

THE RETURN

THE FALL OF THE IRON FIST

Genre of *The Return 2: The Fall of the Iron Fist*

- ♦ **Neo-Noir Action Thriller** – A dark, stylized crime story where moral ambiguity reigns, characters are driven by vengeance, and the line between hero and villain blurs.
- ♦ **Crime Drama** – Rooted in the gritty underworld of organized crime, the film explores power struggles, betrayal, and the cost of violence in a high-stakes battle between criminals, law enforcement, and double agents.
- ♦ **Revenge Thriller** – Fueled by relentless action, emotional weight, and brutal confrontations, *The Return 2* is a high-intensity story of payback where no one escapes unscathed.
- ♦ **Conspiracy Thriller** – With global crime syndicates, government corruption, and deep betrayals, the film unravels a sinister web of deception where nothing is as it seems.

It's a **hard-hitting, adrenaline-fueled thriller** in the vein of *John Wick*, *Sicario*, and *The Departed*, blending stylish action with raw, emotional storytelling.

Loglines for *The Return 2: The Fall of the Iron Fist*

A feared crime boss ignites a war to avenge his brother's death, unaware that his greatest enemy—the man responsible—is already hunting him. In a city drowning in corruption and blood, two warriors on opposite sides of fate collide, knowing only one will survive... and everything must return.



Tone & Style of *The Return 2: The Fall of the Iron Fist*

Tone: Gritty, intense, and relentless, *The Return 2* delivers a dark and uncompromising story of vengeance, power, and survival. The film is infused with a heavy sense of urgency, where every decision carries weight and every action has brutal consequences. Themes of betrayal, corruption, and redemption pulse through the narrative, creating a world where no one is truly innocent, and survival means embracing the darkness within.

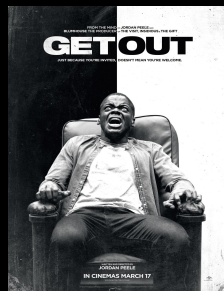
The emotional core of the film is raw and personal, with characters driven by loss, revenge, and the unrelenting grip of their past. It blends the intensity of a crime thriller with the depth of a character study, pulling audiences into a world of moral ambiguity and relentless violence.

Style: Visually, *The Return 2* is a neo-noir action thriller with a grounded, cinematic style that blends moody, atmospheric lighting with bursts of high-energy action. The film takes inspiration from gritty crime sagas like *Sicario* and *John Wick*, incorporating brutal hand-to-hand combat, high-impact gunfights, and visceral chase sequences.

The cinematography is dynamic and immersive—tight, claustrophobic shots heighten tension during interrogations and psychological confrontations, while wide, sweeping frames capture the desolate, lawless underworld of the city. The color palette leans toward deep blues, muted grays, and blood-red contrasts, reinforcing the themes of power and destruction.

Musically, the score fuses eerie, ambient synth tones with heavy percussive beats, creating a pulse-pounding rhythm that mirrors the film's escalating tension. Moments of silence are as powerful as the chaos, allowing emotions to linger before the next explosion of violence.

Overall, *The Return 2* is a relentless, cinematic experience—a fusion of crime drama, action thriller, and psychological warfare that grips the audience from the first frame and never lets go.



Location & Period of *The Return 2: The Fall of the Iron Fist*

Location:

The film unfolds in a dark, sprawling urban landscape, with the primary settings being **Atlanta, Detroit, and the desolate outskirts of the Southwest desert**. Each location reflects the power struggles and moral decay at the heart of the story:

- **Atlanta:** A city teetering on the edge of chaos, its neon-lit skyline concealing a network of crime, drugs, and corruption. From abandoned warehouses and underground clubs to high-end restaurants and luxury penthouses, Atlanta serves as the battleground where rival forces clash, and blood is spilled in the name of power.
- **Detroit:** A city of ghosts, where forgotten factories and decaying streets provide cover for secret meetings and deadly transactions. Here, crime lords and international players plot their next move in dimly lit back rooms, while the city's underbelly churns with violence and deception.
- **The Southwest Desert:** A vast, desolate wasteland where fugitives disappear and ghosts of the past linger. It's here that David has been hiding, and where he must make the decision to return to the war he tried to leave behind. The barren, isolated terrain mirrors the psychological isolation of the film's protagonist.
- **Period:** Set in the **present day**, *The Return 2* is deeply rooted in the socio-political realities of the modern world. The story incorporates contemporary themes of **drug trafficking, international crime syndicates, political corruption, and law enforcement infiltration**, making it a reflection of today's global criminal underworld.

The film exists in a hyper-realistic version of 2020s America—where backdoor deals determine the future, digital surveillance is both a weapon and a weakness, and those who seek justice must operate in the shadows. It's a world where loyalty is a commodity, and survival is never guaranteed.

Themes of *The Return 2: The Fall of the Iron Fist*

Revenge & Redemption

At its core, *The Return 2* is a story about the relentless pursuit of vengeance and the toll it takes on the soul. Both **David and King Ducky** are driven by the ghosts of their past—one seeking redemption for a lost daughter, the other demanding blood for a fallen brother. But as the cycle of violence escalates, the film questions whether revenge truly brings justice or merely perpetuates destruction.

Betrayal & Corruption

In a world where alliances shift like shadows, no one can be trusted. **FBI Agent Juice Brags'** hidden agenda serves as a prime example of how corruption festers within institutions meant to uphold justice. As secrets unravel, *The Return 2* explores how power and betrayal are often two sides of the same coin.

Survival & Power

Every character in the film is fighting for survival—whether it's on the streets, in the criminal underworld, or within the corridors of power. **Brian**, the young informant, represents those caught in the crossfire, while the **Chinese Triad** and **U.S. government operatives** reveal the deeper layers of a global struggle for dominance.

The Cost of Violence

Brutality is a language spoken fluently in *The Return 2*, but with every broken bone and every bullet fired, the film forces its characters—and its audience—to confront the consequences of a life built on violence. **David's arc** questions whether a man who has spent his life killing can ever truly walk away from the bloodshed.

Identity & Fate

From David's reluctant return to the battlefield to Brian's tragic transformation, the film explores whether people can escape the identities forged by their pasts. Are they bound to repeat their mistakes, or can they break free from the cycles that define them?

