

Awakening

by

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FADE IN:

EXT. FIELD OF NERVA'ATH - DAY

BOOM! BOOM! BOOM! Drums resound over a vast, field. Tall grass sways in the wind.

TRAJAN (70), clad in black plate armor, rides on horseback. His long, black hair and beard blow about. Tens-of-thousands of pikemen and swordsmen march behind him.

Dozens of bulky, gray-skinned ogres trudge forward, chained to handlers.

Trajan crests a hill and a large city comes into view.

He raises his right hand.

BOOM! The files of soldiers come to a halt.

Trajan stares down at the city of Nerva'ath, surrounded by a tall, circular stone wall. A towering castle-cathedral lies in the center.

Thousands of Nerva'ath soldiers stand before the city wall.

NERVA'ATH CITY WALL

NERVA (100) stands in front of his army, in gold and silver plate armor. His youthful complexion contradicts his age; he clutches the warhammer's thick oak hilt. A BLUE CRYSTAL SWORD is tied to his waistband.

The Nerva'ath army anxiously await battle.

NERVA

Trajan! Brother, cease your reckless, futile approach!

His voice echo's across the field.

FIELD OF NERVA'ATH

Trajan's right hand hangs in the air as Nerva's echo dies away.

TRAJAN

Pathetic.

Trajan drops his hand to his side.

A BATTLE-READY OFFICER steps forward.

BATTLE-READY OFFICER
Release the ogres!

The handlers drag the ogres forward and release their chains.

The ogres gallop down the hill towards Nerva'ath.

BATTLE-READY OFFICER (CONT'D)
Charge!

Thousands of soldiers race forward.

NERVA'ATH CITY WALL

Nerva'ath archers along the city wall rain arrows onto the oncoming forces.

Dozens of ogres pummel the defending nerva'ath soldiers.

An ogre gallops at Nerva.

CRUNCH! He slams his warhammer into the ogre's chest. The ogre falls forward, gasping for breath.

Nerva raises his hammer and smashes the ogres head.

The two opposing forces clash. Thousands of soldiers engage in melee combat.

The nerva'ath archers fire volley after volley into the crowd of Dor'gath forces.

A thunderous roar echoes across the land.

Both sides of the battlefield look up into the sky.

A black dragon streaks over Trajan's head towards the city gate.

A larger, horned red dragon follows close behind. He opens his jaws and spews fire onto the soldiers below.

Soldiers scatter.

The black dragon circles around the city wall and rakes archers off of the ledges.

The red dragon's mouth glows as he flies high above the city into the clouds.

Nerva swings his warhammer into the head of a Dor'gath soldier. He brings his hammer back into the chest of another soldier.

Nerva looks on, helpless, as the red dragon flies toward the heart of the city.

EXT. FARM - DAY

CRACK! Wooden practice swords smack against each other. Two girls, ELSIE (15) and REE (14), spar outside a cottage.

The house is surrounded by wheat fields.

INT. FARMHOUSE - BEDROOM - DAY

IUS (19) stands over his bed. He stuffs clothes into a leather pack. Ius wraps his cloak around his shoulders.

He looks out the window at his sisters. Elsie bears down on Ree and knocks her to the ground.

Elsie points her sword at Ree's neck.

ELSIE

Ha! I got you again!

Ius grabs the last of his clothes and closes up his bag. He hoists it over his shoulder.

MOTHER (O.S.)

Ius! I'm running low on a few vegetables. Can you run into town for me?

Ius grabs his small, weathered shield by the door as he exits his room.

COMMON ROOM

Ius' MOTHER (45) cooks a stew over a metal pot.

IUS

Mother, how many times have I told you?

MOTHER

What are you talking about?

IUS

I leave today. I cannot go into town for you.

MOTHER

Oh that's right! Are you going right now?

IUS
I'm late.

Ius walks to his mother and gives her a hug.

MOTHER
Be safe.

Ius turns and exits the house.

EXT. FARM - DAY

Ree lunges at Elsie. Elsie dodges and slaps her sword across Ree's back as she falls to the ground.

Ius walks up to Ree and helps her to her feet. He leans into her ear.

IUS
Kick out her front foot.

ELSIE
You don't always have to help Ree!

Ree nods and holds up her sword. Ius steps away as Elsie charges her sister.

Ree parries the initial blow and retaliates.

Ree kicks out her sister's front foot. Elsie falls face-first to the dirt. She rolls over and is met with the tip of Ree's sword.

REE
I got you!

ELSIE
You little sneak!

Ius applauds.

IUS
Good fight. Come here and give me
a hug before I go.

His sisters rush over and tackle Ius.

EXT. EASTERN BORDER OF NERVA'ATH - DAY

IUS races down an empty dirt road on horseback.

A thick forest lies just ahead blanketed in fog.

IUS
Whoa... slow down.

Ius brings his horse to a halt at the forest's edge. He fishes around in his satchel and removes a parchment.

Ius' horse fidgets. He regains control and unfolds a map.

Ius surveys the area.

Ius tucks it away. He kicks his horse into a trot and vanishes in the fog.

EXT. NERVA'ATH CITY WALL - DAY

Fog hangs heavy in the forest. LUCIUS (41) leans up against a crumbled, moss-covered stone wall. He is a tall man clad in chain mail armor. His longsword hangs from his waist.

A bead of sweat drips down a large scar across the bridge of his nose.

Across from him is NAYLINE (19). Nayline sits against a stone boulder, entrenched in her books. She is a young mage with long hair, draped in a long, hooded robe. A wooden staff rests nearby.

Ral'gor (20) stands beside her, looking out into the forest.

He stands a half-foot taller than Lucius. He adorns a bearskin cape, furred leather armor, and a leather headband around shoulder-length braided hair.

In his hands is a massive axe.

RAL'GOR
Two... hours...

Nayline closes her eyes.

RAL'GOR (CONT'D)
Two hours, we've been waiting in
this heat.

NAYLINE
It wouldn't feel like two hours if
you didn't mention it every two
minutes.

Ral'gor turns to Lucius.

RAL'GOR
I don't think he's coming!

Lucius remains motionless.

RAL'GOR (CONT'D)
I say we leave him.

Ral'gor sits next to Nayline. She shuffles further from him.

EXT. ABANDONED FOREST VILLAGE - DAY

IUS rides on his horse down the main cobblestone street. Dozens of ransacked buildings line the sides.

Ius spots an old fountain. The horse approaches the murky water.

He tugs on the reins and continues down the path.

SNAP! A twig breaks. Ius whips his horse around.

A rocks tumble from a small hillside. Ius clutches his sheathed sword and peers through the fog.

Nothing. He kicks his horse back into a walk and continues through the village.

EXT. NERVA'ATH CITY WALL - DAY

RAL'GOR paces between NAYLINE and LUCIUS.

RAL'GOR
I could tolerate the wait if it
wasn't so damn hot.

NAYLINE
Then sit still.

Ral'gor stops.

RAL'GOR
It's nothing like this where I come
from.

Nayline closes her book and stares down the pathway into the fog.

RAL'GOR (CONT'D)
How much longer must we wait?

Lucius gazes in the same direction.

RAL'GOR (CONT'D)
Is he really that important to--

Lucius raises his hand.

LUCIUS

Quiet!

Ral'gor looks down the path.

The faint silhouette of a horseman appears in the fog. IUS emerges. He approaches the edge of the campsite and stops.

Lucius confronts Ius.

LUCIUS (CONT'D)

You're late. You were told no horses.

Ius dismounts.

LUCIUS (CONT'D)

You should have left it in Middern.

IUS

My apologies. It would have taken me another day, at least, had I not brought him.

LUCIUS

Grab what's needed.

Ius grabs his bags and his shield from the horse and swings them over his shoulder. He pats the horse.

Lucius grabs the horse's reins, slaps it on the leg, and sends it off into the fog.

LUCIUS (CONT'D)

I am Lucius Pravus. This is Nayline Lunaire.

NAYLINE

Pleased to meet you.

They shake hands.

IUS

I am Ius Caelum.

LUCIUS

And this is Ral'gor Cragwrath.

Ius holds his hand out. Ral'gor crosses his arms.

LUCIUS (CONT'D)

We have no time to waste. Grab your things.

Lucius sets out along the wall and Ral'gor follows. Ius slowly retracts his arm.

IUS

Is he serious?

NAYLINE

He's impatient.

The two follow after Lucius.

IUS

If he only knew what I had to go through to get here.

NAYLINE

He doesn't care.

NEIGH! The horse wails in the distance. Ius spins around and looks into the fog.

NAYLINE (CONT'D)

We can't fall behind.

Nayline grabs Ius' arm and pulls him away.

EXT. RUINS OF NERVA'ATH - NIGHT

IUS, LUCIUS, RAL'GOR, and NAYLINE make their way across the overgrown city. Huge chunks of ancient architecture litter the terrain as the travelers descend deep into the city.

NAYLINE

It seems like we're going downhill.

LUCIUS

We are. This city's a crater... a hundred years old.

The four continue down the ruined path, climbing over sections of destroyed buildings.

They crawl on all fours underneath collapsed pillars.

The fog thickens as they travel further down the slope.

RAL'GOR

It's so damn hot! This fog feels like steam!

Ius and Nayline follow close behind Ral'gor and duck under the final pillar.

Lucius stares southward as the others gather themselves. He points towards a faint light in the distance.

NAYLINE

What is it?

LUCIUS

Het Nathkaarf's tower, the only intact structure in the region.

Lucius ushers the party onward.

RAL'GOR

If the tower looks anything like the rest of this place, we might as well turn around.

LUCIUS

Go ahead; there's no bed awaiting you back that way.

EXT. HET'S TOWER - NIGHT

LUCIUS, IUS, RAL'GOR, and NAYLINE stand outside a pristine watchtower. Blue and gray banners drape from the turrets.

The fog is nonexistent in a dome around the tower.

LUCIUS pounds on the heavy wooden door. No one answers. Lucius moves to knock again and the door swiftly opens.

HET (70), a tall man with long black hair, fills the door frame. He wears faded robes. He leans on a wooden staff with four root-like branches clutching an obsidian pearl.

HET

You're late.

LUCIUS

I try to keep it interesting.

Het pauses and cracks a small smile. He chuckles as he extends a hand to Lucius and invites the four of them inside.

INT. HET'S TOWER DOWNSTAIRS - NIGHT

The circular room is dimly lit by the fireplace. Another door sits across from the entrance. A spiral staircase lines the walls.

HET moves into the center of the room.

HET
Come in! Come in. Make yourselves
at home. Set your things by the
door.

IUS, RAL'GOR, and NAYLINE enter the room and drop their
belongings by the entrance.

HET (CONT'D)
There's tea on the stove.

Het and Lucius ascend the staircase.

HET (CONT'D)
Sugar's in the cabinet.

Ral'gor falls into a chair. Ius and Nayline make for the
stove.

INT. HET'S TOWER UPSTAIRS - NIGHT

LUCIUS and HET stand over a wooden table. Scrolls and
parchments are scattered about. Observation points line the
well-lit room.

A glass jar rests in the middle of the table. A three-
fingered hand floats in a pale-green liquid. Lucius hunches
over.

LUCIUS
How did you come of this?

HET
My research has taken me deep into
the crater... deeper than even I
had anticipated.

LUCIUS
Apparently it lost a finger,
somehow.

HET
Ah, but nothing suggests it ever
had a fourth finger. Look closer.

The three fingers are evenly spread apart, cut perfectly at
the wrist.

Het grabs an ancient book and slides it beside Lucius.
Lucius opens to the only marked page.

Lucius' eyes dart about the page.

LUCIUS

"...and the dark veil shall spread.
The people of Nerva'ath will rise
again."

Lucius looks up at Het.

LUCIUS (CONT'D)

What is this?

HET

Page two-hundred and ten.

Lucius flips to the page. His eyes widen.

On the page is an illustration of a lavishly dressed, six-armed king.

Two arms clutch a crystal sword in front of him.

Two large eggs are held high above its shoulders; the lower left hand clutches a bundle of arrows and the lower right hand holds a bundle of flowers.

Four dark figures with glowing, red eyes stand in front of the king.

Centered at the bottom, is a caption scrawled in a foreign language.

LUCIUS

This name.

HET

"Elyon." God. It is written in a demonic script...

Lucius gazes intently.

KNOCK! KNOCK! KNOCK! Lucius snaps the book closed and stuffs it into a small satchel.

Het hands Lucius the jar.

HET (CONT'D)

Take this to our King. Show it to him... and the book. He'll know what to do.

Het turns to the door.

HET (CONT'D)

Come in!

He leans towards Lucius.

HET (CONT'D)

Two-hundred and ten. Show him.

The door swings up as IUS, RAL'GOR, and NAYLINE emerge from the staircase.

HET (CONT'D)

Is everything accommodating?

IUS

Yes, the tea was wonderful, thank you.

NAYLINE

Your collection of literature is breathtaking. The age of some texts date back to before the First War.

HET

(chuckling)

Time has been generous to me.

LUCIUS

We were just discussing your training, and then I was going to take my leave.

Ius and Nayline glance at each other.

IUS

We're not training with you?

Ral'gor bows his head.

RAL'GOR

I travel hundreds of miles from my homeland to train with a mage... Your walls are covered in books and scrolls! Not weapons and shields...

HET

Spoken like a true barbarian.

LUCIUS

This man can teach you far more than I ever could. If you value your life, you will listen to him.

Lucius readjusts his bag over his shoulder and walks towards the door.

LUCIUS (CONT'D)
 Three months... then I will return.
 Make good use of your time here.

Lucius leaves the room.

HET
 You needn't worry; battle prowess
 is my specialty.

Het laughs to himself as he heads for the lower rooms.

HET (CONT'D)
 Your sleeping quarters have been
 prepared below. Nayline, you may
 take the guest room.

Het heads downstairs.

HET (O.S.) (CONT'D)
 You two will find plenty of room
 next to the kitchen.

INT. HET'S TOWER DOWNSTAIRS - DAY

Faint rays of sunlight shine through the windows of the tower. RAL'GOR snores, squashed in a chair. IUS lays sprawled out on the floor.

HET quietly descends the staircase to the bottom floor.

HET
 Wake up! Wake up... you've had
 enough rest.

Ius and Ral'gor stir from their sleep. Nayline's door swings open and she emerges, fully dressed, staff in hand.

HET (CONT'D)
 I see you're prepared. You two,
 meet us outside in five minutes.
 We have little time.

Het opens the door and exits the tower. Nayline follows, smiles at the others, and pulls the door shut behind her.

Ius and Ral'gor slowly, gather their belongings.

IUS
You could have taken the floor. It
seems a more suiting place...

Ral'gor heads for the door with his gear. Ius tosses his shield over his back and follows.

EXT. HET'S TOWER - DAY

IUS, RAL'GOR, and NAYLINE stand in a large clearing. HET looks upon them, holding his masterfully crafted staff.

HET
Now that we're all focused, let's
see what each of you can bring to
the table.

Het steps back and raises his staff.

HET (CONT'D)
Anybody?

RAL'GOR
My pleasure.

Ral'gor steps forward and firmly grips his axe in both hands. He charges towards Het.

Het jabs the butt of his staff into the ground. The tip of the staff grows into the ground.

Ral'gor makes eye contact with Het, and feels a tug against his ankle.

RAL'GOR (CONT'D)
What in the hell?!

A plant-like root yanks Ral'gor violently to the ground. It continues to grow along his leg.

He hacks at the root, only to have his upper body overtaken.

Het removes his staff from the ground; the root releases it's hold on the barbarian.

HET
You can't expect to win every
battle with your axe.

Ral'gor regains his composure and storms off to the side.

HET (CONT'D)
Next?

Nayline steps in front of Ius.

Ius grabs her sleeve.

IUS
Let me help you.

