

THE ROSE: PART ONE

Screenplay by

William Magro

Story By

Michael Magro

INT. THE RED DRAGON TAVERN - NIGHT

The Red Dragon Inn sits in a small border town - Redwater. Tables line the wall on one end and barstools line the bar on the other. In the middle, three men are fighting, others watch, coins in hand shouting.

ANGELO sits at the bar, whiskey in one hand his sword TIO in the other.

A dwarf - DUKAT - moseys up to the bar and sits, his head does not crest the bar.

DUKAT

Oi, forgot this isn't the north.

Dukat sets his steel helmet on his seat and sits back down now the same height as Angelo.

DUKAT (CONT'D)

(Flagging down the
bartender)

Sir... One of your strongest ale's,
and how ever much meat the rest
buys.

Dukat slams a full pouch onto the table.

ANGELO

(Without looking away from
his drink)

The great kings of the land have
grown tired and old, I fear leaving
this on the table is unwise.

DUKAT

Don't worry my good man, no thief
has yet to get past Samantha.

Dukat holds up a massive two sided axe, both men chortle as he sets it back down.

ANGELO

I am Angelo, (pointing to his side)
this is Tio.

DUKAT

Dukat, from Windsor. You've met
Samantha.

ANGELO

A dwarf from the lands of men...
What are you doing so far from your
homeland?

DUKAT
Taking a break.

ANGELO
From what?

DUKAT
(Pauses)
Want to get drunk?

CUT TO: MONTAGE

INT. RED DRAGON TAVERN BAR - NIGHT

Dukat calls over Mikala, the bartender. Both men drink, and drink, and drink.

INT. RED DRAGON TAVERN BAR - NIGHT

Both men look at the twins - the owners of the tavern Mikala and Dolan - They touch each of the twins faces laughing as they try to find differences between the two men.

INT. RED DRAGON TAVERN COMMON ROOM - NIGHT

Angelo and Dukat bet on the fighters, Dukat is so drunk he tries to hold back one of the men so his bet can have a clean shot. The man pulls him in and they begin fighting.

INT. RED DRAGON TAVERN BAR - NIGHT

The fighting in the middle of the bar is replaced by minstrels, singing songs, and telling tales.

The songs sound good, and the women look better.

INT. RED DRAGON TAVERN BAR - NIGHT

Angelo slaps Dukat on the shoulder and they hear a crack, they look down and see the metal helmet has given way to the large dwarf and has crumpled at the top.

Both men look at each other for a second and fall out of their seats in laughter.

END MONTAGE

INT. RED DRAGON BATHROOM - NIGHT

Angelo stands in front of a toilet, so drunk he can hardly stand. His sword Tio by his side. He begins to sing the folk song he heard in the bar earlier.

Angelo feels tension in his leg and looks closely at his sword studying it, he feels a strange attraction to the sword, like it's urging him, talking to him... warning him.

INT. RED DRAGON TAVERN BAR - NIGHT

SLAM. CRASH. BOOM.

Both doors to the tavern crash open and twelve armored orcs come streaming in.

Mikala the lightly armored mage barely has time to duck as an arrow catches him in the shoulder. Dolan his brother jumps over the bar with his sword and slashes at the orc that fired.

On the other side of the bar a fire has started and Dukat slams his helmet on forgetting he crushed it earlier. It no longer fits his head, he is not only drunk, but blind, and begins to violently and cluelessly swing his large axe, slamming it into walls and tables.

Angelo runs out of the bathroom possessed more by his sword than his lust for fighting and tries to survey the scene but the twelve orcs, five men, and twenty civilians look like two sets of spots fighting over a third.

The twins, are fighting back the three orcs at the side door while two other men - A cleric Alrast and an elf Calemir - fight off the four orcs at the main door while trying to dodge the wild blind swings of Dukat.

Three orcs rush to the center of the tavern past all of the men and begin to grab the women singing.

Another two orcs rush to grab the sturdy AUNT B who fights them back with a tray. Injuring one of them before she escapes out the back door.

The two orcs grab a smaller woman and run, content with their decision to not chase Aunt B.

ALRAST
What is happening?

CALEMIR

The women... They are taking the women.

The fire spreads as the twins successfully fight off the three orcs killing one of them while the other two flee with a woman in tow, they rush to try and save their tavern.

Alrast takes out one orc before taking an arrow to the leg, another orc tries to swing at the fallen Alrast but Calemir takes his position in the front and fights back the blow now facing the two orcs while the third rushes Angelo.

Angelo dizzy and confused closes his eyes, and hears the voice of his father.

ANGELO'S FATHER (V.O.)

ANGELO... Take this sword and your mother and run... I've got this...
RUN

He shakes off the voice and opens his eyes to an orc tackling him. On his back he wildly swings his sword, when he feels it prick his hand. He wrestles for control of his arms and sword but gets pricked again.

He gives in and lets his mind relax, within seconds the orc is slumped over him, without knowing how he fought off the orc he passes out.

With the twins trying to quell the fire, Angelo passed out under a dead orc, and Alrast on the ground with a lame leg. The two remaining orcs regroup for a final offensive.

They slowly circle Calemir. Calemir looks around and sees the drunk dwarf cursing with his axe stuck in a bar stool and a ridiculously small helmet over his massive head, he runs over, the two orcs following close in tail.

He helps unstick the axe and angles Dukat towards the orcs giving him a strong shove. Dukat blind still, and very confused starts drunkenly swinging again. He catches one of the orcs in the leg as he collapses under the weight of his axe.

The final orc focuses again on Calemir. They square up, the elf knows he cannot beat the strong armored orc in close combat, and frantically looks for a way out.

Blocked by the fire, Calemir defends a few blows before the orc overpowers him and throws aside his weapon. The orc towers over him and goes for a killing blow before an arrow slams through his chest.

Calemir standing sees the twins, Mikala with bow in his hand, and Dolan with Alrast over his shoulder.

Calemir stands grabs his small sword and drags Dukat out of the burning tavern, while Dolan drags Angelo out of the inferno.

The Red Dragon has fallen, six strangers are now tangled in a web, and the peace is broken.

FADE TO BLACK.

TITLE CARD: THE ROSE

TITLE CARD:

The God's know your place... how will you fare?

The God's know your fate... how will you choose?

The God's know your challenges... how will you fight?

The God's know your heart... how will you live?

The God's put you all together... how will you repay them?

EXT. STREET - NIGHT

CALEMIR

Alrast can you help these men
recover?

ALRAST

(Tending to his leg)
A moment.

Alrast shuffles through his bag looking for something.

ALRAST (CONT'D)

I had it in here... Where did I put
it?

CALEMIR

The orcs are fading into the
distance... Quickly Alrast.

Alrast still shuffling through his bag cannot seem to find what he is looking for.

Calemir tired of waiting finds a bucket of dirty water near the tavern, picking it up he splashes it on the drunken bodies of Angelo and Dukat who both wake with a shock.

Dukat sober enough now to examine the situation looks strangely at Angelo, recalling the night this is not the first time he talked to his sword.

EXT. REDWATER BAZAAR - NIGHT

The three men walk into the bazaar checking on the civilians but there are none in sight.

ALRAST

Look.

The three men spot a fruit cart overturned, another cart with it's silks ripped and a third cart smashed into pieces.

DUKAT

More.

The three men walk further along the bazaar, before a shadow jumps out at them. Dukat swings his axe before Angelo stops the blow with his sword.

Looking down Dukat sees a small boy.

DUKAT (CONT'D)

Oh... Sorry lad.

BOY

(pointing)

The... the... the temple.

ANGELO

What temple.

ALRAST

(Running West)

THE PRIESTESS.

Angelo and Dukat catch up with the limping Alrast quickly and shoulder some of his load.

The three men round a corner when they hear a woman's screeches.

WOMAN

Ahhhhh... Back... Help...

EXT. REDWATER TEMPLE - NIGHT

Atop a large set of stairs sits an ornate temple.

A woman - the high priestess Erin - is spotted running from five orcs.

Angelo and Dukat quickly ascend the stairs while the hobbled Alrast stays near the bottom.

Before Angelo and Dukat can reach the top a large fireball slams into the side of the temple killing three orcs and wounding another.

DUKAT

(Looking back)

A lucky shot, old man, you could have killed us.

ALRAST

Do not mistake luck with aim.

Angelo still determined reaches the top of the temple stairs to a horrible sight.

The two remaining orcs have grabbed Erin and are ripping at her clothes.

Angelo rushes in and quickly kills the injured orc, turning to the other.

After a quick flurry of blows the orc is felled and Angelo helps the priestess to her feet.

ERIN

Where are the guards?

A good question, the three men have seen no guards the entire night.

ANGELO

We have not seen a guard dead or alive all night.

DUKAT

Why would they try to kill a priestess such as yourself.

ALRAST

(Dismissingly)

There intention was never to kill but to capture. (then) My lady are you alright.

ERIN

I'm fine you are the one who needs my attention.

Erin walks over to the injured leg of Alrast and skillfully extracts the arrow head from his leg. A few words in another language and Alrast is standing straighter.

ALRAST

Thank you my lady, it is an honor.

ANGELO

Why would they want to capture the women?

ERIN

(something about their lore here)

ANGELO

(Ok expo dump)

(Find a good ending to this scene)

EXT. ALLEYWAY - NIGHT

Mikala and Dolan have taken the back while Calemir examines the ground for signs of the escaped orcs.

Mikala spots a small child in one of the alley ways, and motions for his brother to look over.

MIKALA

(Hushed)

You see that?

DOLAN

What is a child doing out at a time like this?

MIKALA

(to the child)

Go home, it is not safe tonight.

The twins begin to walk towards the boy, but Calemir slams a hand on their chests.

The boy scurries away and three orcs fly out of the alley with a worg - a large wolf like creature - close behind them.

CALEMIR

Back... Quick.

Calemir puts an arrow into the worg before running with the twins.

One of the orcs jumps onto the back of the worg and within seconds is upon the three men.

Dolan slipping in the mud gets bitten by the worg.

Mikala seeing red stops running and sends a small bolt of light at the worg's rider glancing the head of the worg and killing the rider quickly.

Calemir and Mikala drag the injured Dolan to the side of the road.

CALEMIR (CONT'D)
They are too strong.

MIKALA
Follow me.

The two men drag Dolan into a tight alley, they can no longer stand side by side.

The worg spins back around having shaken off the bolt and sprints towards the alley, before slamming into the wall.

The alley way is too small for the worg to enter, the two orcs curse at the three men and take the worg, leaving.

EXT. SMALL ALLEY WAY - NIGHT

Calemir grabs a small pouch out of his back pocket and rubs a clear liquid on the leg of Dolan.

CALEMIR
The responsible tavern owner
Mikala... Not anymore... (smirking)
Mikala the orc slayer.

Mikala lets out a little smirk before slouching back, covered in blood that is not his and holding the hand of his injured brother Mikala thinks about the events of the night.

MIKALA
Elf?

CALEMIR
Calemir, please.

MIKALA
Calemir... Where are the town
guards?

CALEMIR
Conveniently absent.

MIKALA
You mean...

CALEMIR
Yes this was a planned attack.

DOLAN
(Weakly)
We must carry on.

CALEMIR
Not now innkeeper, we rest here for
the night, get some rest.

Beat.

CALEMIR (CONT'D)
I will find the other three and
tomorrow we must begin the rescue.

FADE TO BLACK.

EXT. ALLEYWAY - MORNING

Mikala and Dolan wake to a small camp made to look like
inconspicuous trash. Next to them is a sleeping Angelo
clutching his sword.

Calemir and Alrast are talking in whispered tones, and Dukat
is snoring loudly.

Mikala rises and listens into the conversation of the two
men.

ALRAST
Westward?

CALEMIR
Can't have been we cleared that
area... the guards must have been
paid off with something.

ALRAST
Coin?

CALEMIR
No... Fear.

ALRAST
But who could scare an entire
legion of armored men? (then) it
can't be... You don't mean.

Dukat's snores wake him.

DUKAT

Not again, stay back!!!

He looks around startled, and calms down, the entire camp is now awake and stirring.

Angelo is cleaning his sword mumbling under his breath. The twins and Dukat are talking and Calemir and Alrast are hiding all traces of their midnight camp.

DOLAN

We need more water.

DUKAT

And food.

MIKALA

We could go back to the inn, to check for supplies.

ANGELO

All supplies will have been burned.

CALEMIR

And those that attacked us last night are not far away.

DOLAN

What then?

ALRAST

I salvaged a small sack last night but I fear we must follow the trail and find supplies when we can.

DOLAN

No. Mikala and I need to go back to our inn... We need to clean it and rebuild... Right Mikala.

Mikala shuffles nervously.

DUKAT

I was not staying for more than a fortnight I must also return home.

CALEMIR

We must help those who were taken.

ALRAST

The high priestess warned us that most of the women in the temple were taken.

ANGELO

Tio and I go nowhere without
promise of reward, coin or
otherwise.

CALEMIR

Then stay... Go back to the hole
you crawled out of.

Angelo stands quickly and points his sword at the neck of
Calemir.

ANGELO

Say that again... ELF.

CALEMIR

I wouldn't want to stain your nice
clean sword.

Dukat takes his drinking buddy away, while Alrast corrals
Calemir.

ALRAST

We are just hungry and tired... I
will go with Calemir.

CALEMIR

(to Mikala)
Orc slayer?

DOLAN

My brother?... Orc Slayer? We
belong in our ancestors village, at
our families home, protecting our
inn. There is more Carter blood in
this town than the whole of the
world... (then) Right Mikala.

Silence.

MIKALA

No... I must see this one out. I am
tired of hearing tales beyond our
borders. We... for whatever reason
are now interlocked with these men.
All of our lives came together last
night. I'm sorry Dolan.

Dolan slumps down, defeated.

DUKAT

Ai... I agree with the lad. It is an old Dwarven saying, "*never leave the men you drank with*" What say you Angelo?

ANGELO

Take orders from an Elf? There is a reason we shoved them into the west. To rid the rest of the world of them.

CALEMIR

If you remember correctly it was us who shoved the humans into the north, we have lived in the west for centuries.

ANGELO

By our permission.

Dukat and Alrast again step in to stop the skirmish.

ANGELO (CONT'D)

That settles it there is no way...

Angelo feels a prick in his hands and hears his mothers voice.

ANGELO'S MOTHER (V.O.)

Take your fathers sword and go... I will be okay... ANGELO RUN.

Angelo shakes his head and clenches his hand tightly around his sword, a rush of adrenaline hits him and he staggers backwards holding onto the wall close behind him to stable himself.