Ultimately, *The Return 2* is a **high-stakes exploration of crime, morality, and the thin line between justice and vengeance**, forcing its characters to ask: **What does it mean to truly be free?**

Jamal Woolard



Alias: King Duce

Age: Mid-40s

Occupation: Crime Lord, Drug Kingpin, Underworld Power Broker

Affiliations: Duce Cartel, International Drug Syndicates, Corrupt Officials

Primary Location: Detroit & Atlanta



Cast KING DUCY

King Duce -King Duce is a larger-than-life crime boss, feared and respected in equal measure. Charismatic yet ruthless, he built his empire on violence, loyalty, and an unrelenting hunger for power. With a background in the streets and a mind for strategy, he's more than just a thug—he's a tactician who operates like a war general, making calculated moves that keep him several steps ahead of his enemies.

Duce is driven by one thing above all else—**revenge**. After his brother was killed, he declared an all-out war against those responsible. His obsession with vengeance fuels his actions, blinding him to the fact that he himself is being played by forces more powerful than him. Despite his intelligence, his pride and thirst for retribution lead him into a deadly game where he may no longer be in control.

King Duce is a **force of nature**, a man whose empire is built on fear, blood, and strategy. But his Achilles' heel is his inability to see past his own vendetta, making him **his own worst enemy**. His downfall is as violent and spectacular as his rise, proving that no king rules forever.

Personality Traits:

Cast KING DUCY

- **Charismatic & Commanding** – Duky has a magnetic presence that draws people in, whether through fear or admiration. His words carry weight, and his crew follows him without question.
- **Ruthless & Unforgiving** – Mercy is not in his vocabulary. Betrayal is met with swift, brutal consequences.
- **Calculated & Strategic** – He's not just a brute; he plans his moves like a chess master, ensuring his enemies never see what's coming.
- **Vengeful & Unstable** – His obsession with avenging his brother clouds his judgment, leading him to take risks that put his empire in jeopardy.
- **Culturally Aware & Superstitious** – Duky respects tradition, often turning to voodoo and spiritual rituals to guide his decisions, believing in omens and divine retribution.

Physical Description:

- **Height:** 6'4"
- **Build:** Muscular, imposing, and battle-worn
- **Appearance:** Always dressed in expensive, custom-tailored suits with gold jewelry, showing off his wealth and power. His face bears the scars of his violent past, and his eyes carry the weight of a man who has seen too much death.
- **Defining Features:** A deep, commanding voice, a collection of rings on each finger, and a cigar almost always in hand.

Relationships & Rivalries:

Cast KING DUCY

- **David (Protagonist):** The man who killed his brother, making him Ducky's ultimate target. Their battle is not just about power, but about two men haunted by their pasts, locked in a war that can only end in blood.
- **Brian (Undercover Informant):** At first, just another foot soldier, but once Ducky learns Brian is a cop, he unleashes his wrath in the most brutal way possible.
- **Ghost (Enforcer & Hitman):** One of Ducky's most trusted soldiers, Ghost is his executioner, carrying out his deadliest orders. However, their loyalty is tested as the war spirals out of control.
- **Lady T (Voodoo Priestess & Advisor):** Ducky's spiritual guide, she feeds his superstitions and reinforces his belief that he is destined for greatness.
- **Agent Juice Brags (Corrupt FBI Agent):** Ducky's connection in law enforcement, who secretly manipulates him for his own agenda.

Character Arc:

King Ducky starts as an untouchable crime lord, believing himself to be the ultimate predator in his world. But as his thirst for revenge drives him into reckless decisions, his power begins to crumble. He underestimates David's resilience, Brian's loyalty, and the deeper forces working against him.

By the climax, Ducky is no longer the feared king—he's a man desperate to maintain his empire, facing enemies on all sides. In a final confrontation with David, he meets his downfall, proving that even the most powerful can fall when consumed by vengeance.

Inspirations & Similar Characters:

- **Frank Lucas (American Gangster)** – A crime boss who runs his empire with intelligence but is ultimately undone by his emotions.
- **Wilson Fisk (Daredevil)** – A powerful crime lord who operates like a businessman but is driven by deep, personal vengeance.
- **Stringer Bell (The Wire)** – A mastermind who balances street smarts with high-level strategy, but whose ambition ultimately leads to his downfall.



Character Breakdown: Caleb “Ghost” Moreno

Full Name: Caleb “Ghost” Moreno

Alias: Ghost

Age: Late 30s to early 40s

Occupation: Elite Hitman, Enforcer,
Assassin-for-Hire

Affiliations: King Ducky’s Cartel, Mercenary
Groups, International Black Ops

Primary Location: Detroit, Atlanta, Various
Underground Safehouses

Raymond Scott BENZINO



Cast GHOST

GHOST - is the silent nightmare that lurks in the shadows—a precision killer with the instincts of a predator and the patience of a sniper. Unlike the loud, flashy enforcers of the underworld, Ghost operates with eerie calm, striking with surgical precision and disappearing without a trace. His name is whispered in fear by those who know him, a myth among criminals and a nightmare for his targets.

Loyal only to **King Ducky**, Ghost serves as his **executioner, strategist, and cleanup man**. He has no interest in money, fame, or power—he kills because it’s what he was made for. He sees himself as **an apex predator, a necessary force in the world of violence**. However, as Ducky spirals into obsession and the cartel begins to crumble, Ghost finds himself at a crossroads: remain Ducky’s sword, or carve his own path.

Character Arc:

Ghost’s journey is one of **control vs. chaos**. At the start, he is the **perfect soldier**, carrying out orders without hesitation. But as Ducky’s empire crumbles and his own mortality is tested, he begins to **question his purpose**. By the film’s climax, Ghost meets his match in **Brian’s unexpected resilience** and **David’s relentless pursuit**. In a brutal, bloody confrontation, Ghost is forced to reckon with the one thing he never considered—**his own end**. In his final moments, he realizes he was never invincible, just another pawn in the cycle of violence he thought he controlled.

Personality Traits:

Cast GHOST

- **Cold & Calculated** – Ghost is methodical in everything he does, from analyzing a target's habits to executing a kill with zero wasted movement.
- **Detached & Emotionless** – He doesn't kill out of anger or revenge; it's simply a job. Death is just part of the natural order.
- **Loyal but Pragmatic** – While he respects King Darcy, he isn't blinded by loyalty. If Darcy becomes a liability, Ghost won't hesitate to reassess his allegiance.
- **Philosophical & Observant** – Unlike typical thugs, Ghost is highly intelligent, often speaking in riddles or cryptic metaphors about life, death, and power.
- **Superstitious & Ritualistic** – He follows personal rituals before and after a kill, believing they help him stay untouchable. Some say he whispers to his victims before they die, ensuring their spirits don't haunt him.