NAYLINE
I think I can handle him.

Ius lets go and steps back. Nayline puts her hand behind her back and whispers.

NAYLINE (CONT'D)
Firo'rig.

A small fireball forms.

HET
Is that for me?

She hurls the fireball at Het. Het raises his right hand and moisture collects. He unleashes a bolt of ice.

The ice crashes into the fireball inches from his face, dispersing the flames around him.

HET (CONT'D)
You're going to have some trouble
if I can hear all of your casts.

NAYLINE
Then how--

Nayline recites another incantation. She releases a second fireball and jabs her staff into the ground. Roots grow from the bottom of her staff.

Het sidesteps the fireball.

He points the head of his staff at the roots and rips them from the ground. They float in the air before him and combusts into ash.

Het points the head of his staff at Nayline and, without a word, shoots a big fireball toward her.

The fireball closes in on Nayline; she attempts to shield herself from the impact with her arm.

HET
Ath'ish!

The fireball dissipates inches from Nayline.

Het waves Nayline off and stares at Ius.

HET (CONT'D)
Come on, then.

Ius clutches his sword and jogs toward Het.

Het calmly raises his hand and forms an ice bolt. He fires at Ius.

Ius deflects it with his shield. Het forms another, larger ice bolt and releases it.

CRACK! His shield splinters upon impact.

Ius tosses his shield to the side and rushes Het. Ius swings at his outstretched arm.

Het retracts his hand, and swings his staff at Ius' head.

Ius ducks into a roll. Ius gains his footing and slashes. Het deflects the strike.

Ius drops to one knee and stabs low. Het easily dodges the attack and smacks Ius in the jaw with the end of his staff.

Ius reels backwards and falls to his back.

HET (CONT'D)
Somewhat better than I expected.
But still... a lot of work needs to
be done.

Ius stands and rubs his swollen jaw. Het signals the other two to join them.

HET (CONT'D)
You must learn from each others'
weaknesses and use each others'
strength. You are a team; act like
it.

Het observes his students. Sweat drips from Ral'gor's and Ius' brow.

HET (CONT'D)
Again!

Het raises his staff.

EXT. THAE'DOSS - DAY

A large castle sits in the center of a circular city. A stone wall separates the capital from the rural countryside.

The sun shines through the overcast sky as LUCIUS rides over the green hills toward the city.

MARKETPLACE

The streets are cluttered with townsfolk.

A commotion breaks. People open a path along the road.

Lucius rides a black stallion through the market. The crowd looks on awe-stricken.

Lucius approaches two armored guards with spears at the end of the road. They pound their right fists to their chests.

CASTLE COURTYARD

Lucius turns down a small road. A large castle lies ahead, guarded by soldiers. He dismounts at the castle doors.

One of the soldiers takes Lucius' horse's reins as two others push open the doors.

INT. THAE'DOSS CASTLE - MOMENTS LATER

LUCIUS strides along a red carpet in the gigantic, main chamber. Light pours in through stained-glass windows that line the walls.

ALISTAER (55) sits atop his throne at the landing of a small set of stairs in heavy, ornamental plate armor. A dark blue cape drapes his back.

Three hooded individuals kneel at the bottom of the staircase.

ALISTAER

... and Viktir, do not fail me.

The three men stand and VIKTIR (28) steps forward. He is bulky and pale. His hood rests on top of his bald head.

He places his right fist over his chest.

VIKTIR

Consider it done.

Viktir turns to leave. His companions salute and follow.

Lucius makes eye contact with Viktir as the group passes him. They nod and Lucius replaces them at the foot of the stairs.

LUCIUS
Lord Alistaer, I have returned.

ALISTAER
Arise, Lucius.

Lucius stands.

LUCIUS
Het requested I bring these to you.

He reaches into his satchel and removes a jar containing the preserved hand.

Alistaer widens his eyes and leans forward in his throne.

ALISTAER
Bring that to me.

Lucius ascends the small staircase. He hands the jar to Alistaer.

Alistaer snatches it from Lucius. He holds it up to the stained glass light.

ALISTAER (CONT'D)
And what else?

Lucius pulls the tattered tome from his satchel.

LUCIUS
Two-hundred ten.

Alistaer sets the jar down and grabs the book from Lucius. He stares down at the worn cover then opens to the page.

He inspects the illustration.

LUCIUS (CONT'D)
What can you make of the blackened figures?

Alistaer's eyes dart back and forth.

LUCIUS (CONT'D)
I think they have something to do with --

Alistaer snaps the book closed.

ALISTAER

This is an ill-fated omen; war is
on our doorstep.

He stands up and steps toward Lucius. He places his hand on
Lucius' shoulder.

ALISTAER (CONT'D)

We cannot face this enemy fighting
a battle on two fronts.

Lucius looks into Alistaer's eyes.

ALISTAER (CONT'D)

Do you remember Ugo Cazes?

Lucius reaches for his scar.

LUCIUS

I remember him well.

ALISTAER

We've finally located him. He has
embedded himself with the bandits
to the south. Bring me his head.

Lucius salutes. He turns and leaves the castle.

Alistaer sits in his throne. He opens the tome and flips
through the pages.

ALISTAER (CONT'D)

Elyon...

INT. TRAJAN'S THRONE ROOM - DAY

TRAJAN (170) hunches over atop a black stone throne. Liver
spots dot his pale face. His long, white hair flows over his
black robes.

Torches hang from rows of columns. Trajan's old black armor
is mounted to the wall behind the throne.

The throne room door creaks open as ER'GATH (45), a muscular
barbarian, enters with A massive black and gray beard. He
strides toward the throne covered in plate armor.

He pounds his chest with his unarmored right arm.

ER'GATH

Mercenaries are prepared. The
ships can set sail tonight.

Trajan cackles.

TRAJAN

Good. Elyon still favors us.

He coughs violently, saliva flies from his mouth.

TRAJAN (CONT'D)

Set sail to Thae'doss. Capture their people and slaughter those who fight back.

ER'GATH

Of course, my liege.

TRAJAN

She will be hungry.

Er'gath salutes and exits the throne room.

EXT. NORTHERN BORDER OF NERVA'ATH - DAY

RAL'GOR stands on top of a ridge, he looks out at the vast, expansive ocean to the north. He turns west, distant mountain ranges rise up from the horizon.

NAYLINE climbs up the ridge and stands beside Ral'gor.

She points to a valley where the two ranges come to a point.

NAYLINE

The Nanj Pass, the only land route to the desert in the west.

IUS ascends the ridge behind them.

NAYLINE (CONT'D)

The Dragon's Breath flowers should be below us in the riverbed.

Ius scans the other side of the ridge. The river below flows to the ruined city, into the fog.

RIVERBED

Nayline searches through tall grass. Ral'gor stands behind.

RAL'GOR

What do these even look like?

He kicks aside a patch of grass.

NAYLINE

They have dark red petals with blue edges and a black center. We need these so could actually try looking?

Kicks over another patch of grass.

Ius sifts through a patch of grass behind them. He moves a few blades aside and finds a single Dragon's Breath.

IUS

Over here!

Nayline kneels beside him.

NAYLINE

We need to keep the roots intact when removing it.

IUS

You take it out.

Nayline carefully digs out the flower, and places it in her bag.

NAYLINE

He told us we need one per person.

Nayline and Ius walk down the river. Ral'gor casually takes up the rear.

INT. UGO CAZES' HUT - NIGHT

UGO CAZES (48) sits in tattered robes at a wooden table. He smokes a pipe as he reviews documents. A candle flickers on the table.

AAHHH! A distant yell. Ugo looks toward the door up. He walks to a window and peers into the darkness.

He returns to the table.

TINK! TING! The sound of metal on metal emits from just outside the door. ARGH! Another yell.

Ugo sets his pipe down.

The door bursts open.

LUCIUS marches into the room, bloody sword in hand. Behind him two dead guards.

UGO
Killing me won't protect your
nation.

Lucius continues forward.

UGO (CONT'D)
You're just a pawn, Lucius! You're
being lied to!

Ugo stumbles over his chair. Lucius pins Ugo to the wall.

UGO (CONT'D)
You can be saved... your brother
knows this--

Lucius drives his sword through Ugo's chest.

UGO (CONT'D)
Arghhh!

Ugo falls to his knees. Lucius grabs the back of Ugo's head.
He raises his blade into the air and slashes at Ugo's neck.

EXT. HET'S TOWER - AFTERNOON

IUS, NAYLINE, and RAL'GOR stand in front of HET. He draws a
spell circle with the butt of his staff in the dirt

HET
Note the star's eleven points, and
the detail required for the runes.

He steps back, revealing intricate shapes and symbols.

HET (CONT'D)
Now you try.

Nayline crouches down and traces the shape into the dirt.

HET (CONT'D)
You must take care in drawing the
circle precisely as I've shown you.
Even the slightest error can result
in the spell's failure. Maybe even
a lost limb

Ral'gor and Ius glance at each other.

Nayline finishes drawing the circle.

HET (CONT'D)

Lucius returns tomorrow. You must travel to the village beyond the city wall and draw these images in front of the gate.

NAYLINE

Looks about right.

Nayline stands up and returns beside Ius and Ral'gor.

HET

Once you've completed a teleportation spell, the circles will be destroyed.

NAYLINE

And the flowers?

HET

That's right! Your flowers should be cured by now; they will need to be crushed into a fine powder in order for this to work. Oh! And, Ius, I'm going to need you to stay.

Ral'gor and Nayline glance at each other.

IUS

But wh--

HET

You needn't worry about that. There's things here that require your attention.

Het waves off Ral'gor and Nayline.

HET (CONT'D)

Go on ahead; I expect you back in five hours.

Ral'gor and Nayline head out.

INT. THAE'DOSS CASTLE - AFTERNOON

ALISTAER sits on top of his throne.

LUCIUS walks toward the throne, a small bag in hand.

He removes a head from the bag.

LUCIUS
Ugo Cazes, my liege.

Alistaer grins.

ALISTAER
Lucius, you never seem to
disappoint.

Lucius smiles and salutes.

ALISTAER (CONT'D)
The graduation ceremony is tomorrow
night. I trust everything will be
in order.

LUCIUS
Of course, my king.

Lucius bows and exits the throne room.

INT. HET'S TOWER UPSTAIRS - NIGHT

Torches dimly light the room as HET and IUS stand at the
table, glancing over books and scrolls.

IUS
These texts pertain to the Sulian
War.

Ius flips through pages of a book.

IUS (CONT'D)
My father died during this war.

Het smokes a long wooden pipe. He exhales, smoke slowly
seeps out of his nostrils.

IUS (CONT'D)
He died defending Thae'doss.

Ius stops on a page.

HET
I knew your father.

He places the book on the table.

IUS
How?

HET

Your father and I were friends, we fought together.

Ius stares in shock.

HET (CONT'D)

I have something for you.

Het walks to a large chest. He removes a large object draped in a dusty cloth.

He tosses the cloth aside and reveals a silver shield.

HET (CONT'D)

It was your fathers. I found it after the battle, sticking out of the mud.

Ius grabs the shield. He turns it over and sees a small engraving of two letters on the handle: "H.C."

IUS

Thank you.

His eyes well up.

HET

He was an honorable man, a fine swordsman as well. Looks like taught you a little as well.

Ius looks up from the shield. Het crack a small smile.

HET (CONT'D)

I want you to lead the team.

IUS

I... what do you mean?

HET

Your father actually a pupil of mine. He lead his team and I would like for you to do the same.

Het looms over Ius.

HET (CONT'D)

Our world is changing, my boy. War is on our doorstep.

IUS

What are you talking about? Their hasn't been anything in at least ten years.

HET

An evil force works against humanity. It seeks to control it.

IUS

An evil force?

HET

Demons. They have wormed their way into our kings mind. They bring war.

IUS

Demons are from legends and fair-tales.

Het looks out his tower over the vast crater shrouded in fog.

HET

This is no fairy-tale. They have warped their minds, the 4 kings of these lands are nothing but puppet and we their pawns.

Het turns back to Ius.

HET (CONT'D)

If I am to be perfectly honest with you your father died in the depths of this crater. We were searching for a weapon to banish these demons.

Ius stares at his fathers shield

HET (CONT'D)

I am truly sorry.

IUS

That's is not right, my dad left to defend our home from Sul, he told me himself.

HET

Your father left to save people from every land.

IUS

Why does no one know, not even my mother.

HET

We can't trust anyone. Our own king is corrupt Ius. In exchange for loyalty the kings have been granted incredible strength and near immortality. Trajan king of Dor'goth himself is nearly 200 years old.

IUS

Impossible.

HET

I have no reason to lie.

IUS

You planned this.

Het looks closely at Ius

HET

I did, I had to wait for the right time. I need your help.

IUS

If my father died what am I supposed to do?

HET

We will succeed will your father and I failed. We are going to banish the demons

IUS

What about the others.

HET

I cannot inform them yet nor can you.

IUS

Do you realize what you just told me!

HET

Yes, In due time. Telling them now would make up coming events more difficult.

Ius shakes his head overwhelmed.

HET (CONT'D)
Trust no one Ius. I mean no one.

Het stares intently at Ius.

HET (CONT'D)
When the time is right I will
summon your team back here.

KNOCK! KNOCK! They snap their attention to the second
floor's hatch.

Ius looks back to Het.

HET (CONT'D)
Perfect timing!

Het walks to the hatch and opens it. NAYLINE and RAL'GOR
enter the chambers.

HET (CONT'D)
How was the trek?

RAL'GOR
Long.

Nayline glares Ral'gor.

RAL'GOR (CONT'D)
And boring.

Het chuckles as he gathers them around the table.

NAYLINE
The last batch of Dragon's Breath
should be finished curing by
sunrise.

HET
Good, good. I have news for you
all. I am making Ius squad leader.

Ral'gor's eyes widen.

HET (CONT'D)
You will do well to trust his
judgement and follow his orders.

Ral'gor slams his fist into the table.

RAL'GOR
Him?! Him?!

Ral'gor turns to Ius.

RAL'GOR (CONT'D)
I challenge you.

Het steps forward and raises his arms.

HET
There will be no challenges; the
decision has been made!

Ral'gor clenches his fists.

HET (CONT'D)
I worked with his father; I'm sure
Ius will be up for the task.

NAYLINE
I agree.

Ral'gor turns on Nayline.

RAL'GOR
You can't possibly think he's
stronger than me!

NAYLINE
Do you always question orders?

HET
Ral'gor, If I'm not mistaken, your
father wasn't a team leader,
either. Your time will come.

Ral'gor unclenches his fist. He walks to an observation
point and looks out over the ruins.

HET (CONT'D)
I have something else for you all.

Het reaches in his robes. He reveals a small black and gold
box. He opens the box and sets it on the table.

HET (CONT'D)
You must each drink these.

Inside are three glass vials of dark red liquid. Ius and
Nayline remove one and hold them up to the torchlight.

Ral'gor unfolds his arms and approaches the table.

HET (CONT'D)
In order for you to complete your
training you must drink this.

Ral'gor grabs the remaining vial.

IUS
What is it?

RAL'GOR
It looks like blood.

HET
A concoction of mine to ward off
harmful spells.

Ius uncorks his vial

HET (CONT'D)
Quickly!

He downs the contents.

Ral'gor cocks his head back and drinks the liquid.

Nayline drinks the contents of her vial. She covers her
mouth as the liquid trickles down her chin.

HET (CONT'D)
Excellent. Now!

Het claps his hands together.

HET (CONT'D)
Get some rest. Lucius will be
expecting you at sunrise.

Ius, Ral'gor, and Nayline head downstairs.

HET (CONT'D)
You may experience some interesting
dreams tonight!

EXT. BLACKENED VOID - NIGHT

A dark, OMINOUS VOICE booms loudly.