ANGELO

No orders from the ELF.

ALRAST

That just leaves you Dolan.

DOLAN

Betray my family, my mothers memory, my fathers inn. No they already have a son doing that, they don't need two.

Mikala shuffles nervously, he can't look into his brothers eyes but he wants to say something.

He opens his mouth but no sounds come out.

ALRAST

Stay safe son. Look after the high priestess. Erin will need all the help she can get... I hope we cross again, you pulled me out of fire if ever you need my services I am in your debt.

Alrast reaches out and hands a small coin purse to Dolan who accepts with a nod.

Dolan turns to his brother, begins to say something, stops, then punches him in the face and storms out of the alley turning back towards the fighting grounds of the previous night.

CALEMIR

Come... We must be on our way, we already wasted too much time with this silly conversation.

EXT. GUARD WATCHPOINT - MID-DAY

The five men approach an outpost east of the city.

It is a small shack and stable usually housed by the city guard, but all that remains is two small horses and a mule.

DUKAT

Three horses.

CALEMIR

(correcting him)

Two mares and a weak little mule.

ANGELO

Anything to get off my feet.

Angelo begins to mount one of the small horses. Calemir mounts the other, and Dukat takes the mule.

Mikala is scanning the outpost. (HE SHOULD FIND SOMETHING HERE< A CLUE)

ALRAST

Wait... We can't take these horses they aren't ours.

DUKAT

Where are the riders to tell us otherwise?

ALRAST

You would steal a loaf of bread if there was no baker to stop you? A gold coin if there was no guard?

DUKAT

Depends, how big a loaf, and how much coin?

Dukat and Angelo laugh and Calemir turns to Alrast.

CALEMIR

All must make sacrifices Alrast we will return them at the end of our road... (then) Mikala lets go... we are wasting too much time.

EXT. ROAD - LATER

Angelo, Calemir, and Dukat ride the steeds, Mikala holds the reigns of Calemir's horse bow drawn.

Alrast still upset about the earlier robbery holds back from the main group.

MIKALA

They made no effort to conceal their tracks.

ANGELO

Would you be scared if you had twenty orcs and a worg in your raiding party?

DUKAT

What villager is going to interfere with such a large group?

EXT. RIVER CROSSING - LATER

The men come to a river crossing, there are two watchtowers on either side of them and a small hill to their left.

They dismount.

In hushed tones.

CALEMIR

Orc slayer? Can you sneak up that hill over their.

MIKALA

In a moment.

Mikala begins to scale a small hill, half way up his shoe gets snagged on a branch and he tumbles down the hill.

Calemir and Angelo hearing rumbling in the bushes across the river mount their horses again and draw their swords.

Dukat took this quiet moment to take a leak and when the four men charge into combat his is left cluelessly behind the pack.

ANGELO

Elf... Stay on this side I will
check the other.

Angelo rears his horse and takes off full speed to cross the river.

Before he reaches the water his horse is tripped with a wire and he is sent flying into the river.

ALRAST

THE WATCHTOWERS!

Two orcs appear in each watchtower and begin to shoot arrows down at them.

From atop the hill three more orcs appear throwing rocks and shooting arrows.

Five more orcs slam out of the bushes on the other side of the river and begin to run over to the wet, muddy, and bruised Angelo.

With a newfound confidence, Mikala the Orc Slayer, shoots at one of the orcs in the watchtower, while Alrast fires a flurry of spells at the other.

Dukat, bladder empty rides into battle on his mule, who scared of the loud noises bucks him off and runs back to Redwater.

Angelo staggered in the water gets ready to fight the three charging orcs.

The three orcs throwing rocks on the mountain climb down to flank Mikala and Alrast.

Dukat bruised catches the three orcs off-guard by appearing to the melee so late.

He easily takes one out before the other two turn around.

DUKAT
(ROARING)
SAMANTHA!

Mikala has killed his watchtower foe and turns to Dukat before realizing he has already killed another.

He turns quickly then to Angelo who is struggling to fight off the five orcs in the river.

Mikala running over to Angelo almost gets trampled by Calemir as he rides by him and slashes at the closest orc.

Angelo sword drawn squares off against two orcs, he kicks water into the faces of the two orcs and in the distraction takes his chance to strike, killing one orc and wounding the other.

Mikala still over confident charges in on the two remaining orcs. Rushing in Mikala hits one of the orcs with the broad end of his bow before getting slashed at.

He gets caught in the upper arm and staggers back sobered by the blood rushing down his arm.

Calemir circles again and rushes towards the orcs stabbing one through the leg and losing his sword in the process.

Alrast fires a bolt of lightning at the tower and crumples it where it stands.

The explosion pulls all eyes to it for a moment before each side comes too and begins fighting again.

Dukat kills his third orc.

Angelo seeing the final orc is hobbled with Calemir's sword in his right leg charges, he fights off his first blow and cleanly swipes the orcs head off.

Alrast scrambles over to the very bloody Mikala and drags him to the other side of the river.

The blood stained water rushes along as the five men collect themselves and survey the scene.

ANGELO
They underestimate us.

ALRAST
Good, we have that at least.

Mikala still shocked stands slowly looking at the fallen tower.

MIKALA

I helped build that tower as a boy.
With Dolan and our father...

ALRAST

Sometimes we must break down the
things we love in order to build
them up again... Come now, we must
carry on.

EXT. CABIN IN THE WOODS - NIGHT

The men come to a clearing in the road to three flipped
wagons, two dead horses, and a cabin with the chimney going.

CALEMIR

I will go ahead and scout the
building.

MIKALA

I can come too.

ANGELO

Great you can fall off the roof
this time.

Mikala blushes.

CALEMIR

Fine Orc Slayer. Stay low.

Calemir and Mikala flank either side of the cabin, they spot
three orcs outside, two on the roof, and a couple more
inside.

They return.

ALRAST

Well?

CALEMIR

Three orcs outside and two archers
on the roof, only the God's know
how many are inside the cabin.

MIKALA

Don't forget the worg.

DUKAT

The what?

MIKALA

The worg, nearly took off Dolans leg, it is as big as the wagon and twice as fast as the horse.

ANGELO

(Standing)

Let's go, the songs that will be sung about us will be legendary.

ALRAST

The perfect crime will is one that is never known... (then) we need to get the women and get out without any of them knowing.

DUKAT

Easy enough, just need to evade three orcs, two archers, and a monster so big and fast it could be upon us in an instant.

ALRAST

Calemir?

CALEMIR

We wait until nightfall...

As Calemir lays out the plan we see the men putting it into action.

CALEMIR (V.O.)

Alrast and Mikala you take the western flank and take out the two archers on the top of the building. Dukat and Angelo you take the eastern side and flank the three orcs on the front porch. I will stay on the path and attack head on using the cover of night to get close.

The plan is working perfectly, but the men forgot to coordinate the timing aspect of the plan.

Alrast nods to Mikala and they skillfully drop the two orcs on the roof who fall face down off the roof right in front of the three orcs on the porch.

ORC 1

Huh?

ORC 2
(kicking the third orc)
Dragol up now.

The three orcs walk to the two bodies and examine them, noticing the arrows in the corpses they turn towards the house screaming.

Calemir jumps quickly into sight of the three orcs.

CALEMIR
Good fellows... GOOD FELLOWS!

The orcs turn quickly around.

DRAGOL
Unlucky for you to come to this cabin tonight.

CALEMIR
Unlucky? I think not... my wagon has flipped on the side of the road and my horses are injured, you three men look strong enough to flip it for me... for payment of course.

DRAGOL
(chuckling)
You two take care of him.

Dragol turns to face the house when Dukat and Angelo jump out of the darkness.

Angelo stabs Dragol in the neck dropping him quickly while the Dukat and Calemir scramble to take out the other two.

CALEMIR
You could have alerted the entire house! I had it under control.

ANGELO
Control? You were dinner (kicking Dragol's corpse) and this one was getting the others.

CALEMIR
I told you to wait for my signal.

ANGELO
And I told you I don't take orders from Elf scum.

Angelo and Calemir have begun a screaming match and before long a light in the cabin flicks on.

MIKALA

A light.

ALRAST

Quickly... the bodies!

The men scramble to drag the bodies away but Mikala's corpse gets stuck in the dirt.

He cannot get to cover before the door starts to open, Mikala picks up the corpse and stands behind it puppeteering it.

ORC AT THE DOOR

Oi. What is all this noise... Where are you bastards.

MIKALA

(Pupating an Orc)

Oi. It's okay... *sir*.

ORC AT THE DOOR

INTRUDERS... INTRUDERS.

The orc runs into the house screaming.

CALEMIR

Shit.

The five men run to the porch.

CALEMIR (CONT'D)

Orc slayer, cover that window.
Mikala, Dukat, get the door. Angelo
you...

Before he can get his final command out Angelo breaks down the door and runs into the cabin screaming.

CALEMIR (CONT'D)

Fool...

The others rush in behind him and find the women tied up in the corner of the room.

Three orcs rush in from another room and the worg jumps in behind them blocking the door.

ALRAST

Now!

All five men rush the worg, catching it off guard, they all take turns slashing it until the order turns to chaos and the slashes turn into a flurry of blows each less calculated than the last.

After a moment of shared confusion two orcs and the worg are dead, Calemir is badly injured and one of the orcs has taken a hostage.

Alrast rushes to Calemir's side and steadies his injury, his is badly hurt but will not die.

ANGELO

(facing the orc)

Let her go and you may leave here with your life. Keep her and I kill you through her.

ORC

(laughing)

Your bluffing.

ANGELO

(louder than he intended)

What shall I do father?

ORC

(in hysterics)

Are you asking your father, you puny, whinny, orphan baby.

Angelo's face contorts and he throws his sword at the orc. It plunges into the body of one of the women and through the other side into the orc.

Both lay dead on the floor.

Dukat and Mikala tackle Angelo to the ground, and Alrast runs over to the woman.

ALRAST

She is beyond my help.

Calemir yells at the two to tie up Angelo before passing out.

ALRAST (CONT'D)

You dumb bastard. We were meant to save them.

ANGELO

(pointing)

We have.

ALRAST
What about her?

ANGELO
A means to an end... A sacrifice
that was destined to be made.

ALRAST
The God's do not destine others to
die.

ANGELO
Who said the God's destined it?

ALRAST
Fool.

Mikala and Dukat stand, stunned, they scramble over to the
other tied up women. Mikala helps his barmaid out of her
binds. And uncovers her eyes.

BARMAID
Oh thank the God's you saved us. It
must have been days of constant
torture and pain, and...

The barmaid notices the woman and orc joined together sword
still through them.

BARMAID (CONT'D)
OH God, he got her.

ALRAST
Who is he?

BARMAID
Their leader.

DUKAT
(Standing taller)
Already got 'em.

BARMAID
You killed Kron?

The men look at each other.

ALRAST
(Breaking the silence)
Come on we need to get back to
Redwater. Before others come.

The three men untie the rest of the women and guide them
outside.

MIKALA

What about the women and Calemir?

They flip one of the carts, and Alrast gives aid to one of the horses.

ALRAST

We can stack some of these sacks on either side to shelter the women. (then) this horse is too lame to run, it is going to take a few days to get back to Redwater.

The women climb onto the back of the cart Mikala and Dukat guide Calemir still unconscious onto the cart. They quickly wrap the young girls corpse in blankets and put her in the cart as well. Tio is given to Alrast who takes it with him at the front of the cart.

DUKAT

And Angelo?

ALRAST

Keep him tied up and keep an eye on him. (to Mikala) take the back, watch the women and our flank. I don't like the sound of this Kron.

DUKAT

Let him come (gripping axe); we've killed worse.

ALRAST

Let's pray it doesn't come to that.

EXT. ROAD HOME - DAY

The wagon leaves the cabin and the long journey home begins.

The five men that left Redwater are beaten and bruised, one is close to death, one misses a brother, and one has killed an innocent woman.

DUKAT

(Whispering)
Angelo...

Angelo and Dukat are on the right side of the wagon, Angelo is tied up and Dukat walks behind him axe in hand.

DUKAT (CONT'D)

Angelo...

ANGELO

WHAT!

DUKAT

Why'd you do it?

ANGELO

I was told too.

DUKAT

Not a single one of us would have ordered such a deed.

ANGELO

I never claimed one of you did.

DUKAT

Then who? Kron... are you a traitor.

ANGELO

No just a man.

DUKAT

Then why?

ANGELO

My father told me.

DUKAT

Is Alrast your father? He is much too old to...

ANGELO

(chuckling)

No... When a child is born their path is decided. A girl will be taken and will learn the art of (SOMETHING), and a boy will go with his father and protect the realm. I was part of this society, the Marylin Society. When the man passes down his sword and retires from the society, he will spend years in the society as a counselor before death. My father died protecting our farm and handed me his sword, Tio, as my father was not given such a route by the God's and neither was I.

DUKAT

Your father dies, so you kill an innocent woman?

ANGELO

Patients, friend. The day my father died so did my mother. We were being raided by a small party of orcs, nothing strange or harmful about it. A Marylin man can take twenty orcs with a rusted shield and a dull sword. But these orcs... they... they were different, coordinated, organized. They stormed the farm in the middle of the day while my father and I were at a meeting, we returned to see the house in flames and our livestock slain in the fields. My father rushed into the flames to rescue my mother but came out with nothing but his sword. He handed it to me and told me to run. I begged him, I asked why run we are men of the Marylin society, he told me to meet him in Redwater, to wait for his arrival and he would explain everything, that I did not yet know the full story.

Angelo trails off.

DUKAT

Well? What did he tell you when he got to Redwater.

ANGELO

He never arrived. I waited ten hours in Redwater before I set back out to the farm. I was not but half way when Tio pricked my hand, hard on the palm. I thought it was a cramp a symptom of a lack of sleep, but Tio pricked my hand again, harder... drawing blood. I bent down to check my wound when an arrow flew over my head. Confused and scared I ran into the nearby forest. I waited listening, when the first orc rounded the corner I would strike, taking as many with me to meet my father in the afterlife. But when I heard the first one approach my hand was pricked again, and I stood stunned. The orc passed me, then another, then thirty three more.

DUKAT

Thirty three orc? In the same party?

ANGELO

They were their for me and my sword, I never went back to my farm, never saw my parents again, and never again distrusted Tio.

DUKAT

So it was Tio who told you to kill that woman?

ANGELO

Tio... Or my father.

EXT. CAMP - NIGHT

The party of men, women, and animal make camp for the night.

The women carry Calemir out of the back of the cart and set him close to the fire Mikala started.