Physical Description:

- **Height:** 6'1"
- **Build:** Lean, wiry, and deceptively strong—built for agility and endurance rather than brute force.
- **Appearance:** Dresses in tactical, low-profile clothing—**black hoodies, gloves, and combat boots**—allowing him to blend into the night. He's almost always seen with a **sleek, custom-made combat knife**, his preferred weapon for up-close kills.
- **Defining Features:**
 - A **scar** that runs from his left temple down to his jawline, a reminder of his only close call.
 - A **tattoo of a crow** on his forearm—his personal symbol of death.
 - His **intense, unblinking stare**, which makes even hardened killers uneasy.

Weapons & Skills:

Cast GHOST

- **Knife Combat Mastery** – Prefers a blade over a gun for close-range executions, moving with the precision of a trained assassin.
- **Sniper-Level Accuracy** – When necessary, he can take out a target from long range, using high-powered rifles with military precision.
- **Stealth & Infiltration** – Can slip past security, evade detection, and vanish into the night like a ghost.
- **Psychological Manipulation** – Skilled at breaking people mentally before killing them, using mind games to make them beg for death.
- **Hand-to-Hand Combat** – Utilizes a mix of **Krav Maga, Brazilian Jiu-Jitsu, and street fighting**, making him deadly even without weapons.

Relationships & Rivalries:

- **King Ducey (Boss & Family Figure)** – Ghost respects Ducey as a leader, but as Ducey's judgment becomes clouded by revenge, Ghost questions whether staying by his side is the right move.
- **Brian (Undercover Informant & Victim)** – Initially sees Brian as just another weak link, but grows to enjoy tormenting him. Brian's resilience intrigues him, making him more invested in breaking him.
- **David (Ultimate Rival)** – Ghost recognizes David as **a fellow predator**, the only man who could match him in skill. Their final showdown isn't just about killing—it's about proving who the real apex killer is.
- **Lady T (Spiritual Confidante)** – While Ghost claims not to believe in much, he holds a quiet respect for Lady T's voodoo rituals, sometimes seeking her guidance in moments of doubt.



Full Name: Brian Lew

Alias: N/A

Age: Mid-to-late 20s

Occupation: Undercover FBI Informant, Ex-Street Hustler

Affiliations: FBI, King Ducy's Cartel (Undercover), Emily (Girlfriend)

Primary Location: Atlanta & Detroit

JAHSAI SOMMERVILLE



Cast BRIAN LEW

BRIAN LEW - is the ultimate survivor, a young man forced to navigate the treacherous waters of crime, deception, and moral compromise. Once a street kid who barely made it out alive, he now walks a tightrope between two worlds—**working undercover for the FBI while infiltrating King Ducy's cartel**. He's intelligent, adaptable, and tougher than he looks, but as his cover unravels, Brian faces an impossible reality: **betray the cartel and die, or betray the FBI and lose himself forever.**

Brian's story is deeply personal. **He was just a child when he witnessed David's daughter being murdered**—an event that shaped his entire life. Now, as an adult, he unknowingly crosses paths with David, setting them both on a collision course with destiny.

Despite his tough exterior, Brian is still human—he loves, he fears, and he dreams of escaping the life he was forced into. But when Ducy discovers his secret, his world collapses, and the young survivor must become something far deadlier than he ever imagined.

Brian Lew is the heart of *The Return 2*—a young man trapped in a war he never asked for. His journey from hopeful informant to broken avenger is **tragic, powerful, and unforgettable**. His choices drive the story forward, proving that **sometimes, the good guys don't get to walk away clean.**

Personality Traits:

Cast BRIAN LEW

- **Resourceful & Quick-Thinking** – Brian is a problem-solver who knows how to adapt in high-pressure situations, making him an ideal undercover agent.
- **Street-Smart & Charismatic** – He knows how to blend in, talk his way out of trouble, and gain the trust of dangerous people.
- **Loyal but Morally Conflicted** – He believes in justice but struggles with the violence required to achieve it. His **love for Emily** is his only true anchor.
- **Brave but Reckless** – He's willing to risk everything to do what's right, but his emotions sometimes lead him into dangerous situations.
- **Vengeful & Unforgiving** – After witnessing **Emily's brutal murder**, something inside him breaks. His desperation for revenge fuels his darkest transformation.

Physical Description:

- **Height:** 5'11"
- **Build:** Lean, athletic—built for speed and endurance rather than brute strength.
- **Appearance:** Wears street-style clothing when undercover—**hoodies, sneakers, and fitted caps**—but switches to **more tactical gear** when working with the FBI.
- **Defining Features:**
 - A **faint scar** on his cheek from a childhood fight.
 - A **tattoo on his forearm** symbolizing the people he lost along the way.
 - **Sharp, calculating eyes** that constantly scan for threats.

Relationships & Motivations:

Cast BRIAN LEW

- **David (Mentor & Father Figure)** – At first, just an ally in survival, David eventually becomes the closest thing Brian has to family. Their bond is forged in blood and vengeance.
- **King Ducey (Enemy & Former Boss)** – Brian once worked for Ducey, earning his trust. But when Ducey finds out the truth, Brian becomes his most hunted target.
- **Emily (Girlfriend & Reason for Revenge)** – The love of his life. Her brutal death at the hands of Ducey's people is the final push that turns Brian from an agent of the law to an agent of war.
- **Ghost (Torturer & Rival)** – The man who enjoys breaking him piece by piece. Their final battle is one of **pain, hatred, and brutal justice**.
- **Juice Brags (Manipulator & Betrayer)** – The man who put Brian in this position. Juice sees Brian as disposable, leading to a final confrontation that changes everything.

Character Arc:

Brian starts as **an ambitious but conflicted informant**, believing he can help take down King Ducey while keeping his hands relatively clean. But **when he's exposed**, he's thrown into a nightmare of torture, betrayal, and loss.

The turning point is **Emily's execution**. Up until then, Brian held onto his morality, still believing in law and order. But when she's taken from him, his transformation is complete—he is no longer an informant, no longer an agent. **He is a man with nothing left to lose.**

By the climax, Brian is **fully committed to revenge**, partnering with David to take down Ducey's empire. But even after Ducey falls, Brian's pain isn't over—his last enemy is **Juice Brags, the man who sold him out.**

Brian's story ends in **blood and fire**, proving that **sometimes, survival isn't enough—you have to make sure the ones who took everything from you don't get to walk away.**

Inspirations & Similar Characters:

- **Jesse Pinkman (*Breaking Bad*)** – A street-smart hustler who gets caught in forces bigger than himself and transforms into something darker.
- **Billy Costigan (*The Departed*)** – An undercover agent whose life spirals out of control when he gets too deep into the criminal world.
- **Marcus Burnett (*Bad Boys, but darker*)** – A cop with real heart who ultimately loses everything and has to choose between justice and revenge.