OMINOUS VOICE (O.S.)
Gaze into the darkness. My pain...
shall be your pain.

NAYLINE floats in the void, eyes closed and arms at her side.

She opens her eyes and reaches out into the nothingness.

The blackness warps to a swirling red vortex.

Nayline free-falls into the vortex.

She sees the silhouette of a being with multiple outstretched arms.

INT. HET'S TOWER DOWNSTAIRS - MOMENTS LATER

IUS and RAL'GOR lay sprawled out on the floor. Ral'gor rolls over on his chest and coughs.

NAYLINE emerges from her room, pale.

HET descends the staircase as Ius slowly gets to his feet. Ral'gor manages to get up to one knee.

HET

I trust everyone slept well.

Ius coughs. Ral'gor heaves.

HET (CONT'D)

Gather your belongings.

Het laughs. He opens the front door and exits the tower.

EXT. HET'S TOWER - DAY

IUS, RAL'GOR, and NAYLINE stand in front of HET. Before them lies a teleportation circle.

Het scans the three of them as they stand, anxious.

HET

Lucius will meet you on the edge of Middern. He should have horses with him for the journey back.

Het nods and takes a step back.

Nayline opens her satchel and removes three small brown bags. She hands one to Ius and one to Ral'gor as the three of them step into the teleportation circle.

Nayline whispers a short incantation as they untie the bags and dumps out the contents.

The points of the star shine as the rest of the circle illuminates. Het shields his eyes from a bright white flash.

Het lowers his arm. The three students have vanished.

Het lets out a long sigh. He turns around and walks back to his tower.

EXT. MIDDERN'S EDGE - DAY

The fog lingers.

Blades of grass rustle on either side of the main road. A bright light shines in the middle of the pathway overtaking the surrounding area.

The light's subsides. IUS, RAL'GOR, and NAYLINE stand in the middle of the road, shielding their eyes.

NAYLINE

That wasn't too bad, was it?

Ius brushes off Dragon's Breath dust from his clothing.

IUS

Not particularly--

The three are startled by a noise coming from the brush.

Two horses mull around in leaves, tethered to a low-hanging branch.

LUCIUS emerges behind them.

LUCIUS

Are you ready?

The three spin around. Lucius stands before them, arms crossed. Two more horses are tethered up behind him.

LUCIUS (CONT'D)

Each of you grab a horse; you
mustn't be late for your
graduation.

Lucius turns around and unties a set of reins. He puts his left foot in the stirrup and mounts his horse. He kicks his horse into a gallop and rides down the path.

The three grab the remaining horses and hurry after Lucius.

INT. ALISTAER'S THRONE ROOM - AFTERNOON

The large throne room is lavishly decorated. People in attendance are donned in white ceremonial clothing.

IUS, RAL'GOR, NAYLINE and OTHER GRADUATES, congregate at the foot of the empty throne, standing in a line. Other attendants meander about the chamber.

Ius wears a white, ornamental dress suit with gold trim. His father's shield is slung over his back. Nayline stands to his left in a flowing mage robe: white and blue with gold embroidery.

Ral'gor stands to Ius' right. He is wearing snowshoe rabbit boots, a white fox's pelt for leggings, and an arctic wolf's skull for a helmet. Behind him flows a long, white cape.

His hands lay on top of one another on the butt of his axe.

A HERALD (23) enters from a side room, clutching a golden, gemmed GOBLET.

HERALD

May I present the King, His Majesty
Alistaer.

The congregation kneels in silence.

Alistaer emerges from a back room adorned in crown jewels. He holds his ceremonial sword and strides to his throne.

ALISTAER

Sons and daughters: Today you
become the next generation of men
and women to serve your nation;
today you finally take hold of your
destinies.

The students look up at Alistaer in admiration.

ALISTAER (CONT'D)

You are the future of Thae'doss.
Your hands will guide our
prosperity or our failure.

Alistaer turns to the herald, his ceremonial plate armor glistens in the sunlight. He grabs the goblet and turns back to the graduates.

ALISTAER (CONT'D)

Come, fulfill your duties, become
defenders of Thae'doss.

One by one, the students arise and drink from Alistaer's cup. They return to their original formation.

ALISTAER (CONT'D)

Now, brothers and sisters...

A wicked smile spreads across his face.

ALISTAER (CONT'D)
 ... revel in your accomplishment.

The crowd erupts as the graduates stand and salute their king.

INT. ALISTAER'S BALLROOM - NIGHT

IUS, RAL'GOR, and NAYLINE sit amongst their peers at a long wooden table. Ral'gor is embedded in a dice game. A large crowd gathers behind him.

He throws the dice across the table. The two animal-bone cubes fall still, each a semi-circle with a dot.

RAL'GOR
 God damnit!

Half of the table erupts in cheers. Ral'gor stands and slaps the table. He knocks his seat back, grabs his axe, and storms away.

The crowd disperses from the table.

Ius stares at his empty glass.

NAYLINE
 You know I trust you.

IUS
 I didn't even want this.

The two look at each other, and then avert their eyes downward towards their drinks.

NAYLINE
 That's why Het picked you. Ral'gor is to brash and hot headed.

IUS
 He has done more then me, and wants it.

NAYLINE
 Killing is not everything.

Nayline looks up.

NAYLINE (CONT'D)
 Hey, what was Het talking to you about? No way he need two hours to tell you that.

He looks up at Nayline then back down to his glass.

The chambers' large doors burst open, a team of battle-ready soldiers flank either side of the room.

An OFFICER (30) enters. He approaches the center of the ballroom and clears his throat.

OFFICER

The armies of Dor'gath led my
Trajan have invaded the island of
Dugar. War has been declared.

The crowd murmurs.

OFFICER (CONT'D)

You are to report to your squad
leaders at sunrise for potential
deployment. That is all.

The officer marches out of the ballroom. The company of soldiers follow behind him.

The reception attendants trickle out of the room.

LUCIUS approaches Nayline and Ius.

LUCIUS

Where is Ral'gor?

IUS

He left before the announcement.

LUCIUS

(to Nayline)
Find him.

Nayline quickly leaves the ballroom.

LUCIUS (CONT'D)

You should be in control of your
team. Meet me in front of the Iron
Gate at the first light of dawn.

Lucius storms out of the ballroom.

EXT. IRON GATE - DAY

LUCIUS sits on horseback in front of the towering iron gate. Three horses are tied up next to him.

Soldiers file past and arrange themselves in battalions.

IUS, RAL'GOR, and NAYLINE emerge from the crowd and approach Lucius.

LUCIUS

We must head north to Port City:
Sereii's docks and meet another
team; using a ship they've secured,
we will travel to Dugar and push
back the invading force.

NAYLINE

My parents live there, how much of
the island was taken?

LUCIUS

Enough for it to require our
attention.

The party mounts up.

LUCIUS (CONT'D)

Stay close.

Lucius kicks his horse into a gallop and weaves in and out of the columns of soldiers. The other three follow close behind.

EXT. PORT CITY: SEREII'S DOCK - DAY

A boat rocks in the harbor. VIKTIR leans against the ship's cabin looking out into the sea.

He clutches a tall scythe with a wooden handle. The small crew hastily makes final preparations around him

He glances to the side at KHAV (24) and KRUL (24), twin swordsmen.

Krul sits on top of a barrel, eyes fixed on his brother. Dual short swords hang from his belt. Khav paces in front of his brother, a massive claymore sheathed across his back.

KHAV

Do you realize what you've done?

KRUL

It wasn't my job to bring it.

KHAV

You were specifically told to bring
two bottles! Where the hell are
they?!

KRUL

It has never been my job; who brought the wine to Atheis' sundering? Not me. Who brought the wine to the invasion of Port City: Ferseith? Not me!

Khav throws his arms up, flabbergasted. He looks to Viktir.

Viktir shakes his head, annoyed.

Khav leans in close to his twin.

KHAV

You better hope there's an intact wine store on the island.

Krul stares angrily at his brother.

CREAK Multiple footfalls tread across the planks. The twins turn their heads.

LUCIUS and RAL'GOR ascend the boarding ramp.

Lucius walks onto the deck.

LUCIUS

Viktir, how much longer before we can set sail?

VIKTIR

The crew should be ready shortly; I'd say within ten minutes.

Lucius heads to the cabin door and enters the room.

Ral'gor steps onto the deck. The twins stand before him at shoulder height.

KHAV

My my, he's a big one.

KRUL

He's not that big.

Krul stands to the side of Ral'gor and puffs out his chest.

KRUL (CONT'D)

His axe is pretty big, though.

Khav scoffs as he hoists up his sword.

KHAV

Mine's bigger.

Ral'gor turns his back on the twins. The two jump in front of him.

KHAV (CONT'D)
What's wrong big guy?

Ral'gor pushes Khav over a barrel.

KRUL
I'm not letting you go solo!

Krul shoves Ral'gor. Ral'gor grabs Krul's vestment and yanks him close.

A sharp WHISTLE breaks the commotion.

VIKTIR
Enough!

Ral'gor lets go.

Khav regains his composure and stands next to his brother.

Viktir approaches the three combatants as IUS and NAYLINE step aboard.

VIKTIR (CONT'D)
Now's not the time... Ral'gor, Ius,
Nayline, I'd like you to meet my
team: Khav and Krul. My name is
Viktir Ythes.

The twins smile. Ius and Nayline nod.

VIKTIR (CONT'D)
You each have a long night ahead of
you; I recommend putting your
things below and getting as much
sleep as possible.

Ius, Ral'gor, and Nayline head below deck.

KHAV
Ha! Did you see how red he got?

Krul puffs out his cheeks and grunts. The twins howl with laughter.

INT. TELIOS' WAR ROOM - DAY

A long table sits in the middle of a circular room. Sculptures of ancient warriors, archers, and wizards line the walls.

A row of MAGES sit along either side of the table. They stare intently at a large map sprawled across the table.

SYRUS (60) sits at the head of the table in long white robes with red trim. A cloth hat rests on top of his long jet-black hair.

ALTHEA (53) sits to Syrus' left. Her long black and gray hair rests on faded blue robes with white trim.

DIGNIFIED MAGE (30)

They've landed here, on the southwestern shore.

ALTHEA

They will push towards the keep, reaching us by nightfall unless we can defend the bridge.

INFORMED MAGE (39)

We have two groups positioned at either end, though our ranks are thin.

Althea turns to Syrus.

ALTHEA

If you hadn't sent the majority of our Spell-Breakers to Thae'doss, we could have held the shore.

SYRUS

My decision is not up for discussion! We owe Thae'doss our entire existence; we helped them in a time of need, and they will do the same for us!

Syrus glares at Althea. He scans the room.

SYRUS (CONT'D)

Like the Spell-Breakers we gave them, Thae'doss has given us LUCIUS.

The congregation bursts into a rabble.

SKEPTICAL MAGE (48)

I have never seen one man stop an entire invasion.

The door swings open and a messenger runs to Syrus. He hands him a note and whispers into his ear. He promptly turns and exits the room.

Syrus reads the note. He stands and crumbles the paper into a ball. He opens his hands and ash falls to the table.

SYRUS

Our guest has arrived. This meeting is adjourned.

The mages clamor about. Syrus turns to Althea.

SYRUS (CONT'D)

Come with me.

The two mages exit the room.

EXT. TELIOS' TOWER - MOMENTS LATER

LUCIUS, IUS, RAL'GOR, and NAYLINE stand before two massive, iron-bound doors. Behind them stand VIKTIR, KHAV, and KRUL. Khav leans on his claymore as Krul twirls one of his swords.

The hinges creak and two Spell-Breakers open the double-doors. Both carry a staff with a curved blade at either end. Golden shoulder plates and long red robes cover their chain mail.

SYRUS and ALTHEA step outside.

SYRUS

I was not expecting such a force.
Lucius, please meet Althea.

Lucius shakes Althea's hand.

ALTHEA

I have heard many tales of your
bravery, Crimson Knight.

LUCIUS

My reputation precedes me. Let us
hope I can live up to your
expectations.

Lucius waves Viktor and Ius forward. They slide past their teammates.

LUCIUS (CONT'D)

These are my Captains, Viktor and
Ius. They will take up command in
my absence.

Syrus and Althea nod at Viktor and Ius.

LUCIUS (CONT'D)

I suggest we begin. What do you have to tell me about your situation?

SYRUS

Please, come inside, we will discuss the details there.

The party files into the tower and the Spell-Breakers close the doors behind them.

INT. TELIOS' WAR ROOM - MOMENTS LATER

SYRUS, ALTHEA, LUCIUS, IUS, RAL'GOR, NAYLINE, VIKTIR, KHAV, and KRUL stand around the map.

LUCIUS

We will need heavy reinforcements along the northern end of the bridge. Pull the remaining southern forces back--

ALTHEA

We have little ground as it is.

LUCIUS

That would buy us enough time for my team to get behind their lines.

VIKTIR

Striking at nightfall would be optimal. We can travel camp-to-camp undetected.

ALTHEA

We will have very few men holding the northern end, and our supplies are limited. We won't have enough time to carry out --

VIKTIR

Time is no longer a factor. Your southern island is already lost.

Althea stares at Viktir.

SYRUS

We must make an offensive strike.

Syrus turns to Lucius.

SYRUS (CONT'D)

My services are required here, at the keep. Lucius, I grant you full control of the offensive; my men have been ordered to follow your command.

Lucius salutes Syrus.

LUCIUS

Allow me some time to finalize a plan of attack.

SYRUS

Very well. We shall reconvene in two hours. You may stay at the Inn; I have reserved two rooms for you. Consider all amenities complimentary.

Khav's eyes light up and he nudges Krul.

KHAV

Do they have a wine cellar?

SYRUS

The finest on the island.

KHAV

Yes!

Khav and Krul high five.

INT. TELIOS' INN - NIGHT

A few patrons shuffle through the dimly lit inn. IUS sits at the bar in the middle of KHAV and KRUL.

RAL'GOR sits at a table by himself, devouring a whole, cooked chicken. NAYLINE and VIKTIR sit at a nearby table.

Khav slams his mug to the bar.

KRUL

Perhaps we should take it to the next level?

Khav shrugs and slaps Ius on the back. Krul signals to the BARTENDER (34).

KHAV

How d'ya like the wine?

Ius gulps down the rest of his drink and sets the glass down. He clears his throat.

IUS
It's good...

The bartender approaches Krul.

BARTENDER
What'll it be, gentlemen?

KRUL
A round of King's Piss, please...
three of them.

BARTENDER
You got it.

Krul smiles slyly at Khav as the bartender begins making the drinks.

IUS
I think I'm going to sit this one
out, gentlemen.

KHAV
You've got to be kidding!

Ius walks away from the bar. The bartender returns with the three shot glasses filled with a steaming, brownish-yellow liquor.

KRUL
Might as well pour that one into
those two.

The bartender shrugs and tops two glasses off.

Ius walks to Ral'gor's table and sits across from him; Ral'gor devours the remaining chicken as Ius looks on.

RAL'GOR
Ever kill anyone before?

Ius sits in shock, recalling on distant memories.

RAL'GOR (CONT'D)
I've killed ten. First one when I
was fourteen.

Ral'gor takes a giant bite out of his last chicken leg.

IUS

I've had to kill a person before,
just one. I was also fourteen.

Ral'gor looks up.

IUS (CONT'D)

He was a bandit; he broke into my
house.

Ral'gor puts the leg down and wipes his face.

IUS (CONT'D)

My mother was asleep on the couch
and I found them mid-struggle. I
didn't have much time to think, so
I grabbed my father's sword.

Ral'gor leans forward.

RAL'GOR

Did you fight him?

IUS

I stabbed him in the back. The
sword pierced his heart.

Ral'gor looks at his plate, picking at the bones.

RAL'GOR

I, first, killed a chieftain. We
raided a neighboring tribe... my
brother was slain and, afterwards,
my father wanted to test my
strength.