Angelo is sat down on the far end of the camp, Dukat still reeling from the conversation on the road, stirs a pot of some kind of soup. Alrast is clearing the surrounding bushes.

After everyone eats Alrast, Mikala, and Dukat sit huddled together talking about the coming days journey.

Dukat holds his helmet over the fire trying to warp the metal back into shape.

MIKALA

I have traveled this road before, and at this pace we are still two days out.

ALRAST

If they attack it will be at the river crossing.

DUKAT

Good, one of the towers is destroyed.

ALRAST

But the mountain is not, they will still know of our arrival with enough time to set up a trap.

(MORE)

ALRAST (CONT'D)

We will set up camp tomorrow before the river crossing, and in the early morning we might catch them off guard.

The women are huddled close to the fire, scared and longing for home.

All but one. A woman is sitting quietly, with no look of shock, no effects from the long day of travel, and is looking directly at the three men talking.

Alrast glances over and notices this, nodding politely.

Whether he meant it or not the woman begins to walk over to the men.

WOMAN

(Sitting)

Hello gentlemen, I am Relandra.

Mikala has never seen a woman like this before, sure the women of Redwater are wonderful they can milk a cow or churn butter better than anyone, but they are labored and hard and the pain of these labors shows in their faces and hands.

Relandra, was tall, and had a grace and charm about her that stood out from the others.

How could they not have realized this before Alrast thought?

ALRAST

Glad to meet you. You are not from Redwater then?

RELANDRA

No.. Normally my husband does all the business, but he couldn't make the ride north this year, so I was working with Alroz to purchase some fine dwarven ale. Redwater is quite the trading post for such exotic goods.

Alrast knowing nothing of the region looked to Mikala to authenticate the story.

MIKALA

Of course... that is a fine wine merchant indeed.

Relandra smiled. And what a smile. It made the boys heads spin.

RELANDRA

(Standing)

It has been quite a day, I will be
turning in now gentleman.

With a wink, she turned and moved towards her bedroll.

After Relandra was out of earshot Mikala quickly turned to Alrast.

MIKALA

I have lived in Redwater since I
was a boy, never once have I heard
the name Alroz.

DUKAT

Angelo was telling me a tale on the
road, his sword predicted something
like this was going to happen,
maybe he just skewered the wrong
woman.

ALRAST

It is quite odd indeed... But it is
late and I am afraid a weary mind
is a useless one, Dukat tomorrow
you will still be with Angelo...
(over Dukats argument) I do not
care if he was told by the God's
themselves... he is unpredictable
and dangerous. (then) Mikala stay
behind the cart tomorrow but see if
you can't hear anything else this
Relandra has to offer.

EXT. MAIN ROAD - AFTERNOON

Calemir woke the next morning to the rhythmic thumping of the
old tires on the beaten road.

CALEMIR

(Startled)

What... Huh...

The women hold him down, he squirms and yells, through the
screams Relandra puts an arm on his chest.

RELANDRA

Relax, Calemir. All is well.

CALEMIR

Where are we? What is this?

RELANDRA

We are a day and a half ride out of Redwater, you were badly injured by the cleric stabilized you.

CALEMIR

Alrast... That is his name, he is a decent man, far more decent than I.

RELANDRA

The world is full of decent people, but few are capable of what is necessary. I fear your friend is in the former and your foe the latter.

CALEMIR

You defend a man who killed an innocent woman?

RELANDRA

I defend a man who saved ten innocent women.

CALEMIR

An orc surrounded by men, one on five... and you believe he saved ten? No... He killed one.

RELANDRA

When I was a girl I was forced to watch my brothers train. They would practice with their swords and I with my mind. One day an orc from a raiding party stumbled drunk into my home, my three brothers and father rushed downstairs swords in hand ready to fight. They played with him, taunted him, yelled at him. It was good practice for three young fighters, and good fun for my father. I didn't take long for the rest of the raiding party to show up looking for him, they heard his yelling from a mile out, and within thirty minutes all four men were dead. My mother and I took for the forest and escaped after three days of running... I would think again about judging these creatures we call foe, it is a scared dog that bites.

CALEMIR

If these foes are what you say they
are then we shall not return to
Redwater without a fight.

RELANDRA

That is correct, your friends seem
to think they are going to attack
us at the river crossing.

CALEMIR

A smart place to do so. I must talk
with Alrast.

Relandra puts a hand on his chest.

RELANDRA

Rest. I will talk with him on your
behalf.

Relandra climbs over the bodies, dead and alive, and exits
out the back of the cart.

Mikala half asleep walking on pure muscle memory almost
charges her in startle when she walks out.

MIKALA

Miss. Relandra, we are not ready to
make camp yet, do you need us to
stop?

RELANDRA

No... I can talk to Alrast and walk
at the same time, thank you.

She winks at him and catches up with the front of the cart.

RELANDRA (CONT'D)

Alrast.

ALRAST

(with a start)
Huh, Yes?

RELANDRA

I am here on behalf of your friend.

ALRAST

Calemir is awake?

RELANDRA

Yes, and looking better than ever.

ALRAST

Good, good.

RELANDRA

Anyway, I wanted to talk with you about this river ambush.

ALRAST

What river ambush?

RELANDRA

The one you three men were talking about last night.

Alrast is silent, she could hear us?

RELANDRA (CONT'D)

Yes... I could hear you it really was quite a small camp. And no I am not a danger to anyone.

ALRAST

A safe person does not create fake wine merchants.

RELANDRA

My mission is my own... Is it a crime to protect one's identity where you are from?

ALRAST

Well... no.

RELANDRA

And did you not keep secrets from the rest of the camp, like this ambush we are running into.

ALRAST

Um... Yes.

RELANDRA

Well good, then we're even... Now onto more important matters. Some of the women are still talking about this Kron you men claimed to have killed, they say he is bigger than three orcs stacked.

ALRAST

Yes, he was quite big, and a nasty fellow to take down.

RELANDRA

I believe it is he who will lead
this raid at the river.

ALRAST

How can a dead man lead a raid?

RELANDRA

How can a liar lead a cart? I
assumed we were past deception,
this raid will get ugly and we need
a solid plan.

ALRAST

You have one in mind?

RELANDRA

We need all the help we can get the
first step seems to be untying your
friend over there.

ALRAST

A loose cannon and a murderer.

RELANDRA

A soldier and a healthy man.

ALRAST

It is one thing to lie about a wine
merchant but to defend a murderer.

RELANDRA

Who are you to decide this man's
fate, are you one of the Gods?

ALRAST

I have decided no fates, we are
taking him to Redwater where he
will stand for his crimes.

RELANDRA

An old man, a scared young
innkeeper, and a dwarf. Against, an
organized group of highly armored
orc, lead by what appears to be an
orc three times taller and stronger
than a normal one. You are sending
us into a trap, our fates were
decided the moment we left the
cabin, you will have us all die.

ALRAST

(Angered)

And what would you have us do?

RELANDRA

First, I would stop stacking the odds in their favor, untie the healthy man and let the women be of assistance.

ALRAST

The women are scared and weak.

RELANDRA

I was with these women for three days before you rescued us, how many men would have survived an orcs torment for that long?

ALRAST

Surviving torment is different than surviving a sword.

RELANDRA

Then perhaps it should be you in the cart and the women leading the attack.

ALRAST

Enough.

RELANDRA

I am sorry friend, I have crossed a line. I am simply trying to show you we have weapons the orcs do not.

ALRAST

And those are?

RELANDRA

The orcs still underestimate the strength of men. We must use this to our advantage. When we make camp for the night the orcs will be watching, when we start a fire, the orcs will be watching, and when we cross the river the orcs will be watching.

ALRAST

And?

RELANDRA

And we have the opportunity to show the orcs what they would like to see. What they think they will see.

ALRAST

They think we will make camp for the night and rush the river in the morning.

RELANDRA

Exactly, so when we make camp tonight we leave.

ALRAST

Leave what?

RELANDRA

All of it, it is less than a days walk after the river. If we set camp and start a fire the orcs will see the smoke and prepare for the fighting in the morning.

ALRAST

Okay, what of Calemir, and the corpse.

RELANDRA

Calemir will be good enough by then to walk, just walk... but that only leaves four fighting men.

ALRAST

Three... Angelo stays tied.

Relandra begins to walk away.

ALRAST (CONT'D)

And who is this dead woman?

RELANDRA

None of the women know.

EXT. CAMP - NIGHT

The men and women set up the camp Dukat stokes the fire extra hot causing the smoke to rise higher.

As the rest of the party sets up the camp Relandra shoves Tio into the wrapped corpse, concealing it from the rest.

The large party shuffles as quietly as they can to the base of the mountain.

EXT. BOTTOM OF THE MOUNTAIN - NIGHT

ALRAST

Mikala and I will climb the
mountain and count the orcs. (then)
Relandra watch the tower, Dukat
watch Angelo.

Mikala and Alrast slowly scale the mountain, it is dark, it is cloudy and both men are scared.

EXT. TOP OF THE MOUNTAIN - NIGHT

The top of the mountain looks a lot like the camp they left behind, small carts, bedrolls, and a fire.

That is not the only similarity,

NO ONE IS THERE.

EXT. BOTTOM OF THE MOUNTAIN - NIGHT

KRON

Welcome to the river.

The whole party turns quickly, to Kron, the orc beast.

Four orcs run out of the forest flanking either side of Kron, two more stream in from the river bed, one archer stands in the watch tower.

RELANDRA

It's an ambush, run.

DUKAT

Where, we are surrounded.

RELANDRA

Angelo... We need him, cut him
loose.

Dukat cuts Angelo loose.

ANGELO

Tio, where's Tio?

Relandra pulls Tio out of the wrapped corpse. And tosses it to Angelo.

Three orcs are already on the women Angelo jumps in, killing two of them and disarming the other.

The disarmed orc falls in the middle of the women, who pick up sticks and begin to curse and beat him.

Kron smiles and walks towards Relandra.

KRON
Times up, red woman.

Relandra, shoves off a charging orc, and fires a very large bolt of fire towards Kron.

All men, women, and orc stop, staring at the glory and devastation of the bolt of fire.

Buoyed by the fire Dukat and Angelo strike down the last two orcs.

Rushing down the hill Alrast destroys the other watchtower before the archer can get any meaningful shots off.

ALRAST
Why is he not tied?

ANGELO
Why are these women alive? Both questions have the same answer.

ALRAST
Dukat take his sword.

RELANDRA
He saved all of us from death, leave him his sword.

ALRAST
Dukat take his SWORD.

RELANDRA
I set this man free, it is me you should be yelling at.

ALRAST
You defend a murderer and let him go free, perhaps you knew of this attack, perhaps you were part of the plot to kill us all along.

RELANDRA
I know one man who would disagree with that.

Relandra points to Kron, he is missing.

ONE OF THE WOMEN
Where is Kron?

The forest is ablaze orcs are scattered at the party's feet,
the only thing missing is Kron.

RELANDRA
Come, we have a long walk ahead of
us. (then) Calemir are you alright
to walk without aid.

CALEMIR
Yes, let the women carry the corpse
I can carry my own load.

RELANDRA
Dukat and Angelo your valor will
not be forgotten (to Alrast)
neither will your words.

The worst encounter on the rest of the journey home was an
angry chicken plucking at a sack of corn.

EXT. REDWATER FRONT GATE - AFTERNOON

A tear filled the eye of Mikala as he thought the town never
looked better.

Men working in the field looked up and cried in joy and the
town came to life.

Some farmers and townsfolk ran out to the wagons and greeted
the party. Others went screaming towards the village,
alerting the residence. The town erupted in activity and
cheer.

The party was welcomed with great cheer the first cheer the
town of Redwater has yelled in days.

The women returned home, to their families, to their
husbands, and to their children.

The people gathered in joy. Tears, laughter, and reflection
all began, as Redwater begins to sort out the last few days.

Before all these answers, the town starts a spontaneous
celebration.

EXT. TOWN SQUARE - NIGHT

In the town square, the site of one of the biggest battles of the raid, people gather to celebrate the victory, memorialize the dead, and welcome home the weary travelers.

A make-shift shrine has been created, a beautiful wooden structure lies in the middle surrounding it lie three pillars covered in flowers and memorial items. Each pillar has a list of names scribed under a large title.

On the First pillar: Our Fallen Friends

On the Second pillar: Our taken women

And on the Third pillar: Our towns saviors

EXT. TOWN SQUARE - NIGHT

The town celebrated into the night, eulogies were given, songs were sung, and wine was drank.

All the townsfolk were overjoyed, all but Alrast.

He couldn't celebrate completely, as he wondered who Relandra was he followed her around the square and kept a close watch.

After a few hours of celebration, Priestess Erin, from the temple, came up to speak to the heroes.

ERIN

The Mighty five; Dukat, Brave Dwarven Fighter from the North. Mikala, Town Friend and Wizard. Angelo, Mighty Fighter and friend from the North. Alrast, Healer and friend from the West. Calemir, Eleven Archer and friend from the West. You are gathered here as the town celebrates your courage and to thank you tonight.

The crowd erupts with applause.

ERIN (CONT'D)

I did not have the chance to properly introduce myself the other night, but I am the High Priestess of Redwater and I am grateful to you. On the evening of the raid, the Mighty Five showed incredible grit... As they put aside their

(MORE)

ERIN (CONT'D)

Own well-being, and thrust
themselves into combat. While
others in our town fought
Valiantly, these six ran from place
to place saving women and children
from certain doom. Let us all pause
now and remember those who have
fallen to save our people and
Our town...

The crowd falls silent.

ERIN (CONT'D)

We have grieved over the dead and
the pain we feel for these friends
will never cease. But today is not
about what we lost... no today a
celebration of what we gained.
Tonight we thank our Gods for the
fate that you gave us. While I know
that fate seems cruel and hurtful,
the same Gods who you think forsake
us... sent us help. The chances
that these five men would be
together in one place and join
forces to save our citizens is a
miracle and a gift... Praise to our
Gods!

The five men look at each other, they too have felt forces
beyond themselves take work.

ERIN (CONT'D)

I have prayed and asked my God for
a blessing for you five... Dukat
mighty dwarf warrior come forward.
(then) You are a warrior of power
and might... you bring your power
and glorify your God by using
strength and courage. May this rune
on your arms, give you greater
power to defeat evil.

Dukat kneels in front of the priestess who blesses his arms,
his axe feels lighter in his hands, his movements swifter
than before.

ERIN (CONT'D)

Angelo, Mysterious Warrior from the
North, please come forward:
You are a warrior of arcane
nature... you bring your power
and glorify your God by using the
arcane art.