Full Name: Julian “Juice” Brags

Alias: Juice

Age: Late 40s to early 50s

Occupation: Corrupt FBI Agent, Double Agent, Power Broker

Affiliations: FBI, King Ducky's Cartel (Secretly),
International Black Market Players
Primary Location: Washington D.C. (Government
Operations), Atlanta (Field Work)

Cast AGENT JUICE



Agent Juice Brags is a man who knows how to play both sides. A high-ranking FBI agent with a long history in federal law enforcement, he presents himself as a dedicated officer of the law, but in reality, he is **one of the most dangerous men in the game**—a **double agent** who secretly brokers deals with the very criminals he's supposed to be taking down.

Juice is **not just corrupt—he's a puppeteer**, pulling strings behind the scenes, setting up takedowns, and ensuring that the right people rise or fall according to his master plan. His real allegiance is **to power, money, and self-preservation**. He sees law enforcement as just another criminal enterprise, one where he can operate in plain sight and profit from both justice and crime.

But when **Brian, his own informant, gets exposed inside King Ducky's cartel**, the game changes. With his name now entangled in a war between the cartel, David, and the FBI, Juice finds himself on the defensive for the first time. And if there's one thing he's not willing to do, it's **go down without taking everyone else with him**.

JUICE is the perfect villain—not a brute, not a psychopath, but a man who believes he's **too smart to ever fall**. But in the end, **his arrogance becomes his downfall**, proving that **even the best manipulators can't escape the consequences of their lies**.

Personality Traits:

Cast AGENT JUICE

- **Charismatic & Manipulative** – Juice can talk his way out of anything, convincing both criminals and law enforcement that he's on their side.
- **Calculating & Cunning** – He always has a plan and a backup plan, making sure he never gets caught in the crossfire.
- **Ruthless & Self-Preserving** – If something threatens his empire, he will eliminate it—no matter who it is.
- **Amoral & Power-Hungry** – He doesn't believe in good or bad, only **winners and losers**. To him, laws are just obstacles for people too weak to bend them.
- **Paranoid & Strategic** – He trusts no one, always covering his tracks and ensuring his hands never get dirty.

Physical Description:

- **Height:** 6'0"
- **Build:** Stocky but fit, with the presence of a man who has spent decades in control.
- **Appearance:**
 - Expensive, well-fitted **dark suits and polished shoes**, always looking like he belongs in a boardroom or a courtroom rather than the streets.
 - Wears **gold cufflinks and a Rolex**, small symbols of the wealth he's acquired through his secret dealings.
 - Always has a **smirk or a knowing look**, like he's five steps ahead of everyone else in the room.
- **Defining Features:**
 - **Slicked-back hair** and a neatly trimmed beard, always well-groomed.
 - **A deep scar on his knuckles**, a rare moment of physical violence from a past that he never speaks about.
 - **Cold, piercing eyes** that can flip between friendly and threatening in an instant.

Cast AGENT JUICE

Weapons & Skills:

- **Master Manipulator** – His greatest weapon isn't a gun—it's his ability to make people do exactly what he wants.
- **Tactical Genius** – He can see every angle of a conflict, setting traps long before his enemies even know they're in danger.
- **Expert Marksman** – While he prefers to have others do his dirty work, he's still highly trained in firearms.
- **Political & Criminal Ties** – Juice isn't just connected to criminals—he **has judges, senators, and police chiefs in his pocket**.
- **Information Broker** – His true power comes from **knowing everyone's secrets** and using them to his advantage.

Relationships & Rivalries:

- **David (Threat & Unstoppable Force)** – Juice sees David as **the one variable he didn't account for**. Unlike others, David isn't playing the game—he's trying to burn the entire system down.
- **Brian (Pawn Turned Problem)** – He once saw Brian as a disposable asset, but when Brian refuses to die quietly, Juice is forced to **eliminate him before he exposes everything**.
- **King Ducey (Business Partner & Enemy by Circumstance)** – Juice and Ducey have a mutual understanding—Juice protects the cartel, and Ducey keeps business flowing. But when things go sideways, **Juice is the first to cut ties and let Ducey take the fall**.
- **Ghost (The Assassin He Can't Control)** – Unlike most people Juice manipulates, **Ghost doesn't fear him**—which makes him unpredictable and dangerous. Juice knows that Ghost could just as easily kill him as work for him.
- **FBI (Shield & Prison)** – The FBI is both his greatest weapon and his greatest weakness—if his crimes are ever exposed, his own agency will be the ones coming for him.

Character Arc:

Cast AGENT JUICE

Juice starts as **the man in control**, the one orchestrating every move from the shadows. But as the war between David, Brian, and Ducky escalates, **his carefully built empire begins to crumble**.

His biggest mistake? **Underestimating Brian and David**.

Juice assumes Brian will die inside the cartel, but when Brian survives, everything Juice has worked for is suddenly at risk. When David enters the picture, **Juice finds himself being hunted instead of doing the hunting**.

In his **final, desperate act**, Juice tries to cut a deal to save himself. He offers David everything—Ducky's location, FBI intel, his entire operation—but **David doesn't negotiate with men like him**.

His ending is **brutal and poetic**—a man who thrived on control **losing all of it in the most violent way possible**.

Inspirations & Similar Characters:

- **Detective Alonzo Harris (*Training Day*)** – A corrupt cop who manipulates everyone around him but ultimately gets outplayed.
- **Frank Lopez (*Scarface*)** – A crime boss who believes he's untouchable until the game turns on him.
- **Stringer Bell (*The Wire*)** – A businessman in the criminal underworld, too smart for his own good.
- **Raymond Reddington (*The Blacklist*)** – A man who knows everyone's secrets and survives by always staying ahead—until he doesn't.



Full Name: David Shepherd

Alias: N/A

Age: Early 40s to Mid-40s

Occupation: Ex-Elite Operative, Former Government Assassin, Fugitive

Affiliations: Former U.S. Military / Black Ops, FBI (Briefly), No Allegiances Now

Primary Location: The Southwest Desert (Hiding), Atlanta (Final Showdown)

Cast DAVID SHEPHERD

David Shepherd is a **ghost of a man**, a former elite government operative who walked away from a life of sanctioned violence only to be dragged back in by fate. Once a highly trained killer working in the shadows of military black ops, David left that world behind after his **daughter was murdered in a cartel crossfire**, an event that shattered his purpose and drove him into exile.