IUS

Afterwards?

RAL'GOR

We had won the battle before it
even began; I stayed back with my
father's generals, studying
strategy.

Khav and Krul burst from their stools. They erupt in
laughter, inches from the other's face. Ius and Ral'gor turn
their attention toward the twins.

The twins slam their right biceps together and make a break
for the door.

Krul backpedals toward the bar. He slams down two gold coins
and sprints for the door.

KRUL
Keep the change, thanks!

The bartender picks up the coins, tears emerge from his eyes.

BARTENDER
...B-Bless you!

Ius and Ral'gor watch Krul run out of the bar.

IUS
We only have a few more minutes, we
should get ready.

Ral'gor tosses aside his plate, stands up, and walks out of the bar. Ius places a few silver coins on the table and follows Ral'gor.

Viktir watches Ius and Ral'gor exit the bar and stretches his arms out. His sleeves fall to his elbows; scars cover his forearms.

Nayline stares at the disfigurement.

NAYLINE
Are those from your magic?

Viktir smiles and lowers his arms.

VIKTIR
Yes, they are.

NAYLINE
Does it not take a toll on you?

VIKTIR
You get used to it. Though...

Viktir sighs.

NAYLINE
What?

VIKTIR
It's not for everyone. Your path
is your own.

Viktir grabs his belongings and removes himself from the table.

VIKTIR (CONT'D)
Grab your things; this is for
another time.

She looks down at the table, consumed by her thoughts.

She snaps out of her trance and grabs her staff and bag. She spots a book on the edge of the table.

NAYLINE

What is...

She grabs the book.

NAYLINE (CONT'D)

The "Blood Monograph"--

THUD! The bar door slams shut. She looks at the door then back to the book and flips through a couple pages, perplexed.

EXT. TELIOS - NIGHT

IUS, RAL'GOR, and NAYLINE ride up to LUCIUS. He stands before a mounted ALTHEA. VIKTIR, KHAV, and KRUL follow them.

ALTHEA

The unit you desire comprises of a fourth of the men holding the bridge. Three companies have been permanently stationed there. You cannot expect--

LUCIUS

It is done.

Althea scowls and kicks her horse into a trot toward Telios

Lucius is approached by the party.

LUCIUS (CONT'D)

Viktir I need you to take command of the bridge in my stead. Khav, Krul...

The twins perk up.

LUCIUS (CONT'D)

You will come with me; we will lead the assault on Dugar.

LUCIUS (CONT'D)

Ius, I want your team stationed at the bridge.

IUS

Right ho--

RAL'GOR
Let us fight with you!

Lucius stares at Ral'gor's blood thirsty eyes.

LUCIUS
Follow my orders or ill make a
stockade just for you.

Lucius waves over a LIEUTENANT (30) clad in a green cloak and plate armor. A longsword is sheathed at his side and a longbow hangs across his back.

LUCIUS (CONT'D)
Syrus has informed us of a sandbar
to the west that connects the
islands at low-tide, show us. it

LIEUTENANT
Yes, sir. It's about fifteen
minutes west.

LUCIUS
Good. We'll need roughly two dozen
archers and a dozen swordsmen.

LIEUTENANT
Yes, sir!

The Lieutenant salutes and rushes off.

IUS
Are you sure we cant be of some
help to you?

LUCIUS
Hold the bridge.

Lucius walks away towards the sandbar. Khav and Krul follow behind him.

Viktir looks to Ius' party.

VIKTIR
Let's go.

The four turn and head towards the bridge.

EXT. ALDEN BRIDGE DEFENSE - NIGHT

Rows of archers and mages cover the north side, lined up along a wooden barricade.

Halfway down the bridge a squad of Spell-Breakers equipped with dual-edged polearms battle dozens invading Dor'gath swordsmen.

The Alden archers notch arrows and draw back their bowstrings. They chant a incantation and the tips of their arrows ignite.

The BOWMAN CAPTAIN (30) raises his hand.

BOWMAN CAPTAIN
Ready... FIRE!

A volley of arrows launch into the air.

Twenty bowmen and ten swordsmen pick up their gear and fall back from the barricade.

IUS and NAYLINE take position on the right side of the bridge and RAL'GOR and VIKTIR set up on the left.

A massive fireball rockets into the sky.

VIKTIR
Catapult! Take cover!

The defensive unit scrambles to protect themselves.

The fireball slams into the ground just short of the bulwark. It explodes, spraying incendiary liquid.

The bridge's defense soldiers are splattered by burning oil and let out screams of agonizing pain.

BOWMAN CAPTAIN
My face!!

The oil melts skin from the Bowman Captain's face.

VIKTIR
Fire at will!

Bowmen release arrows into the sky.

Viktir removes a knife. He slits his right palm and puts both of his wrists together. Viktir conjures purple and black energy between his palms.

Screams of agony erupt from the middle of the bridge.

MIDDLE OF THE BRIDGE

The Spell-Breakers are being overwhelmed. They clash with the onslaught of enemy swordsmen, fighting with spells and steel alike.

A volley of enemy fire cuts down Spell-Breakers. They realize their imminent defeat and retreat.

ALDEN BRIDGE DEFENSE

Another fireball lights up the night sky. The bulwark troops watch in horror as the fireball descends on the fleeing Spell-Breakers.

It incinerate them.

Alden's defensive archers release volley after volley of fire arrows into the night sky.

A wave of enemy troops tramples over the charred Spell-Breaker corpses.

IUS

Here they come, stay behind me.

Ius steps in front of Nayline and raises his shield.

EXT. ALDEN-DUGAR SANDBAR - NIGHT

The vast emptiness of the ocean is broken by the dark silhouette of the twin islands.

The crash of waves and splashing footsteps break the silence of the night.

LUCIUS, KHAV, and KRUL jog through shin-high water. Behind them the LIEUTENANT leads thirty members of Alden's military.

Lucius and the attack squad sneak ashore on DUGAR's west beach, in the shadow of a jutting cliff.

Lucius points towards PIR AHLIN (23), an archer in leather armor.

LUCIUS

Scout the ridge. Be quick!

AHLIN

Yes, sir.

Ahlin sprints up a hill towards a clearer vantage point.

The party clumps together and catches their breath. Sand shifts on either side of the group. Khav and Krul jump back and cling their weapons.

KHAV

We're being surrounded!

KRUL

Ambush!

The force stares, as the twins rotate, back-to-back.

Two large sandcrabs emerge from the sand, two-and-a-half feet tall, and scuttle towards the ocean.

One stops to eye Khav and Krul, foam spews from its mouth. Khav kicks sand at it and the crab scurries away.

KHAV

Fucking crab!

Lucius grabs Khav's shoulder pad and spins him around.

LUCIUS

Quiet!

KHAV

...Sorry

Lucius pushes Khav away and brushes himself off.

Ahlin returns from the vantage point.

AHLIN

They have one sentry for every half-mile. The closest one stands just beyond that outcropping of rock.

Ahlin points off into the distance towards a tall pillar of rocks. A silhouette of a man is illuminated by a campfire.

Lucius turns to the Lieutenant.

LUCIUS

I need you to take the shot.

LIEUTENANT

Excuse me?

Lucius glares at the Lieutenant.

LUCIUS

Climb to the ridge and take out the watchman.

The Lieutenant squints towards the watchman and looks back.

LIEUTENANT

That's three-hundred yards! I
can't hit that. We need to get
closer.

Ahlin steps forward.

AHLIN

I can do it.

Lucius and the Lieutenant turn to the young man.

LUCIUS

What is your name?

AHLIN

Pir Ahlin, sir.

Lucius nods.

LUCIUS

Take your shot, Ahlin.

AHLIN

Yes, sir.

Ahlin darts back up the hill.

VANTAGE POINT

Ahlin crawls up the cliff-side. He grabs onto rocks and tall
grass, as he crests the ridge.

He stands atop the vantage point and removes his bow from his
back. He notches an arrow and draws back the bowstring.

He stares down the arrow shaft.

He retracts the arrow as he sighs.

Ahlin removes his helmet, his long hair drapes to his
shoulders.

He notches an arrow, and draws his bowstring back. A sudden
gust of wind blows his hair as the bowman takes his aim.

Ahlin closes his left eye.

AHLIN

Eter'al

The tip of his arrow is consumed in a blue frost aura. He raises his aim above his target's head and releases the arrow.

ENEMY VANTAGE POINT

A small campfire illuminates the area. A SENTRY paces back and forth.

SENTRY
Pointless...

The sentry kicks dirt about. He looks out over the woods.

SENTRY (CONT'D)
Can't be too much longer... no more
than a day, tops.

A wind kicks up and the sentry shivers.

An arrow slices through the night and knocks the sentry from his feet. He clutches at the arrow shaft protruding from his neck. His blood freezes between his fingers.

He rolls over, lifeless, as ice overtakes his head.

EXT. DUGAR BEACHFRONT - NIGHT

LUCIUS and the LIEUTENANT await AHLIN's return. KHAV and KRUL stand amongst the soldiers, weapons at the ready.

Ahlin runs down the hill to Lucius.

AHLIN
It is done; he is dead.

Lucius looks to the remaining troops.

LUCIUS
We head through the woods towards
the south beach.

The force gathers their belongings.

LUCIUS (CONT'D)
Stay low and spread out.

The force moves up the hill towards the woods.

EXT. DUGAR FOREST - NIGHT

LUCIUS, the LIEUTENANT, KHAV, and KRUL step over branches and roots. The Alden force follows behind them, spread out through the dense forest.

The battle rumbles in the distance.

A bright fire lights the night sky. The party ducks for cover.

Lucius peeks out as the light fades.

LUCIUS
Where did that come from?

LIEUTENANT
The bridge...

Lucius steps out from behind the tree and heads north.

LUCIUS
That's a catapult. We must disable it.

The force step out from cover and follow behind Lucius.

DUGAR BRIDGE ENCAMPMENT

A clearing has been formed by the edge of the woods. A small camp of soldiers surrounds a catapult. One hundred-fifty soldiers march through to assault the Alden bulwark.

Two crewmen crank back large levered wheels. An ogre loads a large, porous, stone into the catapult's bowl. The third crewman pours oil in the stone and ignites it.

An ENEMY CAPTAIN (30) patrols the area.

ENEMY CAPTAIN
Fire! Fire!

The catapult releases the fireball at the Alden bulwark.

The catapult crew begins loading another shot while the Enemy Captain looks into the forest.

WOOSH!! An arrow pierces the Enemy Captain's chest.

A volley of arrows follows as the camp erupts into chaos. Soldiers scatter frantically for their weapons and armor.

A second volley cuts through the encampment. LUCIUS, KHAV, and KRUL lead the charge of Alden soldiers from the woods.

A NEARBY SOLDIER (22) swings at Lucius. Lucius deflects the soldier's strike and knocks him off-balance.

He slashes the soldiers's neck. Lucius kicks the body to the side and looks for another target.

Khav and Krul charge side-by-side at a group of swordsmen.

An EXPERT SWORDSMAN (28) slashes at the approaching twins. Krul deflects the blow with a swing of his right sword and moves onto two soldiers to the left.

Khav, a step behind Krul, drags his sword across the swordsman's chest. The swordsman falls backwards and clutches his wound.

Khav moves right and faces off with the two remaining soldiers. The enemies circle around Khav. Khav looks back and forth and adjusts his feet.

The NOVICE SOLDIER (19) jumps forward followed by his partner. Khav avoids the attack and slams his elbow into the first soldier's chin.

He cuts the second soldier's chest and severs the first soldier's head.

Krul parries blow after blow with ease.

Two enemy soldiers charge Krul. He dips down to one knee and deflects both blows. As he regains his footing, he sees his brother finishing off his opponent.

KRUL

Typical.

Krul moves on the offensive. He parries the soldier on the left, dodges a blow from the right, and, with two lightning-fast whirls, cuts both soldiers down.

Khav and Krul walk up to each other and survey the battle.

Lucius impales dying soldier and throws him to the ground.

Lucius makes eye contact with Krul from across the battlefield. He motions toward the catapult.

The twins look at the massive ogre loading another lava rock.

KRUL (CONT'D)

I think he wants us to take the big
guy.

Khav hoists his sword.

KHAV

We've dealt with one of these
before you go for his legs.

The two run towards the ogre.

Khav breaks away to the right and picks up a rock. He whistles at the ogre.

KHAV (CONT'D)

Hey! ... Uhh... Asshole!

Khav slings the stone at the ogre. THUD! It connects with the back of his head. The ogre turns to face Khav.

Krul slips around the ogre and sneaks behind the catapult attendants.

Krul, pierces a sword through FRANTIC ATTENDANT's (23) back. A STARTLED ATTENDANT (26) removes a shortsword and raises it at Krul.

Krul smirks and deflects the attack.

Krul brings his left sword down and cuts the attendant's forearm.

STARTLED ATTENDANT

AAARRGGHH!

Krul slashes his other blade across the attendant's stomach.

The attendant falls to his knees. Krul turns to see the ogre charging his brother.

The ogre swings both fists and Khav sidesteps the wild blow.

KHAV

Come on!

Khav picks up a stick and flings it at the ogre. The stick lands between the ogre's eyes.

The ogre grunts.

Krul appears from behind the ogre and slashes its left ankle with both swords. The ogre drops to one knee feet from Khav.

RRAAHH! The ogre screams and swings at Krul.

Krul narrowly dodges the large fist. Khav steps forward and stabs the ogre's spine.

Khav's large blade slips in between two massive vertebrae.

The ogre screams in agony. It collapses to the dirt, motionless.

Khav and Krul look about for another encounter.

The fighting has ceased; the Alden forces have taken control of the Dugar outpost.

Lucius walks up to the twins.

KHAV (CONT'D)

That's it?

LUCIUS

Destroy this cross beam. We must move on to the south beach.

Khav lifts his massive sword and hacks at the wood.

AHLIN calls to Lucius from the edge of the camp.

AHLIN

Enemy reinforcements are marching along the eastern coast!

LUCIUS

(to himself)

We cannot stay here...

Lucius whistles.

LUCIUS (CONT'D)

Move into the woods!

The Alden forces move southward into the forest.

EXT. ALDEN BRIDGE DEFENSE - NIGHT

NAYLINE lets loose a barrage of frostbolts. They pelt the first few rows of approaching enemy soldiers.

IUS stands in front of Nayline. He bashes back an enemy swordsman with his shield. The swordsman regains his balance and lunges at Ius.

THUD! Ius is tackled to the ground. He punches Ius in the nose. One, two, three times.

Ius struggles grabs his sword and stabs the swordsman's gut. He throws the body off him and staggers to his feet.

IUS

We need to back up! There's too many!

Nayline motions toward VIKTIR.

A wave of enemy forces crashes into the bulwark, slamming into RAL'GOR and the front line of Alden defenders.

VIKTIR

Ral'gor! Get back here!

Ral'gor removes his axe from his victim's chest. He turns toward Viktir, scowling.

VIKTIR (CONT'D)

Stay close to me!

Ral'gor jogs toward Viktir. An enemy soldier intercepts the barbarian.

Ral'gor deflects a polearm strike with the hilt of his axe, and slams his forehead into the soldier's face.

The soldier falls backward. Blood gushes from his nose.

Ral'gor raises his axe and cleaves the soldier's neck from his shoulder.

Ius deflects a blow from an enemy soldier with his shield. He lunges forward and impales the enemy with his sword.

Two more enemy soldiers jump the barricade and rush past the frontline. Ius sprints toward Nayline.

Nayline points her staff at one of the attackers.

NAYLINE

Sai'ai!

She blasts a cone of arcane energy at him.

The enemy soldier flies backward. The other is spun off-balance.

Ius slams the off-balance soldier with his shield. The soldier falls to the ground.