(MORE)

ERIN (CONT'D)

May this rune on your hand, give
you greater power to defeat evil.
(whispered so only Angelo may hear)
and give you a clearer voice.

Angelo takes Tio into his hands, and hears clearly his
parents voices, they are laughing and praising him.

ERIN (CONT'D)

Alrast, healer and friend, please
come forward. You are a healer and
fighter that uses finesse and
prayer... you bring your power and
glorify your God by using your
skill. May this rune on your heart,
give you greater power to defeat
evil.

Alrast steps forward and after kneeling feels a burden lifted
off his shoulders, his nagging hatred of Angelo fades, but
not for Relandra.

ERIN (CONT'D)

Calemir, leader of the five, please
come forward: You are a warrior of
that uses your arrow to speak for
you... you bring your power and
glorify your God by using the long-
range skill. May this rune on your
fingers, give you greater power to
defeat evil.

Calemir feels stronger, and more sure minded.

ERIN (CONT'D)

Finally Mikala, our great innkeeper
and mage of Redwater please come
forward: You are a mage of draconic
background... you bring your power
and glorify your God by using the
draconic skill. May this rune on
your heart, give you greater power
to defeat evil... You are always in
our debt... Redwater thanks you...

KELLEN the wealthiest man in town takes the stage next.

KELLEN

Redwater has been good to me and my
family. Tonight we celebrate. The
spirits and food are on me... These
fine men saved my wife and my
daughter Emily from these evil
orcs, and I am ever grateful...

(MORE)

KELLEN (CONT'D)
so we dedicate this night to them!
TO THE MIGHTY FIVE.

Let the party begin.

MONTAGE OF PARTY.

Alrast could not party as he was consumed by Relandra. He followed her around the party, watching her every move, and when she retired to the only inn left standing in town, he followed her back.

INT. INN - NIGHT

RELANDRA
Do you need anything my good friend
Alrast?

Alrast felt a bit dizzy, as her charm and grace was unlike anything he felt before.

ALRAST
I am just escorting you back to
your inn, my lady.

Both knew that was not the reason, but they both smiled anyway.

RELANDRA
(mockingly)
Thank you my kind savior... Do you
plan to follow me all the way to my
room, or will I have some privacy?

She walked to the second floor to her room and closed her door.

Alrast was not taking chances and sat by her door and slept through the night, resting his head on the door.

INT. KELLEN'S MANSION - NIGHT

The rest of the group party late into the night before retiring to Keller's mansion.

After being escorted to his room Angelo hears a knock.

KELLEN'S DAUGHTER
My name is Erin, May I stay with
you tonight?... I am still so
scared of the orcs.

ANGELO
We wouldn't want that.

INT. INN - MORNING

Relandra opens her door causing the sleeping Alrast to slam his head on the ground.

RELANDRA
Good morning Alrast! Since you seem to be stuck to me like glue would you like to have breakfast with me?

INT. INN MAIN ROOM - MORNING

Relandra and Alrast sit at a small booth in the middle of the room.

ALARAST
Would you not want more privacy for such a serious conversation?

RELANDRA
Serious? I thought this was breakfast?

ALARAST
For you too ask me to sit it must be serious.

RELANDRA
It is... But try to make yourself look less suspicious often causes you to stick out.

The sturdy Aunt B comes over.

AUNT B
Well hello... If it isn't the hero's.

RELANDRA
Hello Aunt B, I thought you worked with Mikala and Dolan at the Red Dragon?

AUNT B
It's a little hard to work there right now dear, what with all the smoke and ash.

RELANDRA

I am truly sorry, it slipped my mind.

AUNT B

You have enough to worry about, without thinking about some silly inn.

RELANDRA

I was sorry to have to leave it was such a pleasant month I spent with you and yours.

AUNT B

I wouldn't call what you did leaving dear.

RELANDRA

True, enough. How's Dolan.

AUNT B

Sullen... Ever since his brother left. He won't tell me but I can tell he misses 'em... Enough about us you lot must be starved, anything to eat?

RELANDRA

Just a tea please, and whatever the chef makes best.

AUNT B

Any you hun?

ALRAST

Same.

AUNT B

Right away dears.

Aunt B shuffles off mumbling a tune.

RELANDRA

Tough woman, and kind.

ALRAST

A month?

RELANDRA

What?

ALRAST

You said it was a good month.

RELANDRA

Yes, I have been in Redwater for a month.

ALRAST

On what business.

RELANDRA

To the point very well... It is clear that I do not belong in Redwater. You are a smart man you must know by now that the orcs were here for me. But, I cannot tell you the full mission I am on.

ALRAST

It is hard to follow a woman into battle without first knowing the reason for the fight.

RELANDRA

People have died Alrast... because, of me, because of...

Relandra chokes up, this is the first emotion Alrast has seen her have, he almost begins to feel sorry for her.

RELANDRA (CONT'D)

(Shaking off her previous thought)

And more will die, it is clear the people that want me will kill to succeed... Now, I cannot tell you the nature of this trouble. This is a grave matter that must be attended too, I would like to ask you and your friends to escort me to Ebore, so I may seek the console of Carjen, the wise.

Carjen? Alrast thinks, that name sounds familiar. He realizes that Carjen is an old man, a sage of great renown in the Lands of Windsor.

Relandra reads this discovery on the face of Alrast.

RELANDRA (CONT'D)

Yes, Carjen is a great sage, who has amassed great wisdom. He taught me as a child and is a good friend to me and my family. He would know much about what I seek.

ALRAST

Yes, the name does sound familiar.

RELANDRA

I will not answer ANY questions about my mission, but I am a wealthy woman, and I will offer your party 1,000 gold to lead me to him, as you realize, this may be dangerous, but I have seen you and your comrades blades, and while you are not yet known in these lands, I have a feeling you will all leave a mark on this world soon. However, we have come too close to death too many times.

ALRAST

What of it?

RELANDRA

We need another.

ALRAST

No one would join us, not after the orc raid. They may praise us in the streets, but in secret they fear us, and what we have done.

RELANDRA

Not Dolan.

ALRAST

Dolan punched his own twin in the face, he renounced him, and walked back to rebuild his inn, he would never join or party.

RELANDRA

Dolan and Mikala can speak to each other.

RELANDRA (CONT'D)

Are we not speaking now?

RELANDRA (CONT'D)

Yes, but with our mouths they can speak with their minds... I have seen it, of course not to its fullest extent...

(MORE)

RELANDRA (CONT'D)

One might tell the other the table needs to be cleaned and the other would do it, or the bar needs to be restocked and the other restocks it.

ALRAST

That is truly amazing, it does not change the fact that Dolan will not leave his home town.

RELANDRA

He must... It is crucial we not fail this mission.

ALRAST

Why not ask Calemir, he has become the leader of our group.

RELANDRA

Calemir wasn't sleeping on my door.

Aunt B returns with their tea and their food.

AUNT B

Here ya are.

RELANDRA

Aunt B, do you think Dolan would ever join his brother in his travels away from Redwater?

AUNT B

That's a tough ask. Since their parents died Dolan has taken it upon himself to see to the Red Dragon. He feels obligated.

RELANDRA

Thank you Aunt B.

AUNT B

Of course dear.

ALRAST

Well...

RELANDRA

I will get him.

ALRAST

How?

RELANDRA

Eat... I don't want my watchman to
starve to death.

Relandra winks and stands up from the table leaving Alrast
alone and confused.

INT. KELLEN'S MANSION - MID-DAY

The party wakes late into the afternoon. A week of fighting
and riding followed by the towns biggest party in centuries,
has caused a long and well deserved hibernation.

When the party does shuffle out of their rooms Kellen is
waiting for them in the dining hall.

Angelo and Erin walk in separately as to not arouse
suspicion, but one close look at her wide smile would give
away the whole story.

After a long lunch, more toasts, more drinking, and some
smoking. Alrast excuses his group for a moment.

EXT. KELLEN'S MANSION BALCONY - EVENING

ALRAST

Relandra would like us to escort
her to Ebore.

DUKAT

Why?

ALRAST

She would not say. All she said was
she would pay us thousand gold coin
to get her to Ebore to meet a sage
named Carjen.

CALEMIR

Carjen? A wise old sage, renowned
in the world. Whatever she has it
is very important, not many men can
be in the company of such a
powerful sage.

ANGELO

A thousand gold coins, I have done
a lot worse... for a lot less.

MIKALA

And I will need money to rebuild my
inn.

ALRAST
(looking to Mikala)
One other thing... She insists that
we bring another man.

MIKALA
Easy enough, we are renown, I am
sure we could find another able
bodied man.

ALRAST
She already has... Dolan.

MIKALA
What... But... He...

ALRAST
She claims you too can talk without
words.

Dukat slaps Angelo on the back of the head.

DUKAT
So can I. I just called Angelo a
jackass.

ALRAST
No... They can talk to each other
with their minds.

The group looks over stunned, Mikala shuffles awkwardly back.

CALEMIR
Such a great skill, in such an
average person... No offense orc
slayer, but this is a trait of
nobility, of great fighters.

MIKALA
We have been telepathic since
birth... Drove our parents nuts.

ANGELO
This truly is incredible, but Dolan
will never join us... Look at
Mikala's eye, is that the eye of a
man in good graces with his
brother?

ALRAST
I agree, but at breakfast she
assured me she can convince him to
join.

CALEMIR

Alrast, having breakfast with
Relandra, maybe anything is
possible.

The group chuckles and heads back inside.

INT. KELLEN'S MANSION DINNING HALL - NIGHT

All five men, Kellen, his wife, and Erin all sit for dinner.

Before they begin eating, Relandra walks in.

RELANDRA

Hello Master Keller... Mighty five.
I have some exciting news.

Dolan shuffles in standing tall, looking confident.

RELANDRA (CONT'D)

Dolan will be joining us on our
ride to Ebore.

KELLEN

THE MIGHTY SIX... HERE HERE!

The entire group smiles, and for a second Dolan loses his
confident venire, he looks small, he looks scared, he looks
alone.

The group gets up to greet him, he transforms back into Dolan
the confident.

Relandra told Dolan he is going to die for his brother.

The night continues much like the last, the news of a new
adventure and another member of the Mighty Five will grant
Kellen the town's ear for another month to come.

After far too much eating and drinking Calemir excuses the
mighty six, as they have much traveling to do.

Kellen offers them his best horses and retreats for the
night.

Everyone retires except for Alrast, this time he spies on
Relandra from a distance, not at her door.

Angelo fast asleep is woken by the soft hands of Erin.

EXT. KELLEN'S MANSION - MORNING

Making final preparations the Mighty Six and Relandra set off for Ebore.

As the sun begins to set Calemir turns to Alrast.

CALEMIR

We have a spy trailing us.

Alrast subtly turns around, he nods at Calemir. All seven members take off at full force rounding a corner.

The spy rounds the corner looking for them when they all jump out of the forest weapons drawn.

It is Erin. Shocked she screams for forgiveness.

ERIN

Angelo, please... I love you and must go with you.

CALEMIR

(To Angelo)

Take care of this.

ANGELO

My dear, wait for me at your father's house, I will return for you.

Erin stares blankly at Angelo.

DOLAN

She must return home.

ERIN

Shut up Dolan, you know nothing of me or my feelings.

She turns her horse away crying.

The group sits stunned. Dukat breaks the silence.

DUKAT

How could you cheat on Tio like that.

With a flurry of laughter the group begins again the ride to Ebore.

EXT. ROAD TO EBORE - MID-DAY

It has been a day since the night time spy, and the party has run into no problems.

In the distance Calemir spots an overturned wagon in the middle of the road.

CALEMIR

A wagon... It's flipped.

ALRAST

It's a trap, ride past with haste.

DOLAN

A trap? You are the Mighty Five, you save people.

RELANDRA

You are the Might *Six*... If you forget that, then who will remember?

ANGELO

It wouldn't matter if we were the Might Nine, our mission is to deliver Relandra to Ebore, not help an overturned wagon.

MIKALA

What if they need our aid, this road is dangerous at night.

ALRAST

It is dangerous... but does that danger not apply to us?

DUKAT

Let the danger come, we must help the wagon, we are strong, and don't forget the lady has fire in her hands.

As the party nears the wagon they can hear men screaming for help.

ANGELO

Dukat and I will ride up and investigate, watch our backs.

As Angelo and Dukat ride closer the screams get louder but it is clear that this is an ambush, no men are hurt.

A knight in shining armor rides from behind the wagon. Several archers appear from the treetops on either side of the road.

KNIGHT

Let us have the woman and no one get's hurt.

ANGELO

Will you look at that Dukat... He is wearing my armor.

The knight laughs.

KNIGHT

Relandra come forward... or your friends die.

Calemir and Mikala nod at each other and send arrows at the trees killing two archers.

Alrast and Relandra kill two more.

ALRAST

Angelo CHARGE HIM!

The knight and Angelo realize what has happened at the same time.

The knight charges with his lance drawn, Angelo brushes the hit away and swipes his sword at the Knight's leg, knocking him off his horse.

Dukat rides beneath one of the trees and begins to swing his axe at the archer above, who trying to dodge the blows loses his footing and falls.

Calemir, Mikala and Alrast have taken out the remaining archers. Relandra has rushed to the side of Angelo who now has the Knight at the end of his sword on the ground.

Dolan, scared has done nothing, and now looks around surprised at the speed of the fight.

KNIGHT

Mercy... Mercy.

RELANDRA

Who are you? Who sent you?

KNIGHT

I... I... Was told to get the woman and paid 300 gold coins. Hear, take this...I don't know who asked me...

(MORE)

KNIGHT (CONT'D)
 he was wearing a hood, with a scar
 on his left cheek... please...
 forgive me!

ANGELO
 Give me your armor!

KNIGHT
 No, it was a gift from my father...
 please no... anything else... My
 sword... Anything!

Angelo forces the knight out of his armor, it is a tough site
 to watch, a grown man being stripped and crying.

DOLAN
 Enough... It's time to leave.

CALEMIR
 Now the boy fights... Where was
 this spirit when the arrows were
 flying?

DOLAN
 We are not criminals, we are
 protectors now we must get back on
 the road... Leave the Knight alone.

ANGELO
 This is no knight, it is a boy,
 playing in a man's world... Look
 familiar?

MIKALA
 Alright... enough, it was only his
 first taste of blood.

The first words uttered about either brother since the punch.

Angelo finishes stripping the knight, he dons his nice shinny
 armor and the party continues towards Ebores.

ANGELO
 (Riding Away)
 Follow us, and it's your clothes
 next.