For years, he's been living off the grid, trying to escape the bloodshed. But when **Brian—the boy who witnessed his daughter's death—is captured and tortured** by King Ducky's cartel, David is forced to return to the war he tried to leave behind.

With nothing but his skills, instinct, and raw fury, David wages a one-man war against Ducky's criminal empire, facing **ruthless assassins, corrupt officials, and old enemies** along the way. But the deeper he goes, the more he realizes that this isn't just about revenge—it's about **finally putting an end to the cycle of violence that has haunted him his entire life**.

DAVID SHEPHERD is not a hero—he's a weapon. A man who tried to leave his past behind but was forced to become the monster once again. His story is one of **redemption, revenge, and the painful truth that some wars never really end**.

Personality Traits:

- **Cold but Calculated** – Years of military training have made David a master of controlled violence. He doesn't act on impulse—he acts to win.
- **Haunted & Broken** – Losing his daughter left him emotionally numb. He doesn't fight for himself anymore—he fights because he doesn't know how to live any other way.
- **Reluctant Mentor & Protector** – Though he initially resists helping Brian, he eventually becomes the closest thing to a father figure the young informant has ever had.
- **Brutally Efficient** – David doesn't kill for sport, but when he does, it's fast, precise, and without hesitation. He doesn't waste movement or mercy.
- **Morally Grey** – He believes in justice, but he also knows the system is corrupt. He no longer plays by the rules, making him as dangerous as the criminals he hunts.

Physical Description:

- **Height:** 6'2"
- **Build:** Lean but powerful, with the hardened physique of a lifelong soldier. Every scar on his body tells a story.
- **Appearance:**
 - Wears **dark, functional clothing**—hoodies, military-style boots, and tactical gear—built for stealth and combat.
 - Often has **a rough beard and tired eyes**, the look of a man who hasn't truly rested in years.
 - Carries **dog tags around his neck**, the last keepsake of his daughter.
- **Defining Features:**
 - A **deep scar across his left shoulder**, a reminder of the bullet that almost killed him.
 - A **tattoo of a falcon on his right forearm**, symbolizing his past life in black ops.
 - A **dead, unreadable stare**—he's seen more death than most men can fathom.

Weapons & Skills:

- **Hand-to-Hand Combat Specialist** – Mastery of Krav Maga, Jiu-Jitsu, and street fighting, making him lethal in close quarters.
- **Weapons Expert** – Proficient with all firearms, but prefers **silenced pistols, combat knives, and sniper rifles** for precision kills.
- **Stealth & Tactical Infiltration** – Able to move undetected, strike from the shadows, and disappear before reinforcements arrive.
- **Survivalist & Guerrilla Tactician** – Can live off the land, create makeshift weapons, and use the environment to his advantage.
- **Interrogation & Psychological Warfare** – Knows how to break a man without laying a hand on him.

Relationships & Motivations:

- **Brian (Protégé & Surrogate Son)** – At first, just another person in trouble. But when David learns Brian was there the day his daughter was killed, something shifts inside him. Their bond evolves into one of trust, mentorship, and shared vengeance.
- **King Ducey (Enemy & Opposite Force)** – The man who represents everything David hates—power-hungry, ruthless, and willing to kill innocents to get what he wants. Their final fight is **not just about revenge, but about ending a reign of terror**.
- **Ghost (Dark Reflection & Final Test)** – Unlike Ducey, Ghost is **David's true match**—another highly trained killer, but one who fully embraces the darkness. Their battle isn't just physical; it's a clash of ideologies—can a man who has killed for so long still hold onto his soul?
- **Juice Brags (Corrupt FBI Agent & Betrayer)** – The man who **used David's pain to manipulate him**, forcing him back into a war he wanted no part of. Juice represents the corruption within the system, proving that the real enemy isn't just on the streets.
- **His Daughter (Lost Innocence & Driving Force)** – The one thing that truly mattered. Every move he makes is in honor of her, and every time he kills, he wonders if she'd still recognize him.

Character Arc:

David starts as **a man who wants nothing to do with the fight**. He's tired, broken, and just wants to be left alone. But fate won't allow that. When Brian is captured, something inside him **awakens—the part of him that refuses to let another innocent die on his watch**.

As he dismantles Duce's empire, David comes face to face with **his own darkness**. He's spent his life taking lives—can he ever truly walk away from the cycle of violence? And when it comes down to the final kill, will he even want to?

His final battle with **King Duce** is raw, personal, and bloody—**not just two men fighting, but two belief systems colliding**. Duce fights out of rage and power, David fights because **it's the only thing he knows how to do**.

By the end, David has burned down the empire that took everything from him. But as he walks away from the wreckage, one question remains: **Is this a victory... or just another chapter in a life filled with war?**

Inspirations & Similar Characters:

- **John Rambo (*First Blood*)** – A former soldier forced into a war he didn't ask for, fighting for more than just survival.
- **Jason Bourne (*Bourne Series*)** – A trained assassin who wants to escape his past but is constantly pulled back in.
- **Frank Castle (*The Punisher*)** – A man who lost everything, embracing the path of vengeance but questioning what it makes him.
- **Robert McCall (*The Equalizer*)** – A highly skilled operative trying to find redemption in a world that refuses to let him.



Cast Wei Zhang

Character Overview:

Mr. Wei is not just a criminal—he is an empire builder, a cold and calculating figure whose influence stretches across continents. Unlike King Ducky, who rules through fear and brute force, Mr. Wei operates like a **silent storm, crushing his enemies before they even realize they're in danger.**

He is the **true mastermind** behind the rise of fentanyl distribution in America, using Ducky as a disposable pawn in his **global operation**. He controls his empire with precision, **never getting his hands dirty but always knowing where the blood is spilled.**

Mr. Wei is **not a man of rage—he is a man of inevitability**. His decisions are made with an **unshakable belief in order, honor, and power**. If he gives an order, it is law. If someone betrays him, they do not simply die—they are erased.