Ius quickly stabs the soldier in the back. He rejoins Nayline.

A second wave of enemy forces surges from the bridge.

Viktir notices a cease in the catapult fire.

VIKTIR

The catapult has been disabled! On
my mark, charge the southern
bastion!

Viktir shoves condensed energy between his palms into the
ground. Dirt blasts into the air.

ALDEN-DUGAR BRIDGE

The second wave of enemy soldiers tramples the battered
corpses; the lifeless bodies reanimate and grab at the feet
of the encroaching foes.

Dozens of enemy swordsmen are tripped to the ground. An
ENEMY LIEUTENANT (28) cuts away a reanimated arm.

ENEMY LIEUTENANT

Cut at their arms! They cannot
chase you! Take the bridge!

Snared swordsmen hack at the reanimated corpses.

Swordsmen trickle toward the northern bulwark and are cut
down by a rain of arrow fire.

ALDEN BRIDGE DEFENSE

VIKTIR

Move south! Now!

The northern defenders hop the barricades and charge across
the bridge. Ral'gor and Ius join the push closely followed
by Nayline and Viktir.

They push across the bridge and eliminate the ensnared
soldiers.

EXT. DUGAR BRIDGE ENCAMPMENT - NIGHT

IUS, RAL'GOR, NAYLINE, and VIKTIR follow the Alden forces
into the encampment. The clearing is littered with corpses.

A large ogre's body lies next to a mangled catapult.

The entire group explores the devastation.

An ALDEN SCOUT (21) runs up to Viktir.

ALDEN SCOUT

Another catapult approaches from
the coastal road!

Viktir scans his forces.

VIKTIR

Everyone! A catapult approaches!
Conceal yourselves in the eastern
woods!

Viktir rushes toward the forest. The Alden forces quickly take cover in the trees, surrounding the eastern path.

EASTERN PATH

An ogre drags a large, wooden catapult up a dirt path. A number of men push from behind. Ten soldiers escort the catapult crew.

The ogre grunts as he heaves the catapult up the last portion of the hill.

An ESCORT SOLDIER (27) drops his sword to the ground. Bodies are strewn across the clearing.

ESCORT SOLDIER

What the hell... Retreat...!

The soldier turns and flees down the path.

An arrow slices through the air into the escort soldier's back. He falls forward onto his chest as the rest of the escort soldiers and catapult crew scatter.

A FLEEING SOLDIER (26) takes cover.

FLEEING SOLDIER

Head for the woods!

The soldiers scramble for the trees.

Ral'gor emerges from the woods. He grabs one of the soldiers and slams him to the ground. He stomps on the soldier's neck.

Nayline releases a fireball from the woods and connects with the side of the ogre's head. The ogre recoils, roars in anger, and grasps his left ear.

A volley of arrows is released at the ogre. They knock him off-balance.

Viktir rushes the ogre as another volley rips through the air.

The ogre is pushed back on his heels.

Viktir slices his scythe across the ogre's stomach, spilling his entrails.

The ogre falls to his knees. Another volley of arrows enters the ogre's chest.

He tips over, lifeless.

The forces chase down and slaughter the fleeing crew members.

VIKTIR

Alright... head out! We must meet up with Lucius to assault the south beach!

The Alden forces gather themselves and continue down the road.

SOUTH BEACH COMMAND POST

ER'GATH stands on the beach front. He holds a large axe in his right chained to his bracer.

An ENEMY COMMANDER (27) runs up.

ENEMY COMMANDER

Lord Er'gath! The forward outpost has been overrun, and the defending forces head down the EASTERN ROAD.

Er'gath snorts.

ER'GATH

Lucius... They will mount an assault on the beach. Position guards on either end.

Er'gath turns toward a beached longboat.

ER'GATH (CONT'D)

Be alert!

ENEMY COMMANDER

Yes my lord!

The Enemy Commander salutes and hurries off.

Er'gath boards the longboat.

SOUTHERN FOREST EDGE

LUCIUS, KHAV, KRUL and the rest of the assaulting force await behind the final row of trees. Beyond them lies the expansive enemy beach outpost.

The ENEMY COMMANDER yells out preparations.

Lucius grabs AHLIN.

LUCIUS

Take him out... Now!

Ahlin steps to the side. He notches an arrow and draws his bowstring back. He releases a perfectly aimed shot.

The arrow flies through the air and connects with the Enemy Commander's temple.

LUCIUS (CONT'D)

Go!

The archers reveal themselves and release a volley into the camp as the Lucius, Khav and Krul lead the melee forces across the beach.

EXT. SOUTH BEACH COMMAND POST - NIGHT

The enemy beachfront forces scramble to position themselves.

KHAV splinters a soldier's shield with his massive sword and breaks his arm.

The soldier collapses on his back. Khav stabs the soldier in the heart scans the battlefield for his brother.

KRUL kicks a soldier off both his short swords. The body falls limp on top of another enemy soldier. A third opponent confronts him.

KHAV

Damn him...

Khav searches for a group of opponents to take on. He finds a group of soldiers and charges them.

LUCIUS cuts down a soldier engaged in combat.

An ENRAGED SOLDIER (26) swings his sword at Lucius. Lucius quickly sidesteps the attack and slashes the soldier across the chest.

A FURIOUS SOLDIER (24) lunges forward. Lucius deflects and elbows the furious soldier in the nose. The soldier is sent backward on his heels. Lucius slips behind him, and slits his throat.

The soldier falls to the ground.

Lucius continues to the beach where longboats have been dragged onto shore.

A single longboat heads for the three flagships off-shore.

LUCIUS
Er'gath...

Lucius rejoins the attacking force.

LUCIUS (CONT'D)
Clear the beach! Their commander retreats!

EXT. EASTERN ROAD - DAY

IUS, RAL'GOR, NAYLINE, and VIKTIR follow behind the alden defense force towards the beach.

Smoke rises above the treeline.

VIKTIR
Damn, Lucius didn't wait... Hurry!

The group rounds the woods' edge.

EXT. SOUTH BEACH COMMAND POST - NIGHT

LUCIUS stands amongst hundreds of soldiers looting corpses.

KHAV shuffles through a dead soldier.

KHAV
He's got wine!

KRUL runs over to his side.

VIKTIR approaches Lucius. IUS, RAL'GOR, and NAYLINE follow close behind.

VIKTIR
You didn't leave us much.

LUCIUS
This was a diversion.

VIKTIR
Who lead the force... Er'gath?

RAL'GOR
Of the North?

Lucius nods and points to the ships docked off-shore.

LUCIUS
He rejoined the flagships. They
head south to the mainland.

Nayline pushes forward.

NAYLINE
Where are the townspeople?

LUCIUS
We didn't find any bodies. They
have three large ships; perhaps
they were taken.

NAYLINE
My parents--

VIKTIR
It's in God's hand.

Nayline's eyes lock on Viktir. Ius puts a hand on Nayline's
shoulder.

LUCIUS
Lieutenant!

The LIEUTENANT rushes over.

LUCIUS (CONT'D)
I expect you can handle the rest.

LIEUTENANT
Yes, sir. Thank you, sir.

The Lieutenant salutes and walks away. Lucius turns to Ius.

LUCIUS
Meet back at Telios.

Ius, Ral'gor, and Nayline salute and head for Alden.

VIKTIR
That's an odd group.

LUCIUS
Het Nathkaarf has requested for
them.

VIKTIR
The Wizard of the Fog? Why does he
need them?

LUCIUS
I don't know.

Lucius strides away.

EXT. TELIOS - DAY

LUCIUS stands face-to-face with SYRUS as the sun crests the horizon.

LUCIUS
We will definitely need your support. King Alistaer would expect nothing less...

SYRUS
Yes, of course. Thirty of my best bowmen will be on the next ship to Thae'doss.

IUS, RAL'GOR, and NAYLINE walk up.

LUCIUS
Fifty.

Syrus smiles at Lucius.

SYRUS
Very well... fifty.

Lucius turns to the group. Syrus bows and enters the tower. The two spell breakers close the door behind him.

LUCIUS
HET has summoned you to his tower. I've arranged for a transport to carry you straight to Middern.

RAL'GOR
What of Thae'doss?

LUCIUS
Viktir and I head back to Thae'doss.

IUS
Are you sure we can make it in time?

LUCIUS
They won't take the city that quickly. Let's not waste more time, dismissed.

Ius, Ral'gor, and Nayline salute and head out.

EXT. ALDEN DOCK - DAY

Ius, Ral'gor, and Nayline head down a path towards the docks. The tall grass along the path waves in the breeze.

NAYLINE

We're heading to Middern, where the enemy is going...

RAL'GOR

Yeah.

NAYLINE

The enemy that already has a three-hour head-start.

IUS

Our boat looks fast enough.

Ius points to a vessel tied up to the dock. Two scraggly, rag-clad boatmen, SCRUFFY BOATMAN(40) and SALTY BOATMAN(37), load boxes onto the boat.

NAYLINE

What do you suppose Het wants?

RAL'GOR

Not a clue. I know I won't be seeing this kind of combat at his place.

The group approaches the two men.

SCRUFFY BOATMAN

Hullo! We'll leave as soon as you're loaded.

IUS

We're in a hurry; we're ready now.

Ius, Ral'gor, and Nayline jump on the boat.

SCRUFFY BOATMAN

You can't rush safety!

SALTY BOATMAN

Anythin' else ya need?

NAYLINE

No, thank you.

The salty boatman unties the boat and kicks off from the dock. He jumps aboard as it floats away.

EXT. MIDDERN OCEAN - AFTERNOON

IUS, RAL'GOR, NAYLINE, and the two BOATMEN sail around a ridge.

A dozen large flagships are anchored off-shore of the old port city of Middern. Rowboats carry soldiers to the shore.

The city burns. The edge of the ruins are scattered with encampments.

SCRUFFY BOATMAN

No way in hell I am docking there!

The salty boatman frantically pulls two ropes and turns the boat.

IUS

Can you land us more to the east?

SCRUFFY BOATMAN

Middern has the only docks.

RAL'GOR

Run it ashore, then!

SCRUFFY BOATMAN

Well... hell...!

The salty boatman grunts and turns the boat back eastward.

EXT. EAST OF MIDDERN - AFTERNOON

IUS, RAL'GOR, NAYLINE, and the two BOATMEN brace themselves as the boat runs aground on the rocky shore.

SALTY BOATMAN and SCRUFFY BOATMAN jump out of the boat.

SCRUFFY BOATMAN

Oh... My god...

SALTY BOATMAN

Look at the...

The salty boatman points to the battered rudder.

SALTY BOATMAN (CONT'D)

This boat ain't goin' nowhere,
fast.

Ius, Ral'gor, and Nayline climb out of the boat.

NAYLINE

We're really sorry.

SCRUFFY BOATMAN

Sal'right. We've been through worse.

SALTY BOATMAN

This is our third boat.

The boatmen begin to repair the boat.

The group climbs up a hill towards a main road.

IUS

There is a ranch nearby. I've come through here many times running errands. We can get horses.

Ral'gor pounds the butt of his axe into the ground.

RAL'GOR

No!

Ius and Nayline look at Ral'gor.

RAL'GOR (CONT'D)

Damnit no! You go to your ranch and hide; I'm going to defend my homeland.

IUS

No body is hiding

Ius steps toward Ral'gor.

IUS (CONT'D)

Het requested us. Those are our orders.

RAL'GOR

That wizard hides in his tower while our country burns. And you're going to hide, as well. You're weak.

IUS

You don't think, do you?

Ral'gor pushes Ius.

Ius regains his balance. He slams into Ral'gor with his shoulder.

NAYLINE

Stop! Stop it you big fools!

Nayline jumps between them.

NAYLINE (CONT'D)

Lucius ordered us to Het. If you wish to disobey him, and face the consequences, that's your choice.

Nayline turns and walks down the path. Ius brushes himself off and follows behind her.

Ral'gor stares at them. He looks the opposite direction.

RAL'GOR

You know we're going to regret this.

He hoists his axe over his shoulder and follows after them.

EXT. RANCH - DAY

A small house sits next to a vast corn and wheat field with a wooden stable nearby.

IUS, RAL'GOR, and NAYLINE climb over a wooden fence and sneak into the stables.

INT. STABLES - CONTINUOUS

Two horses are tied up to posts. IUS and RAL'GOR untie the horses.

NAYLINE mounts Ius' horse.

NAYLINE

We'll share.

Ius smiles.

RAL'GOR

Really?

Ral'gor mounts his horse, and kicks it out of the stable.

Ius jumps on behind Nayline.

EXT. RANCH - AFTERNOON

RAL'GOR is already on the road. IUS and NAYLINE jump the wooden fence.

IUS

We will head around the city until the second bridge. From there it will be a straight shot to HET's.

The group rides southwest through the plains.

INT. THAE'DOSS CASTLE - NIGHT

ALISTAER sits on his throne. The throne room is dimly lit. The doors burst open and Lucius marches toward the king.

He kneels at the bottom of the stairs

Alistaer stands and descends the staircase.

ALISTAER

Arise.

Lucius and Alistaer stand face-to-face.

LUCIUS

We have problems. It's Er'gath. He was heading for Middern.

ALISTAER

I know. I'm readying our defenses as we speak.

LUCIUS

Alden has sent--

ALISTAER

Fifty bowmen. Thank you.

Lucius bows.

ALISTAER (CONT'D)

You've yet to fail me; I know you won't now. You must defend the castle at all costs. TRAJAN must not succeed, no matter what.

LUCIUS

I have a request: I wish to know if a certain archer has joined the group from Alden. Pir Ahlin.

Alistaer looks at Lucius for a moment, and turns to ascend the staircase towards his throne. Lucius watches in silence.

The king reaches the throne and sits down.

ALISTAER

Yes. Your archer companion is with them.

LUCIUS

Thank you my king.

He salutes and exits the throne room.

Alistaer gazes up at a massive golden statue of a many-armed figure embedded into the ceiling.

ALISTAER

So let it begin.

EXT. HET'S TOWER - NIGHT

IUS, RAL'GOR, and NAYLINE approach the tower's door, soaked from the unrelenting rain. CRASH! Lightning streaks across the sky.

Ius pounds his fist onto the wooden door.

RAL'GOR

Even the damn rain is hot. The door opens and the three rush into the tower.

INT. HET'S TOWER DOWNSTAIRS - MOMENTS LATER

IUS, RAL'GOR, and NAYLINE enter the candlelit room. HET closes the door behind them.

HET

We haven't much time. Take a seat. Quickly.

Ius and Nayline fall onto the couch.

RAL'GOR

The enemy is at our doorstep! This, wasn't the best time to summon us.

Het paces slowly.

HET

As best a time as ever. I know of their plans. The attack on Alden-Dugar was a distraction.

RAL'GOR

We should be defending our land!

HET

Your contributions on the battlefield will have no affect on the war. We must make precise, strategic moves against the enemy.

Ral'gor huffs and sits in a chair.

HET (CONT'D)

... Now, the attack on Middern, and subsequently, Thae'doss is also a distraction. Trajan, Lord of Dorgoth, will invade Sul.

NAYLINE

How do you know all this?

HET

Research. Demons have poisoned the kings of this land.

NAYLINE

What do you mean?

HET

All of these wars are not of man's doing. For centuries, man's fate has been twisted to fit the will of these... creatures. I have already informed Ius on this matter.

Nayline and Ral'gor glance at Ius

HET (CONT'D)

Your king, Alistaer. He, too is affected by one of these demons.

RAL'GOR

You speak of treachery.

HET

It is not treason. There are four living demons - one for each major kingdom. Their influence is vast--

NAYLINE

You've been working for this kingdom your whole life, why throw it away.

HET

Throw what away? The fake life put in front of us with conflicts not of our doing?

Ral'gor scoffs.

