehow of violent character. He was promoted from bottom to sheriff and as long as he gain some power, he became justice itself. He is, somehow, the law in town and no one dares to defy him. Although, his poor intellectual level forces him to lean his decision making on someone else. He would have preferred a boy, but he loves her daughter and he is trying hard to deconstruct in order to be close to her, even if his ways are rough. He doesn't believe in anything related to sorcery or supernatural. He just follows leads, until reality slaps him on the face.



Armitage (74)
Secondary Role
Intellectual and superstitious.

Obsessed with discovering the mystery behind the tragic event that named the town, where his daughter disappeared, in Svart Vatn, during the man landing on the moon in 1969. He thinks Abraham with his black magic was responsible. Old people in town believe him, he expresses the primitive fears of the natives, but new generations think he's out of his mind. When Ursula returns, looking like 32 years old, he gets back on track to find out what happened. He is looking to gather evidence, trying to convince the Sheriff, but he will end up acting on his own when he finds out his worst fears were not even close to his thinking.



Svart Vatn The town is a character in this story.

The group of houses didn't have a formal name until the events of 1969, when the town was flooded with black water that had a terrible stink.

People in town are very alike, evidencing an endogamic behavior. The isolation in regards to other towns nearby, provoked legends and regional myths.

In 1969 everyone started talking about the strange Attitude of Abraham Dyer. His lock up became a great enigma and the tales of sorcery started. For some, those were confirmed by the roar of the mountains, the birth of a fatherless Ursula and the Black Water event.

DIRECTOR'S TREATMENT

Dark, profound, primitive, sapient, infinite. The creatures that had inhabited the multiverse Eons long before the Earth was even a raging uncontrolled ball of fire floating around and with the heavy power of a gazing Sun.



Such horrific creatures are still waiting to be awakened, to be called upon, to rule the world. They remain dormant, below and behind the crystal glasses that ice covered during centuries.

In The Era of Aquarius, the correct astrological momentum allowed a terrible but incredibly powerful discovery, made by Dr. Abraham Dyer: A Fungus that only lives in Ice, is the key to the comprehension of the realm of mankind and beyond. We are in the correct time where all things must be set to the becoming, this discovery is only the beginning and Ursula will unconsciously unleash a power that will threaten all the known structure of existence.

Black Water (or Svart Vatn) is the name of a town, forgotten by many, that keeps this dark secret.

Abraham has disappeared and only his best student and granddaughter, that might be blood related to these events, would be able to find an explanation to both what happened to Abraham and what's the magic hidden behind these events.

Black Water needs certain dramatic aspects that are entangled closely to the movement of the camera, the relentless and weirdness of the characters surrounding the story and that needs to be crude but refined lightwise, we will not see what doesn't need to be seen.

Darkness is as important as light, is the Off Screen that will anguish and paralyze the hearts, terrifying the minds. Camera moves are like the ancient ones, they observe, they control, they wait, they calmly and slowly move to be a presence that pushes the chests.

Music and climate, as important as camera and lighting, will follow in this same mood, and go with the action, creating a very important atmos, along with the Sound FX that will make that experience stronger. We will hear a squeaky move, a slimy tentacle moving around us, without showing.

Lovecraft's world hasn't been explored from a mysteric perspective, with the aesthetic elements keeping close company to the compelling

storytelling. It is not only about the suspense or the action, it is about creating the correct atmosphere. It has to be dirty, slimy, awkward, old, everything and everyone needs to be a little displaced from reality, and of course, from mind sanity.

To help supporting this mood, the places must have rests of this slimy gel, the walls need to be peeled off and have abundant mold, the windows, sealings, structures need to be rusty, greenery even needs to have these tones in glowing reds or blues, they have to look like tentacles, or to be close to the organic feeling that maybe force to cross David Cronenberg with some alien life forms.

The water surrounding the town and the one that is of common use will perform as an element combining the worlds as the mother of creation.



All Lovecraftian creatures are incredibly large and look like they are from an "ocean in heaven" allowing the use of the liquid to help connect symbolically the emotions with the multiple dimensions Ursula travels through.



The creatures will be an innovation technically, using state of the art VFX to make it look like fractals evolving permanently, even though it's textures and "skins" have a trace of similarity to familiar elements, it's incredibly fast shaping will make them undefinable and also will alter the surroundings of their limits when trespassing into another dimension. The shapes will be as alien as the capacity of a human being could understand from it, maintaining the fact that Lovecraft creatures are always contained in adjectives of horror but mostly "unexplicable".

ART

Always faithful to the idea of creating a lovecraftian environment, where things appear to be still in time, or trapped in a steady world where colors, shapes and determination of spaces facilitate the creation of a Universe where the awkwardness of the realms that Ursula visits, touches the reality of the town and its inhabitants. The rough colors texturized by the sliminess of the walls and marine atmos permanently present around the characters, mixed with the intensity of the heavily fogged locations and low key lights will present a claustrophobic environment that will create a very good contrast between this reality and the one beyond that is trying to touch us. A good example of this is the recently released VESPER. Where the dystopian environment combines beautifully with the apocalyptic characteristics of a world about to summit into the darkness.



WARDROBE

Following the lead of our decadent world, textures, colors and layers will help create the characteristics of a fall out world but also, when Ursula is on her magical trips, she will be using biologically engineered dresses or outfits related to the theme of fungi.



