

THE SHERDEN - VOICES OF STONE

— *No Longer Silent* —

Storyline & historical consulting: **Valentina Caruso & Stefano Crispu** | Lead writers: **Samuel Kendall & Rebecca Sandeman** | Script consultants: **Franco Masselli & Grant Andersen**



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After watching Tarbu lose another sparring match with Pagezef.

KAROJ: Tarbu, you fight too honourably. And Pagezef exploits this.

TARBU: But the Master taught us to-

KAROJ: The Master knows nothing. Honour won't help you when you're staring faceup at the sky; blood rising in your throat.

Tarbu looks crestfallen. He dusts himself off and feels his bruised eye.

TARBU: So what should I do?

KAROJ: You need to learn that stabbing people in the back is just as effective as stabbing them in the front.

Genre: *History/Drama/Action*

Format: *8 episodes of 45 mins each*

Targetgroup: *16 - 60 years old*

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THE SHERDEN

Between 1300-1200 BC the actions of two boys born of ruling families entwine, with the fate of the entire Sherden civilisation hanging in the balance.

The unruly Sherden whom no one had ever known how to combat, they came boldly sailing in their warships from the midst of the sea, none being able to withstand them – Rameses II

Boghes de Pedra (Voices of Stone) is an episodic ancient historical drama which will excavate the, as yet, largely unexplored legacy of the Sherden. As a sect of numerous Sea Peoples, the Sherden were renowned as the most fearsome warriors and sea pirates of their era; their heritage remaining closely linked to the island of Sardinia. The might of the Sherden allowed them to significantly sway powerful figures of their time, most notably Rameses II, who would incorporate Sherden warriors into his personal guard. Today, Sardinia itself remains forever imprinted by the architectural remnants of the Sherden and fellow Nuragic civilisations.

The history of the Sherden; a formidable ancient civilisation, renowned for their warfare as much as their mesmerising nuraghe structures, represents a bastion of Bronze Age history yet to be appropriately unearthed and presented on-screen. Through extensive archaeological consultation and investigation, Boghes de Pedra (Voices of Stone) will provide a fictionalised story based on real-world facts and events, providing unprecedented insight into this significant civilisation and their role in a crucial period of world history.

Across a proposed three series arc, Boghes de Pedra (Voices of Stone) will follow the evolution of two young boys, Tarbu and Pagezef, born to ruling families in Nuragic Sardinia. The socio-political structure of Nuragic Sardinia enables intricate exploration of the delicate balance of the powers at play in such a period. To appropriately portray this Boghes de Pedra (Voices of Stone) will develop a supporting cast which allow insight into varying aspects of Nuragic existence.

Representatives of the 10 kingdoms of Sardinia co-exist alongside significant fictionalised figures; a renowned nuraghe architect, travelling bronze traders and high priests as well as a musician and a notorious wrestler. These varied classes with conflicting agendas and desires will spur the narrative amidst the growth of Tarbu and Pagezef. Throughout season one these finely carved chess pieces will stumble steadily towards war, though never enough to incite violence directly.

That is until the two boys become embroiled in a sacrilegious altercation within a temple, causing a fight between the clans that results in the forced fleeing of Tarbu, his elder brother Karoj and a handful of other notable characters. At the onset of season two, after a passage of time between seasons, Pagezef has built significant sway within his family and is stoking the fires of dissent amongst the 10 kingdoms. Meanwhile, Tarbu has been forced to follow the metal routes east, building alliances with a gang of fellow Sherden sea-pirates and working to win the hand of princess Hatbi.

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Tarbu's journey eventually forces him to confront the might Rameses II himself, culminating in the epic battle of 1278, as Tarbu and his men attempt to raid the Egyptian coast. In a near-defeat, Tarbu and his associates win the favour of Rameses II, accompanying him as he prepares and instigates the Battle of Kadesh, the largest chariot battle ever to be fought. However, as Tarbu serves Rameses II Pagezef continues his quest for control of Sardinia, ultimately murdering Tarbu's father and the rest of his family as a means of obtaining total control over the island.

In season three, Tarbu aids Rameses II in the conquest of Dapur, before becoming disillusioned with the state of the war and his place within it. Pagezef has taken complete control of Sardinia with many significant characters still remaining on the island struggling with his rule. After the battle for Dapur, word finally reaches Tarbu of his family's killing. Tarbu is forced to reason with Rameses II

and attempt to form an army to confront Pagezef. His brother, Karoj, refuses to join him, having found his place within Rameses' army.

Tarbu must recruit his army through his connections with his wife and through the gratitude of Rameses, then travel the laborious route back to his home, through areas including Cyprus, Libya and Palestine. Finally, Tarbu's army will arrive, culminating in a colossal battle between the armies of Tarbu and Pagezef with the aim of salvaging and reunifying Sardinia.

Boghes de Pedra (Voices of Stone) will thereby be a trans-Mediterranean drama woven amidst the conquests of Rameses II and the prowess of the Sherden people. Forged by the themes of family, conflict, birth right, servitude and sacrifice, it will shed new light on a civilisation whose legacy beckons to be retold.