When Ducky's empire begins to crumble under the weight of David's war, **Mr. Wei does not panic—he adapts**, setting in motion **his own brutal strategy to regain control**. But what he doesn't anticipate is **David—a man with nothing to lose and no fear of the untouchable.**

Personality Traits:

- **Calm & Calculated** – Mr. Wei never acts out of emotion; every move is strategic and measured.
- **Ruthless & Unforgiving** – He believes that mercy is weakness. Once someone betrays him, there is no second chance.
- **Intelligent & Visionary** – He doesn't just deal in crime—he sees the **bigger picture**, shaping the future of the drug trade like a chess grandmaster.
- **Cold & Detached** – Unlike Ducky, who thrives in chaos, Wei is a **man of order**. His world is structured, disciplined, and deadly.
- **Respected & Feared** – He doesn't have to demand loyalty—it is **given to him out of fear and admiration.**

Character Breakdown: Mr. Wei

Full Name: Wei Zhang

Alias: Mr. Wei

Age: Mid-50s to Early 60s

Occupation: Triad Boss, International Drug Lord, Arms Dealer

Affiliations: Chinese Triad, International Cartels, Corrupt Business & Government Officials

Primary Location: Hong Kong (Base of Operations), Atlanta & Detroit (Expansion Territories)

Wei Zhang is not a street-level gangster—he is an architect of crime, a man who believed himself untouchable. But in the end, he learns a **brutal truth**—no empire, no matter how meticulously built, **can survive the wrath of a man who has lost everything.**

Physical Description:

- **Height:** 5'10"
- **Build:** Slim but commanding, with an air of quiet power.
- **Appearance:**
 - Always impeccably dressed in **hand-tailored suits**, exuding wealth and authority.
 - Wears a **jade ring on his right hand**, a symbol of his Triad rank.
 - Often seen with a **glass of expensive tea or whiskey**, sipping calmly as he gives orders.
- **Defining Features:**
 - **A deep scar running across his left eyebrow**, a relic from his earliest days in the Triad.
 - **A full-sleeve tattoo of a Chinese dragon**, hidden under his suit, signifying his high status.
 - **A quiet, emotionless stare** that makes people uneasy, as if he can see their every thought.

Weapons & Skills:

- **Master Strategist** – Wei never enters a war he doesn't already know how to win.
- **Political & Business Manipulation** – He owns **government officials, corporate executives, and law enforcement officers**.
- **Lethal with a Blade** – Prefers a **traditional Chinese Jian sword or a small concealed dagger**, believing guns are for men with no discipline.
- **Expert Interrogator** – Can break a man with **words alone**, using psychological warfare to make enemies turn on themselves.
- **International Power Broker** – While others fight for territory, **Wei moves entire industries, shifting the global economy of crime**.

Relationships & Motivations:

- **King Ducey (Puppet & Problem)** – Wei bankrolled Ducey's empire, but sees him as a **reckless liability**. When Ducey starts losing control, Wei must decide: **fix him or eliminate him**.
- **David (Unexpected Threat)** – Wei underestimated David, assuming he was just another killer. But as David dismantles his operation, Wei begins to view him as a **real problem**—one that must be eliminated in the most efficient way possible.
- **Ghost (Respected Assassin, But Not to Be Trusted)** – Wei respects Ghost's skill as a killer, but knows **he is too wild to be controlled**. He keeps him at a distance.
- **Juice Brags (Corrupt Asset, But Expendable)** – Juice is useful for keeping law enforcement at bay, but if he becomes a risk, **Wei will remove him without hesitation**.
- **Lady T (A Woman Who Knows Too Much)** – While Wei does not believe in voodoo, he acknowledges **Lady T's influence over men like Ducey**. He watches her carefully, aware that her whispers could shift power against him.

Character Arc:

Mr. Wei begins as an **unseen hand**, controlling the flow of crime from afar. He sees **Ducey as a reckless child** and **David as an irrelevant nuisance**. But as the war escalates, Wei realizes that **David is not just another problem—he is a man willing to burn everything to the ground**.

As **Ducey falls, Ghost dies, and Juice is exposed**, Wei is forced to step out of the shadows **for the first time in years**. He attempts to **outmaneuver David, offering him a deal—power, wealth, a place at the table**. But David **doesn't play by those rules**.

In a final confrontation, **Wei fights not as a businessman, but as a warrior**, wielding his blade with precision. However, despite his skill, **he faces something he cannot understand—David's raw, relentless fury**.

His **death is poetic**—a man who believed he was above the game, **dying at the hands of the very chaos he thought he controlled**.

Inspirations & Similar Characters:

- **Keyser Söze (*The Usual Suspects*)** – A man whose power is felt long before he appears, controlling events like a phantom.
- **Ra's al Ghul (*Batman Begins*)** – A master strategist who sees himself as a necessary force in the world of crime.
- **Hannibal Lecter (*Silence of the Lambs*)** – Calm, refined, and terrifyingly intelligent, capable of controlling people with his words.
- **Zhao Long Ji (*John Wick: Chapter 4*)** – A Triad leader who values order, honor, and power, but underestimates true chaos.



Cast TONYA

Full Name: Tonya Williams

Age: Early 30s

Occupation: Streetwise Survivor, Hustler, Single Mother

Affiliations: Formerly Connected to King Ducky's Cartel, Now Trying to Escape That Life

Primary Location: Atlanta

Overview:

Tonya is **tough, smart, and fiercely independent**—a woman who has **survived the streets but refuses to be defined by them**. Once tied to King Ducky's world, she's now **desperate to build a better future for herself and her child**. She's **loyal to those she loves**, but she knows **trust is a dangerous thing in her world**.

Personality Traits:

- **Resilient & Resourceful** – She knows how to **survive in a man's world** and won't be taken advantage of.
- **Protective & Fierce** – Her **child comes first, always**—she'll fight for them at all costs.
- **Street-Smart & Witty** – Knows how to **read people and talk her way out of danger**.
- **Conflicted & Struggling** – Wants **out of the game**, but **the past keeps pulling her back in**.

Relationships & Motivations:

- **King Ducky (Past Lover, Current Threat)** – She used to be close to him, but now, she's just another loose end.
- **David Shepherd (Reluctant Ally)** – She sees David as **her best chance at escaping Ducky's grasp**.
- **Brian (Like a Brother)** – She cares for Brian but knows **his choices will get him killed**.

Tonya is a survivor in every sense, caught between **the past she ran from and the future she's fighting for**. The question is—**can she break free before it's too late?**

ERYKAH BADU

Cast LADY T



Full Name: Talia “Lady T” Baptiste

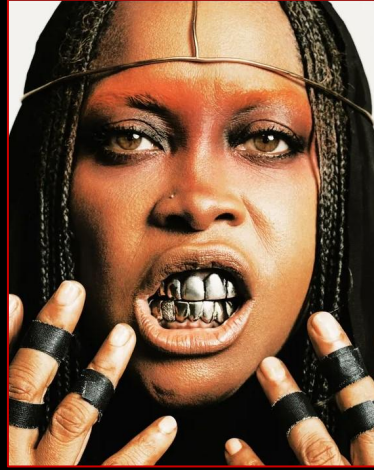
Alias: Lady T

Age: Late 40s to early 50s

Occupation: Voodoo Priestess, Spiritual Advisor, Crime Syndicate Consultant

Affiliations: King Ducey’s Cartel, Underground Occult Network, Wealthy & Powerful Clients

Primary Location: New Orleans (Home Base), Atlanta (Business & Rituals)



Mysterious, powerful, and deeply feared, **Lady T** is more than just a spiritual guide—she is a **force of nature**, controlling the fate of men who believe they control the world. A high-ranking **voodoo priestess** with deep roots in African mysticism and Caribbean ritual magic, she commands respect from **both the criminal underworld and the elite**.