HET (CONT'D)

Most people serve these demons. Including your father, Ral'gor. Some more loyal than others.

NAYLINE

What do we have to do with this?

HET

I specifically chose the three of you. We will avoid the battlefield. You must eliminate these demons.

RAL'GOR

You're kidding, You want me to avoid combat and chase your imaginary demons?

Het turns his back on Ral'gor.

HET

Oh how I wish you were right.

Ius sighs.

NAYLINE

How are we supposed to kill these creatures?

HET

There is a way, but that option is not available to us at this moment.

NAYLINE

So we have no way to kill them...

HET

The same predicament his father faced.

Nayline looks at Ius.

HET (CONT'D)

Meet with Andreas in the east market of Sul. From their you will kill King Salaz.

RAL'GOR

A king? What are you going to be doing this whole time.

Het ascends the spiral staircase.

HET

My place is here I'm close to finding a weapon to end this. Grab what food you need. You must leave quickly. No one must know of your arrival.

Het continues up the stairs. The three party members gather their belongings.

They rifle through the cabinets stuffing loaves of bread and other items into their bags.

NAYLINE

You knew this whole time.

IUS

He told me not to say anything.

Nayline bumps him out of the way and opens a cabinet.

IUS (CONT'D)

What could I do?

NAYLINE

She shakes her head and walks out the door.

RAL'GOR

Mmmm. You're in trouble.

Ius stride past him to the door.

EXT. PLAINS OF THAE'DOSS - NIGHT

LUCIUS stabs at a fallen enemy soldier. He sheathes his blade.

Dozens of enemy horsemen lie dead. Thae'doss horseman patrol the area.

A SCOUT on horseback crests the hill and races toward Lucius.

SCOUT

Sir! Middern is in ruins at least
fifteen thousand march this way

LUCIUS

Fifteen thousand, are you sure?

SCOUT

Yes sir.

Lucius whistles.

LUCIUS

Mount up and fall back to the
castle! They approach in great
number from the northwest!

The Thae'doss forces mount up and ride toward Thae'doss.

INT. HET'S TOWER UPSTAIRS - NIGHT

HET stands over a large, ceramic bowl filled with white sand.
Four golden, root-like arms tightly grip the bowl's base. A
candle on the desk lights the room.

Het mutters and scribbles into the sand.

INT. TELIOS - NIGHT

SYRUS and ALTHEA sit at a rectangular table.

ALTHEA

You've made a grave mistake. If
our forces meet an ill fate, we
will not be equipped for another
strike on our land.

Syrus walks toward a ceramic bowl identical to Het's.

A message is imprinted into the fine, white sand.

ALTHEA (CONT'D)

Have you nothing to say for
yourself?

Syrus turns to Althea.

SYRUS

You have been summoned.

ALTHEA

By whom?

SYRUS

Het. You are to leave immediately.

ALTHEA

Why?

SYRUS

He claims to have found the sword.

Althea's jaw drops as Syrus leaves the room.

SYRUS (O.S.) (CONT'D)

I'll arrange for you to leave in
two hours. Bring the stone as well.

Althea stares ahead and slowly closes her eyes.

EXT. THAE'DOSS CASTLE CITY - NIGHT

LUCIUS and the scout party ride up to the castle gate. Thousands of defensive forces prepare for the imminent battle.

Lucius spots VIKTIR in the crowd and rides up to him.

LUCIUS

Where are the twins?

VIKTIR

Preparing.

Viktir glances off to the side. KHAV and KRUL are shirtless, wrestling each other. A crowd of soldiers cheer the two brothers on.

LUCIUS

And the bowmen from Alden?

VIKTIR

They are stationed by the gate, as
per your order.

Lucius nods and kicks his horse into a full sprint.

Lucius passes under the massive stone gate toward the castle.

EXT. THAE'DOSS CASTLE - MOMENTS LATER

ALISTAER stands in front of the Castle's double-doors, surrounded by his royal guardsmen.

Lucius rides up and dismounts. The guardsmen step aside.

ALISTAER

Lucius.

Lucius kneels.

ALISTAER (CONT'D)

Arise. Trajan will not relent
until we are all dead.

Lucius stands.

LUCIUS

Er'gath marches toward Thae'doss
with an army of fifteen thousand.

ALISTAER

I have notified the barbarian tribe
to the south. You will assume full
command of the defensive forces
until Gor'rath arrives.

LUCIUS

And then?

ALISTAER

We wait. Het is close to finding
our key to winning this war.

Lucius returns to his horse.

LUCIUS

How long until the barbarians
arrive?

ALISTAER

Days.

Lucius salutes.

LUCIUS

For Thae'doss.

Alistaer nods.

Lucius mounts his horse and rides back to the main gate.

EXT. PORT CITY: FERSEITH - NIGHT

Rain pours. A stone wall connects the massive KHAV mountain
range to the northern shore surrounding the city.

IUS, RAL'GOR, and NAYLINE walk up to a wooden gate.

Ius walks to the side, and knocks on a small door.

It swings open and a GIGANTIC MAN(30) blocks the threshold.

GIGANTIC MAN
Where you from?

IUS
We're here for passage to SUL.

GIGANTIC MAN
That's not what I asked.

IUS
I can give you coin if you let us
in without any more questions.

The Gigantic Man stares down at Ius. He looks at Ral'gor then Nayline.

GIGANTIC MAN
No.

IUS
Twenty gold coins.

The Gigantic Man shakes his head.

RAL'GOR
Fifty!

The Gigantic Man looks at Ral'gor and then back down to Ius.

GIGANTIC MAN
You got yerself a deal.

IUS
And this will guarantee us passage?

Nayline and Ral'gor approach the door. Ral'gor hands the man a large pouch of coins. The Gigantic Man quickly pockets the satchel and steps aside.

GIGANTIC MAN
Passage into the city, yeah. If
you seek a boat to Sul you'll need
a lot more coin.

IUS
How much extra coin?

The Gigantic Man laughs.

GIGANTIC MAN

Each ticket is a hundred coins.
But with the way you three carry
yourselves, they might charge a
little extra.

Ius, Ral'gor, and Nayline look at each other.

GIGANTIC MAN (CONT'D)

There is a free way though.

IUS

Tell us.

The Gigantic Man laughs hysterically.

GIGANTIC MAN

You must really not want to be
found.

IUS

Our business is our own. After the
amount we just paid you, tell us
how to get through.

GIGANTIC MAN

For such a well paying customer,
certainly. Head west along the
Khavarian Mountain Range until you
come to a mine. It will take you
underneath, directly to Sul.

IUS

Thank you.

Ius walks away with Nayline and Ral'gor close behind.

The Gigantic Man calls after the party.

GIGANTIC MAN

Be careful in those caves...
haven't been used in decades.

The Gigantic Man takes his place back at the door.

EXT. KHAV MOUNTAIN RANGE - NIGHT

IUS, RAL'GOR, and NAYLINE hike up the foot of the mountain
range. They crest a cliff and stand in front of a hole in
the mountainside surrounded by wooden supports.

NAYLINE

That must be the mine.

IUS

The gatekeeper said it used to be a frequented passageway.

RAL'GOR

It sure as hell doesn't look like one I'd frequent.

The group approaches the mine's dark entrance.

NAYLINE

Hold on. Dia'det'ga.

The tip of her staff ignites with orange flames. Cobwebs cover the walls.

IUS

Let's make this quick.

INT. KHAV MOUNTAIN PASS - NIGHT

IUS, RAL'GOR, and NAYLINE walk down the narrow corridor.

Rows of decayed support beams line the passageway. The walls are cracked under stress.

NAYLINE

We should be careful of our movements.

A cave-in blocks their way.

RAL'GOR

Well, fuck... I knew something like this was going to happen.

NAYLINE

Relax! It looks like someone dug out another route.

Nayline illuminates a side passageway.

NAYLINE (CONT'D)

It's a bit tighter, but we should be able to fit.

The three duck their heads and continue through.

Ius suddenly stops.

IUS

Did you hear that?

Nayline and Ral'gor look at each other.

NAYLINE

No...

Ius listens intently.

RAL'GOR

Ha! You scared?

They continue on through more twists and turns.

EXT. PLAINS OF THAE'DOSS - NIGHT

ER'GATH walks along a line of tents, his massive greaves sink into the dirt. SOLUS (28) stands in front the command tent; clad in black plate armor, he clutches a large warhammer.

ER'GATH

Solus! We require your presence.

Solus follows Er'gath into a nearby tent.

INT. COMMAND CENTER TENT - CONTINUOUS

ER'GATH strides into a large tent with a circular, wooden table in the center. Six armored OFFICERS stand around a map of the Thae'doss region.

SOLUS pushes aside the door flap and enters.

Er'gath stands before the officers, massive chained axe in hand. Solus takes his place at the table.

ER'GATH

Lord Trajan has charged us, specifically, with expunging the vermin from Thae'doss.

SOLUS

We have the ability to march on the city now, my lord.

ER'GATH

We wait. Our leader lands tomorrow with the majority of his forces in SUL. We attack then.

UPSET OFFICER (30)

If we have the forces to
successfully invade, why would we
allow our enemies more time to
prepare?

Er'gath pounds the table.

ER'GATH

Let them build up. We will march
over their corpses and burn their
castle to the ground!

INT. KHAV MOUNTAIN PASS - NIGHT

IUS, RAL'GOR, and NAYLINE creep through the passageway.

CLACK! A rock jostles loose behind them.

The group spins around. Nayline holds up her staff.

A shadowy figure shifts behind a corner. Nayline cautiously
approaches.

A naked humanoid creature with pale skin covered in filth
skitters toward them.

NAYLINE

Run!

The group runs down the passageway.

REEEAACKKK! Another creature joins the chase.

NAYLINE (CONT'D)

Firo'rig!

Nayline throws a fireball at the pursuing creature. The
scatter then continue the pursuit

IUS

Keep going!

The group scrambles further down the passage.

They round a corner and Nayline stops.

Nayline steps out from behind the wall. The creatures barrel
down on her.

NAYLINE

Firo'warl!

She slams the head of her staff into the dirt and flames burst from the ground. A line of fire fills the passage in front of her.

Both creatures stop in their tracks. They stand on their two feet. Their bloodshot stare at Nayline through the wall of fire.

REEEAAAKKKKK! The creature bares its mangled teeth.

They turn and sprint back down to hall.

NAYLINE (CONT'D)

What the...

Nayline runs after Ius and Ral'gor.

IUS

Come on!

Ius ushers Nayline as they emerge from the side passageway onto the main tunnel.

IUS (CONT'D)

Are you all right?

NAYLINE

I'm fine. Let's go.

IUS

What was that?

Nayline strides past Ius and Ral'gor.

RAL'GOR

That had to be a cave ogre.

IUS

Too small.

The group presses onward towards the passage's exit.

NAYLINE

It stood up. On two legs, it was taller than me. It looked like a person.

Ral'gor and Ius glance at each other.

NAYLINE (CONT'D)

He sprinted away, fastest person I've ever seen.

IUS
Are you sure?

NAYLINE
His eyes were blood shot, like he's
never seen light.

RAL'GOR
He? That thing was a creature.

The three continue up a steep hill.

IUS
I can see the exit from here. It's
not much further.

EXT. SULIAN FOOTHILLS - DAY

IUS, RAL'GOR, and NAYLINE emerge from a cave covered in dust. The ocean is to their right, beyond a few barren hills. The sun beats down from a cloudless sky.

Ius walks ahead. Ral'gor dusts himself off.

IUS (O.S.)
Hey!

Ral'gor and Nayline join Ius on top of a hill.

IUS (CONT'D)
I can see the outskirts of the city
proper.

The party peers into desert. The expansive city of Sul rests along the edge of the ocean.

At the heart of city sits the sulian castle surrounded by a dozen spires.

IUS (CONT'D)
We should make the city wall by
midday.

The group descends the mountainside.

EXT. HET'S TOWER - DAY

HET stands outside of his tower.

ALTHEA emerges from the thick wall of fog.

ALTHEA

Quite the setup you have going now.

HET

We have much to discuss.

ALTHEA

Indeed; I think I was followed. I couldn't catch a glimpse of my pursuers, though.

HET

I have heard stranger tales of those woods.

Het walks away from the tower.

ALTHEA

Are we not going inside?

HET

There's not enough time. We must head for the Cathedral Of Nerva'ath.

ALTHEA

What?! The entire city of Nerva'ath was razed in the first war. No cathedral stands there!

HET

What we seek lies beneath the cathedral; in its catacombs.

The two walk into the thick wall of fog.

INT. COMMANDER'S TENT - DAY

LUCIUS stands at a wooden table. Three heavily armored GENERALS stand around the table and stare down at the battle plans.

Lucius points out a road that runs through a valley, connecting Middern to Thae'doss.

LUCIUS

They will most likely bring their artillery through the valley

He looks up to the DECORATED GENERAL (50).

LUCIUS (CONT'D)

Take your archers through the forest along the ridge. Ambush the catapults. Buy us enough time.

DECORATED GENERAL

Yes, sir.

The decorated general salutes Lucius.

The LIEUTENANT GENERAL (40) clears his throat.

LIEUTENANT GENERAL

GENERAL BAROS and I will accompany you on the front, I assume?

LUCIUS

Yes. We will meet them on the western plains of Thae'doss.

GENERAL BAROS (51) braces himself against the table. A heavy bastard sword is sheathed across his back.

BAROS

This is all well and good, but I heard Er'gath leads their troops.

The other two generals look to Lucius.

LUCIUS

The forces he leads will fall to the might of Thae'doss.

VIKTIR enters the tent.

VIKTIR

The enemy has begun moving.

LUCIUS

... and our forces?

VIKTIR

We have about eighteen thousand, maybe more. No word from the barbarians, yet.

Lucius nods and Viktir exits the tent.

LUCIUS

We have less time than anticipated. Ready your forces. We will head out by midnight.

The three generals salute and leave the tent.

EXT. SUL - DAY

The streets of Sul are bustling with people. IUS, RAL'GOR, and NAYLINE pass through a noisy bazaar lined with shops.

A cloud of dust hangs in the air from the throngs of people. Shopkeepers call out to potential customers.

A bearded SHOPKEEPER (42) in tattered robes and a matching cloth hat, runs up to Ius, Ral'gor, and Nayline.

SHOPKEEPER

Hello! Hello, you must be from out of town! May I assist you with something? Here, come this way... over here, to my shop. Out of the road, you know.

IUS

I'm sorry, we're not interested in any wares.

The shopkeeper turns to Ral'gor.

SHOPKEEPER

I have robes for you... and... and bigger axes! Swords! Daggers!

Ius waves at the shopkeeper.

IUS

No, thank you.

NAYLINE

Perhaps you can give us directions?

The shopkeeper perks up.

SHOPKEEPER

Yes! I've lived here my whole life; where are you going?

NAYLINE

East market. Behind it, specifically.

SHOPKEEPER

Yes, I know this place. I can take you there, but it will cost you. Five silver coins and two copper!

Ius looks at Ral'gor.

RAL'GOR

Oh sure, let me take care of it.

Ral'gor hands the coins to the shopkeeper.

IUS

Do you know anything about an
Andreas?

The shopkeeper looks curiously at the party. He leans into Ius' ear.

SHOPKEEPER

Follow my lead; eyes everywhere,
you know?

Ius nods.

SHOPKEEPER (CONT'D)

Come! Come with me, your robes are
this way!

The shopkeeper walks down the street.

IUS

Come on, he has our robes.

The party follows behind the shopkeeper. He leads them through the twists and turns of the streets and alleyways.

They emerge out of a small alley onto a large road. The sidewalks are filled with people.

A parade marches through the street. High-ranking officials ride on horseback surrounded by pikemen in ceremonial garb.