EXT. EBORE MAIN GATE - NIGHT

The rest of the trip was uneventful and now the party finds
 themselves at the gates of Ebores, the small farming town of
 just 5,000 residents.

RELANDRA
Come, this way.

Relandra leads them to the right of the gates.

RELANDRA (CONT'D)
Carjen lives a mile south of the
city, we must not take the main
road.

EXT. CARJEN'S HOME - NIGHT

When the party enters the property, they are met by a large
and menacing looking man.

When he sees Relandra his face lights up.

MAN
Hello Andie!

He greets her and looks suspiciously at the rest of the
party.

MAN (CONT'D)
How are you doing?

RELANDRA
Loriant, you old buzzard.

They embrace as two old friends.

LORIENT
Are you here for the Spring
Festival, I know the capital is
still a weeks ride out but I hear
it is going to be quite spectacular
this year.

RELANDRA
No, I am seeking the counsel of a
good friend and a wise man... Is
Carjen home this matter must make
haste?

LORIENT
Yes... this way.

Loriant hesitates at the door.

RELANDRA
Oh, my manners... Please forgive
me, it has been a hard and long
ride.

(MORE)

RELANDRA (CONT'D)
 (looking at Alrast) These mighty
 men are my personal heroes! I was
 captured by a group of marauding
 orcs, and these brave men saved me
 and several other folks from
 Redwater. This is...

LORIAN
 Redwater? Why in the God's names
 were you up there.

RELANDRA
 (curtly)
 On business

Relandra continues to introduce each member to Lorient as
 they enter Carjen's home.

LORIAN
 I will let the master know you are
 here.

After a few minutes Lorient returns.

LORIAN (CONT'D)
 The master is ready to see you now.

He pauses, then looking at Dukat

LORIAN (CONT'D)
 I am sorry, but he is not welcome
 here... I am sorry.

RELANDRA
 Is that old fool still carrying
 that grudge.

LORIAN
 I am afraid so Andie... again I am
 sorry.

RELANDRA
 (To Dukat)
 He is an old fool... but he can
 help us. Do you mind humoring him?

DUKAT
 I understand.

RELANDRA
 (Loudly)
 Dukat... Please stand guard here.

DUKAT

(With a smile)

Of course... I will ensure that you are all safe.

INT. CARJEN'S OFFICE - NIGHT

CARJEN

It is a pleasure to meet the men who saved my good friend from orc barbarians! It must be an interesting story, I would love to hear about it someday. Relandra, good to see you my child... I am so glad you are safe.

RELANDRA

Thank you Master... But I come today with great trouble.

CARJEN

The orcs? I doubt you will see them again.

RELANDRA

No... I have an unrelated problem, but I must talk with you in private.

CARJEN

Of course, please come this way.

The Mighty Six sat and waited for a few hours, as Relandra and Carjen spoke in private.

Loriant served them with some teacakes and ale, as they waited. Dukat was also served a some ale by Loriant, most likely without the permission of his master.

When Carjen and Relandra returned, they both looked concerned. Relandra, a person who seems to have her emotions in check and constant grace, clearly looked distraught, and her eyes were red from crying.

CARJEN (CONT'D)

Good day again... Relandra has asked me to keep her mission in private, which does indeed seem a bit unfair to you, but the troubles she speaks of are quite grave, and the knowledge of her problems would be quite a burden for you all to

(MORE)

CARJEN (CONT'D)

know and quite frankly would put you at an unnecessary risk. Your services and honor to Relandra will not be unrewarded. The Gods are on your side for your brave work.

RELANDRA

I promised a reward to you all... but I am not near my home. I owe you more information, but I just can't at this time. I promise you, I will give you my prized necklace as a down payment for what I owe. You have all been so brave... and so honorable... but we have more to ask of you.

Angelo's eyes lit up... the necklace must be worth 500 gold coins.

CALEMIR

My lady, we trust you, and would never ask for your necklace. We are honored to serve you and know that our reward will be paid in full when possible.

He bows.

CALEMIR (CONT'D)

(Elvish) Arweb en amin. (English)
My lady.

Angelo, scratching his head in disbelief, screamed in his mind at Calemir.

After Calemir's gesture, Relandra smiled and kissed him on his cheek and whispered in his ear.

RELANDRA

(Elvish) Diola lle Mellonamin.
(English) Thank you my friend.

CARJEN

I have come across something rather interesting information that could be of use to Relandra and her problem. Then again, it could be a fool's errand; I am not sure; but the benefits of the knowledge from this errand could be quite amazing...

(MORE)

CARJEN (CONT'D)

I have found an ancient society that dedicated themselves to prayer and intercession with nature. This society existed over a 1,000 years ago and may, believe it or not, give us answers to some difficult problems we are facing today... yes, yes, at first I was skeptical that it would be relevant, but as I continued to research, the answers to my question keep coming back to this ancient society, *the watchers* as they are referred... Now I realize you have done much for Relandra, and asking you to do more, on an old fools behalf, could be asking too much...and if you refuse, I understand; but I would like you all to travel to Ronea Garub (Peaceful Valley) and go deep into the jungle to retrieve a Tome that is located in one of the watchers ancient temple... This could be a simple mission of walking into the temple, grabbing this tome and bringing it back or it could be filled with unspeakable creatures and peril. If you bring this the Tome of Demense back to me, I will reward you with 250 gold coins each!

Relandra interrupts

RELANDRA

Mighty ones, I have seen you in action... I have seen your valor and I have seen your honor. I think I owe you a bit more explanation as to what has happened to me.

She pauses, as tears build in her eyes, she is overcome with sadness and takes a minute to collect herself.

RELANDRA (CONT'D)

My husband was murdered a few months ago... the men behind this murder are powerful and dangerous. I ran from home, seeking help, and the fate of the Gods brought you all to me. Now, I can't make you do

(MORE)

RELANDRA (CONT'D)

this mission, but I have to ask you all to think hard about this, as this Tome, that Carjen speaks of, could be helpful... and may save other's life... and my own... I had a dream about you on our trip, in this dream, I saw you all clothed in gold, and people cheering your names... I have met many warriors in my life, and while you are all young and starting out, I can see something special in this group... in this mighty six!

She pauses herself, and collects her wits, then whispers.

RELANDRA (CONT'D)

Please help me.

Carjen interjects.

CARJEN

This Tome may be of use to the enemies of Relandra, so sending you into the ruins is a stroke of good luck. Many of these people do not know who you are and may underestimate you... if they don't know who you are, you will be able to travel safely without notice.

ALRAST

We would like to help... but I must speak with my comrades before we can commit.

Before he could finish his thought, Mikala, Dolan and Calemir were stating that they wanted to help and they were ready to help Relandra in anyway. Angelo stated that he was quite interested in the gold!

ALRAST (CONT'D)

We have one more in our group to ask.

Alrast stated, with a slight glare at Carjen, who simply ignored the obvious overture about Dukat.

ALRAST (CONT'D)

A moment if you would.

EXT. CARJEN'S HOME - NIGHT

As the party left the room and met with Dukat, he was quite excited about helping Relandra.

She thanked him, and the entire group, and then went over to again apologize for the rude welcome the dwarf received.

RELANDRA

You are a mighty and gracious dwarf.

Relandra bends down and kisses him on the cheek and whispers something in his ear.

Dukat turning red, and feeling overwhelmed by the gracious and beautiful lady's kiss just smiles, and seems to forget about the prejudice shown by Carjen.

Relandra and the group walk back in.

As Angelo is leaving he turns to Dukat.

ANGELO

What did she whisper in your ear?

DUKAT

Khadran... A great honor for a dwarf, it means a trusted friend.

Angelo chuckles as Dukat touches his cheek.

EXT. ROAD TO RONAE GARUB - DAY

After five days on the road the group sets up camp.

ALRAST

Tomorrow we will need to journey into the wild.

EXT. RONAE GARUB JUNGLE - MORNING

After hours of traveling through the jungle with little problem the group comes across a sword on the edge of a cliff face.

DOLAN

I will investigate... I have a light foot.

CALEMIR

That is what Mikala told us, before
he sent half the rocks on a
mountain down on us.

DOLAN

Hehehe, yes... He was the one our
parents caught sneaking off. I was
miles away by that point.

DUKAT

Be careful lad... these jungles are
uncharted.

Dolan climbs to the edge of the cliff face, inching towards
the protruding sword.

DOLAN

Come... It's safe.

The group climbs to Dolan, they all see a stone carving, on
it is inscribed.

*Here Lies the Watchers, Brave Men and Caretakers of the M.....
...Y*

The last two words were too worn to read, but looked to be
the name of this group.

DOLAN (CONT'D)

The watchers.

ALRAST

Yes, Carjen warned us about them.
He did not wish me to share this
with you... But The watchers, as
they were called, were the
religious folks who lived and
prayed in the temple.

As Dolan continued to search, he jumped as he looked up and
saw a large wolf-spider dropping in on him, as the spider
looked forward to a meaty dinner.

Before he could react, he was stung with poisonous venom and
passed out.

The rest of the party saw this and sprang into action.
Calemir, Angelo, Dukat and Alrast

All shot arrows at the beast. Two hit, but the large spider
simply grabbed Dolan and begins to rise up to his lair above.

Mikala, seeing his brother seemingly disappear before his eyes began running up the hill.

Calemir and Dukat also began climbing to save their friend. A few arrows later, the spider had disappeared.

The chase continued to a dark hole, where the spider was hiding, when the three brave friends dispatched the spider.

Grabbing Dolan, they climbed down. Alrast helped bring Dolan back to health, and Calemir searched the cave finding some bones and a magic dagger.

DOLAN

Thank you Alrast, I do not deserve a second chance. A good thief arouses no suspicion.

ALRAST

You did fine young man, it was our talking that attracted the spider.

Mikala still covered in blood and mud and still holding onto his brother sits back panting.

Dolan looks over they lock eyes and both nod.

Whatever argument was going on has now stopped. Sometimes all you need is a massive spider and the threat of death.

ALRAST (CONT'D)

One good thing came out of this ordeal. The entrance to the temple is right there.

Relandra points to her right and the entire party sits in amazement, they begin to walk over.

As they get closer, they see an amazing temple entrance that seemed in pretty good shape considering the age of the ruins.

In addition to the temple entrance, they see a huge statue of The Guardian, which was a giant sculpture of a tiger. The site of this large statue was a beautiful tribute to the majestic tiger and was quite a memorable view.

INT. THE TEMPLE - AFTERNOON

Walking past the entrance into the outer courtyard of the temple ruins, rain started to fall.

A warm rain that felt good on the skin.

It seemed to rain constantly in this part of the world, but the abundance of rain is what made the jungle so lush and full of life.

As, the rain fell, the party moved into the temple courtyard. After spending several hours in the jungle, with little problems, the party was surprised when several dozen javelins came flying at them hitting Dolan and Dukat a serious blow.

As they got over the shock, they looked around and saw about a dozen of lizard folk surrounding them.

With dozens of javelins being thrown from all directions, the party went into action, firing arrows back at the lizard folks.

With a few hits, and Relandra running over to Dukat to heal his wounds, the party began to get the upper hand, and was able to stop the attack.

After about 10 lizard folk were dropped, some of them turned and ran.

With a few more swings, the party finished the battle. Alrast and the crew regrouped, started healing each other, and began to walk towards the main temple entrance.

INT. COURTYARD - MID-DAY

The outer courtyard had a long pathway that led to steps that went up about 40 feet high.

The entire temple seemed to be on a raised platform. The group started to make the climb up the steps, as they came to the top of the stairs; they were greeted by the entire lizard folk army.

12 soldiers on their left, 12 lizard soldiers on their right, and another dozen in front... with the leader, KING SLIME, decked out in his regalia, standing behind his men.

KING SLIME

Why do you come to my land and kill
my people?

King Slime was a fierce warrior and leader of the Lizard folk of Demense, and was not happy that these "scum" had entered his land without his permission and killed his people. Alrast saw an injured lizard soldier standing next to him.

ALRAST

We come in peace.

KING SLIME
 PEACE!?.... You killed my friends,
 you killed my loyal subjects... you
 trespass in my house.

ALRAST
 They attacked us first.

KING SLIME
 No... You attacked them!

CALEMIR
 (Coming forward)
 We are just here to get into the
 temple... we did not mean any harm.

KING SLIME
 Then why kill MY MEN!?

ALRAST
 Really... they attacked us first

King Slimed turned to the injured man, and in his native tongue asked him about the previous battle.

KING SLIME
 He says you attacked him and his
 friends first.

DUKAT
 HE LIES!

KING SLIME
 No... he didn't lie... And now you
 die.

With that, an epic battle was joined. The mighty six had battled orcs, ogres, men and much more, but this battle seemed a bit overwhelming.

They were outnumbered 5 to 1, and it seemed hopeless.

Alrast began by shooting an arrow past King Slime.

CALEMIR
 We have to fall back... We must
 fall back.

Held his attack. Angelo began to move back down the stairs where they would not be flanked, and then Calemir, Dolan, Mikala and Dukat followed.

Alrast for a short time was left alone on the platform as javelins came flying at him from all directions.

Realizing that his party was falling back, he joined them running down the stairs.

The party may look as they might not survive this battle, but Angelo sprang into action with an amazing plan to protect his party and himself.

He realized that a frontal attack would be foolish, so they had to create a defensible battle line. He jumped down off the stairs and yelled to his colleagues to fall back behind him.

As they went past him one by one and the lizard folk approach, he quickly empties a bottle of grease saved from the nights dinner on a ten foot section of the stairs.

This move, as we will find out later, saved the entire party's life!

As the lizard folk crested the platform and began to move down the steps, only four of the lizard soldiers could form a line of attack. The party started shooting arrows at the group, and dropped a few of the soldiers.

King Slime yelled to charge at his men, and when four of them ran down the stairs, they fell on their backs as they slid across the grease trap. A few arrows into their bodies and a few more of the lizard men became lifeless.

The leader grew angrier, and without thought, jumped over the men that had fallen, and fell on the grease himself. Bam, Bam, Bam, arrows from all side, Dukat's ax, Alrast's hit and King Slime was defeated.

The lizard folk seeing their leader fall so quickly, grow a bit concerned and pulled back from the stairwell.

The battle seemed to be decidedly in the mighty six's favor, but Angelo and Dukat got a bit over-eager, and charged back into battle away from their defensive position.

The two of them crested the stairs, and met up with 20 or so Lizard men in an attempt at a frontal assault. The brave souls rushed into the fray and were quickly surrounded by soldiers.

At first Dukat and Angelo dealt a blow to a few lizard folk, but as they were surrounded, they were overtaken and both dropped to the ground, bleeding and falling unconscious. Dolan was at the tops of the steps and saw this.