Though she is often **seen in the shadows**, **whispering to kings**, Lady T is no mere fortune teller—she is a **strategist**, a **manipulator**, and a **woman whose presence alone can shift the tides of war**. She doesn’t just predict the future—she **shapes** it by planting seeds of belief and paranoia into the minds of the powerful.

To **King Ducey**, she is his **oracle**, the only person he trusts to guide him beyond brute force. To **David**, she is an **enigma**, a woman whose power isn’t just in knowledge, but in something far older and more terrifying.

But underneath her composed, mystical exterior, **Lady T** is **playing a long game**—one that no one else truly understands.

LADY T Lady T is **not a villain, nor a hero—she is fate itself**, guiding events with whispers, visions, and the unseen hand of the universe. She doesn’t fight with guns or knives—she fights with **belief, fear, and prophecy**.

In a world of criminals and killers, she is the **one person who never bleeds—because death does not come for the one who welcomes it**.

Personality Traits:

Cast LADY T

- **Mysterious & All-Knowing** – She speaks in riddles, rarely giving straight answers, making others question whether she is truly psychic or just incredibly perceptive.
- **Regal & Commanding** – Lady T **does not bow to men of power—they bow to her**. Even the most dangerous criminals fear and respect her.
- **Manipulative & Strategic** – She doesn't just **predict events—she causes them**, feeding her “clients” the visions they need to hear to take the actions she wants.
- **Unshaken & Fearless** – No matter the chaos around her, Lady T never loses control. She exists **above the violence**, guiding it from afar.
- **Spiritual & Superstitious** – Whether her powers are real or not, Lady T **believes in them** and follows her own rituals with unwavering faith.

Physical Description:

- **Height:** 5'9"
- **Build:** Slender but powerful, moving with the grace of a queen.
- **Appearance:**
 - Wears **flowing, dark robes** with intricate golden embroidery, blending African, Creole, and Caribbean influences.
 - Her jewelry is **laden with charms, beads, and bones**, each piece carrying spiritual significance.
 - **Eyes lined with kohl**, her gaze piercing, making people feel as if she's looking into their soul.
- **Defining Features:**
 - **Intricate tribal tattoos** running down her arms and across her back, said to be markings of her ancestors.
 - A **scarred palm**, rumored to be from an old ritual sacrifice.
 - **A voice that lingers**—even after she's done speaking, her words seem to echo in the minds of those who hear them.

Powers & Skills:

- **Psychological Manipulation** – She knows how to plant ideas in people's minds, making them believe they are destined for greatness—or destruction.
- **Occult Knowledge** – Master of voodoo practices, ritual magic, and secret traditions passed down through generations.
- **Political Influence** – Beyond the criminal world, she has powerful allies in **government, business, and high society** who seek her guidance.
- **Herbal & Chemical Mastery** – Skilled in **potions, poisons, and hallucinogenic brews** that can alter perception, induce visions, or cause slow, untraceable deaths.
- **Fear as a Weapon** – People don't cross Lady T—not because she will kill them, but because they believe she can **curse them, haunt them, or turn fate against them**.

Relationships & Motivations:

- **King Ducy (Client & Puppet)** – Ducy **believes in her power**, trusting her visions to guide his empire. But Lady T is **not truly loyal to him**—she serves a higher purpose.
- **David (A Man She Did Not Foresee)** – David is **an anomaly** to her—a man outside of fate's control. She finds him fascinating... and dangerous.
- **Brian (The Marked One)** – Lady T sensed something special about Brian long before anyone else did. **She warned Ducy about him, but Ducy didn't listen.**
- **Ghost (The Soul She Cannot Read)** – Ghost is **a walking shadow**, and even Lady T struggles to understand what truly drives him. She sees him as **a man with no future, only death.**
- **Agent Juice Brags (The Man Who Thinks He's Untouchable)** – Juice sees Lady T as a fraud, but she sees him for **what he really is—desperate and afraid.**

Character Arc:

Lady T begins as **the voice behind the throne**, guiding King Ducy's decisions with cryptic wisdom. But as the war between **Ducy, David, and Brian** unfolds, it becomes clear that **she has been orchestrating events all along—not for power, not for money, but for balance.**

Her belief is simple: **everything must return.** The chaos Ducy has unleashed must be answered with blood. David's pain must find its end. The world must be reset.

As the film reaches its climax, **Lady T makes her final move—choosing not to stand with Ducy, but to let fate take its course.** Whether she truly foresaw everything or simply guided events toward the inevitable is unknown, but when the dust settles, **Lady T remains standing, untouched by the destruction around her.**

She disappears into the night, leaving behind only **whispers, omens, and the knowledge that she will return when the world needs her again.**

Inspirations & Similar Characters:

- **Papa Midnite (*Constantine*)** – A supernatural crime boss who thrives in both the underworld and the occult.
- **Marie Laveau (*American Horror Story: Coven*)** – A voodoo queen with immense power and influence over life and death.
- **Rasputin (*Hellboy*)** – A manipulative mystic who controls powerful men with whispers of prophecy.
- **Tia Dalma (*Pirates of the Caribbean*)** – A mysterious, supernatural woman who seems to control fate itself.



Cast REAPER

Reaper is a **ghost, a myth, and a nightmare**—a **cold, methodical assassin** whose reputation precedes him. No one knows his real name, where he came from, or how many bodies he has left in his wake. His presence is felt **long before he arrives**, and when he does, it's already too late.

A **former Black Ops operative**, Reaper was once part of a highly classified government kill squad, trained in eliminating high-profile targets with surgical precision. But after being **burned by the very system that created him**, he disappeared into the underworld, selling his lethal skills to the highest bidder.