SHOPKEEPER

Okay, okay, so we have to get
around this. Go east. They march
west to the castle. Hurry,
quickly!

The shopkeeper rushes down the sidewalk. The party follows behind.

They cross the street at the end of the procession.

EXT. EAST MARKET SLUMS - DAY

The SHOPKEEPER, IUS, RAL'GOR, and NAYLINE walk through an empty market. Trash is piled up against the buildings.

The shopkeeper turns a final corner and points down an alley.

BUMS in tattered clothes hunch over a small fire with a rat skewered over it.

SHOPKEEPER

This is as far as I will go.

He smacks the back of his hand into Ral'gor's gut.

SHOPKEEPER (CONT'D)

You! Moneybags!

Ral'gor smacks the shopkeeper's hand away.

SHOPKEEPER (CONT'D)

Give me my tip! I could get
stabbed just walking through here!

He reaches into his pouch and pulls out a shiny gold coin.
The shopkeeper's eyes widen.

Ral'gor extends his arm to the shopkeeper. As the shopkeeper reaches for his reward, Ral'gor rears back and hurls the coin down the East Market road.

SHOPKEEPER (CONT'D)

Wh-- You pig's ass!

The shopkeeper scurries off after the prize.

SHOPKEEPER (CONT'D)

Damn big, fat, ugly, lug!

RAL'GOR

I don't tip.

Nayline slaps Ral'gor across the arm. Ius chuckles.

BACK ALLEYWAY

The party passes by vagrants covered in filth. They approach the group of bums around the fire. Ral'gor stares at the motionless bums.

Ius walks up to one of the men cooking the small rat.

IUS

Excuse me, sir.

FILTHY BUM (60) casts a curious eye.

FILTHY BUM

Sir?

IUS
Yes, uhm, we are looking for
someone.

FILTHY BUM
...Sir?

The bum chuckles through his rotted teeth.

IUS
Yes... Can you help us?

FILTHY BUM
Oh yes, I can help you. You seek
Andreas?

Ius takes a step back.

FILTHY BUM (CONT'D)
Second door on the right, lad. But
I'd recommend taking the back
entrance.

IUS
Thank you, sir.

The bum cackles.

The party approaches the large, three-story sandstone building. A cloth overhang drapes over a battered, front door.

Ius, Ral'gor, and Nayline walk down a small, side alley toward the back of the building.

They round the building's back edge to the back door. Ral'gor approaches it and knocks loudly.

Nobody answers.

Ral'gor knocks again.

ANDREAS
Hey.

They spin around and are met by ANDREAS.

Andreas (37) steps forward, pulling back his cowl, and revealing a pale-skinned, light-haired version of LUCIUS.

IUS
Andreas?

ANDREAS

Come with me.

Andreas walks between the party members to the door. He reaches to the top right corner of the door.

TAP-TAP. The door promptly swings open.

Andreas steps into the room and shakes hands with his DOORMAN (33) as the party shuffles in behind him.

INT. ANDREAS' STUDY - MOMENTS LATER

ANDREAS, IUS, RAL'GOR, and NAYLINE enter the candle-lit room. All of the windows are bolted shut.

Andreas sits at a wooden table.

ANDREAS

I was expecting you sooner. Have a seat.

Ius and Nayline take a seat. Ral'gor stands.

ANDREAS (CONT'D)

Het I hope has kept you up to speed. Salaz the king of Sul prepared a surprise assault on the forces of Dorgoth.

IUS

We saw the processional of commanding officers heading towards the palace.

ANDREAS

Indeed, Salaz has called for all his top generals to assist him in the planning.

Andreas reaches behind him and picks up a small, wooden pipe.

ANDREAS (CONT'D)

You know you look real familiar.

Nayline stares at Ius.

ANDREAS (CONT'D)

Can't quite put my finger on it.

He reaches for a pouch on his waistband and takes out a pinch of brownish-green leaves

ANDREAS (CONT'D)
Trajan, Lord of Dorgoth, lies in
wait. Salaz will be lucky if he
can even make land.

NAYLINE
Maybe you can help how does Het
know any of this.

He packs the pipe and lights it.

ANDREAS
Aye, I thought the same. The
answers just lead to more questions

Andreas lets out a large smoke ring.

ANDREAS (CONT'D)
I've heard you've been under my
brother's guidance.

NAYLINE
Lucius is your brother?

ANDREAS
How is he? He was always such a
stiff.

RAL'GOR
Defending Thae'doss, as we should
be.

Andreas smokes and blows a cloud of smoke at him.

ANDREAS
My tall friend, if my brother
defends Thae'doss, then he needn't
your presence.

IUS
What's your plan?

ANDREAS
When Salaz is occupied with his
attack, and counterattack, we
strike. Pretty simple.

NAYLINE
How are we going to get in a
castle?

ANDREAS

It will be guarded, but most of the forces will be sent to defend the city. Our focus is Salaz. His throne room resides towards the upper-end of the castle.

IUS

And what about the demon?

Andreas looks at Ius and tilts his head.

ANDREAS

That will take care of its self.

The party sits in silence.

ANDREAS (CONT'D)

This happens early tomorrow morning. I have some final preparations to make, get some rest.

Andreas takes another puff from his pipe and walks out of the room.

EXT. SOUTHERN NOLDRED - NIGHT

Three large flagships and ten galleons are anchored offshore. One hundred rowboats line a black sand beach in the valley of two gigantic mountain ranges.

A final wave of rowboats land ashore.

A SULIAN GENERAL (45) hops onto the beach followed by hundreds of soldiers. The Sulian General takes a big whiff of the air around him and marches up the black sand toward the battlefield.

The Sulian General scans the battlefield. Thousands of sulian soldiers push back the Dor'gath defenders.

ROAR! A tremendous black dragon tears across the sky. Her four giant claws skim the dead treeline beyond the shore.

The battlefield turn their eyes skyward. The black dragon rushes by.

The powerful gust of wind knocks soldiers off their feet.

The Sulian General stares in amazement. The black dragon flies over his head and loops around for another pass at the battlefield.

The Dor'gath forces re-engage the Sulian army. Hundreds of Sulian soldiers break ranks and flee back to the boats.

The black dragon swoops back around and rakes clumps of soldiers with her giant talons.

Dor'gath forces chase the Sulian soldiers down the beach.

A wave of soldiers rush past The Sulian General to the unoccupied rowboats. He unsheathes his sabre and points it toward the battlefield.

SULIAN GENERAL

Stand your ground! Turn and fight!

Soldiers pour past him. The Sulian General grabs a fleeing soldier by the collar.

SULIAN GENERAL (CONT'D)

Stand your ground!!

He throws the soldier to the ground.

SULIAN GENERAL (CONT'D)

Coward!

The Sulian General marches forward. CRUNCH! He is crushed with two black dragon fore-claws.

The dragon digs her talons into the Sulian General's body. She carries him up high, and drops him over the battlefield.

Thousands of soldiers row back to the fleet docked off-shore. The black dragon destroys the rowboats, as soldiers dive overboard.

The black dragon soars towards the anchored flagship.

SULIAN FLAGSHIP DECK

A SULIAN CAPTAIN (38) charges down the deck.

SULIAN CAPTAIN

Raise the anchor! Man the cannons!
I don't want to see that fucking
thing anywhere near this ship!

The black dragon descends upon the flagship. Soldiers leap into the sea.

SULIAN CAPTAIN (CONT'D)

You god damn cowards!

The boat violently rocks as the black dragon rips the main mast off the flagship.

It flies south toward Sul and disappears into the sunrise.

EXT. PLAINS OF THAE'DOSS - DAY

LUCIUS stands in front of hundreds of columns of Thae'doss soldiers. Swordsmen, pikemen, and archers fill the ranks, prepared for battle. PIR AHLIN stands amidst the group of archers.

BOOM! BOOM! BOOM! Low drums resound. Thousands of soldiers crest the hill.

BOOM! The Dor'gath army halts.

Lucius turns to his men.

LUCIUS
Today we bathe ourselves in the
blood of our enemies.

The Thae'doss Soldiers cheer.

LUCIUS (CONT'D)
We will submerge ourselves and
revel in glory. Today we fight for
Thae'doss... For your women, and
your children. For the future of
this land... For your king!

The soldiers slap their weapons against their shields.

A horn BELLOWS in the distance. The encroaching army marches toward the awaiting Thae'doss force.

LUCIUS (CONT'D)
Attention!

The Thae'doss Soldiers perk up.

LUCIUS (CONT'D)
Crush these bastards... Forward!

Columns of soldiers file down the hill.

EXT. STREETS OF SUL - DAY

IUS, RAL'GOR, and NAYLINE follow after ANDREAS down crowded alleyways. The party stops at a dead end.

Andreas walks to a far door. TAP-TAP. The door swings open.
An OLD WOMAN (65) waves the four into the house.

INT. PEASANT'S HOUSE - CONTINUOUS

ANDREAS, IUS, RAL'GOR, and NAYLINE walk through the kitchen.
An OLD MAN sips on a bowl of stew.

The OLD WOMAN waddles into the room and pulls a string
hanging from the ceiling. The hatch opens and a ladder
unfolds.

ANDREAS
Thank you.

OLD WOMAN
Anytime, dear.

The party ascends the ladder and exits the house.

EXT. ROOFTOPS OF SUL - CONTINUOUS

ANDREAS, IUS, RAL'GOR, and NAYLINE emerge from the hatch and
onto the rooftop.

ANDREAS
Hurry!

The party leaps a small gap to the next house and rushes to
the opposite edge where two planks of wood lay.

Andreas peers over the wall into the castle courtyard then
down into the alleyway below.

RAL'GOR
You can't expect us to jump that.

Andreas grins.

ANDREAS
I've been a... guest... in the
courtyard a number of times, my
friend.

Andreas lifts the nearby planks of wood and lays them across
the gap that separates the house from the wall.

ANDREAS (CONT'D)
Let's go.

Andreas gracefully crosses the makeshift bridge.

Ius, then Nayline follow behind him.

RAL'GOR

This things gunna break.

Ral'gor shuffles across the planks.

COURTYARD

The party lowers themselves to the courtyard and duck behind a hedgerow. Andreas peeks over the bush. Two sentries stand in front of a nearby spire.

ANDREAS

Wait.

Andreas silently moves along the hedgerow. He emerges behind the guards, grabs one, and slits his throat.

The second sentry reaches for his sheathed sword. Andreas grabs the back of the sentry's head and pulls him into his blade.

Andreas signals to the party and enters the spire. Ius, Ral'gor, and Nayline emerge from the bushes and follow him.

INT. LIBRARY SPIRE - CONTINUOUS

ANDREAS, bow drawn, stares up the tower's spiral staircase. IUS, RAL'GOR, and NAYLINE enter the tower filled with books.

NAYLINE

Oh my god... all of these books...

ANDREAS

Quiet! Get to the third story bridge.

Ius leads the way up the stairs.

Andreas reaches the third story. He kicks open a door.

EXT. THIRD STORY BRIDGE - CONTINUOUS

ANDREAS bursts through the door onto the bridge. Two GUARDS on the opposite end spring up.

SURPRISED GUARD

Wh-- Hey!

The SURPRISED GUARD (26) charges. The SHOCKED GUARD (27) spins around and opens the door.

Andreas looses an arrow and pierces the shocked guard through the neck. He notches another arrow and fires it into the surprised guards chest.

The guard loses his balance and plummets off the edge of the bridge.

IUS, RAL'GOR, and NAYLINE emerge onto the bridge and follow Andreas across to the main tower.

EXT. PLAINS OF THAE'DOSS - DAY

LUCIUS and the Thae'doss soldiers sprint towards the oncoming forces of Dor'gath.

The two front lines collide.

Hundreds of melee soldiers engage each other in fierce combat.

Lucius hacks and slashes his way through the opposition. An ENEMY TEAM of three confronts Lucius.

The SMALL ASSAILANT (28) has dual claws attached to modified bracers. MIDDLE ASSAILANT (30) of the Enemy Team wields two longswords. The LARGE ASSAILANT (28), clad in plate armor, grips two claymores.

The small assailant sprints towards Lucius, and strikes with both claws. Lucius slaps the strike down with the flat side of his blade.

The small assailant recovers, and slashes at Lucius.

Lucius grabs the small assailant's wrist and severs her arm.

SMALL ASSAILANT

Aahhh!

MIDDLE ASSAILANT

You bastard!

The middle assailant leaps at Lucius.

Lucius sidesteps the strike.

Lucius expertly parries a series of blows then stabs at the middle assailant.

The middle assailant barely avoids the thrust and rolls off to the side as the large assailant barrals in.

Lucius sways backwards and dodges the rain of claymore strikes. He rushes the large assailant and slams his shoulder into his chest.

The large assailant loses his grip on one of the claymores and tumbles backward.

Lucius turns on the middle assailant and knocks both swords from him.

Lucius grabs the back of the man's head and slips his sword into his gut. He drops the lifeless body to the ground.

The large assailant comes up behind Lucius.

WHOOSH! An arrow flies past Lucius' head and into the large assailant's shoulder.

LARGE ASSAILANT

Argh!

WHOOSH! A second arrow digs into the large assailant's neck. He gurgles and falls to the ground.

Lucius spots AHLIN fifty yards away. Ahlin nods, turns, and fires more arrows into the crowd.

Lucius scans the battlefield. ER'GATH cleaves a soldier's head.

Lucius works his way through the commotion towards the enemy commander.

A hundred yards away KHAV and KRUL fight back-to-back.

VIKTIR sweeps his scythe across an enemies' belly. His intestines spill onto the dirt. The final enemy combatant watches his companion fall to the ground and flees.

Viktir spits on the ground.

In the distance, SOLUS swings his hammer and crushes a Thae'doss soldier's head. Blood splatters his helmet-less head.

Khav and Krul finish off their opponents and join Viktir's side.

VIKTIR

That is their Lieutenant.

Khav and Krul rush off toward Solus.

Solus crushes a Thae'doss soldiers rib cage. Surrounding soldiers jump back.

Khav and Krul rush into the fray. Khav waives off the Thae'doss soldiers.

KRUL
Hey, shit for brains!

Krul walks forward, arms spread, swords in hand.

KRUL (CONT'D)
Hit me!

Solus raises his warhammer.

SOLUS
Die!

He swings the hammer at Krul. Krul dodges the attack and falls backward.

Solus lifts his warhammer and brings it down on Krul.

Khav deflects the warhammer into the ground and head-butts Solus in the face.

Solus reels backward.

Solus regains his balance and throws his hammer aside.

He removes his tower shield from his back and a mace from his waistband.

INT. SUL CENTRAL TOWER - DAY

IUS, RAL'GOR, and NAYLINE follow ANDREAS down a hall.

ANDREAS
Up these stairs, hurry!

Andreas rounds the corner. One dozen soldiers jog down the long staircase.

The two parties freeze.

Andreas notches three arrows and releases them into the crowd.

ANDREAS (CONT'D)
Hold them off, and head for the throne room!

Ius and Ral'gor jump forward. Nayline forms a fireball in her hand.

IUS

Ral'gor, take the right!

Andreas unleashes three more arrows into the oncoming soldiers and sprints back down the corridor behind him.

Nayline releases her fireball at the middle soldier. The spell ignites him and sprays fire on his nearby companions.

Ral'gor swings his axe into soldier's chin.

Ius ducks low, avoids the first soldier, and slashes his calf. Ius steps onto the first stair and deflects another soldier's sword strike.

Ius slices the soldier's neck and sends him tumbling down the staircase.

Nayline avoids a cascading body. Ral'gor a few steps above, hacks soldiers left and right.

The flame-covered soldier lunges at Nayline.

Nayline brings the head of her staff around and knocks him from his feet.

Ius and Ral'gor cut down the last three soldiers.

They look around for Andreas.

RAL'GOR

Where the hell is he?