DOLAN
(Shouting back)
Dukat and Angelo are down!

The cry caused Alrast, Mikala and Calemir to run back up the stairs to help. Again the party looked as if it may see its last days.

As Alrast made it to the top of the steps, another critical move saved the group. Sending a large bolt of fire he fried six lizard folk. Calemir and Mikala blasted some arrows into the shaman, and the soldiers were now leaderless.

A few took off running, while others ran forward to avenge their King's death. The party quickly dispatched a few others.

CALEMIR

Let's capture one of them.

Dolan not quite hearing in the battle, thrust his sword towards an lowly lizard man named Bottomfeeder. Fortunately his missed, and Calemir was able to knock him unconscious. They party quickly tied-up Bottomfeeder, and ran to Angelo and Dukat.

Putting potions down their throat, they them back.

The mighty six lived to fight another day and the thought of their growing power gave them men confidence that they may be able to handle any attack.

As Bottomfeeder awoke, he was tied up and very scared. Angelo, who speaks draconic, talked to him and wanted to get information about the ruins and his people.

ANGELO

Are there any more lizard soldiers,
will they harm us?

BOTTOMFEEDER

No, you killed so many... they will
not harm you.

ANGELO

Tell us about this place, about the
ruins... the temple...

BOTTOMFEEDER

We live here... our home... temple
bad place, we stay away.

As he said that, they did notice that the temple did not look disturbed, and it seemed that the lizard folk stayed far away from the "haunted place" as Bottomfeeder called it.

After some questions, they realized that the Lizard threat was no longer.

Angelo bends down and picks up the crown of the Lizard King.

ANGELO

(Handing it over)

Now Bottomfeeder, you and your
people will leave us alone...
right?

KING BOTTOMFEEDER

Me, *KING* Bottomfeeder... and I make
promise.

Bottomfeeder now the King of Demense, as the lizard man who
killed the intruders single handedly and avenged his King
Slime.

At least that is the story he will tell all his friends and
children.

INT. TEMPLE ENTRANCE - NIGHT

The party sets up a small camp in front of the temple
entrance, far enough away to stay out of sight of the lizard
folk.

They heal their wounds, eat, and rest for a day of temple
raiding.

INT. TEMPLE ENTRANCE - MORNING

As the began to make their way down the path, they see an
intriguing fountain.

In Elven, the fountain was called Eketel Quel Marth - The
Fountain of Luck.

CALEMIR

The fountain of luck.

DUKAT

Not giving much luck to anyone down
here.

CALEMIR

Think again, dwarf... Look here.

Upon closer inspection, the fountain's mouth has a slot and
the two hands, left and right were opened, and the left hand
held a coin that had a flower blooming on one side, and
flower wilted on the other.

CALEMIR (CONT'D)

Watch this...

Calemir put a coin in the mouth of the fountain. The fountain hummed and a few seconds later the coin came out in the left hand.

Calemir felt an improvement in his mood. The fountain brought him good luck.

Dolan seeing this was intrigued and stepped forward. He pushed the flower coin in the slot and after some humming and a few seconds; the coin came out in the right hand, with the wilted flower showing. This fountain brought him bad luck.

Dukat, one who is not shy from risk grabbed the coin and pushed it through. It hummed and came up flower blooming, this fountain had brought him good luck.

The others did not seem excited about playing this game of chance... and after a few light moments, they decided to move into the temple.

ALRAST

How did you know about that Calemir.

CALEMIR

(Chuckling)

Every good elvish party has a fountain of luck. A party trick really.

DOLAN

Party trick?

CALEMIR

Yes, watch this.

He places a coin in the mouth and places his foot on a small stone at the bottom of the fountain, a good coin comes out.

He puts another coin in the mouth and stands back, a bad coin comes out.

DOLAN

You let me get a bad coin?

CALEMIR

Yup.

DOLAN

Why?

CALEMIR

Makes my good coin look better...
doesn't it?

ALRAST

Come...

INT. TEMPLE GREAT HALL- MORNING

The party passed the threshold of the temple and had begun their search for the Tome. As they moved into a great hall, they found giant stone stairs heading down to a lower level and they started to walk down each step carefully.

The stonework was amazing, and Dukat noticed that this was the work of dwarfs. The walls had incredible beautiful pictures of jungle scenes that were embedded in a stone frame.

As they moved to the final step they saw a bizarre picture hung above them.

The other pictures were hung in a stone frame, and this picture was merely hung on a hook above a doorway.

It also was a different style of drawing and clearly was put up after - and not in conjunction with - the other artwork.

The painting had a man, lying naked next to a Bengal tiger. The group made some crude jokes about this painting and moved into the hallway.

INT. TEMPLE HALLWAY - MID-DAY

A small crack in the stone, left a five foot wide jump for the party in order to move forward.

A few jumps later and everyone was across, only one problem, Dukat couldn't quite make the jump and fell a few feet down.

Embarrassed, he brushed himself off and climbed up to the other side.

The next corner had another well-crafted stone fountain, which still had clean water dripping down.

The party approached cautiously, with looking at it.

CALEMIR

(Rubbing elvish lettering)
Cleansing fountain.

He took his hand and put it in the water... nothing happened. He then took a drink, again nothing happened. He turned to his party and did not think much of it.

They wondered what this could be for, so Mikala tried some of the water... and again, no noticeable affects. Stumped, the party moved forward to a doorway just west of the fountain.

Dolan went up to and reached out to grab the nob, and a bolt of energy leapt through his body... causing him to fall back!

ALRAST

It's obviously an Elvin temple...
maybe Calemir should open the door.

Calemir reached out to the door, and opened it... no problem.

The party started to march but when Alrast hit the threshold of the doorway, was pushed back from a magical source.

CALEMIR

It's a cleansing fountain... We all
have to clean ourselves before
entering.

The party washed up a bit, and crossed the threshold of the door without a problem.

INT. SKELETON ROOM - MID-DAY

The party moved through two different rooms and then came up to a desk with a skeleton slumped over.

DUKAT

Smashed through the side of the
head.

ALRAST

No look... There is a claw mark on
the side of its skull.

The party searched the desk and the body and found a journal and a magical necklace hanging from his neck.

They began to read the journal and found these excerpts:

Calemir reads the following Watcher Journal Excerpts over a montage of the party navigating through the temple.

CALEMIR (V.O.)

Journal Entry #1

1 Tobirit, 024

The nights are getting longer, and the group grows restless. We have waited for our relief to arrive now for over 1 month. Serant is getting upset and has threatened to leave the temple unguarded. I have told him our duty is to the temple first, but he grows weary as the days grow shorter. I long to be home with my wife, as we look to celebrate our second anniversary later this month as of now, the watch has been boring, the temple is safe and the tigers are peaceful.

Journal Entry #2

20 Egilsu, 024

Our relief has not arrived and we have decided to send Serant to Egore's Village to seek help and find out where our relief party is. He left this morning and was in good cheer. The temple watchers are vigilant and our daily prayers are going as planned, but the men are becoming restless and are not as reverent and attentive as they should. After one year of our mission, we need to be relieved. I hope to our Gods that Serant brings back help soon.

Journal Entry #3

27 Egilsu, 024

Serant has returned. He sent a rider north to Caderyn to speak with Joren, the Elder. He told me the journey was difficult and the jungle was angry. I didn't understand what he meant, but he has always been a bit dramatic.

Journal Entry #4

17 Liacsol, 024

No relief has been spotted. The men are about to abandon post, but I continue to convince them of the importance of the mission. Serant has not been around during daily prayers, he seems to leave the temple and go into the jungle often. He comes back and says nothing. When asked about what he is doing, he grows angry and leaves the room.

Journal Entry #5

22 Liacsol, 024

Serant has disappeared. He has been going off for longer times, but he has been missing for three days now. We have sent scouts to find him, but they have been unable to locate. They come back and report that the activity of the tigers have been amazing.

When they channel with the felines, they are becoming increasingly angry with our presence in their jungle. I went out today to channel with Li-So, and he just growled at me, and lurched. I have not seen this behavior before in our jungle friends. I have instructed the gates be closed at night, until we get to the bottom of this strange behavior.

Journal Entry # 6

12 Boudys, 024

Serant has returned to the village. He is not speaking with anyone, and spent the entire last two days in his room. He came out with a painting of himself and his "companion" as he calls it. We have not been able to channel with our jungle friends since he left a month ago, and I asked him about this, he responded, "We have outgrown you!" I have told the others to keep an eye on Serant, as the solitude of this mission (which is gone on too long) is playing with his mind. We all agreed to humor Him, and we have hung his "art" in the Staircase Chamber.

Journal Entry #7

22 Boudys. 024

Serant is missing again... but worse, three other men have also disappeared... it is clear they have abandoned post. The remaining men are voting on whether we stay or leave tonight. I do not know if I can keep the mission alive this week, so I may have to abandon our post. I am not happy about being the first watcher in 200 years to leave his post... but we have little choice.

Journal Entry #8

23 Boudys. 024

The vote was unanimous. We are beginning the process of securing the temple, and heading for Caderyn. We do not want to abandon, but we lost two more men last night. And the tigers have been seen circling our temple walls. We closed the temple to the Tigers for the first time in the history of the temple. Something has changed these beautiful creatures... and the men sense great evil about. We have closed the Temple Chamber Inner Sanctum today... as we hear noises that are unspeakable. I have locked the gate with my key, and we have all agreed that we will not pray in the temple before we leave in seven days. This is a sad day for our watch.

Journal Entry #9

1 Ulvedi, 024

My last journal entry, as we leave today... I have closed the temple, and look to return to my wife. The remaining men are ecstatic that we are leaving, but we all have great remorse that we are leaving the Temple unwatched. We ask the Gods for forgiveness, but we also ask the Gods to...

END MONTAGE

The final words are spoken as the party comes to a very ornate door, covered in jewels with a slot missing in the middle, for a very odd shaped key.

CALEMIR

The bottom of the page is covered in blood... there is no way to know what happened in the end.

DUKAT

I think we got the picture... Serant is a crazy bastard.

The party shaking off the journal entries stares at the door and cannot seem to open it.

Alrast with a flash of brilliance holds up the necklace to the hole.

A perfect fit.

INT. TIGER HALL - NIGHT

Slowing going, while looking for traps, they turned a corner and found a hallway with ornate stonework and seven doors.

Above each door, a painting and a part of a tiger poem was displayed.

As they moved past Tiger Hall, as it was called by the watchers, they approached more stairs. These stairs went down and they twisted around a hall to a door.

Checking for traps, they opened it to view a empty hall area. A door to the north, north east and south east appeared.

The party chose to go to the north door. Again, checking for traps, they found none and opened the door.

The room was eerie and still and a mist covered the area. As the moved in two crimson misty creatures fell from the ceiling.

A few arrows, some axes and morning star flew.

DUKAT

There dead... must have been a very old trap.

They search the room, and find a door to the south.

INT. SKELETON HALL - NIGHT

When the door swung open, they saw a huge chapel room, with large stone pillars and a small band of skeletons.

The skeletons charge, as did Mikala, Alrast and Dukat as they turned the corner they saw a shocking site. A large skeleton warrior roared at them in a blood curdling cry.

Dukat jumped in fear and ran straight back in the room where they fought the mist. Mikala also was afraid and ran straight west into the temple and Alrast ran straight south deeper into the room.

It was clear that a massive battle was about to begin, but half the party had ran away in fear. The heroes again were up against a tough challenge.

Calemir, Dolan, and Angelo all stayed in the vampire mist room and shot arrows at the skeletons. When they were hit, they exploded and died. A few arrows at the skeleton warrior missed and he prepared to cast another spell. Additionally, the saw a skeleton mage, who began casting as well.

A magic missile hits Dolan, and he falls back a bit. Then a fireball is sent out towards Angelo and Calemir in the back and exploded. The heroes jumped out of the main blast area, saving themselves from total destruction.

With that, Alrast had recovered from fear and began to swing at skeletons near him.

ANGELO

We have to get the warrior and the mage!

Mikala and Dukat meanwhile are running around, still afraid of the menacing warrior.

More arrows from Calemir and Dolan and Angelo, and the skeleton army was thinning out, but the mage cast a magic missile at Alrast and he took some damage.

Calemir and Dolan connected and hurt the mage, and a handful of skeletons.

Just the badly wounded mage and the warrior remain.

Dukat has come to his senses and with his strong dwarven legs, begins to lumber back into to action, screaming all the way with his Ax ready to strike.

Mikala, was being attacked by the most inept skeletons, and was fortunate not to take a hit... but he was still quite afraid.

The party was still up against a tough task, when Tio spoke to its master.

Angelo grabbed his sword, and in a daring move, he ran, screaming his head off, with a shocking grasp spell in his hands, and his father's beloved sword, he leapt into the room and jumped onto the warrior.

He stuck, and with a blow from the sword, and a sharp shock of electricity, the evil beast shuttered. He was stunned.

Meanwhile, Dukat, charging in without abandon jumped on the mage, and crack, with a swing of his ax the Skelton bones of the mage shattered across the temple floor.

The warrior, sensing defeat, bellowed in anger and stuck down on the valiant Angelo... BAM... a shuttering damaging blow that knocked Angelo down... bleeding, laying on the ground dying as his sword fell down to his side.

Alrast seeing this, charged into battle himself... giving up his life for his fallen comrade if he must, as he ran forward. With a crunch of his morning star, the Skelton warrior grimaced fell and to his knees grasping up at Alrast before falling down on the ground.

Mikala coming to his senses, ripped at a skeleton and brought him down. The party cleaned up the rest of the remaining skeletons and regrouped, healing each other and bringing Angelo back to consciousness.

As they looked at this room, with its opulent beauty, they saw two tiger statues on either side of the altar, with four beautiful gems in the eyes. The Tiger Eye gems radiated in the light and the party moved forward to investigate.

Angelo's eyes could not keep from looking at the beautiful gems that were glistening in his torch light.

The others, seeing these magnificent tiger eye colored gems were also interested.

As the party stepped towards the altar, they noticed that one eye was not filled with a gem and one was filled with the tiger eye on each statue.

ANGELO (CONT'D)

Where is the other gem?

As they moved towards the altar of the temple, the noticed a double-door made from carved stone in the face of a tiger at the back of the room. The eyes were sparkling gold, and the teeth looked to be made from fine ivory. Again, Angelo smacked his lips, in awe of such fine loot!

DUKAT

This is the work of a fine craftsman... most likely dwarven work.

Calemir staring at Angelo's stare spoke as if reading his mind.