DIRECTOR'S NOTES

Fernando Szurman





Howard Phillips Lovecraft is an underrated author, his creations not only transformed the horror storytelling, but also changed the literature of the beginning of the XX century. His enormous contribution to the narrative of what's beyond human boundaries and his extravagant imagination about horrific creatures waiting to take over control of mankind, are not only thrilling but incredibly advanced for his time in history. That's how he inaugurated a whole new genre in Literature: Cosmic Horror.

Lovecraft's Pantheon of outer space gods became not only famous but the basis of inspirations of many other authors and filmmakers, such as Carpenter himself, putting out films like *In the mouth of madness*, *The Thing* and many others that can be considered masterpieces of this genre.

The most important feature of this kind of literature is that is very hard to adapt to a cinematic and mystic atmosphere, that needs to be respected and well used in order to get a sense of what originally is told, so, in this matter, the adaptation of a work like this requires to build a language, and that's what we filmmakers love to do. Also, on this matter, creating a way to show and hide these creatures is part of an incredibly gifted craft from the VFX standpoint, which I had been working in since a lot of years.

In conclusion, trying to pull a great cinematic and dramatic series that combine, tension, thriller, horror and monsters that need thorough design and crafting makes the challenge a mission and a Lovecraft's fan like me is compelled to do it in the right way, with the right talent by his side.



I strongly believe this series is a new but totally loyal interpretation of the masterpieces that Lovecraft left for us, but it is also an opportunity to bring it to these times, where we need to change the focus on the male chauvinistic characters to where the feminism that is born and can make room for the same horror but with a different way of placing the female characters, being as they are in this story: Protagonists.

Definitely what we want to archive is to take cosmic horror to film but adapting ourselves to the current times.

TEAM'S BIO FILMOGRAPHY



FERNANDO SZURMAN

DIRECTOR / SCRIPTWRITER / SHOWRUNNER
MEM Co-Founder

Fernando writes, directs and produces stories, he is passionate about mythical tales, as well as fantastic worlds, thrillers and suspense. He decided to become a producer and director specialized in VFX to bring his vivid imagination on screen and share visions of magic and mystery. He is the director of 2 national TV series and a short film internationally awarded and he is shooting his first feature as a director in 2023. Fernando Writes for himself; thrilling stories of mystery and alien worlds, sci-fi or horror

are natural to his literary taste, but his scripts maintain a certain humor and drive, as well as a balanced action and narrative. Fernando wrote several scripts, amongst them are: "ECHOES" a series of 13 Episodes of 26 minutes for national TV, two feature films and his own short film "BLACK WATER" that is being adapted for OTTs. He is also co-writing a number of films and TV shows in Spanish and English that are still in the Development stages.



MATTHIAS HOENE

DIRECTOR

Matthias Hoene is a multi-award winning film and branded content director. He likes cinematic images, suspenseful narratives and quirky, authentic storytelling. His first feature, 'Cockneys vs Zombies,' was a co-production with Studio Canal that was released in 2012. Matthias just finished the action/adventure film, 'Enter The Warriors Gate,' with EuropaCorp and Fundamental Films. He is currently developing the original sci-fi thriller 'Capsule' with 20th Century Fox, the heist movie 'Berliner(s)' with Studio Hamburg and the horror film 'Black Ferry' with Teashop Productions.



SEBASTIÁN OTERO

PRODUCER
MEM Co-Founder

Sebastián is the executive producer of 3 international production networks, with more than 27 years of experience in the audiovisual industry as a Field Producer for Series, Commercials, Web Content, Feature Films and documentaries, he decided to create MEM along with Fernando Szurman, to have the opportunity to commercialize their own content. As an entrepreneur of the production services business, he understands that the commitment of a win-win relationship sets up the bases for true and constructive business.



PAULO SORIA

SCRIPTWRITER

Paulo wrote the fiction films: "Never go to this kind of party" (2000), "Never again go to this kind of party" (2009), "100% Fight vs. Clones master" (2009), "Kapanga: All terrains" (2009) and rockumentary "Blues de los plomos". He wrote for TV: "The Long man" based on a E.A. Poe short tale: "The oblong box" (TV Pública, 2004). He was part of the scriptwriting crew of PETER PUNK 2nd season (Disney+) and coordinated the script writing crew of "Creating prehistorical beasts", "Videogames on wheels" and "Bookmen" for "Mulata Films". His last feature films scripts where: "I am Toxic" (2018), "The returned" (2019) and "We will be millions: Bolivia, Evo and the strength of the people (2022).

ABOUT US

MEM is a creative content audiovisual production company, named after the Hebrew letter MEM, which symbolically refers to the primordial waters, to the primal cosmic vortex, the first universal creation that exists eons before us and keeps swirling to give us the impulse to share and create through our space and time. The mundane meaning of the letter MEM also appears in a minor arcana of the Egyptian Tarot under the name of Generosity. This is a statement of principles, is our way of being and creating.

MEM was born from Sebastián Otero and Fernando Szurman synthesizing experience, creativity and innovation in the audiovisual content production, with the ability to expand towards every means of expression and format where our stories can live.

C R E A T I V E C O N T E N T

MEM

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