IUS

Doesn't matter; the throne room is just above us.

INT. SULIAN THRONE ROOM - DAY

SALAZ (38), dark-skinned and clean-shaven, sits on his throne in silver mail armor. A long white cape drapes down his back.

The circular, gray-stone room is decorated with sculptures and columns. A glass dome adorns the top of the throne room.

Two SULIAN OFFICERS (28) stand before him, clad in ceremonial garb.

ANDREAS creeps along a second story balcony.

SULIAN OFFICER

My liege, Trajan has released his
dragon; our invasion has failed.
They were ready.

Salaz brushes the hair from his eyes.

SULIAN OFFICER (CONT'D)

They bare down on our shores as we
speak.

Salaz stands up.

SALAZ

Execute your original orders, get
out of my sight!

The two officers bow and march out of the throne room.

Salaz walks behind his throne towards a wooden door behind a
large tapestry.

Andreas leaps down from the second floor into a three point
stance.

Salaz turns slowly.

SALAZ (CONT'D)

What right have you in my lair?

Salaz approaches Andreas

ANDREAS

I know what you really are... your
influence ends here!

Salaz walks to a nearby weapon mount and removes his yari
polearm, a long staff with a blade at the end.

SALAZ

You die this day!

Andreas ducks behind a pillar and readies his bow.

He jumps out and releases an arrow at Salaz. Salaz sidesteps
the arrow and leaps at Andreas. He slashes the polearm into
the stone floor.

Andreas rolls to the side, feet away from Salaz and fires
another arrow.

TING! Salaz deflects the arrow with the polearm's blade and
swipes at Andreas' feet.

Andreas jumps back and slides behind another pillar.

EXT. PLAINS OF THAE'DOSS - DAY

Krul rests on one knee and clutches a gash across his arm. He stares at his bloodied palm.

KRUL
Fucking unbelievable...

He looks on as KHAV blocks a number of blows from SOLUS.

He knocks Khav off-balance and drills him in the chest with his mace.

Khav crumbles to the ground. He rolls to his stomach and coughs up blood.

Krul stands up and charges Solus.

Solus blocks a flurry of attacks and slams his shield into Krul. He falls to the ground.

Solus raises his mace high into the air. Suddenly, a one-armed Dor'gath soldier leaps onto Solus' back.

Solus tries throw the soldier off his shoulders. The soldier's head rips off, but the body still clings on.

Solus pulls the body from his back.

SOLUS
God damned necromancy!

A dead soldier launches itself at Solus' feet. Solus smashes it with his mace.

Krul gets to his feet.

Another body flings itself onto Solus' neck.

SOLUS (CONT'D)
God damnit!

Krul rushes Solus.

He carves in to Solus' chest. Solus keels over.

Krul mounts Solus and drives a sword into his neck.

VIKTIR runs to Krul's side.

VIKTIR

Get him to triage! The battlefield
has moved west; meet there if you
can!

Viktir jogs through the grass littered with fallen soldiers.

EXT. WESTERN PLAINS OF THAE'DOSS - DAY

ER'GATH axe cuts a Thae'doss soldiers chest open. He
backhands two approaching soldiers with his left arm.

The first soldier howls in agony as he slams into the dirt.
Er'gath kicks second soldier in the chest and pins him to the
ground with his greave.

Er'gath raises his axe.

Lucius approaches out of the corner of his eye.

ER'GATH

Pathetic swine!

Er'gath stomps on the soldier's skull. He turns to Lucius
and hurls his axe.

Lucius dodges the axe.

It flies into the back of a Dor'gath soldier.

Er'gath yanks his axe from the dead soldier and reels in the
chain.

LUCIUS

What does Trajan seek!

ER'GATH

Ho-ha!

Lucius charges forward, his sword in both hands.

TING! Lucius' sword wedge between Er'gath's arm armor.

ER'GATH (CONT'D)

You think a god would want these
forsaken plains?

Er'gath shoves Lucius back and into a mess of corpses.

ER'GATH (CONT'D)

Your lands mean nothing.

Er'gath stares at his damaged armor. A stream of blood trickles down his elbow.

Lucius regains his footing.

Er'gath runs at Lucius.

PING! Lucius meets the blow with his sword.

He backpedals a huge swing from Er'gath and thrusts his blade.

Er'gath elbows Lucius' face and slams his fist into Lucius' chest.

Lucius flies to the dirt, his sword falls just out of reach. Blood pours out his nose.

ER'GATH (CONT'D)

Ha ha ha. You are weak.

Er'gath, rains his axe down upon Lucius. Lucius dives to the side, grabs his sword, and gets to his feet.

LUCIUS

You are slow.

Er'gath hammers down another strike. Lucius deflects the blow and takes a step close to Er'gath.

Lucius slices his sword into Er'gath's armpit.

ER'GATH

Waaghhh!

He flails his arm at Lucius.

Lucius ducks and thrusts his sword between Er'gath's breastplate.

Lucius rips his blade from Er'gath's chest.

Er'gath howls in agony. He reaches for lucius and collapses.

Lucius looks around at the remaining Thae'doss Soldiers. They loot and finish off the surrounding bodies.

VIKTIR steps over mounds of bodies.

VIKTIR

Lucius! The invading force flees;
they head back to Middern.

LUCIUS
Take the remaining forces to
general Baros.

VIKTIR
And you?

LUCIUS
I must meet with Alistaer; I sense
something is amiss.

Lucius sheaths his sword. Viktir salutes and walks away.

INT. SULIAN THRONE ROOM - DAY

ANDREAS' shortsword clashes against Salaz's yari polearm.

Salaz twirls his polearm and strikes at Andreas. Andreas
stumbles backward.

The polearm smashes off a chunk of column.

Andreas balances himself.

Salaz sidekicks him in the chest.

Andreas flies back and slams the back of his head against a
column.

INT. SULIAN HALLWAY - CONTINUOUS

IUS, RAL'GOR, and NAYLINE jog down a long corridor. They
round a corner. Three THRONE ROOM GUARDS stand at the top of
a staircase.

RAL'GOR
Raahhhh!

He rushes forward. Ius follows behind Ral'gor, shield held
high.

NAYLINE
Mira'esj!

Nayline releases a spiraling blue ball of energy towards a
SHOCKED THRONE ROOM GUARD. The spell slams into the guard's
chest and throws him to the door.

Ral'gor cuts down a TALL THRONE ROOM GUARD.

The FINAL THRONE ROOM GUARD strikes at Ius.

CLANG! Ius blocks the attack with his shield and stabs the guard's stomach. Ius recoils and drives his sword through the guard's chest.

SHOCKED THRONE ROOM GUARD staggers. Ral'gor smashes his axe into the guard's back.

Nayline walks up the staircase past the battered corpses.

IUS

This should be the throne room.

NAYLINE

Do you think Andreas is already in there?

RAL'GOR

Why don't we find out?

Ral'gor kicks open the door, axe in hand.

INT. SULIAN THRONE ROOM - CONTINUOUS

Salaz stands over ANDREAS clutching his bow. His yari polearm impales Andreas to the ground.

RAL'GOR barrels into the throne room.

WOOSH! WOOSH! Two arrows dig into Ral'gor's chest. He stumbles over.

IUS and NAYLINE run into the throne room.

NAYLINE

Ral'gor!

Ius jumps between Salaz and Ral'gor. TINK! TINK! Two more arrows fly into Ius' shield

IUS

Nayline, to get him behind something!

Nayline runs to Ral'gor and struggles to drag him around a column

Salaz yanks his polearm from Andreas. He rushes Ius.

Ius blocks blow after blow.

He suddenly lunges forward at Salaz's chest.

Salaz leans backward, completely horizontal.

Ius recoils the blade and thrusts low at Salaz's gut.

Salaz spins his polearm and slaps Ius' sword away.

THUD! Salaz kicks Ius in the face.

Salaz flips his polearm and smacks the butt across Ius' face.

Ius spins around. Salaz slashes his polearm across Ius' back.

IUS (CONT'D)

Aaaaahhhh!

Blood pours from the gash.

Salaz kicks Ius to his stomach. He approaches Ius.

Nayline steps out from behind a column and hurls a fireball at Salaz.

Salaz shifts his head.

The fireball harmlessly strikes the throne room's wall.

He stares down Nayline.

SALAZ

Pathetic.

A low rumble shakes the tower.

The stone wall behind Salaz gives way. Two massive, claws break into the throne room.

ROAR! The black dragon fits its head into the throne room.

The glass ceiling shatters, shards sprinkle onto the throne room.

Salaz marches towards the dragon.

Ius props himself up. He lunges at Salaz, and severs his Achilles' tendon.

Salaz steps forward and collapses.

He looks back, astonished.

Ius scrambles to Ral'gor and Nayline.

Salaz looks back to the dragon.

CRUNCH! The black dragon's giant claw crushes Salaz. She pulls herself further into the throne room.

NAYLINE

We have to leave!

IUS

Help me lift him.

Ius and Nayline lift Ral'gor to his feet.

NAYLINE

He's lost a lot of blood!

ROAR! She demolishes the throne.

Ius and Nayline carry Ral'gor to the hallway as the dragon rips apart the floor where the throne once stood.

INT. SULIAN HALLWAY - CONTINUOUS

IUS and NAYLINE carry RAL'GOR down the stairs passed the slain throne room guards. They turn the corner and head down the hallway.

ROAR! The castle shakes.

NAYLINE

Are you going to make it

IUS

I'm fine.

NAYLINE

The third story bridge is down one more floor. I saw a stable in the courtyard not far from the library.

The party descends a staircase to the third floor.

EXT. THIRD STORY BRIDGE - DAY

NAYLINE emerges and scans the area.

Soldiers scatter in the courtyard below. Dozens of black-flagged ships are anchor off-shore.

ROAR! Nayline looks up. The black dragon is perched on the main tower. The dragon expands her wings and takes to the air.

NAYLINE
Hurry! Let's go!

Nayline runs inside and returns with IUS and RAL'GOR. They move across the bridge.

CRASH! The black dragon latches onto a spire.

The spire topples, huge chunks of rock shower the courtyard below.

The dragon flies around towards another spire.

EXT. SUL COURTYARD - CONTINUOUS

The LIBRARY SPIRE door swings open IUS and NAYLINE carry RAL'GOR. Sulian soldiers run through the courtyard.

The black dragon lands on the main tower. She rips chunks off the tower.

NAYLINE
Hurry while shes not paying
attention!

The party crosses the courtyard.

STABLE

They reach the wooden stable against the courtyard wall.

IUS
(gasping)
Find the biggest one.

Nayline grabs a large warhorse from the back.

Ius mounts the Warhorse and helps Nayline hoist Ral'gor onto the back.

Nayline rushes to a nearby stable and removes a horse.

NAYLINE
Follow me. We'll take the main
road out of the city.

She mounts, and kicks the horse out of the stables. Ius and Ral'gor follow behind.

They weave in and out of soldiers out of the courtyard.

INT. THAE'DOSS CASTLE THRONE ROOM - NIGHT

ALISTAER sits atop his throne flustered. LUCIUS walks to the staircase and kneels.

LUCIUS

King Alistaer, we have repelled the enemy invasion. General Baros has cleared their fleet from Middern, as well.

ALISTAER

A distraction Lucius. My brother never wanted to come here at all. Arise.

Lucius stands.

ALISTAER (CONT'D)

Trajan landed in Sul and has laid waste to the city. The black dragon lives.

A HERALD enters the throne room.

HERALD

Lord Gor'rath has arrived, my liege.

The herald steps to the side. GOR'RATH (50) strides up to the throne's staircase. He is a giant of a man clad in plate armor lined with white fox fur. His massive white beard is braided to his stomach.

He slams his fist into his chest.

ALISTAER

What are your numbers?

GOR'RATH

Ten-thousand.

LUCIUS

I thought barbarians had a lust for battle. Where were you earlier today?

GOR'RATH

I answer to no man.

Lucius turns his head to Alistaer.

GOR'RATH (CONT'D)

The barbarians of Gale'roth are at
your command.

ALISTAER

Position your men to the south and
defend the land route from Sul.

Gor'rath salutes and exits the throne room.

ALISTAER (CONT'D)

Trajan is sure to move east. Rally
the defenses; retrieve the forces
at Middern.

LUCIUS

What of Glasdenn?

ALISTAER

They remain neutral in the
conflict. Thae'doss will stand on
its own.

Lucius salutes and exits the throne room.

Alistaer stares up at the statue.

ALISTAER (CONT'D)

Father.

He kneels down to pray.

EXT. SUL - NIGHT

NAYLINE crouches over RAL'GOR's battered body covered in his
blood. His breaths are heavy. IUS stands above them.

NAYLINE

Alright, we got the arrow heads
out.

Nayline flips through pages of the "Blood Monograph."

IUS

Where did you get that book?

NAYLINE

It was a gift from Viktir.

She stops on a worn page

NAYLINE (CONT'D)
I read of a healing spell. I can
stop the bleeding.

Nayline removes a dagger from her robes and cuts her palm.

IUS
What are you doing?

NAYLINE
Blood is a reagent. Malathas
er'nelath.

She drips blood over Ral'gor's chest.

Strands of skin grow across his wounds and pull them
together. Ral'gor groans in agony.

NAYLINE (CONT'D)
Do you have anything we can bandage
him up with?

Ius tosses Nayline one of his extra shirts.

Nayline rips a sleeve from the shirt and ties it around her
bloodied palm.

She sits Ral'gor up and ties the shirt around his chest.

NAYLINE (CONT'D)
This should hold until we can find
a shelter.

Ius turns and looks out over the city. The black-flagged
ships remain anchored off-shore as more arrive from Dor'gath.

The black dragon is perched atop the ruins of the main tower.

IUS
Come on... let's go.

NAYLINE
Where do we go?

IUS
Het's. We will have to head
through the Nanj Pass.

Nayline stands and walk to Ius.

NAYLINE
Are you sure we should? He has
hiding something from us. Or at
least from me.

Ius turns and faces her.

IUS

Like what Nayline?! I don't know anything more than you.

NAYLINE

He sent us here with nothing! He knew we couldn't kill him, yet his plan is for us to attack?

IUS

We're not going to stay here and wonder the plains till we're captured.

NAYLINE

None of us even know what one of these demons look like!

Nayline walks away and crouches over Ral'gor.

NAYLINE (CONT'D)

We're expendable. You know it.

Ius stares at Nayline. Ral'gor groans in pain.

NAYLINE (CONT'D)

Help me get him on the horse.

Ius helps Ral'gor to his feet and he and Nayline walk him over to his horse. They assist Ral'gor onto the saddle.

Ius climbs in front of Ral'gor.

IUS

If there's anything we can do to save people we should.

Nayline stares into Ius' eyes.

Nayline nods, mounts her horse, and they trot down the path.

INT. CATACOMBS OF NERVA'ATH - NIGHT

HET and ALTHEA walk along a narrow stone passageway, Althea holds a torch. They pass tombs and crypts as they twist and turn through corridors and hallways.

The passageway opens up into a large, stone room.

HET

Here we are.

Before them lies an altar surrounded by sculptures of kings.

Het and Althea approach the altar, a concave circle is embedded in the center.

Althea removes an obsidian gemstone from her robes. She fits the stone onto the altar.

CLICK! Het smiles as the two wizards push the altar's lid open. It crashes to the ground.

The dust settles. Inside rests a BLUE-CRYSTAL SWORD.

Het holds the blade in front of Althea.

ALTHEA

Fascinating! It still exists! We must tell Syrus imme--

Althea stares Het in the eyes.

Blood red veins appear in the blade sword

Het pulls the crystal sword from Althea's stomach.

HET

I'm sorry; it had to be this way.

Althea falls to her knees.

The sword's veins fade back into the crystal of the sword.

FADE OUT.