CALEMIR

Do we really want to destroy such beauty?

DUKAT

Well, it could be done... but Calemir is right, we would have to chisel the gold away, if we wanted to gain access... Perhaps it is too beautiful to mess with.

ANGELO

Regardless... Would the door open even if we carved out the eye.

ALRAST

Probably not.

DOLAN

The pendant?

DUKAT

(Scratching his head)

Ah yes... I remember that device, we used it to open all the door back in the hall... Good job Relandra.

INT. INNER TEMPLE - NIGHT

The party moved through the threshold of the door and saw a large room with stone walls and a high ceiling. It was overgrown with vegetation and had a smell of the outdoors.

It was lush with trees and seemed moist. In the middle of the room was a large carpet that was in perfect condition with no grass or plants growing over it. It was clearly out of place.

It almost seemed to be glowing.

In the middle of this carpet sat a large gem.

Alrast left the party to cut some carrots off a nearby tree.

The rest of the party begins to walk towards the carpet.

DOLAN

Don't worry, no traps.

MIKALA

You sure.

DOLAN

(Sarcastically)

Sure, I checked it close brother.

ANGELO

Grab the gem then.

Dolan, his eyes filled with greed and he gladly reached out to take the gem. With that, a jolt of electricity and slipping off the statue as Calemir had earlier, Dolan fell down on his bum. A moment later, he sat up and with his head still swirling from the fall.

DOLAN

See no traps!

ANGELO

At least you got the gem.

ALRAST

Let's move on.

As the group turns to leave the room the carpet begins to glow. Turning around a heavy mist comes from the floor.

When the mist dissipates, a tiger man and two large tigers have taken the place of the gem.

Blinking their eyes in disbelief, this looked again and saw this mighty creature that looked half man, half tiger. In looking closely, the face of the tiger man looked oddly familiar.

TIGER MAN

Why do you disturb Serant's lair?

ALRAST
Are you Serant?

DUKAT
From the journal? How could he be
alive after all these years?

ALRAST
Whatever magic allowed him to stay
alive could be quite powerful and
dangerous.

As he was stroking his two Bengal tigers, he screamed his
question again

SERANT
Why are you here!

Dukat thought about saying something, but then recalled that
last time he entered into discussion he unleashed an entire
lizard army, so he instead turned to Alrast as if to say,
"well?"

ALRAST
We are here for the Tome.

SERANT
WRONG ANSWER!

He then turns to his tiger and speaks an unknown language to
them and as he finished they jumped forward to attack. As the
pounced toward the party, Serant disappears and the battle
begins.

ANGELO
We really are not very good at the
parlay thing are we?

Angelo grabs his bow and shots an arrow into a tiger's side.

Dolan followed his shot and fired an arrow of his own into
the other tiger. With that, the tigers leapt forward with
great grace attacked Dukat and Calemir simultaneously.

The fast moving Dukat reacted as one went past him and he and
his ax responded with a slashing blow causing the tiger to
wretch and roar in pain.

The tigers responded and slashed at Dukat and Calemir landing
their claws and bites ripping into their flesh. Dukat growled
in pain, as the claws ripped across his legs.

Both tigers tried to grab their prey and attempted take them
down but failed.

Mikala responded by throwing some acid on one tiger and missed. Alrast swung his morning star and hit the tiger in front.

The party exchanged blows for a bit, when suddenly Serant appeared behind the party and attacked Calemir.

Serant using his claws smashed his hand up against Calemir's side, and missed with his other hand. Calemir immediately grew concerned as he was flanked and trapped by Serant and a tiger.

He decided to prepare his sword and slashed into Serant's body.

In reaction, the group turned and struck out towards Serant, hitting him with some arrows. Dukat and Alrast continued to swing at the tigers in front of the group and roars and scream continued as the battle raged on.

In a blink of an eye, Serant again disappeared, and Calemir was not convinced he was gone, but was invisible standing in front of him, so he made a perfect strike on the air in front of him... SWISH, but nothing happened.

"Yee!" cursed Calemir, which is an elven curse of frustration.

Dukat, Mikala and Dolan ganging up on one tiger, hit with multiple shots causing the tiger to roar in pain as it fell to the ground.

The battle almost came to a stop, when Serant reappeared near the front of the party and roared a blood curdling cry. The sound was nearly deafening and at the same time was a sad cry.

He seemed to be disoriented and weakened. The party noticed that the arrows and sword wounds did no harm, but the loss of one of his "pets" seemed to bring him down to the ground.

MIKALA

We have to kill the tigers to kill
him.

With that, Alrast and the others moved to attack the final tiger standing in front. A few more blows missed and the tiger fighting back struck Dukat, ripping again at his body.

At this point, Serant regained his strength and ran to the rug and again disappeared. A minute later, the second tiger was dispatched.

The room that was just filled with cries and screams was quiet.

The party looked around, still on edge waiting to see Serant appear on the carpet or anywhere else in the room. The group moved forward towards the carpet and realized this was the most likely next place to investigate.

MIKALA (CONT'D)
It is magical.

DOLAN
We must approach this cautiously.

MIKALA
Why didn't we think of that.

Dolan just smiled, thinking he really helped out.

Calemir reached into his quiver and grabbed a javelin, throwing it on the rug to see if anything would happen. CLANG, nothing happened.

The party scratched their heads as if to say, what should we do?

ALRAST
Let's move together

As they all stepped forward, Alrast, Calemir, Angelo, Dukat, Dolan stood firmly on the rug. But when Mikala stepped on the rug, he immediately disappeared.

DOLAN
MIKALA?!

VOICE
GET OFF THE RUG.

They all jumped off the carpet and quickly stepped away. Dolan couldn't feel his brother's presence... where is he?

A few minutes of head scratching and discussion on what to do; the party moved around the room, looking for clues, but before it could become a reality of worry, Mikala suddenly returned.

DOLAN
MIKALA... are you okay?

MIKALA
Yes... I am fine... Did you feel that?

It appears Mikala too, recognized that he and his brother minds went "dark." They both thought to themselves that it was odd, and both agreed to not worry about what just happened, not now anyway.

After the split-second of reconnecting, the two turned to the party and Mikala held up the Tome of Demense!

ALRAST

What happened?

MIKALA

I have the pendant? It must be why I was teleported to a room. It was a simple small room with just a table and this book on it, and Serant was in this room... But not Serant the tiger-man, he was just Serant the man... He was lying on the floor... and he was dying.

INT. MYSTERIOUS ROOM

MIKALA (V.O.)

As I grabbed the book, he reached up to me and looked me in the eye.

SERANT

Protect it at all costs.

MIKALA

I will... We will... With our lives.

SERANT

Tell them I am sorry

INT. TIGER HALL - NIGHT

Mikala ended his story and silence filled the room.

ALRAST

He must have been possessed by some powerful magic.

CALEMIR

He was forced to watch this tome for centuries.

ANGELO

What magic or power could have
cursed him? What evil overtook him
and why?

Silence for a moment.

DOLAN

Who was he speaking too when he
said he was sorry.

DUKAT

More important... What power does
this tome hold?

After a brief moment, the party collected themselves and
silently went back up to the main entrance as victory was
theirs but it seemed to them that victory is somehow hollow.

They were proud of their success, but the events and the
power behind these quests seemed a bit overwhelming. Perhaps
they were tired, but the group seemed a bit uneasy and wore
out. They made it to the front of the ruins and agreed to
rest until morning, hoping a new day would life their spirits
and bring a bit of levity back to their lives.

They had defeated Serant, but should they have?

INT. TEMPLE ENTRANCE - MORNING

At 6 A.M., the party rose to begin their return to Carjen's
keep. As they went off, Dolan saw some movement in the trees
just outside of the temple ruins.

He dismounts and quietly moves to investigate. As he gets
closer, he could see an outlined of a reptilian creature. As
he moved back towards the group, he could hear and see a
lizardman running away from him.

DOLAN

It looks like our lizardman might
be back.

ALRAST

Bottomfeeder is back... probably
won't harm us. Let us move out.

After a long day and night, the party left the Ruins of
Demense.

The Mighty Six moved past the main courtyard, out the main entrance and down the pathway in which they came, not more than 100 yards outside of the temple area before six arrows flew at the party from three different directions.

One tore into Dolan's flesh, another hit Dukat on the arm, and two flew past Alrast and Mikala. The party looked around, drawing their weapons, but could not see an enemy.

Just as they were about to develop a counter-attack, one arrow dropped in front and Angelo grabbed the note attached and read it.

ANGELO

Drop the tome, leave the area...
and you get to live!

DOLAN

These aren't the lizardmen...
Calemir?

CALEMIR

Here, we don't want any trouble!

Calemir reaches into his bag and drops a notebook on the ground.

CALEMIR (CONT'D)

Khila amin! (follow me)

With his command, the rest of the party followed and they rode as fast as they could! Down the pathway out into the jungle, the party was at a fast gallop.

The group knew that the notebook would soon be found to be a hoax, and they had little time to get a head start, but unfortunately for our heroes, their exit would not be so hasty.

After about a quarter mile of riding hard, the party came up to the creepy bridge they crossed the previous day.

As they closed in on the crossing, they saw a beautiful white horse frolicking in the river.

MIKALA

That looks odd.

When they were about thirty feet from the bridge, the horse looked up and saw the party approaching and it seemed to make eye contact with Angelo.

With that look, the parties exit was put on hold as Angelo, in a state of confusion, grabbed his reins and started to ride off the trail into the direction of the horse.

A quick thinking Calemir, recognizing that Angelo was in some sort of trance, kicked his horse into action and caught up to

Angelo; he tried to reach for the reins but was unsuccessful, almost losing balance and falling off his horse.

Meanwhile a second horse popped out of the water on the south side of the bridge and Alrast seemed to fall into the same trance. Dukat tried the same move the Calemir and was also unsuccessful. Mikala and Dolan both dismounted their horses and made a move towards the water to take on these creatures.

DOLAN

Don't look at them!

Angelo and Alrast, dismounted their horses and began to walk steadily towards their respective horses; in their minds they saw an illusion of a beautiful woman, and kept hearing a voice inside their head that asked them to come towards them.

Much to the party's dismay, nothing they could do seem to break the spell.

Oddly, as the party got closer, they no longer saw two white horses; they saw a mangy beast called a kelpie, which is a horrid creature that lives near water calling its prey to it, killing the unsuspecting person that falls into their trance.

The party continued its efforts to stop this trance, as Calemir continued to grab Angelo, but he was too slippery. Dukat continued on Alrast with no luck either.

DOLAN (CONT'D)

Attack the horses!

As both started to take shots at the kelpie, however they could not look in the direction they were shooting.

Blindly shooting they hardly hit them with any arrows.

Dukat, at the edge of the river, wanted to jump in and take on the kelpie with his ax, but he realized that the water was too high and had to settle by shooting bolts from his crossbow.

As the two entranced men moved closer to the kelpie, the party felt helpless and hoped that they could take out the evil creatures before they took their friends down.

A minute went by and the kelpie were now slamming their heads into Angelo and Alrast in melee.

One struck and hit Angelo. The scene was terrifying as Angelo was then pulled into the water. On the other side of the bridge, Alrast's kelpie missed him, but it was readying to make another attack.

The party looked in horror as they saw Angelo go under the water. How would they kill this creature now if he submerges? More arrows, but Angelo was gone.

Suddenly, Angelo resurfaced, as did a dead kelpie and the party saw six lizard men jump out of the water. Alrast was also brought back to reality and saved from the spell as his kelpie was dropped by the new found allies.

Calemir quickly looked back and could see some movement of horses.

DUKAT

It doesn't look like more than eight.

ALRAST

Regardless, we must get moving.

Dukat spots the lizard king in the water.

DUKAT

Thank you!

KING BOTTOMFEEDER

We are not friends! You help king... king help you. You must go, strange men are following you!

The party nodded in agreement, bowed towards the newly anointed King and quickly crossed the bridge.

EXT. ROAD - MID-DAY

The party rode like the wind for about twenty minutes, when they slowed to discuss what to do next.

ALRAST

Well... we need to do something here..

CALEMIR

We are not going to out run them.

ALRAST

But why... How... How did they know about our quest?

CALEMIR

We must find answers. But right now we must figure out how to get out of this mess.

DUKAT

Agreed, we will not be able to out run them forever.

CALEMIR

And even if we do, they probably know where we are going. They clearly knew why we were here, so they may have followed us for a few days, perhaps all the way from Carjen's keep.

ANGELO

We have to deal with these guys at some point.

MIKALA

We should try to do it now if possible.

DOLAN

We are leaving quite the trail... they can follow us through this terrain quite easily... so it's only a matter of time.

DUKAT

Alrast... Do we think they have the same number of men we do?

ALRAST

Most likely.

DUKAT

So why don't we take them on?

CALEMIR

I think we should take them on... but not on their terms. We need to be the ones on the offensive for once.

ALRAST

And if there are too many of them, then we just sit it out and let them pass.

CALEMIR

Yes, we should probably ride ahead and then double back. They will follow our trail, and at the very least we can scout their party and see how many there are in this group and determine their relative strength. If we stay stealthy, we can then decide to ambush them if the number is manageable.

MIKALA

Excellent, I have an idea. My father taught me a great little trick.

As Mikala is describing his trick, we flash forward to it in action and our hero's waiting in the bushes.

MIKALA (V.O.)

It's a simple trick... Do we have any rope? It is a sturdy and almost unbreakable line. We lay it across their path, and when this party comes near, two people can raise it from a distance... and bam, they will fly off their horses, giving us at least a few attacks before they can come to their senses. Dolan and I can set it up, as we do not need to speak.

The party scouted a position where they could have an edge. They found a nice opening, where they could get on some high ground and shoot arrows, while staying concealed.

DOLAN (V.O.)

Alrast, Calemir, and Relandra you take to the trees, get high and rein arrows down on them. Angelo and Dukat can charge into the melee with me and Mikala.

A quick count and they saw six men total, three looked like archers; one looked to be a mage; one a cleric; and the man riding in the front, which was most likely their leader, was a fighter. As they examined the fighter closer they noticed a crest on his shield a yellow and blue crest from the Broghan clan.

Relandra whispers to Alrast in the tree.

CALEMIR

Broghan clan?

ALRAST

They are from the far east, what are they doing out here?

CALEMIR

They are the bottom clan of men... maybe they are looking for some glory?

ALRAST

They are barbaric farmers, what would they want with glory?

As the group approached, Mikala signaled that it was only six, and he prepared.

A quick mummer, a hand gesture and the line was in place. The unsuspecting riders closed in on the trip line and at their pace, the first horse hit the wire and went flying.