King Duce hires him as his **last line of defense**, bringing in the one man capable of wiping out David Shepherd and anyone who stands in the cartel's way. But what no one realizes is that **Reaper isn't just a killer—he's a force of nature, driven by his own twisted code.**

When David and Reaper finally cross paths, it's **not just a fight—it's a clash of two men shaped by war, betrayal, and death.**

Full Name: Unknown

Alias: Reaper

Age: Late 30s to Early 40s

Occupation: Contract Killer, Former Black Ops Soldier

Affiliations: King Duce's Cartel (Hired Gun), International Mercenary Network, Underground Crime Syndicates

Primary Location: Operates Between Atlanta, Detroit, and the U.S.-Mexico Border

Reaper is the last face you see before the end—a man with **no country, no master, and no future**. He doesn't fight for power, revenge, or legacy. He fights because **it's the only thing he knows how to do.**

But even the most disciplined killers **eventually meet their match**—and for Reaper, that moment is **coming fast.**

Cast REAPER

Personality Traits:

- **Cold & Calculated** – Reaper doesn't waste words, bullets, or movements. He speaks in **short, deliberate sentences**, always assessing, always in control.
- **Disciplined & Precise** – Every action is **strategic**; he **never hesitates, never second-guesses**.
- **Relentless & Unforgiving** – He doesn't believe in mercy—if **you're marked, you're dead**.
- **Detached & Emotionless** – No remorse, no hesitation—**killing is just another job**.
- **Loyal to the Code, Not the Cause** – He works for **money, not allegiance**. Ducky may think he owns him, but **Reaper serves no man**.

Physical Description:

- **Height:** 6'2"
- **Build:** **Lean and muscular**, built for agility and endurance, not brute force.
- **Appearance:**
 - **Dark brown skin, sharp facial structure**, and piercing, **ice-cold eyes** that seem to look through people.
 - **A deep scar** running from his temple down to his cheek, a reminder of a past kill that didn't go as planned.
 - **Close-cropped hair with a sharp, well-groomed beard**, giving him a polished but lethal look.
 - **Wears all black tactical gear**, reinforced with lightweight body armor—**minimalist but effective**.
- **Defining Features:**
 - **A faint skull tattoo on his wrist**, only visible when he's about to make a kill.
 - **A custom combat knife** engraved with the phrase: **"No Loose Ends."**
 - **Rarely smiles, unless it's right before a kill**.

Cast REAPER

Weapons & Skills:

- **Knife Combat Mastery** – Prefers **silent kills**, using his blade with **surgical precision**.
- **Expert Marksman** – Can take a shot from **over a mile away** or put two bullets in the same hole at close range.
- **Hand-to-Hand Combat Specialist** – Trained in **Krav Maga, Brazilian Jiu-Jitsu, and military close-quarters combat**.
- **Stealth & Tactical Infiltration** – **Invisible when he wants to be, a shadow that moves through enemy lines**.
- **Psychological Warfare** – Knows how to **break people without touching them**—his presence alone is enough to **terrify most men**.
- **Survival & Escape Artist** – Can **disappear without a trace**, leaving **only bodies behind**.

Relationships & Motivations:

- **King Ducey (Employer, But Not an Ally)** – Ducey pays him well, but **Reaper doesn't respect him**—he sees him as **a desperate man trying to hold onto power**.
- **David Shepherd (The Only Equal)** – Reaper **sees something in David that no one else does**—a man who **has survived the same hell**. Their final confrontation is **not just a fight, but a battle of two warriors who know that only one can walk away**.
- **Juice Brags (A Man He Doesn't Trust)** – Reaper knows **Juice plays both sides**, and he **hates liars**. If Juice crosses him, **he won't see the next sunrise**.
- **Ghost (Rival Assassin, But No Competition)** – Ghost is deadly, but **he lacks discipline**. Reaper sees him as **too emotional, too reckless, too loud**.
- **Lady T (The Only Person Who Knows His Fate)** – Lady T tells Reaper that **his death is already written**. He doesn't believe her—but **for the first time in his life, he wonders**.

Cast REAPER

Character Arc:

Reaper begins as **an unstoppable force**, a contract killer who sees no difference between **David Shepherd and every other target he's eliminated**. But as their battle escalates, **he begins to respect David, recognizing him as a kindred spirit—one of the few men who understands what it means to live and die by the gun**.

In their final fight, **Reaper meets his match**. For the first time in years, he is **not the predator, but the prey**.

His death is **not one of fear, but of acceptance**—a man who has spent his life dealing in death, finally **facing the only end he has ever known was coming**.

Inspirations & Similar Characters:

- **Anton Chigurh (*No Country for Old Men*)** – An unstoppable, emotionless killer who **moves with fate itself**.
- **The Winter Soldier (*Captain America: The Winter Soldier*)** – A silent, lethal assassin with **no identity beyond the mission**.
- **John Wick (*John Wick Series*)** – A disciplined, **highly trained killer with a strict moral code** that only he understands.
- **Mike Ehrmantraut (*Breaking Bad* / *Better Call Saul*)** – A **professional, no-nonsense hitman who operates by his own rules**.

THE RETURN 2 FILM BUDGET AND FORECAST PREDICTION

Full Production Budget: \$52,439.00 USD

Coming soon>> TO SEE FULL BUDGET BREAKDOWN

Gross Film Production Prediction 1st week of opening: 222,599.00 USD



The THE RETURN 2 film has the potential to make \$1.8 million in the 1st night previews and \$10.8 million on its first day.

This is evident to films like:

GET OUT 4.5 million dollar budget - grossed \$33,377,060 (19.0% of total gross) in 1st weekend sales.

8 MILE 41 million dollar budget - grossed \$51,240,555 (43.9% of total gross) in 1st weekend sales.

Candyman 3 million dollar budget - grossed \$22,001,750 (36.0% of total gross) in 1st weekend sales.

Black Panther 200 million dollar budget - grossed \$202,003,951 (28.9% of total gross) in 1st weekend sales.

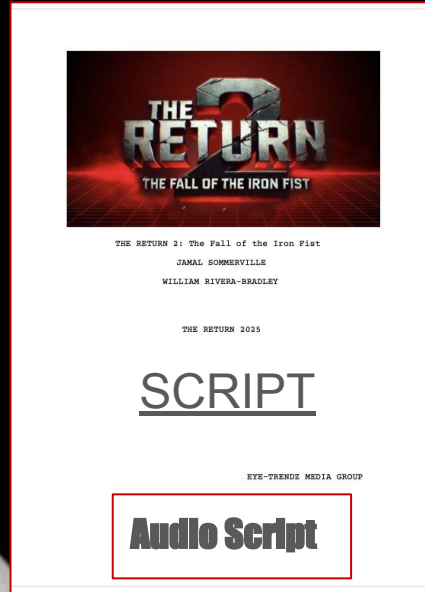
THE RETURN 2 - 56 PAGE FULL FEATURE FILM SCRIPT

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