The second, third and fourth followed suit... and men and horses were spilled all over the jungle floor. Some horses looked badly hurt... and the riders were thrown clear and appeared dazed and confused as they began to get back up.

MIKALA

Let's go!

Arrows from Dolan, Calemir, and Angelo went singing through the air and hitting their targets as their opponents were lying helpless on their faces. Dukat and Alrast rushed in to allow their morning star and ax to start talking; and

Mikala moved forward to start shooting hell down upon these men.

The battle was joined, and the Mighty Six clearly had the upper hand. The next round of fighting and more arrows and axes came crashing down on the Broghan riders.

Screams could be heard in the jungle for miles... but all the screams came from one side.

The Broghan mage took another hit and fell down to the ground. The battle seemed lost for the clan.

The last bit of hope was dashed for the Broghan's as their cleric and mage both fell.

The archers dropped next, and the leader was furious.

BROGHAN'S LEADER
Give me the fucking tome!

He yelled in vain as an ax slammed him in the head. Bam, down to the ground... bleeding a slow death

CALEMIR
We need to interrogate one of these men.

ALRAST
I can heal him, but he will be close to death.

Alrast kneels down next to the leader puts his hand on his chest and mumbles some words in another language.

He did not revive.

Alrast, frustrated, cast another spell... again, no luck.

DUKAT
Is he dead?

ALRAST
(Snapping)
No. Quiet.

After more mumbling the Broghan leader finally gained consciousness.

ANGELO
Who are you?!

The fighter just glared at him.

ANGELO (CONT'D)
(Smacking him)
WHO ARE YOU?!

Splurt! Spittle flew from the Broghan's mouth and on Alrast's face.

ANGELO (CONT'D)
Ok!

Angelo slams his boot against his head. Bam... the Broghan fell again and started to die.

CALEMIR

I don't think the rough approach is working... Perhaps we should try something different.

ANGELO

HE WILL TALK. ALRAST BRING HIM BACK.

He knelt again and brought the Broghan leader back.

ANGELO (CONT'D)

WHO ARE YOU?!

Again, no response; a few smacks and spits later, no answers were gained.

BROGHAN'S LEADER

Fuck you.

Angelo slams his shield into his head, knocking him out again. The group stands behind him stunned.

ANGELO

Alrast keep him alive... Carjen will know more, he was useless... Dukat help me tie him up.

Dukat and Angelo tie the leader to Angelo's horse.

Gathering up the horses, they began the journey back to Ebore and Carjen's keep.

Before they leave, Angelo bends down and picks up a battle axe next to the one of the other men.

On the bottom of the handle was a Broghan Crest, and the name "Ceit" appeared to be sketched into the grip.

ANGELO (CONT'D)

(Smiling)

Does anyone else need a fine and trust axe?

CALEMIR

Let me see it. (to Relandra) think Ceit is a magic word?

ALRAST

No, I would guess it was his woman. It does not appear to have any magical qualities to it.

Dukat upon hearing this places the axe on the body of the dead leader and crosses his arms over it.

DUKAT

No man should die without his woman.

EXT. ROAD - MORNING

A half day later they were on the main road, leaving camp they were ready to ride toward Ebore.

CALEMIR

We need to be less conspicuous.

ALRAST

I agree a man tied to a horse does turn some eyes.

MIKALA

I can ride ahead with Relandra and relay any information back to Dolan... If there is anyone coming you four can get off the trail.

During the two day journey, little happened, as the party made their trek back to Ebore; as they came upon the town Mikala and Alrast made their way to the house alone.

They wanted to keep the prisoner away from town, to ensure they would walk into no more traps.

EXT. CARJEN'S HOME - NIGHT

Mikala and Alrast approached the house. They knocked on the door no answer.

Another knock and still no one answered. Alrast looked around the house and peered into the window.

MIKALA

The house has been ransacked.

They came back around and opened the unlocked door.

Searching the first floor, they came across a grizzly scene - a pool of blood surrounding Lorient, the servant who was lying dead on the floor from a dagger wound in his back and a slit throat.

ALRAST

Dead for a couple of days... Quick
check upstairs.

Going upstairs, they came into Carjen's study to find he was also dead. His throat slit in a methodical fashion. The study was also ransacked, but many items seemed to be left behind that a thief would want.

ALRAST (CONT'D)

Carjen was not murdered for gold...
That much is clear... Summon the
others.

The group split up and searched the house for any clues. They kept the prisoner hooded and downstairs and Dukat watched over the man, hoping he would try something so he could use his ax!

The first place they looked was Relandra's room.

ALRAST (CONT'D)

She is not here.

DUKAT

Thank the God's she must have
escaped.

ALRAST

Or been taken.

Nothing of note was found anywhere else, but in the study, many items were found that seemed to be interesting.

Calemir and Angelo search the den, focusing on the desk. They found two items that looked like letters, a glass that looked like a magnifying glass, a bottle that seemed to fall just out of Carjen's hand when he died, two pouches, an ornate pen and one small nicely crafted box.

INT. CARJEN'S STUDY - MID-DAY

ALRAST

The writing is not readable.

MIKALA

Use the magnifying glass.

DOLAN

It is a trick pen... we had one
when we were kids.

ALRAST

10 Nelasso, 1242
Carjen, the Wise,
Greetings, your letter that I just received has brought me great joy. The spring festival was amazing, and the winds off the Sea of Songs are blowing again. I look forward to you visiting us after things settle down. And YES INDEED, we will celebrate our victory at next summer's festival! I am glad you have located Relandra, and hearing that she is running from her own family seems odd, and not like her at all. I am not sure why she is doing this; perhaps we should send some agents to Caderyn to find out more. However, once we have her secured, it may not be necessary to understand why she is running. When I read that she was captured and saved by some townsfolk of Redwater, I was only convinced further that this is a message from our Gods to proceed with our plans. I am glad Ewen is following her, he is your best agent. How these common folk saved her from a band of orcs is an amazing stroke of luck. I will send Denren to meet with you regarding the extraordinary matter you spoke of in your letter. I look forward to hearing Denren's report when he returns to me later this month. And I look forward to speaking with Relandra, she is a bitch that deserves what she will get! Denren is at your disposal. Seeking out the Tome of Demense seems to make sense. He will be able to locate this Tome and bring it to you, of that I am sure. I am not sure what it has to do with Relandra, but you are Carjen the Wise for a reason. I wish you the best Carjen. The fate of the Gods are truly with us! Yours Truly,
Denwill, Earl of Broghran

DUKAT

(Distraught)

That bastard betrayed her...

CALEMIR

What of the second letter.

ALRAST

It is a reply for Carjen. But it was never sent.

DUKAT

Then she escaped... She is alright.

CALEMIR

We can only hope mighty dwarf... Alrast what does the second letter say.

ALRAST

21 Nelasso, 1242
Earl of Broghan,
It was good to see your son; he is a brave warrior and has your power. You should be quite proud of him. I do miss the winds off the Sea of Songs. The view from your keep is something that is forever in my mind. I will visit soon...and we will celebrate then! I hope you enjoyed receiving my present! Relandra should have arrived at your keep earlier this week. She is yours to interrogate, please don't be too hard on her, after all, she is a former pupil of mine. There are some minor changes of plans. Denren will most likely not have to search the Ruins of Demense, as our "common folk" from Redwater came to my keep. I hear they are calling this group the "Mighty Six." Have no fear of these men; they are simple commoners, pretending to be heroes. I am not sure what Relandra has told them, so they must be eliminated. I am sure they will be easily dispatched as they are just upstarts who stumbled into our hands. I have asked these so-called heroes of Redwater to seek the ruins to find the Tome. Most likely they will not be able to retrieve it, but they can provide fodder and minimize the trouble for your son. Once they die in the ruins, he can take it himself.

(MORE)

ALRAST (CONT'D)

However, if they do survive, Denren will ambush them outside of the Ruins and take it himself, and we will be rid of this small trouble. Regardless, within a week or two of this letter, Denren should return home, and I will begin work analyzing this Tome. Once I find any information, I will send word. Please let me know any information you receive from Relandra... I am sure she is the final piece of the puzzle. To the Broghan Clan!
Carjen

ANGELO

She trusted them... And they betrayed her.

DUKAT

He was using us... he clearly didn't care about Relandra.

DOLAN

It appears the fighter we have captured is named Denren, and he is the son of the Earl of Broghan.

ANGELO

I think we need to talk with him a bit more!

CALEMIR

We should, but you will not be the interrogator... We need to approach this more gracefully. Denren and his father have been double-crossed as well.

ALRAST

The Broghan clan had nothing to do with the death of Carjen, so this would be a surprise to him as well!

MIKALA

Good point... These bodies were killed while we were riding back here, so Denren would not have known, and these letters clearly show that Carjen and Broghan's were in bed together... collaborating to win a great victory of some sort.

ALRAST

"Let's interrogate him in this room, with his body turned away from Carjen. Then at some point, we will turn him around and see his reaction when his father's friend and ally is dead.

CALEMIR

Interesting, I think we can gain a bit from this... I will get Dukat and have him bring in Denren...

DOLAN

(Smiling)

Hopefully he hasn't chopped him to bits.

Denren was brought into the room with a hood and turned away from Carjen. Alrast this time began to question him.

ALRAST

So, Denren

The man flinched slightly.

ALRAST (CONT'D)

So... It is Denren, son of Denwill that we have captured.

DENREN

Yes, I am a Broghan.. And we do not talk!

ALRAST

(Slight laugh)

Of course not.

DENREN

Look you lowlife, we are a powerful clan, and you are nothing... fuck off!

DUKAT

Careful... These *lowlife's* killed your friends and have you captured.

Denren squirms at this, but Alrast turns to Dukat making a face.

ALRAST

My friend is right, a proud Broghan, would never be caught... What would you father think?

DENREN
 Fuck... Off.

ALRAST
 This can be easy or this can be
 hard... what do you and your father
 have planned!

He sat and did nothing. Alrast grabbed his chair and flipped it around. Denren could not resist giving away his feelings, he appeared crushed.

DENREN
 (Whispered)
 Carjen?

ALRAST
 Oh... You didn't know. Looks to me
 like his is dead... Why are you
 working together with him?

DENREN
 For the crown, you moron! We want
 the CROWN!

He realized he was broken a bit and shut his mouth in embarrassment. He let his father down he thought. They ended the questioning and moved Denren back out of the Carjen's study.

DOLAN
 Windsor is the ruling party of the
 five clans of Windsor, and King
 Jensam and Queen Anria are the
 rulers.

MIKALA
 They are from the Winddor clan.

ALRAST
 The Winddor clan?

MIKALA
 Yes the name of the land is the
 same as the ruling party.

DOLAN
 It's good to be the king.

MIKALA
 Now... King Jensam and Queen Anria
 has no immediate heir to the
 throne, as their 20 year old son
 died last year.

(MORE)

MIKALA (CONT'D)

As a matter of fact, we just ended a long morning period.

DOLAN

Since they have no heir, when the King dies, the Queen will be in charge, and when she dies, there is no one. Windsor law says the oldest heir, son or daughter will be the ruler, and they must be of the Windsor royal clan or chosen by the King himself.

MIKALA

The morning period is about to end, and the King has promised to announce to the various clans who he will pick as the upcoming heir to the throne. There is great speculation that he will choose his favorite cousin, Aramin; who is the Duke of Winston.

DOLAN

Others think that Horlack the wise, the king's best friend and confidant will take charge.

MIKALA

There are countless others who have legitimate qualifications; regardless, the court of the King and Queen has been buzzing for months, as various factions and their supporters have been "lobbying" for their constituents. The king, in his grief, has been unaware of some of the most obvious maneuvers, and the chaos in the kingdom is noteworthy.

ALRAST

Disturbing... Let's check the rest of the study, then we can decide what to do next.

Angelo looking at the desk found a magical box and two pouches that radiated light on the desk.

ANGELO

What is this bottle?

CALEMIR

It is a way of recording messages.

ALRAST

What was recorded?

With that, Calemir took the bottle and spoke a word, the bottle came to life and a message in Carjen's voice began to play.

CARJEN (V.O.)

In researching this further, it appears that the Tome of Demense is just one of several tomes written and protected by this ancient group. These so called "watchers" appear to be more powerful than I first realized and are guarding a great secret that I can't quite decipher. I will need to locate all of these tomes, as it could reveal the great truth of their times and give us great power in the battle that is ahead... It appears that these texts were written during the time of Horlen the Wise, which make them about 1,000 years old... the name of this group of watchers is... I cannot make out the name... but it would seem that they were active and powerful group in their era. Do they still exist today? I am not sure... I must investigate this further. Too many questions... not enough answers... Additionally, with this new evidence, I am now reflecting upon the Orc raid on Relandra further... I may have been too hasty to dismiss this... it is too coincidental that she had this map on her... perhaps they were seeking her out for this map... But why... and who would know of the tomes and the potential power?
(A pause, a puff from his pipe)
Is the Dark Lord rising again? (he sighs) It is not possible. The Dark lands have been quiet for eons... perhaps it was Eorloryn the Black who sent these Orcs... that is fairly far from his keep, but he does have a long reach... which would confirm my suspicions as to the power these tomes may hold. I will send Ewen to evaluate the movements in the Eorloryn.

(MORE)

CARJEN (V.O.) (CONT'D)

I would not be surprised if he was aware of these tomes, but how did he know that Relandra had information about this? Doesn't make sense - seems unlikely - but if he was looking for these tomes, then I may be right about the power they hold. (Another pause, a puff from the pipe) Wait, this map, I can't believe my eyes... how did I not see this before... I think I have it figured out. When I get the Tome of Demense I might have this figured out... the Dark lands... (A brief pause) Who is that? (A crash is heard) No, NO, why are you doing this... don't, please don't... (A pause) (Whispers) Seek the rose... Seek the rose... Seek the rose.

As the words, seek the rose resonated in the parties ears; a queer silence filled the room. The power behind these words seemed inexplicable.

ALRAST

What did that mean?

Whatever it was, the words seemed to echo in their minds as if a power greater than they could understand was at work.

Such a simple phrase, but the emotions the group felt seemed overwhelming. Truly, hearing the last words of a man die is disheartening to say the least, and the group felt as if they were almost there; but there was something else behind this that seemed greater than they could understand.

ANGELO

He betrayed us.

MIKALA

He betrayed Relandra.

Sadness was replaced by anger, and the group, even though feeling overwhelmed at the moment, began to discuss the next steps.

ALRAST

Whatever is next one thing is clear... We must seek the rose.

END OF PART ONE